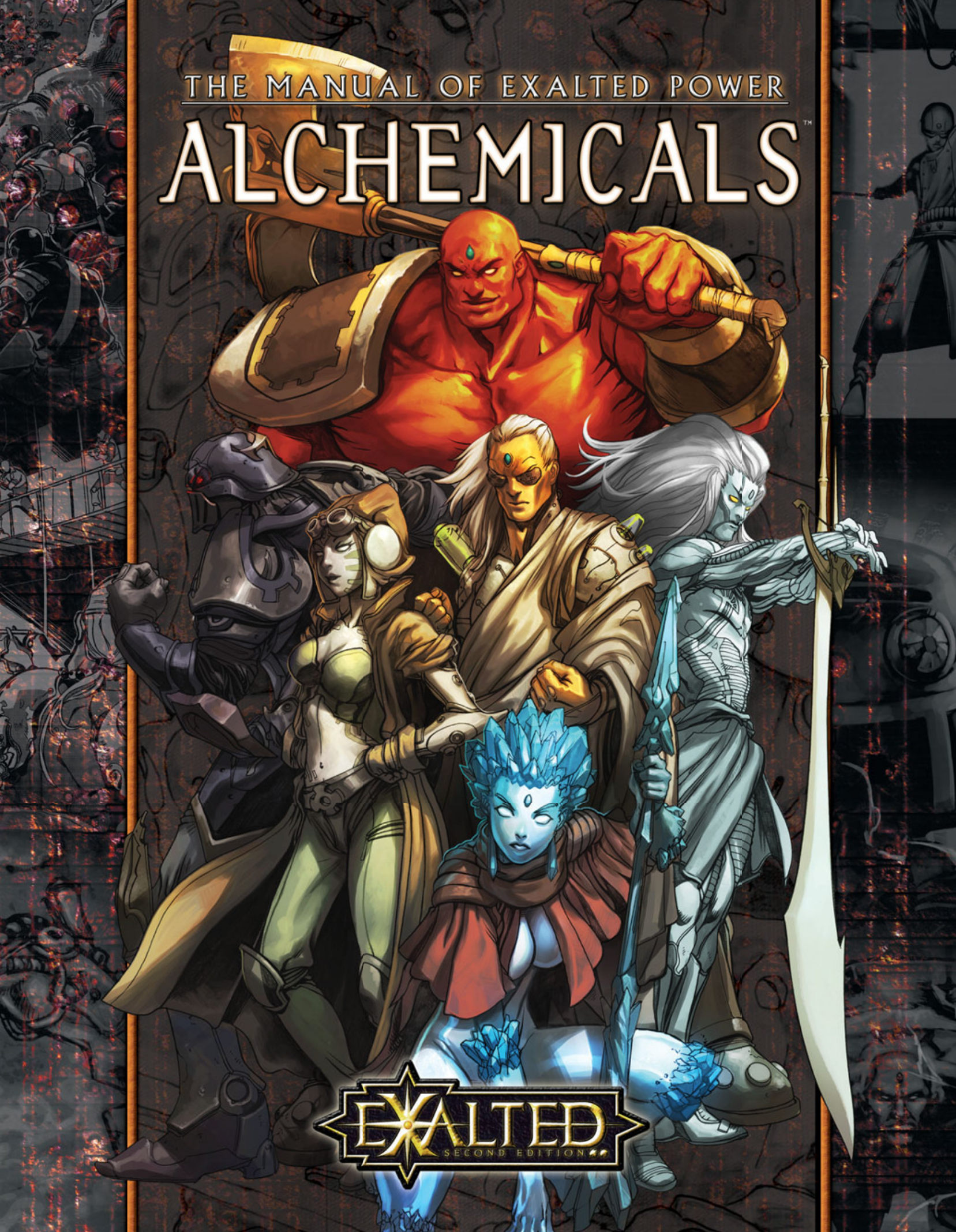
THE MANUAL OF EXALTED POWER

ALCHEMICALS™



EXALTED
SECOND EDITION

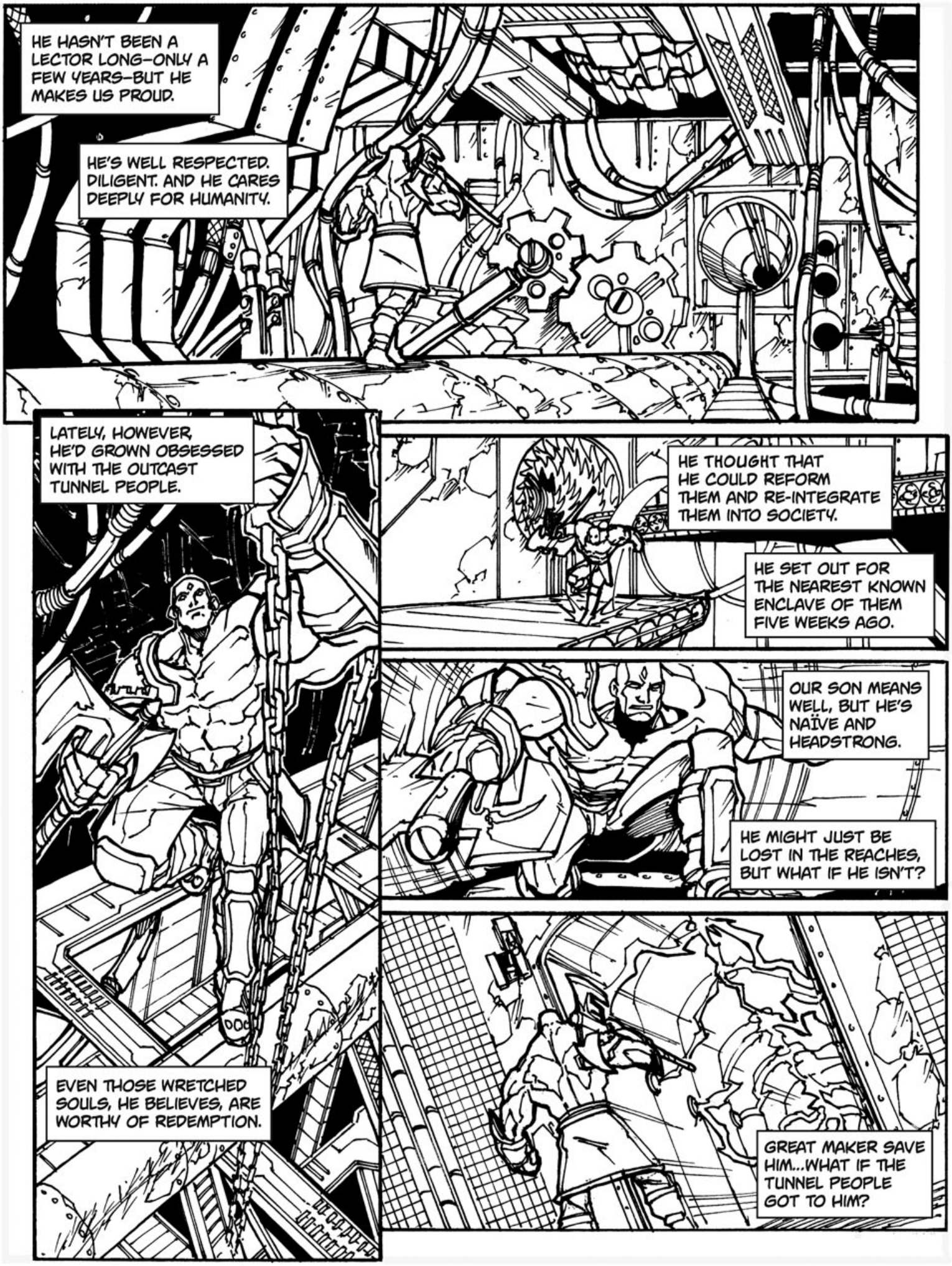
THE MANUAL OF EXALTED POWER

ALCHEMICALS™

By Alan Alexander, Michael A. Goodwin, Neall Raemonn Price,
Holden Shearer and Peter Ullmann

THERE HE IS. YOU WERE RIGHT.
LECTOR. MADAM.
STERN WHIP OF INDUSTRY: PLEASE TO COME WITH US.
SHIFT CHANGE ISN'T FOR ANOTHER TWO HOURS, PRECEPTOR.
SOVA NEEDS YOU. NOT IN TWO HOURS. NOW.
I CAN TAKE OVER, CHAMPION. I DON'T MIND.
THAT'S THE SPIRIT! WELL DONE!
GOOD MAN.
THIS WAY.
THANK YOU, CHAMPION. THANK YOU.
OF COURSE.

How may I serve, preceptor?
First, please to explain why we found you working as a lever puller?
You're too valuable to waste your time on such tasks.
With respect, no job of work is a waste of time.
My labors help the weary Populat remember that.
It's a worthy lesson, champion. My wife meant no disrespect.
However, an emergency has arisen. It's both theological and... personal.
Go on.
I fear, you see, for the safety of one of my junior lectors. Choja.
He disappeared into the reaches several weeks ago.
Then you want me to find him, yes?
Yes champion. We've been so worried about him.
"We"? And why is that?
He's our son.


HE HASN'T BEEN A LECTOR LONG–ONLY A FEW YEARS–BUT HE MAKES US PROUD.
HE'S WELL RESPECTED. DILIGENT. AND HE CARES DEEPLY FOR HUMANITY.
LATELY, HOWEVER, HE'D GROWN OBSESSED WITH THE OUTCAST TUNNEL PEOPLE.
HE THOUGHT THAT HE COULD REFORM THEM AND RE-INTEGRATE THEM INTO SOCIETY.
HE SET OUT FOR THE NEAREST KNOWN ENCLAVE OF THEM FIVE WEEKS AGO.
OUR SON MEANS WELL, BUT HE'S NAÏVE AND HEADSTRONG.
HE MIGHT JUST BE LOST IN THE REACHES, BUT WHAT IF HE ISN'T?
EVEN THOSE WRETCHED SOULS, HE BELIEVES, ARE WORTHY OF REDEMPTION.
GREAT MAKER SAVE HIM...WHAT IF THE TUNNEL PEOPLE GOT TO HIM?

I'VE NOT COME TO SHED BLOOD. I ONLY WANT TO TALK.
PLEASE DEACTIVATE YOUR ELECTRIC BARRIER.
NO? VERY WELL.
CLIP HIS CHIT!
NO HARM DONE. NOW, AS I WAS SAYING...

THAT WON'T BE NECESSARY.
NOW, I'M LOOKING FOR SOMEONE...

HE MADE ME BRING HIM HERE, MAKER'S TRUTH. IF HE'S ALIVE, HE'S DOWN THERE.
I SEE A HEAT SIGNATURE. IT'S STRANGE THOUGH...
SKREEEE...
WHOOM
LECTOR CHOJA? MY NAME-
I KNOW WHO YOU ARE. I GREW UP IN SOVA.
HEH... THIS IS JUST LIKE THEM.
ONLY MY PARENTS WOULD SEND A CHAMPION TO TELL ME WHAT A FAILURE I AM.

BUT I DID GIVE UP. WEEKS AGO. I HAVE FAILED.
NOT AT ALL, LECTOR. THE ONLY FAILURE IS TO GIVE UP BEFORE THE WORK IS DONE.
I CAME TO MINISTER TO THESE TUNNEL PEOPLE, BUT WHAT I SAW...
I'VE SEEN THEIR BLASPHEMOUS COMMUNIONS WITH BROKEN MACHINE GODS.
FLESH SACRIFICES. BIOMECHANICAL XENOGENESIS. HORRORS... SUCH HORRORS.
AND THEY KEPT TELLING ME, "SUBMISSION EQUALS TRUE." OVER AND OVER.
FINALLY, I GAVE IN AND DECIDED TO LEARN FOR MYSELF WHAT THAT MEANS.
NOW I UNDERSTAND...
...BETTER THAN THEY DO.

I NEVER SHOULD'VE COME HERE. MY PARENTS WERE RIGHT.
DO YOU KNOW HOW ANNOYING THAT IS?
NOT AS SUCH.
I CAN'T GO ON LIKE THIS. AND I CAN'T GO BACK HOME EITHER, CAN I?
NO.
OF COURSE NOT.
WHAT USE HAS SOVA FOR ONE SO EASILY MISLED?
TAKE HEART. THERE IS YET ONE SERVICE WE CAN PERFORM TOGETHER...

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CHAMPION?
KEROK?
PLEASE JOIN ME. I'M TOLD OUR MESSENGER HAS RETURNED.
DID HE SEEM IN GOOD SPIRITS?
I COULDN'T SAY. A RUNNER BROUGHT ME WORD FROM THE LOGISTICS CENTER.
THEN LET'S NOT WASTE TIME, EH?
SIR CHAMPION, GRAND AUTOCRAT KEROK...
WHERE IS MY MESSENGER?
WE DON'T KNOW. OUR SCOUTS ONLY FOUND THIS AT THE RENDEZVOUS POINT.
IT'S HIS. WASN'T HE THERE?
NO, SIR. AND WE DON'T KNOW WHAT'S IN IT.
YOU HAVEN'T OPENED IT?
IT... IT HAS A DIPLOMATIC ICON. WE'RE NOT SUPPOSED TO.
FINE. I'LL DO IT.
GREAT MAKER.

HUUURGH!
THEY... HE'S BURNED... THEY BURNED HIM TO DEATH.
HIS SOULGEM IS GONE. THEY TOOK HIS SOUL.
WHY WOULD THEY DO THAT?
WHAT KIND OF MONSTERS ARE WE DEALING WITH? WHAT DO WE DO?
THE ONLY THINK WE CAN DO.
ERADICATE THEM!

INTRODUCTION

Above all, however, the machine has no feelings, it feels no fear and no hope… it operates according to the pure logic of probability. For this reason I assert that the robot perceives more accurately than man.

— Max Frisch, *Homo Faber: A Report*

Designed by the Machine God Autochthon as the prototypes from which all other Exalted derive, the Alchemical Exalted were never actually built until the Great Maker fled Creation. Now, these biomechanical Champions serve and protect the millions of people who dwell within Autochthon's own body. Yet, as the Great Maker's sickness grows and the Void threatens to devour the Eight Nations, his Chosen must fight ever harder to maintain their charges' safety… and their own.

How to Use This Book

The Manual of Exalted Power—The Alchemicals provides the rules and background to run a game that focuses upon Alchemical Exalted characters or to design such characters as allies or antagonists for other **Exalted** games. The book's contents are as follows:

Chapter One: The Alchemical Exalted

This chapter details the mechanical Champions of Autochthonia, the Alchemical Exalted. It reveals the methods by which a heroic soul is chosen for Exaltation and a biomechanical body is constructed to house that soul by the Five Sodalities. It also explores the ways in which the Champions operate, their support structure in Autochthonia and their need to find new sources of supplies to sustain the Great Maker's failing body.

Chapter Two: The Subgods of Autochthonia

This section is devoted to exploring the unique divinities of the Machine God, from the Eight Divine Ministers down to the lowliest of fix beetles. Also featured are Autochthonia's native elementals and the savage gremlins, corrupted machine spirits indicative of the Great Maker's consuming sickness.

This is Not a Complete Game!

The Manual of Exalted Power—The Alchemicals, despite its size, is not a complete game. It is a supplement for White Wolf's **Exalted**, a game about near-divine heroes in a world of high fantasy. The core book describes the Solar Exalted, the Sun-blessed rightful rulers of Creation, reborn into a world that has hated them for centuries as the Solar Anathema, the demonic despots of the First Age. This supplement does not describe the game's various core traits, present its rules for combat or provide a complete setting. This supplement gives in-depth information about the Alchemical Exalted, their society, their activities and the rules necessary to create and play Alchemical characters. You'll need to consult the **Exalted** core book for everything else.

Chapter Three: Character Creation

This chapter supplies the rules you need to create an Alchemical Exalted character.

Chapter Four: Traits

In this chapter, you can find traits unique to Alchemical characters, as well as information on how to adjust existing traits for the Champions of Autochthon.

Chapter Five: Charms

The artifact Charms of the Alchemical Exalted are explored in this chapter. It is these interchangeable wonders that are the source of the Champions' power and versatility.

Chapter Six: Wonders of the Machine God

As Autochthonia enjoys a level of magitechnological sophistication unknown to Creation since the First Age, its Champions and even its mortal denizens enjoy access to a fantastic array of artifacts and magics. This chapter reveals these wonders.

Chapter Seven: Storytelling

This final chapter describes the special factors one must consider when storytelling a game about the Alchemical Exalted.

Lexicon

The majority of terms used in the core **Exalted** core book also apply to the Alchemical Exalted. The following terms, however, refer particularly to Alchemical characters and their particular milieu, Autochthonia.

Alchemical Exalted: The souls of Autochthonian mortals who have proved themselves heroes over the course of multiple lives are captured in special *soulgems*, that they might be reborn as *Champions* to serve their god and nation. Through a complex alchemical process performed by representatives of each of *the Five Sodalities*, a being made up of aspects of these heroes is given life once again via the clay flesh and brass bones of an Alchemical Exalt.

Autochthon: The Primordial Great Maker, Autochthon betrayed his hated brethren and conspired with the gods to grant them the secret of Exaltation. After the gods and their Chosen triumphed in the Primordial War, Autochthon sensed the Great Curse and attempted to evade the growing paranoia of the ruling Solar Deliberative by withdrawing into the void of Elsewhere and hibernating. Always a weak and sickly being, the Machine God's long slumber has served to exacerbate his illness and now threatens to destroy the mortals of the *Eight Nations* of *Autochthonia* and their Exalted *Champions*.

Autochthonia: Consisting of the *Eight Nations*, this is the human civilization that exists within the Great Maker himself. The Autochthonians are descended from mortals whisked Elsewhere by Autochthon as he fled Creation millennia ago. Autochthonia's people live in a highly regimented society led by the *Tripartite* and protected by the *Alchemical Exalted*.

Champion: An epithet for one of the *Alchemical Exalted*, similar to way the term Lawgiver refers to one of the Solar Exalted.

Colossus: An elder, warstrider-scaled *Alchemical Exalted* who has reached a higher echelon of Essence than the common *Champion*.

The Eight Nations: These are the eight great states of *Autochthonia*, built around the heroes who initially served as the Great Maker's human champions prior to leaving Creation. These heroes' souls provided the templates for the first Alchemical Exalted, and those Alchemicals eventually grew to become the initial *metropoli* and *patropoli* at the heart of each nation. The Eight Nations are Claslat, Estasia, Gulak, Kamak, Nurad, Sova and Yugash.

The Five Sodalities: Properly known as the Five Magnificent Sodalities of Penultimate Truth and Intransigent Gospel, these are five brotherhoods of skilled craftsmen, similar to guilds or trade unions, that provide *Autochthonia* with its skilled laborers, tradesmen and engineers. The Sodalities compose one of the three governing institutions of Autochthonia, along with the *Theomachracy* and the *Olgotary*. They include *the Glorious Luminors of the Brilliant Rapture*, *the Illustrious Conductors of the Consecrated Veins*, *the Pious Harvesters of the Hallowed Flesh*, *the Prolific Scholars of the Furnace Transcendent* and *the Meticulous Surgeons of the Body Electric*.

The Glorious Luminors of the Brilliant Rapture: One of *the Five Sodalities*, the group is in charge of the secrets of light and illumination. Its members are renowned for their tendency to make their necessary job into a holier act than is entirely necessary. The Luminors are associated with the magical material orichalcum.

The Illustrious Conductors of the Consecrated Veins: One of *the Five Sodalities*, the group is responsible

for managing the resource and waste disposal taps into the veins of the Great Maker and the storage and transport of the tapped products. The Conductors are associated with the magical material starmetal.

Lumpen: . The Lumpen are *Autochthonia*'s recidivist criminals and miscreants. A caste of laborers ranked below the *Populat*, the Lumpen are tattooed around their soulgems to mark the reasons for their degradation. Some few are soul-flayed and have their *soulgems* removed, but only the worst offenders are so punished.

The Meticulous Surgeons of the Body Electric: One of *the Five Sodalities*, this group of technicians and maintenance engineers is responsible for the upkeep and repair of both *Autochthonia* and its denizens. The Surgeons are associated with the magical material moonsilver.

metropolis/patropolis: Each of *Autochthonia*'s cities grew from an Alchemical Exalt of tremendous Essence. A male who transforms into a city is known as a patropolis, while a female is a metropolis.

Olgotary: The administrators of *Autochthonia*'s *Eight Nations*, these scientific bureaucrats, along with the *Sodalities* and the *Theomachracy*, compose one of the three governing institutions of Autochthonian society.

The Pious Harvesters of the Hallowed Flesh: : One of *the Five Sodalities*, the group gathers offal and trash for recycling and prepares the food served to the masses in *Autochthonia*'s cafeterias. The Harvesters are associated with the magical material jade.

Populat: *Autochthonia*'s working class, it is tasked with the manual efforts involved with propitiating the Machine God and providing for the needs of Autochthonia's people. The vast majority of the Autochthonian population is part of the Populat.

protocol: Powerful reality-altering effects that are created by submitting command-prayers to the design weavers, the divine automata that weave destiny in all of *Autochthonia*. This ability approximates the sorcery practiced by Creation's Exalted. Autochthon saw to it that his Chosen could also issue identical commands to Heaven's pattern spiders that work the Loom of Fate, allowing protocols to work in Creation as well as they do in Autochthonia.

The Prolific Scholars of the Furnace Transcendent: One of *the Five Sodalities*, this group of craftsmen and machinists manufactures the parts that make the Machine God function smoothly and the wonders that allow Autochthonian society to exist. The Scholars are associated with the magical material soulsteel.

The Seal of Eight Divinities: A magical seal separating *Autochthonia* from Creation.

soulgem: All Autochthonians have one of these artifacts implanted on their foreheads just after birth. A soulgem serves to contain the soul of its bearer upon death, that it might be recycled. The pattern of a soulgem is indicative of a person's position and rank in *Autochthonia*'s rigid society.

Theomachracy: Consisting of priests of the Great Maker, the Theomachracy sees to it that the people of *Autochthonia* are meeting the needs of the Great Maker and are content in their communities.

Tripartite: The combination of the *Olgotary*, the *Sodalities* and the *Theomachracy* that rules *Autochthonia* with the support of the *Alchemical Exalted*.

JAINEN! JAINEN, CAN YOU HEAR ME? WAKE UP!
UH...
UGH... SHELA? WHAT DO YOU WANT?
I CAN'T GET LOOSE.
SISTER, WE ALL HAVE PROBLEMS.
THANKS A LOAD FOR WAKING ME UP, BY THE WAY. I WAS ALMOST OUT OF HERE.
WHU... HAPPEN...?
GO BACK TO SLEEP, MAN. YOU'LL BE DEAD IN A MINUTE ANYWAY.
DON'T LOSE HEART. THE GREAT MAKER WILL SAVE US.
THE MAKER'S IN WORSE SHAPE THAN WE ARE! WHAT DO YOU EXPECT HIM TO DO?

WHAM!
WHAT WAS THAT?
ANOTHER CAVE-IN, PROBABLY. WHO CARES?
LOOK!
CREEEAAK!
TAKE HEART. HELP IS COME.

CHAPTER ONE

THE ALCHEMICAL EXALTED

The body of the Primordial Autochthon floats Elsewhere, adjacent to and separate from the Creation he helped envision. He slumbers, as he has for almost 5,000 years, and his sleep is troubled. Within his vast, pressurized outer hull, his body is in turmoil.

The Great Maker was sickly and frail even at the dawn of the world. Without the infinite resources of Creation and the Wyld to sustain him, his illness spirals out of control, and his body rises in open revolt against itself.

And yet, he is also comforted in his sleep. Men and women live and work within the world that is his body. They labor ceaselessly to regulate his processes. They fill his internal Essence reservoirs with their prayers and worship. They wield dogma, faith and tools in support and defense of their god and their world, for they are one and the same.

And they suffer. Autochthonia (for so the inhabitants of the Machine God's body have come to call their world) is a dark realm of toil and danger. Its technological landscape was not designed for human habitation, and its mechanical denizens comprehend the frailty of mortal flesh and mortal emotion only with difficulty. The lives of Autochthonians are lives of routine, of repetition, of regulation and of restriction. And yet, they are *lives*. The teeming millions of Autochthonia love, dream, hate, covet, war, worship, wonder about tomorrow and marvel over the past. They strive and struggle. They know triumph and failure. There are heroes among them, and from their ranks rise the Alchemical Exalted—the greatest men and women of Autochthonia's history, reincarnated in immortal artificial bodies to act as ordained champions of state and god.

History

Gaia and Cytherea brought forth Creation from the raw forge of the primal Wyld, and the rest of the Primordials filled it with all manner of life, including, finally, humans. After completing these multi-millennial labors, the makers of the universe retired to the Celestial City of Yu-Shan to take their rest and play the Games of Divinity. They left the gods to

toil to sustain their world, the Dragon Kings to rule its savage surface and humanity to offer up terrified worship.

Yet, one among the Primordials, Autochthon, took frequent leave of Yu-Shan to linger upon the face of Creation. In part he did so because he was fascinated with the world he had helped to craft, which still held untold discoveries to capture and hold his limitless curiosity. But just as much, it was because his siblings were cruel. They mocked him and broke his creations. By avoiding the Jade Pleasure Dome where they lay in repose and partook of their amusements, he was able to avoid the worst of their abuses.

Humans noticed the comings and goings of the mighty Primordial and offered up worship to him, as they did to all things greater than themselves. This attracted Autochthon's attention to the weak, tiny creatures for the first time since their creation, and he was delighted to discover that they possessed the aptitude to use the three inventions of which he was most proud—faith, dogma and tools. Indeed, that aptitude was the most effective power humans had. In time, Autochthon grew to love them.

Time passed, and things remained as they were. The Primordial King knocked down two of Autochthon's three workshops within the Celestial City when Autochthon failed to address that dread, bodiless force with proper deference. The shadow that was to become the Ebon Dragon limped across the hills of Heaven, shaking with quiet laughter. The Lintha sang songs mocking Autochthon's ugliness as their Primordial mistress looked on in amusement. The Maker retired to Creation and spent much of his time alone.

So it was that he chanced to overhear the gods speaking their displeasure at being bound to eternal labor. In time, the Sun himself gathered the other Incarnae and said to them, "Let us overthrow the Primordials, that we might take our leisure at the Games of Divinity." The gods agreed. Yet, although they were strong in their resolve, they were impotent in their means, for they were unable to raise a hand against their creators. "Let us take men and give them the favor of the gods," the Sun said, "and use them as our champions against the Primordials." And again the gods were in agreement but knew not precisely how to make this happen.

Autochthon approached them. He knew a way.

Alpha and Omega

In short order, Luna brought Gaia into the conspiracy. Autochthon was not entirely happy to see her. While the Emerald Mother was not among the cruelest of the Primordials, she had the habit of turning her face from her brother's ugliness nonetheless. Still, the pact was sealed. The Maker set off to discern how to implement his plan, while the gods began examining mortals and determining likely heroes.

The Incarnae conspired one night to veil the moon and planets and all of the stars. Moving under the cover of this most profound darkness, Autochthon's Divine Ministers kidnapped some 30 score Lintha, carrying them away to

the blackest depths of the Maker's body. Their patron was none the wiser.

The Lintha were more like humans in the structure of their bodies and souls than any other Primordial race, but unlike humans, they innately wielded Essence. Autochthon calmly vivisected them one after another, discerning the way their po souls bloated with the power of their Essence and their blood ran thick with it. When they died, he captured their souls in frameworks of the most powerful, Essence-resonant materials he had uncovered in Creation and beyond. These frameworks consumed and destroyed the captive souls in short order, but Autochthon learned much of fleeting life and invulnerable Essence through his experiments.

By the time he had worked through his entire stock of captives, Autochthon finally discerned the workings of body, soul and Essence. He had refined the blueprints for six varieties of mortal empowerment, incorporating body, soul and his own Primordial Essence. Yet, although he was certain of their feasibility, Autochthon did not create any Exalted for himself. He feared that the other Primordials would discover and examine them—as they often did his inventions—find them less breakable than his other creations and grow suspicious.

The Primordial War

The Maker returned to the conspirators and helped adapt the technology of Exaltation to the particular Essence of each. Because Gaia's nature was too manifold to be captured in a singular Essence like that of the Incarnae, it was instead decreed that she would offer up her foremost souls, which were each mighty but of singular nature, to Exalt a multitude of weaker Chosen. These Dragon-Blooded would then act as the army of the Celestial Exalted.

Once the gods had crafted their Exaltations, and their Chosen had been selected and trained into an army, Autochthon called forth his children, the Mountain Folk, to present the Exalted with a powerful arsenal of magical weaponry. And then Autochthon stepped aside, and the gods went to war.

Aftermath

Autochthon's designs worked better than he'd hoped or anticipated. The Primordial War exceeded all his dreams of revenge, and his pride in the Exalted he had helped create was tempered by awe and then terror as they brought his brothers and sisters to heel and slew them. Gaia turned her face aside in horror, but Autochthon looked on as his brethren died and heard their shouted death-curses. He feared the worst, but he said nothing. There was still a war to fight.

In time, the Solars and their army won. The gods ascended to Yu-Shan to play the Games of Divinity, and in recognition of their service, gave rule of Creation over to the Exalted. Gaia commanded her souls to rest themselves, lest the world suffer from their wakefulness, then swallowed her world-body and walked off arm-in-arm with Luna. The Great Maker never saw her again.

His fears soon returned. Although the Exalted of the Twilight Caste greatly respected and valued his counsel, he feared that they would grow jealous of his genius one day and attempt to seize it for their own. Although the gods smiled and spoke words of thanks, he knew that the sight of him reminded them of their treachery and that they did not consider him their equal, for he had fielded no Exalted.

Then, a little over a century after the end of the Primordial War, tensions rose between the Solars and the People of Adamant. The Mountain Folk prayed to Autochthon to intervene on their behalf, and the Twilights asked Autochthon to make his people see reason. The Great Maker remained silent. Soon enough, the first Solar Deliberative begged the Unconquered Sun to intervene, and the Lord of Heaven approached the Great Maker with an ultimatum: Make sure the Mountain Folk offered no threat to their former allies, or the Solars would make war upon them.

Left with no choice, Autochthon laid his Great Geas upon the Mountain Folk. The Deliberative issued a formal letter of thanks. Autochthon knew his time had run out. To stay in Creation would ensure his own demise.

Departure

In those days, the Solar Exalted ruled directly only over the Southeast of Creation, and Mount Meru on the Blessed Isle. Their Lunar mates ran free, mapping the world, and the armies of the Unconquered Sun would soon set forth on campaigns of glorious conquest. For the moment, though most of Creation remained untamed.

Autochthon summoned eight of his greatest mortal adherents—Claslat, Estasia, Gulak, Jarish, Kamak, Nurad, Sova and Yugash. The Great Maker's Divine Ministers and their holy subroutines presented the mortal heroes with potent blessings and powerful weapons and tools, and gave them a mission. They were to spread out to the edges of Creation and beyond in utmost secrecy, gathering the components to craft a mighty artifact, and thence to carry it to the Well of Souls to fill it with 100 million human souls drawn directly from that font of limitless power. This they did, avoiding the notice of the Celestial Exalted and their loyal Dragon-Blooded, though it took 10 years. At last, the Great Maker was ready to take himself off into exile. Some few thousand of his most devoted worshipers gathered to follow their beloved Autochthon, and these he took solemnly into his body. Then, moving with terrifying speed, he snatched tens of thousands of additional mortals from the surrounding countryside as well. By the time the Sidereals registered the brewing cascade failure in the Loom of Fate, it was too late. Autochthon vanished into the folds of Elsewhere, hoping to wait out the Great Curse.

The First Champions

In many ways, Autochthon was the kindest Primordial where humans were concerned, possessing a genuine affection for them. Yet, he was still a Primordial and comprehended the tiny creatures living within him imperfectly and with difficulty.

The Ewer of Souls

Autochthon knew that he required a vast amount of power to sustain himself while exiled from Creation. The worship of his human followers and captives would fulfill much of that need, but he also needed more direct sources of sustenance. To that end, his eight champions fashioned the Radiant Amphora of Celestial Accumulation, more commonly known as the Ewer of Souls.

All souls in Autochthonia pass through the Ewer between incarnations. Its divine mechanisms cleanse memories between lives, allocate souls to newborn Autochthonians as they take their first breath and route souls away from the Amphora at set intervals. Autochthon splits these diverted souls apart into hun and po. The hun souls are further routed to enormous adamant and soulsteel holding tanks deep in the bowels of the Elemental Pole of Metal, which now contain untold millions of crowded and confused ghosts, all of which lack identities and most of which lack any sort of volition. The po souls, receptacles for all power accumulated in a mortal lifetime, the Machine God eats. Autochthon overlooked the capacity for the hun soul to accumulate might after death because, at the time of his departure, the Underworld was a new and still mostly nebulous phenomenon. Ghostly nations and kingdoms had yet to come together and achieve prominence in that landscape of rolling fog and creeping shadows.

Because the Ewer is not capable of generating new po souls and raw hun souls alone cannot imbue a mortal with life, this means that Autochthonia's maximum soul population has been steadily declining throughout its entire history. Matters are now reaching a crisis level, as increasing numbers of infants are stillborn due to lack of available souls.

It took Autochthon six decades to cycle down his active processes and settle into a dormant slumber. During that time, he watched his new population spread out through his body, dividing into eight tribes and then eight cities, each led by one of the eight heroes who had crafted and filled the Ewer.

The Realm of Brass and Shadow was not kind to them, however. Autochthon's body was endlessly dark and unforgiving. Industrial accidents claimed many lives and left many more maimed. Attempts to traverse even the limited run of uninhabited space between the eight burgeoning cities often ended in tragedy. As the eight original heroes of Autochthon died, one by one, their people despaired. Some fell into violent upheavals and battles of succession. Others became listless. Still others moved to dominate their neighbors.

All stopped as, in the final years of his conscious presence, Autochthon made his will known. He sent his Divine Ministers to each of the cities, where they gathered up the five most talented craftsmen and carried them off into the Reaches. There, the assorted crafters underwent holy instruction, and the secrets of Exaltation were blazed into their awareness. Autochthon extruded the first eight soulgems, soon to become the most important artifacts in Autochthonia, and each bore the soul of one of the eight heroes who had led the cities.

Soon, the craftsmen returned to their people, and the first Alchemical Exalted came with them. Satisfied that his human population would be well protected by their immortal Champions, the Great Maker slipped away into his millennial slumber, where he remains today.

Those Who Rule, Those Who Serve

The people of Autochthonia rejoiced… and were afraid. The Alchemical Exalted were not the eight heroes, but new composite beings who reflected elements of those heroes, as well as elements of many previous lives. Six of the Alchemicals began heroic labors to organize and defend their people, as the Divine Ministers had intended. Two, however, attempted to rule more directly.

In the city-tribe of Estasia, *Luminous Exarch* openly assumed command of his people and began making plans for war. One of his memory-echoes stretching back to Creation had fought and died in the Primordial War as a Solar Exalt, and he believed that, as the only twice-Exalted among the original eight, rulership of the cities was his proper destiny. His will was initially thwarted, however, for the enigmatic processes of Autochthon's biology began moving the eight cities away from one another, and it was fully 20 years before Estasia was brought back in contact with its brethren.

In the city-tribe of Yugash, by contrast, *Kaleidoscopic Armiger* diverted her people into three rigid classifications, codifying the informal hierarchy that had begun to emerge before the splitting of the cities. These were the Lumpen, the Populat and the Elevated, and all answered to *Armiger*.

When the cities began drifting back together, it emerged that similar social structures had appeared within seven of the eight nations, though they used different appellations. Yugash prospered under *Armiger* at first, as she drove her people on to greater productivity and advancement.

Estasia, however, had evolved into Drudge, Administrate and Militate classes under *Luminous Exarch*. It had spent many years drifting through resource-poor areas of the Reaches and had diverted most of its energy toward building a strong army rather than a strong infrastructure. Still, *Exarch* had his vision, and his people marched to war.

The results were catastrophic. As factory workers were conscripted to fight off the Estasian army, the physical integrity of the regions around the eight cities began to fail. Countless Autochthonians were slain as their Chosen met on the battlefield. Estasia was soon defeated by sheer numbers

and by its own poor organizational base, but it drifted away before terms of surrender could be properly hammered out. This was the first international war in Autochthonia, but not the last.

By the third century of Autochthonian history, it became clear even to *Exarch* that the Realm of Brass and Shadow was not as Creation and did not invite sweeping adventures of war and conquest. Some few additional Alchemical Exalted had been constructed in a few of the nations by this point, including Estasia. In the 350th year after the dawn of Autochthonia, (i.e., 350 DA), *Exarch* formally stepped down and ceded control of Estasia to a Militate and Administrate council, that he might concentrate on leading his younger Exalted brothers and sisters and training them to become proper weapons of the state.

Only *Kaleidoscopic Armiger* continued to rule, though the morale and productivity of Yugash suffered under her growing Clarity. As the most ambitious of the original eight, she pursued transhuman advancement with a singular fervency and zeal. Yugash became a depressing backwater for a time.

The Metropolitan Era

Five hundred years after Autochthon's departure from Creation, *Armiger* simultaneously catapulted Yugash back to prominence among the Eight Nations and obviated the possibility of eternal Alchemical rulership. Refining her Essence through clarified focus and enlightenment-cultivating visions transmitted by the Divine Ministers, she ascended to an entirely new mode of existence. When her evolutionary chrysalis opened, it revealed not the massive, armored Exalt her people had expected, but the core of a highly advanced city.

To this point, Autochthonia's cities had been cobbled-together collections of scrap and scavenged parts. The new metropolis of Kadar, however, was purpose-designed for mortal habitation. The technicians of the Five Mechanicians' Guilds communicated with the metropolitan core and began designing massive, powerful Charms, which provided radiant benefit for all the inhabitants of the quickly growing city.

When the nations next came together, however, it became apparent that the first Champion of Gulak, *Thousand-Handed Triumphant Ordinator*, had also ascended to metropolitan status—and according to city records, had done so a full 15 years before Kadar. Yugash has always bitterly contested Gulak's claim to possessing the oldest metropolis in Autochthonia, on the grounds that the municipal Charms of Kadar were far better developed than those of Thutot when the cities first came into contact. Regardless, most of the other nations have come to accept Gulak's claim as the valid one.

Although Yugash was the first nation to reap the full benefits of Municipal Charm technology, it was far from the last. By 1,000 DA, all eight of the original Alchemicals had taken root and become growing capital cities, lending all their Exalted might to support the mortals who lived within them.

The Conclave

All of the Eight Nations regarded their Alchemicals as holy avatars of Autochthon's power. This esteem did not, unfortunately, promote international religious orthodoxy. The Alchemicals were strongly passionate and opinionated and frequently disagreed on how best to serve the Great Maker or interpret the commandments he had left for the Autochthonians. As a result, the middle period of Autochthonian history was marked by episodes of violent religious conflict. Eventually, both Estasia and Gulak were almost destroyed in the fighting. Saboteurs even managed to damage the core of the patropolis of Lux.

At this point, the biotectonic forces of the Great Maker's body began bringing the Eight Nations into increasingly close proximity. The rulers of several of the nations feared that religious conflict would continue to worsen and might eventually endanger their survival in Autochthonia. Alchemical diplomats from Claslat, Yugash and Gulak worked to assemble representatives from every nation, and in 1991 DA, a general conclave was held in Claslat.

It lasted three years and saw wide-scale codification of Autochthonia's cultural structure. The general Yugash model was adopted, with refinements. The Lumpen and Populat remained largely unchanged, save for assuming more uniform ranking and organization. The bevy of various national Elevated equivalents, including Estasia's Administrate, were re-organized into the Tripartite. A few oddities, such as the Militate, remained, but for the most part, the Realm of Brass and Shadow was much more orthodox than it had previously been.

Several issues proved germane for the Alchemicals. First, the Five Mechanicians' Guilds were reborn as the Sodalities, officially adopting their de facto monopoly on the creation of Alchemical Exalted into the structure of national government. Second, it was decreed in all nations that new Alchemicals could be Exalted only by unanimous vote of the National Tripartite Assembly. Finally, and most importantly, the role of the Exalted in Autochthonia was finally legally codified. As officially designated state heroes, all Alchemicals were given equivalent ranking to Tripartite membership but would be beholden directly to their National Tripartite Assembly and were forbidden official, non-honorary membership in any Tripartite branch. Although they had not actually governed directly in centuries, it was now sealed into law. In the Realm of Brass and Shadow, the Exalted would perform their heroic labors in support of mortal rule.

Apostasy

Near-uniformity of social structure did not lead to uniformity of religious doctrine, but it did create enough of a common core of religious belief that divergence between the faith of different nations could be the subject for heated debate more often than outright conflict. While the following centuries were not peaceful, neither were they as tumultuous as those that had preceded them.

A series of high-profile murders rocked the tiny nation of Jarish from 3566–3589 DA. Dead workers were found crammed into the gears of their workstations only when the next shift started the machinery up in a spray of blood. Regulators regularly disappeared on patrol. The High Celebrant of Jast was found in his bedroom, dismembered. The nation's Alchemicals located not one, but *several* Voidbringer cells. After each round of torture and execution, they declared the crisis at an end. Then more deaths followed. Hysteria spread throughout the other seven nations, as Voidbringer cults were first imagined to be hiding in every shadow—and, in several cases, actually uncovered.

Finally, in 3590, the horrifying truth emerged—the Soulsteel Caste leading the investigation, *Iron Hand of Justice*, was the leader of the cults infesting Jarish. He fled to the Far Reaches just ahead of an assembly sent to capture and destroy him.

It was another 17 years before the rogue Exalt was cornered and brought down. A multinational group of Alchemical hunters was forced to trek deeper into the Far Reaches than any group of Autochthonians had traveled in living memory, and what they found horrified them. Gremlins teemed in the darkness, and vast sections of the Great Maker's body were in open revolt. His endemic sickness, which the Autochthonians believed they had kept warded and in remission with their endless labor and fervent prayers, was expanding and gaining strength at an alarming rate.

When they found him, *Iron Hand of Justice* had renamed himself *Blade of the Apostate*. He unveiled an array of horrific, never-before-seen Charms, and slew three of the Champions sent to fight him before finally being brought down himself. *Iron Hand* was the first recorded Apostate Alchemical, but far from the last.

The Modern Day

The year is 4878 DA, and the Realm of Brass and Shadow is in dire straits. The seemingly endless cycle of labor and prayer is breaking down under pandemic shortages. Sources of the magical materials are increasingly scarce and inadequate to the needs of the Eight Nations. The flow of Essence and nutrients to the cities is beginning to slacken. The blight zones that infect the Great Maker's body rot, fester and grow ever closer to the cities. Gremlins are more common—and bolder.

Worst of all, the Radiant Amphora is running dry. Increasing numbers of Autochthonian infants are stillborn for lack of souls to animate them. Each of the Eight Nations is aware of these growing problems, but they all strive to conceal the extent to which they suffer, lest they invite raiders to take what little remains.

Each nation concocts desperate plans to meet and overcome the crisis. Each now looks to its Exalted for ultimate salvation.

And the Alchemicals stand ready. This is a time for heroes.

The Seal of Eight Divinities

Autochthon is sealed off from Creation by a metaphysical barrier known as the Seal of Eight Divinities. Supported by the vast might of the Divine Ministers, it was designed to be utterly impermeable to outside forces. Its design made sure that even the peerless genius of the Solar Exalted could never locate Autochthon's hiding place in Elsewhere, and that none could ever gain access to his inner workings even if he were somehow found by sheer chance. Yet, it also prevented the possibility of any rescue attempt by his Mountain Folk or any other force outside of his own body in the event that something went wrong during his long hibernation… as it now has.

While the Seal is impregnable from outside Autochthonia, however, it was not designed to be nearly so formidable from within. A simple Essence 8 Municipal Charm would be enough to pierce the barrier and establish a stable portal between Autochthonia and Creation. As the crisis within the Great Maker's body worsens, it becomes increasingly likely that one of the Eight Nations will dare the unthinkable and attempt to establish such a portal.

Chosen of the Machine God

The Exalted of Autochthonia are like the Exalted of Creation. They are men and women of great passion, epic goals and enormous power. They drive their societies forward through inspirational example, protect them with vast strength and advise them with superhuman insight.

The Exalted of Autochthonia are not like the Exalted of Creation. They are heroes from the annals of history reborn in nigh-indestructible bodies made of brass and clay. Their Charms are integrated wonders of industrial genius. And where the Chosen of Creation rule over the teeming masses of humanity, the Alchemicals are Champions of god and state. They are Exalted to protect and serve.

Exaltation

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

The Pious Harvesters of the Hallowed Flesh know how to create and process the alchemical broth in which the bodies of the Exalted are cultured and catalyzed.

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

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

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

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

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

Limitations

Two factors restrict the frequency of Alchemical Exaltation. The first is expense.

While the nature of the Exaltation ritual is such that it is more cost-efficient to bring forth several new Champions at once, it still represents an enormous investment on the part of the Exalt's nation. Not only is the amount of raw magical materials and exotic reagents required to construct a single Exalt staggering, but because Autochthonia has almost no natural stone deposits, the mixture of rare clays that comprise their flesh are extremely difficult to come by. Some are formed when jade deposits and machine parts are slowly broken down by exposure to powerful acids, forming a malleable, Essence-reactive sludge. Others are produced by massive factory-engines deep in the bowels of the Pole of Metal, where crushed crystal and oil are mixed together into a thick slurry. Fine detailing work is done with a mixture of dust and smoke from Autochthonian factories, mixed with the blood and sweat of Populat workers. Gummy, naturally

occurring residue found in the Reaches adds bulk and helps bind the mixture.

The second restriction is the availability of proper souls. The Alchemical Exaltation will not catalyze properly unless the soulgem affixed to the nascent Champion's forehead contains a soul that has exhibited heroism worthy of Celestial Exaltation, not simply once, but repeatedly across multiple lifetimes. Each nation assigns historians to work with the Luminors to track the previous incarnations of particularly noteworthy individuals, attempting to compile records of souls that might prove mighty enough to catalyze an Alchemical. Incautious or inadequate selections inevitably cause the Exaltation to fail, producing nothing more than a staggeringly expensive lump of clay and brass.

Mind and Soul

Alchemicals awaken in the vats as physical and mental adults, complete with fully developed skills, memories and personal aptitudes. To some degree, these qualities are shaped by the Exalt's caste. The primary magical material used in her body's construction causes certain aptitudes of her composite lives to rise to the fore. Orichalcum Castes, for example, always manifest forceful elements of previous lives and are either enormously strong, charismatic or intelligent—usually all three.

An Alchemical's personality is a composite of traits from those heroic former lives that most strongly resonate with the characteristics of her caste. Her memories and skills, likewise, are a patchwork. An Alchemical steps out of the vats with an exhaustive knowledge of practical medicine because one of her incarnations was a Surgeon who died dragging wounded soldiers off of the battlefield. She remembers how to set bones, disinfect wounds and play the games of political advancement within the ranks of the Meticulous Surgeons to which she no longer belongs. She is also a master of the blade because, in another life, she was a renowned fighter in Estasia's Militate, hired out at great expense to most of the Eight Nations at some point or another. She remembers the hundred subtle skills of muscle and tactics that define an expert fighter, as well as the look in the eyes of the enemies she killed.

All Alchemicals understand, instinctively, who they are and what they have become. One of the Exaltation's gifts is that it allows them to know themselves. They are aware of their name, and assuming they were created in a vats complex sustained by the Essence of a patropolis (as all Alchemicals have been since the ascension of the original eight Exalts, save for certain Adamant Castes), sympathetic Essence feeds give them a general awareness of the time and circumstances into which they have been born.

Terminology of Exaltation

First Age savants recognized two degrees of Exaltation: Celestial and Terrestrial. Celestial Exaltation, of course, referred to the power infusing the Chosen of the mighty Incarnae. In practice, more attention tended to be accorded to the enormous personal power of the Celestial Exalted and the way their Exaltation passed on to new bearers through a process similar to reincarnation. In the Second Age, savants whose scholarship remains untainted by Immaculate doctrine are presented with a classification conundrum by the advent of the Abyssal and Infernal Exalted. Those Exalts' power does *not* entirely derive from the Incarnae, but they possess all other characteristics of Celestial Exaltation. For now, that is how they have been categorized.

Despite their aspect diversity and separate patronage, the Dragon-Blooded have always been categorized as a single variety of Terrestrial Exalted. In the First Age, as with Celestials, savants tended to focus on the characteristics of this form of Exaltation rather than on the Dragons after whom they had been named. In the Second Age, this trend has reversed itself.

Moreover, while both varieties of Chosen are Exalted, only Celestials have what the God of Exaltation, Lytek (see **The Compass of Celestial Directions, Vol. III—Yu-Shan**, pp. 143-145), refers to as "an Exaltation." (Scholars of Exaltation have suggested several pieces of clarifying terminology over the centuries to refer to the element of the Celestial Exalted that carries their power from hero to hero, including "heavenly shard," "spark of divinity" and "transmigratory Essence." Yet, Lytek's Division of Exaltation has refused all of these appellations on the grounds of inaccuracy and lack of proper grandeur, and Heavenly paperwork continues to recognize only the term "Exaltation.")

Alchemicals do not fit into either model. They are, properly speaking, Primordial Exalted—but they do not function in the same manner as the appropriated Exalts of the Neverborn or the Yozis, or the Chosen of Gaia's draconic souls. They possess a physical Exaltation, like the Dragon-Blooded, but with no capacity to pass their power on to another bearer either through death *or* reproduction. In the end, should they ever integrate themselves into Creation, their raw power will classify them as Celestial Exalts. Yet, this is unlikely to stop Lytek and his rival Parad, the God of Inherited Might (see **The Compass of Celestial Directions, Vol. III—Yu-Shan**, pp. 148–149), from coming to open conflict over the matter of how to classify their unique industrial Exaltation.

Alchemical Exaltation Requirements

The gods quite deliberately left behind no records of how the Exaltations of their Chosen were made and have never spoken about the process in any but the most blandly general or baroquely ornate terms. The legacy of those original Exaltations continues to echo down to the current era, in the form of reincarnating Celestials and the bloodlines of the Terrestrials.

Yet, Alchemical Exaltations are particular to each Champion. They do not pass on their power to later lives or endure past the Alchemical's death, nor predate her birth. Even if a soul is recycled, the next Exaltation is entirely new and unique. As such, the Chosen of the gods might have much to learn from the components of this active, ongoing process of Exaltation… or perhaps not. The Alchemicals are, after all, a form of precursor technology, incorporating elements not included in any later form of Exaltation and omitting functions that the gods specified for their Chosen.

In any case, Alchemical Exaltation requires four elements: proper materials, proper heroism, proper executors and the power of Autochthon.

Materials for Alchemical Exaltation include a number of rare clays, exactingly machined brass parts, carefully cultured crystals and alchemically treated glass, exotic oils and prodigious quantities of the magical materials, plus many chemicals and mystic reagents. These demands are equivalent to the upper echelons of Resources •••••—so much so that buying them up would drop such a character's Resources Background down to ••. If using alternative financial Backgrounds, an individual Alchemical's construction mandates Salary ••••• or Wealth ••••. Making Alchemicals in a batch lowers the overall cost compared to Exalting them one by one, levying an investment equal to Wealth •••••. In the Second Age, only a few superpowers such as the Realm, the Mountain Folk and the Deathlords possess sufficient quantities of magical materials to meet this demand without stockpiling in advance.

Proper heroism demands a proper heroic soul. A soul of insufficient heroism, or of heroism not suited to the primary magical material used in the construction of her new body, causes the process to fail.

The final demands are those least understood by the Autochthonians and most likely to puzzle any Celestials who study the process. Alchemical Exaltation is a six-part process, requiring at least five implementers with the Alchemical Demiurge mutation (see pp. 111-112), each of whom must possess and implement a different part of the fivefold formula of Exaltation. In practice, because the process is so labor-intensive, usually many more than five individuals are involved. The sixth element is the power of Autochthon himself, channeled from the sleeping Primordial through the souls and labors of his chosen Demiurges.

It is worth noting that the work of Demiurges does not end with the moment of Exaltation. Surgeons who know the secrets of crafting an Alchemical's body are also trained to upgrade its Attributes. The Prolific Scholars who crafted a Champion's first Charms continue to produce new wonders to arm her with throughout the rest of their lives, often passing this duty on to hand-picked apprentices as old age steals the steadiness from their hands and, eventually, the breath from their lungs.

Still, Autochthonia has changed dramatically over its 5,000-year history, and Alchemical minds are influenced by *very* powerful memories stretching back centuries or more. A newborn Champion might come into the world filled with a bitter hatred of a country with which her nation is currently allied or with strong feelings about long-discredited religious movements. Such Alchemicals have prompted religious schisms more than once.

Prior Exaltation

For many Alchemicals, the moment of life-giving Exaltation in which mind and memories crystallize is not their first. The Eight Nations go to any lengths necessary to recover the soulgems of Alchemicals killed in the line of duty. (Such is not always possible, though, as Champions are unfortunately prone to death through dramatic means such as immersion in molten steel or vaporization by half-kilomote Essence beams.) When recovery is accomplished, the soulgem is generally used to empower a new Alchemical.

A soul recycled from one Alchemical Exalt into a new Champion will not produce the same individual. The catalysis of the new Exalt's memories and persona are always markedly different from that which came before, and her former incarnations as an Alchemical never factor into her new personality. Moreover, recycled Alchemicals initially possess no memories of their former lives as Chosen of the Machine God. Only when their Clarity grows to severe levels (7+) may they access any memories of their former Alchemical lives—and then only memories reaching up to their current Essence rating.

When the Chosen die relatively young, their soulgems are normally recovered and implanted into a new body at the earliest opportunity. The death of older Exalts, however, or

of those Exalts who have been quickly re-implanted several times, is more problematic. If recycled, the new Exalt will be born with a gap in her memories and social awareness spanning centuries, producing problems as potentially severe as those experienced by a mortal who falls asleep during the height of the First Age and wakes up under the reign of the Scarlet Empress. To combat this, such souls are usually released back into general circulation for several lifetimes, hopefully to accumulate new experiences and memories in new heroic mortal incarnations.

Alchemical Physiology

The Alchemical Exalted could be mistaken for mortals only at a distance, and then in very poor light.

A Champion under construction in the vats seems like little more than a manikin of clay and wax, crude and unfinished. At the moment of Exaltation, however, the body's features refine themselves. Two perfectly human eyes open and stare out at the world. Hair pushes out of the body's head, assuming a style befitting the Exalt's self-image. Sexual characteristics appear. What sits up and steps out of the stew of Essence-cultivating chemical broth bears a human shape, studded with the brass and crystalline inclusions of Charms.

Despite being human in shape, the body of an Alchemical is clearly artificial. Her skin is slightly clammy to the touch and is usually grayish or stained slightly with colors appropriate to her caste. Although her head bears hair, the rest of her body is smooth. She breathes only to speak.

And most strikingly, she bears Charms. Steam-driven pistons and synthetic musculature endow her with superhuman might. Electric impulse accelerators in her skull drive her thoughts with lightning acumen. Integrated weapon systems unfold from her body to strike down threats to her people and her nation at a command.

Self-Image

By default, the Alchemical Exalted appear very nearly human. Their skin tone and texture are a bit off, and they need not breathe, and what they bleed could not possibly be mistaken for blood, true—but the similarities are greater than the differences. Gross alterations to this basic body plan occur only once Charms are introduced.

An Alchemical is under no obligation to retain the appearance with which he is born. Many Champions upgrade themselves extensively and with an eye toward only efficiency. Limbs are amputated and placed in storage, replaced with inhuman prosthetics of vastly greater effectiveness. An Exalt's face disappears beneath a mask of sensory scanners and sound filters. One's skin is unwoven and replaced with armored sheets. New limbs are affixed to skeletal hardpoints, bristling with weapons or tools.

Such Exalts become living avatars of industry and warfare, technological icons who inspire as much fear as devotion among the mortals they champion.

Other Alchemicals are more concerned with the preservation of their self-image. While recognizing their appointed role as weapons of the state, they attempt to retain a more human appearance, shying away from the most physically invasive or extensively transformative Charms.

Most Champions walk a middle road between man and machine, attempting to balance self-image and necessity. Their memory-echoes of former lives and full humanity remind them of what they have to lose, while the thrumming might of their Exalted implants speak of what they stand to gain.

Transhuman Ascension

Like all Exalted, Alchemicals possess the potential to cultivate their Essence to superhuman levels and beyond. When Celestial or Terrestrial Exalts reach such rarefied heights, however, their ascension is reflected only in their vast power and the natural consequences imposed by their centuries-seasoned outlook on the world. The Primordial Exaltation of the Alchemicals imposes a more literal path of transhuman growth as they reach post-human levels of enlightenment.

As they move from Essence 2 to 5, Alchemicals simply refine the potency of the special mixture in their Essence reservoir and the synergy between their heroic souls and their artificial bodies. Increased enlightenment allows their frames to sustain and operate stronger Charms, and to spend more raw power fueling them. Like other Exalts, this change is entirely internal. Upon ascension to post-human enlightenment, however, the original body of an Alchemical becomes incapable of channeling the full force of her Exalted power.

Essence 6 and 7 Alchemicals must undergo full-body reconstruction while meditating to raise their Essence rating. The Essence reservoir is massively expanded, and the Exalt's original body is disassembled and used as the basic framework for a new, radically upgraded and much more powerful frame. An Alchemical who undergoes this transformation is known as a Colossus and is significantly mightier than his younger comrades… and much stranger. Colossi stand between 15 and 30 feet tall. Their skin is now wholly artificial, consisting of pressurized plates and woven strips etched with tiny prayers to help direct and channel their enormous Essence reserves. A Colossus's face is often nearly immobile, rendered as a stylized mask with only a superficial similarity to his former visage. His voice is either loud and booming, or quiet and notably modulated.

Few Colossi bother to retain this form. Even the most humanist among their number quickly cover themselves in layers of armor that their younger selves could not have borne. Many eschew a human body plan entirely, installing insectile locomotion upgrades and manifold purpose-dedicated limbs until they resemble the Custodians of the Reaches.

These enormously powerful bodies permit the corresponding installation of enormously powerful Charms.

Colossi often incorporate integrated light implosion bows and lightning ballistae, internal factory-cathedrals or troop-transport facilities, and other purpose-built military Charms. Others utilize their expanded intellect to route cogence systems throughout their entire bodies, capable of precognitive insight and real-time universe modeling. Subliminal intelligence networks permit spies who do not know they are spies to wordlessly transmit information they are unaware they have collected through body language.

The Colossus body carries its drawbacks, however. Interaction with mortals becomes difficult. Not only is the Exalt physically intimidating due to his enormous stature and inhuman appearance, but at this point, the touch of at least some degree of Clarity becomes inevitable, distancing the Champion from his own humanity. Moreover, the Alchemical's great size and mechanical appearance makes it difficult for him to engage in certain missions. Moonsilver Castes, in particular, find their work as covert infiltrators greatly complicated.

The Remote Drone-Body Guidance Charm ameliorates some of these difficulties, as it permits the Exalt to deploy a copy of his old body, remote-controlled through a dummy soulgem that resonates with the real one mounted in the Alchemical's dormant Colossus body. Most Colossi learn this Charm at some point, and many keep it installed at all times—in case of emergencies. Few Tripartite Assemblies would consider a shift spent alone with a mortal paramour to constitute an emergency, but over the millennia, they have learned not to press such matters.

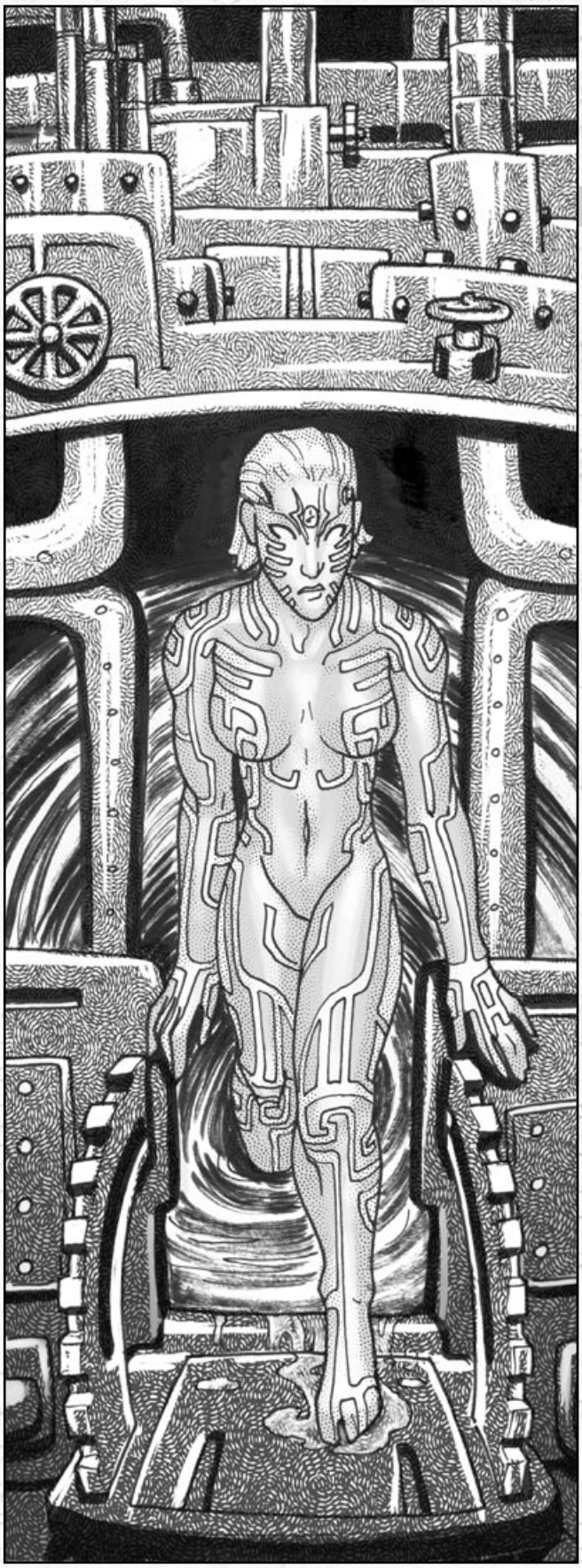
The Metropolitan Ascension

Eventually, even the enormous might of the Colossus form becomes inadequate to express the continued evolution of an Alchemical's Essence. The final stage of a Champion's life cycle, however, involves a far more radical transformation and an ultimate dedication of service to Autochthonia.

Unlike previous upgrades, this metamorphosis occurs without external aid. Upon attaining Essence 8, an Alchemical's body massively expands—beyond Champion, beyond Colossus, the Exalt becomes the streets, buildings and spirit of a city. Ancient Alchemicals comprise the substance of all major Autochthonian cities, with male Exalts known as patropoli and females as metropoli.

Unlike the dead cities of Creation, however, a patropolis lives—and is Exalted. The Alchemical's enormous body now becomes capable of sustaining industrial marvels known as Municipal Charms. Rather than mere physical implants or siege weaponry, Municipal Charms comprise entire buildings, infrastructural elements or even city districts.

Older patropoli tend to dispassionately regulate themselves, spending their endless, immobile centuries lost in the song of Clarity, communing with the autonomic processes of Autochthon. Younger cities often remain



active and involved in the lives of their inhabitants for some decades or centuries, communicating with high-ranking Tripartite representatives or younger Alchemicals through Hologlyphic Projection Stations. While a city's suggestions on how to best expand and govern it are always taken under the most serious of consideration, even these most seasoned of Exalts ultimately bow to the decisions of the Tripartite Assemblies that govern them.

While much more rarely deployed due to the serious resources investment required to maintain and operate them, patropoli retain the potential for limited existence on a smaller scale, much as they did when they were Colossi. Further details on these Avatar-Launching Silos may be found in Chapter Five.

Alchemicals and Society

The secret of Exaltation was given to the mortals of Autochthonia that they might raise up Champions to defend them from the manifold dangers of the Great Maker's body, and this is the role Alchemicals still occupy. They are unique among the Chosen in that they were intended to live lives of struggle and self-sacrifice on behalf of the mortal masses among them without compensation in the form of rulership. Still, they are not without authority or social stature.

Social Status

All Alchemicals are given social status equivalent to Tripartite membership by dint of Exaltation, which has several important repercussions. First, it automatically incorporates them into the authority structure of Autochthonian society, making them beholden to the Tripartite Assembly of the city they occupy and to their National Tripartite Assembly in general. The National Assembly has the legal right to compel service from an Alchemical; the Exalt is entitled to support, food, adequate tools and private housing from the state.

Second, it immediately elevates the Exalt above members of the Populat, including (in theory) even higher-ranking factory chiefs and district managers. In practice, of course, such entrenched middle-managers usually have far more favors to call on than a fresh-out-of-the-vats Alchemical. Wise Exalts have a care on whose toes they step.

Third, and perhaps most importantly, equivalent status means that the Exalt does not possess any *actual* status within the substructures of the Tripartite. She may not reorder national doctrine by fiat, because even though she possesses social standing equivalent to a cleric, she is not a cleric.

This often doesn't last. Like all Exalted, Alchemicals are highly motivated, and their personal goals often fall beneath the umbrella of one of the Tripartite branches. It is exceedingly common for an Alchemical to eventually obtain honorary membership within some element of the Tripartite. Honorary membership still confers no official legal privilege, but the Exalt is still treated as a full acting regulator, Luminor, lector or whatever else she has worked to become. Then again, if she attempts to do something truly outrageous, everyone suddenly and conveniently remembers that she lacks official authority to do it.

This outsider status carries with it a significant advantage, however. As state heroes, Alchemicals have *enormous* freedom. They are expected to be passionate in a world that has few outlets for passion. They are expected to be eccentric in a world that promotes uniformity. They are expected to be wise and mighty and active, and as such,

Delayed Progress

There are approximately 50 patropoli and metropoli in Autochthonia, but a vastly greater number of Alchemicals have survived for the time required to ascend to that stage of development.

This is due to a widespread and mostly unspoken phenomenon that those few who have been crass enough to mention it alternately term either "delayed progression" or "cowardice." Many old, powerful Alchemicals reach Essence 5 and simply stop. In some cases, these Exalts are happiest doing their work on a human scale and simply have not yet grown bored with personal manipulation or disguise-infiltration. They do not wish the added inconvenience of managing a drone body. In most cases, however, the Champion simply does not want to abandon her human form. Many Alchemicals quietly fear the higher reaches of Essence and the accompanying extinction of the Exalt's humanity beneath an inevitable accumulation of Clarity, so they concentrate on expanding their power laterally, into new areas of competence. The eldest Essence 5 Exalt in Autochthonia, *Unbowed Golden Oracle*, is over 3,000 years old.

Perhaps even more common are Colossi who never move up to patropolis and metropolis status. Even those Exalts who are unconcerned with the balance between man and machine often cherish their independence and mobility, dreading the thought of a long, sessile eternity of completely uninterrupted service to Autochthon and Autochthonia.

The subject of which Alchemicals are neglecting to cultivate their Essence and why is a popular topic for gossip, though it is considered extremely rude to raise the subject to a Champion's face (and slightly dangerous, if the Exalt is already ashamed of her restraint). This does not stop some Colossi and patropoli from haranguing their younger comrades for neglecting what the older Exalts regard as their proper duty, but such arguments rarely move those who do not wish to be moved. Therefore, the number of Autochthonia's great cities grows only slowly.

they are generally left to operate with little or no direct supervision. When a local or National Tripartite Assembly conveys its will to an Alchemical, it expects the Exalt to carry out any assigned orders, but rarely stipulates how the Champion must do so. When an Alchemical takes off time for herself, she is generally assumed to be laboring toward the betterment of the state and left alone.

Such great latitude for free thought and free action can be exhilarating, empowering, terrifying and lonely—often all at once.

Nationalism

Alchemicals are Exalted only by unanimous vote of a National Tripartite Assembly. Creation of a batch of Champions can nearly bankrupt even the richest of the Eight Nations and generally drives the poorer ones into decades of significant debt. As such, nations consider the Alchemicals they commission to be strongly indebted to them and expect their first loyalty to be to the state.

Alchemicals rarely raise strong objections to this arrangement. Nationalism has always played a major role in Autochthonian life, and the strong link between Alchemicals and their sponsoring nations is one that a new Exalt remembers as a basic assumption from all of his previous lives. Complications *do* arise at times, however, particularly when influential previous component lives were enthusiastic patriots… of a different nation.

Still, the result of even the worst situation is generally only that a given Champion is unhappy with the state that sponsors him. Since every element of Autochthonian life flows from the state to the individual, the idea of ignoring the well-being of their nation is completely alien to most Alchemicals. Those few Champions in recorded history who have defected to a different nation are regarded as extreme aberrations, even by the states that adopted them. Such turncoats are never fully accepted or trusted in their new homes, and are reviled as the worst sort of traitor by the nations that Exalted them.

Nationalism has a significant impact on the lives of Alchemicals, varying by both nation and the strength of a given Champion's patriotism.

Claslat

As the largest and most boisterous of the Eight Nations, Claslat has historically had some difficulties with Exalts whose collective incarnations from more restrained nations or even earlier, less exuberant times within Claslat itself catalyzed into fairly conservative personalities. To combat this, the nation actively cultivates a spirit of fierce competition in its Champions. State propaganda reports do not simply promote the exploits of its heroes, but actively compare and contrast them. This competition generally has the desired effect of goading its Alchemicals on to greater feats of heroism and patriotism. It also produces the less desirable effect of promoting some degree of infighting among the Chosen.

The relatively recent institution of the Gladiate has done much to alleviate this problem by incorporating the Exalted of foreign nations into Claslat's spirit of competition. Even the most reluctant Champion of Claslat is loath to let any Exalt from a foreign nation show him up.

Estasia

Alchemicals in Estasia have the unique option of transferring their official social standing out of equivalent membership in the Tripartite to become associated with the Militate instead, and slightly more than half of its Champions have done precisely that. Estasian Alchemicals tend to be martially competent regardless of their area of primary expertise and look down on weaker or less rounded Exalts from other nations. A few of the youngest Estasian Champions are even hired out to fight on behalf of other nations under Militate contracts, in order to familiarize themselves with their potential future allies and enemies.

Estasian nationalism tends to either crystallize or wane as Alchemicals grow in age. There is a pervasive and very strong bias against Exalts who delay their ascension to Colossus status, although the nation does not especially urge its Champions to become patropoli.

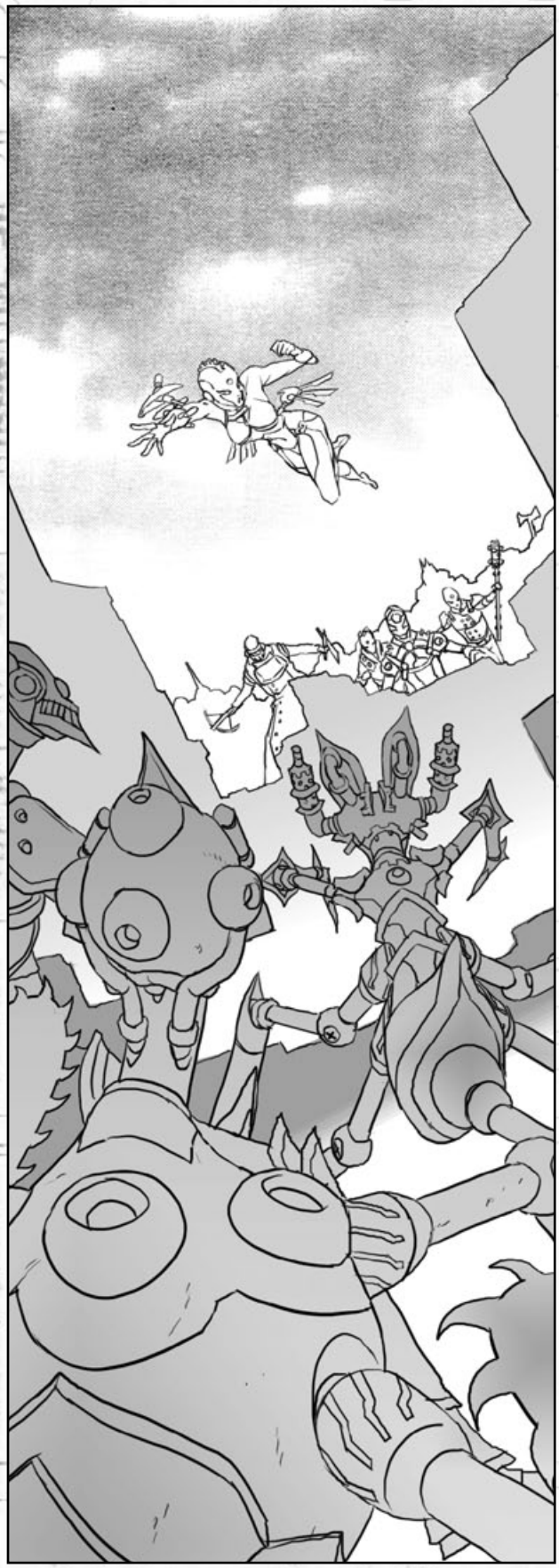
Gulak

The free-spoken nation of Gulak presents something of a problem for traditionalist Champions. It is not uncommon to see an Exalt engaged in heated debate with a group of visiting pilgrims or even natives. Some Exalts of this nation feel somewhat bitter that their traditional benefit of freedom of expression and loosened social limitations are handed out freely to all visitors to Gulak. Others enjoy the ease of finding outlets for rigorous debate and simply wish the pilgrims who throng to the nation were less skittish about disagreeing with them.

Other Chosen have no particular interest in Gulak's religious and social diversity. Instead, they attach their loyalty to the incredibly ancient and mighty metropolis of Thutot and her contemporaries. It requires constant, unceasing work for the Chosen to keep Gulak free of infiltrating heresies and even Voidbringer cells, and safe from saboteurs from other nations. Exalts who dedicate themselves to national security quickly learn to trust and love their nation simply because it is impossible for them to extend such feelings to foreigners.

Jarish

The tiny, devout and fundamentalist nation of Jarish fields the fewest Alchemicals of any of the Eight Nations. It also most strongly venerates its Champions as religious icons. Jarish's propaganda focuses on its handful of Alchemicals as holy figures, emphasizing their intimate connection to the Great Maker. Alchemicals are prized as savants and teachers in Jarish, and most of them hold honorary standing in some branch of the Theomachracy. Off-shift workers often gather to listen to one of the Chosen relate vignettes from her memory-echoes of former heroism, and walk away feeling blessed.



Of all the Eight Nations, Jarish most strongly uses the past as a central pillar of its culture.

As such, few Alchemicals have any difficulty developing deep and powerful loyalty to Jarish. They are revered (if still held at arm's length) and valued (albeit categorically rather than personally). As a result, they often develop into religious zealots.

Kamak

Kamak's incredible wealth of magical materials has allowed it to Exalt a large number of Alchemicals, despite the fact that it is the second smallest of the Eight Nations. This abundance of Champions is a point of civic pride for Kamak but has led to some difficulties. Because they exist well out of proportion to the rest of the population, some residents of Kamak have become accustomed to the presence of the Chosen and neglect to always show them proper deference. This more casual attitude suits some Alchemicals, particularly those interested in pursuing personal relationships with the mortals around them. More traditional and orthodox Exalts are often offended, however, and two such have defected to other nations in the last century.

Still, the Exalted are not bored. Kamak tends to cycle through exceedingly wealthy but also exceedingly hostile areas of the Reaches, and there is never any shortage of work for its Chosen.

Nurad

The nation of Nurad stands on the brink, and its Champions have no time to consider their satisfaction with the state that Exalted them. They are faced with a stark choice: Nurad or the Void.

An enormous blight zone encroaches on the very towns and patropoli of Nurad, and its Chosen are locked in a cycle of frantic warfare. By special order of the National Tripartite Assembly, the people of the nation have doubled their daily prayer quota and must direct half of these prayers not to the Great Maker and his holy subroutines, but to the Champions who fight on Nurad's behalf. Dangerously enough, some of the Chosen have come to enjoy this infusion of additional power. Some worry that it could tip them over toward serving the Void.

Sova

Sova is currently a nation of hard-line patriots and steel-eyed nationalists. While the other seven nations are only beginning to suffer under the hard times that have arrived, Sova has already borne the first blow. The patropolis of Ixut is gone, and Sova's Champions have resolved that its tragedy shall not be repeated.

They prepare themselves, then—for war, for travel and to do whatever it takes to preserve their nation. Several long-lingering Champions have already gone in to finally refit themselves as Colossi, while others research extreme and borderline heretical solutions to the current crisis. Sova will act soon, and none of its neighbors can be quite sure what it will do.

Yugash

Yugash is known as the most progressive and expansionist of the Eight Nations, and it has had some of the same difficulties as Claslat with traditionalist Champions. Those who buy into the Yugashite dream, however, tend to support their nation wholeheartedly. Yugash embraces the creativity of its Chosen and is willing to court significant danger to give them the tools to help it become the foremost among the Eight Nations. Where Claslat drives its Chosen into competition to seal their loyalty, Yugash offers frequent benefits and rewards for success. Most Yugashite Alchemicals feel more personally appreciated and included than their contemporaries in other nations, although some few are only further alienated by being trotted out as the centerpiece of parades and resent the impropriety of being issued frequent personal dinner invitations by high-ranking members of the Tripartite.

Propaganda

Alchemicals live very public lives. In addition to battling gremlins and hostile spirits, stopping industrial accidents, exploring the Reaches for valuable resources, fighting in wars, spying on other nations, spying on their own nation, acting as social regulators, inventing magitech wonders, stopping crime and heresy and uncovering conspiracies, Alchemicals are used to boost morale and provide moral instruction to the Populat.

All of the Eight Nations regularly produce propaganda to promote their industrial Champions. The exact implementation varies from nation to nation—Claslat favors commemorative murals, while Jarish's lectors incorporate tales of the latest heroic endeavors of the state's Chosen into their sermons. Regardless, Alchemicals live in the public eye at all times. Although mortals generally keep their distance from the Exalted, they constantly gossip about what their Champions have done recently, how well it was done and what they will do next.

Some Alchemicals thrive under these conditions, and many actually seek out and actively work with state propaganda experts to determine how to best package and sell themselves to the masses. Others are immensely annoyed by this arrangement. Starmetal Caste spymasters are especially prone to resent the necessity of declassifying operations so that the public may occasionally see the hand that invisibly protects them. They try to hide their best tricks, but it is ultimately the plutarchs who decide what information to release to the public.

Finally, some Alchemicals are simply uncomfortable with fame. Shyness and self-reservation occasionally emerge as major components of an Exalt's composite personality. The state does not generally care, and these Chosen are expected to simply find a way to deal with it.

Relations with Mortals

Autochthonians regard their Champions as living avatars of the Great Maker's divine power. In general, mortals view the Chosen with a mixture of religious awe, instinctive fear and, if they manage enough familiarity to get past those two reactions, poorly veiled curiosity.

As direct representatives of the slumbering Machine God, Alchemicals are figures of immense authority to the Populat. Workers are generally as quiet and studious as possible around the Chosen, fearful of attracting attention. A casual word of chastisement from an Alchemical is often sufficient to provoke demotion by a worker's shift supervisor, while a severe dressing down is sometimes enough to bring a lever puller up for review and possible demotion to Lumpen status. Yet, even the most off-handed praise bestows significant social elevation. Alchemicals leave social turbulence in their wake as their glances, expressions and body language are scrutinized for approval or disapproval.

Junior Tripartite members are also often awed by the presence of their Champions. Familiarity soon refines this reaction, however. As they are often called upon to work alongside the Chosen, members of the Tripartite learn to regard them as individuals worthy of awe on the merits of their prowess rather than because they are abstract religious icons.

Senior members of the Tripartite generally hold a somewhat more jaded view of Alchemicals. They understand the industrial power and unbound genius of their Champions but learn not to be blinded by these traits. It falls to them, after all, to determine how to best harness and direct that power for the good of the state.

Clarity

Alchemicals who refine and develop their Clarity have increasing difficulty relating with the mortals around them, and it is these Chosen who set the stereotypical Autochthonian view of the Exalted. Most Alchemicals are assumed to be clipped, mechanical, aloof and concerned with productivity and results rather than mortal concerns such as comfort and happiness.

This view not only predominates but also self-perpetuates. The distance most mortals instinctively keep from their Champions makes it difficult for Alchemicals to forge intimate relationships with those they defend and serve, and without such relationships, Clarity quickly fills the gap.

That Personal Spark

Regardless of the difficulties inherent in their position and their condition, many Alchemicals still attempt to establish personal relationships with the mortals around them. Most friendships between Alchemicals and mortals are with the junior or mid-rank Tripartite members with whom the Chosen work. These relationships are often immensely productive, but difficult to maintain. Association with one of the Chosen is often a fast track to positions of authority and greater duty, which can remove the Alchemical's former coworker from frequent contact with the Exalt. Alternatively, extended assignments in the Reaches might raise the Chosen's Clarity to the point that dedicating so much additional time

and energy to a not-particularly-exceptional mortal seems frivolous. Finally, the Exalted live exceedingly dangerous lives, and it is depressingly common for friends who are also co-workers to die in the line of duty.

Friendships with the Populat are both safer and more disposable, but also immensely disruptive to the life of an Alchemical's lower-class companion. Any worker, chief or administrator known to associate heavily with one of the Exalted becomes an immediate focus for gossip, scrutiny and occasional jealous recriminations. The rest of their social life is likely to completely collapse as their other friends and lovers can find nothing to speak to them about other than the Exalt. Some are even disciplined for causing disruptions and distractions within their manufactories.

Sharing an Alchemical's bed can be, if anything, even more trying. Champions tend to fall into one of two sorts. They either go through lovers one after another, satisfying their libido and moving on, or they establish genuine intimacy and then become fiercely protective once they've obtained it. The former have an easier time of it, as there is no shortage of curious thrill-seekers willing to sleep with one of the Champions, if only to brag of it to their co-workers later.

Serious relationships are more difficult. Benefits can be significant for a live-in lover, since Alchemicals tend to be granted some of the largest and most well-appointed living quarters in Autochthonia and can often exercise significant leverage to get a paramour's work schedule reassigned to accommodate either her personal desires or the needs of the relationship. Yet, the price usually makes itself apparent in fairly short order. The lovers of Alchemicals are generally assumed to be using the relationship to their advantage, and any accomplishments such a mortal manages on her own will generally be credited to the Exalt pulling strings or putting her name on his own work. They must also deal with the Alchemical's swings between intimacy and Clarity, and are implicitly expected to be there to talk the Champion back from the cold embrace of the machine.

Finally, physical intimacy makes some Alchemicals body conscious, which can interfere with their performance as state heroes if they eschew powerful but radical physical implants in favor of less obtrusive Charms.

Relations with Alchemicals

Although they labor alone on personal projects, Champions traditionally work on behalf of the state in groups of three to seven, known as assemblies. The traditional basis for an assembly is a batch of Alchemicals being Exalted at the same time, though this model is commonly modified. Deaths and personal differences can easily split apart an assembly. New Champions might be moved in to make up for losses, or individuals might split off to join existing assemblies that better suit their temperaments.

Generally speaking, Alchemicals are in a better position to understand one another than mortals are to understand them, but this does not mean that they always bother to understand one another. Also, understanding one's fellow Exalts does not, by any stretch of the imagination, automatically equate to *liking* them. Alchemical opinions and personalities might be catalyzed from lives in vastly different time periods and cultures, for instance. With the freedom to actually express these divergent opinions, more than a few Chosen cordially despise one another.

Good working relationships, however, usually blossom into friendship. Some young Alchemicals even become romantically entangled with members of their assembly, which rarely ends well. One of the peculiarities of Clarity is that it is not kept at bay by the companionship of other Alchemicals. Two Exalts who dedicate themselves to one another exclusively will enjoy only a bare few weeks of love before rising Clarity begins choking out their infatuation and turning the relationship hollow. Alchemicals must participate in mortal society in order for their interactions with one another to retain any emotional depth or meaning, rendering emotional and social exclusivity impossible. The strange accommodations truly dedicated Alchemicals have concocted to work around this problem produce some of the juiciest grist for the national rumor mill.

Young Champions often enter into informal apprenticeships under older Alchemicals, including Colossi and, on rare occasions, even patropoli. The price such mentors extract for their advice and training usually comes in the form of burdens upon the younger Exalt's time. Help with personal projects, drumming up support for policy initiatives the elder supports or labor to speed up the construction of Municipal Charms are all commonly requested favors.

Relations with Spirits

The Great Maker updated the protocols of the custodians and other minor machine gods and automata within his body before drifting off into his ageless slumber. Those that operated closest to those areas where the Machine God expected his mortal population to spread out and occupy were designed to recognize humans as a benign element of his biosphere. Custodians at significant distances beyond that range received additional coding, so that they would show automatic deference to the Alchemical Exalted.

The Eight Nations have already spread well beyond the boundaries Autochthon originally marked out for them, however, and Alchemical heroes have trekked to the borders of the Machine God's elemental poles, where he never imagined they would venture. The nations of Estasia, Kamak and Nurad extend significantly into what Autochthonia's original settlers termed the Far Reaches and require constant vigilance by Alchemicals and clerics to maintain the peace with native machine spirits and automata—or to ensure safety where peace is not attainable.

Alchemicals occupy a strange position within Autochthonia's spiritual hierarchy. They consider themselves set above the custodians and automata that labor to maintain the Great Maker's processes but with only a very limited

degree of actual authority over them. As heroes who labor unceasingly on behalf of their state and who spend much time walking the Reaches, most Alchemicals understand that there is little wisdom in frivolously summoning custodians away from their tasks. If their job did not need doing, after all, Autochthon would not have assigned it to them.

The subgods of the Divine Ministers, on those occasions when they interact directly with Alchemicals, tend to treat the Exalted as inferiors who must still be addressed with respect. In practice, some Alchemicals, particularly the Colossi, individually possess more personal might than many subgods, and a young, well-prepared assembly is usually a match for any such divinity. Still, as direct representatives of the Divine Ministers, they expect the deference and obedience of the Exalted, and unless a subgod's request runs directly counter to the well-being of a Champion's nation, they usually get it.

The Divine Ministers themselves rarely address the Alchemical Exalted. On those few occasions when this has happened, they have spoken with the voice of authority, expecting their mandates to be obeyed unquestioningly. As direct manifestations of the Machine God's will, they brook no disrespect and harbor no notions of equitable dialogue. Few Alchemicals would dream of disobeying a divine mandate, in any case.

Curiosities of the Alchemical Condition

Lives of orthodoxy, nationalism and unceasing heroism are the norm for Autochthonia's Champions, but deviations from this pattern can be found, if one knows which restricted records to access or what dark corners to peer into. Not all Alchemicals are tools of the state—or even servants of the Machine God.

The Sixth Caste

Early in Autochthonian history, savants noted that the body of the Maker contained no less than six primary magical materials. Equally noted was that the magical material of adamant had no caste of Exalt associated with it. Immediately after scholars made this connection, the first rumor of the existence of the Adamant Caste sprang into being. Why would such a thing be kept hidden, and why would they not reveal themselves? If they have some great and mighty task, surely the other castes could be of invaluable aid. The answer, malignant and ugly, was obvious: The role of the caste must be to remain hidden, skulking in the dark corners of the Pole of Metal, watching and judging the other inhabitants of Autochthonia. This notion was plainly unacceptable to the Autochthonian way of life and consequently removed from the realm of possibility. The Populat looked to their Champions for guidance and hope, relishing the trust the Maker showed them, quietly dismissing the possibility that they were being graded for their efforts.

Every few years, a reconnaissance team in the Reaches reports signs of a great battle, for which no Exalt claims responsibility. Sometimes, the Alchemical Exalted themselves are assassinated, but only another Exalt could achieve such a feat without fanfare. Over the long centuries, the war rooms of the Nations have played host to fierce debate on the possible existence of a singular, secretive and powerful group of beings. Proteans and Sentinels have relentlessly pursued rumors concerning rogue Alchemicals, which has led them to many Apostates and gremlin colonies—but nowhere else. Archons and Plot Weavers calculate endlessly, frustrated over a missing variable in the symmetry of Autochthonia. No conclusions have ever been reached, and no rumors have ever been verified. Merely suggesting that the monitors and scouts are so inept as to miss an entire caste of the Champions is occasionally enough to provoke a violent response.

Still, the rumors persist, despite official condemnation. While gossip and conjecture are some of the most popular pastimes in Autochthonia, discussing this particular topic at excessive length can lead to the rapid dissolution of an individual's relationships. The Populat tend to first try to hush up and then finally abandon any of their fellows showing an unhealthy interest in wild conspiracies. There are mysteries in the Design of the Maker that were not meant to be known, the lectors say, as they attempt to divorce the theorist from his obsession. Should an irritable Exalt overhear such talk, someone new will likely join the ranks of the Lumpen.

In this age, the public sees the Apocryphal Ones as just that: beings best used in lector plays and stories as deus ex machina, stepping out from behind the curtain at the end to explicitly deliver the moral of the story to the audience. In the crèches and living quarters of the Populat, parents threaten recalcitrant children with the retribution of the Adamant Caste. In a factory below quota, a foreman idly punctuates his threat of Exalted interference with the possibility of Adamant reprisal, shattering the tension and prompting laughs from the gathered workers—and causing them to nervously redouble their efforts. The revelation of an actual sixth caste, made of adamant and living among the Eight Nations, would forever damage the trust and faith inherent in the social fabric of Autochthonia. The *fear* of a sixth caste, however, is a social tool that keeps everyone—from the laziest Lumpen to the most enlightened Exalt—cognizant of their place in the Realm of Brass and Shadow and makes sure that everyone does their best.

Only the nomads of the Reaches know the truth. The legends are true; the angels are real.

Those Who Serve Their Fellows...

The roles of the five castes were codified after nearly two millennia of social upheaval, but, from the beginning, the Servitors of Autochthon have had only two tasks: to act as watchdogs over the Eight Nations and their Chosen, and to serve as the direct agents of the Divine Ministers.

The oldest Exalts of the Adamant Caste were created decades after the other castes. Autochthon did not understand mortals, but he understood the Exalted, and he foresaw the rallying cries of the nations around the standards of the Eight Heroes. The Exalted were weapons and battle was their birthright. They were capable of slaying Autochthon in their struggle for glory as easily as they did his brethren. He commissioned his greatest component souls with the mission and means to head off this ironic end.

The Divine Ministers themselves oversaw the excavation and preparation of the components necessary to create the first batch of Adamant Castes, mining resources and magical materials from the unsettled regions surrounding the Elemental Pole of Crystal. Then they waited—waited until the souls of the priests of Autochthon distinguished themselves with their piety and indomitable spirit across incarnations, waited until Autochthon's genius touched the growing populations of outcasts, waited while the Chosen began to accept the roles the King of All Craftsmen had ordained for them.

At last, in the second century DA, the Ministers would wait no longer. The blessed craftsmen of the Reaches were drawn by dreams and visions to the coruscating borders of the Pole of Crystal, in the presence of the assembled Ministers, to finish—to begin—the symmetry of the Chosen. *Infinite Facets Observer* opened his eyes, and the circle was complete.

Observer was the first, but far from the last, for the Divine Ministers needed many agents, and the Eight Nations grew by leaps and bounds. The caste was busy even in those early years, as Exalts such as *Luminous Exarch* threatened the survival of Autochthon himself with their internecine conflicts. The Adamant Caste ranged outward from the citadels of the Divine Ministers, crossing the Reaches in solitude and combating rare—but steadily increasing—gremlin infestations. They stayed hidden in the shadows and light of Essence conduits, they moved like ghosts through the corridors of power, and they dressed in the garb and likenesses of the emerging classes, interacting with the other Exalted as mortals would. Their directives ordered them to care little about selfish Exalts or mortal political struggles. Only when the pride of the Chosen and the corruption of bureaucracy threatened the Great Maker were the Operatives empowered to act. When a rare Chosen began to threaten the efficiency of the Eight Nations with a personal struggle, the Adamant Caste was there. When the Ministers needed hands for the acquisition of rare materials or as blades in their petty wars with one another, the Adamants served dutifully. And for millennia, this was the state of affairs.

Why Us?

In their more introspective moments—and the Alchemicals of the Adamant Caste have no shortage of time in which to reflect—the Apocryphal Ones wonder why their caste was mandated to remain hidden from the rest of Autochthonia and to police their fellows. The answer of the Divine Ministers—"The will of the Maker has not revealed itself to you as of yet"—provides little satisfaction. And so, the Adamants come up with their own theories.

The fact that the Operatives were created after the other five castes figures prominently in most explanations. It is commonly held forth that the Adamant Caste is the ultimate refinement of Alchemical Exaltation, in some way a purer channel for Autochthon's divine will. The commonality of religious zeal among previous incarnations of the caste is another oft-examined point. Even before being selected by the Divine Ministers, some Adamants note, their lives were focused on the will and well-being of the Great Maker rather than the petty concerns of power and social advancement. They believe that isolation helps to maintain purity and focus, and that the Adamant Caste alone has the mental and spiritual fortitude necessary to withstand their solitary existence.

Some simply admit that they are what they are—the merciless judgment of Autochthon, a sword pointed at potentially dangerous elements within his own body and mind. Such a failsafe works best, after all, if it is unseen by those who labor and scheme beneath its watchful gaze. The most cherished state of grace known to the Machine God, these hard-eyed Exalts note, is simple efficiency.

A few Adamants admit that they simply do not know the truth. Only Autochthon can speak authoritatively about his intentions. The Apocryphal Ones carry on their lonely mission regardless, drawing comfort from whatever justifications they can create for themselves.

Now, Autochthon is dying, and the Divine Ministers seem unsure of what measures to undertake to save him. It might fall to the Adamant Caste to step outside of the boundaries of their orders if their world is to be preserved.

...Are of Their Fellows, Greatest

The Adamant Caste was chosen to exist apart from the system of patriotism and mortality. They are the voices and the hands of the gods, but none may hear them speak and none may feel their touch. They have a lonely and largely thankless task, for the souls of Autochthon grant no gratitude for the fulfillment of function. They are children of Autochthon's paranoia and his mistrust for his own offspring, and they are acutely aware of this.

Although they lack the Class ranking of their more visible cousins, Servitors of Autochthon possess great standing in the private courts and estimations of the Divine Ministers, who act as grand patrons to individual Operatives. The Ministers and their component souls equip and reward their Servitors, as well as designing and crafting their Charms. These Charms are implanted in vat complexes within the rare few Adamant Caste metropoli or the palaces of the Ministers themselves.

Apocryphal Duties

The will of the Ministers takes many forms; sometimes indiscernible, sometimes laughably transparent.

First and foremost, the task of the Adamant Caste is to regulate mortal society regardless of national sympathies and ensure the stability of Autochthonia from elements both internal and external. But to regulate mortal society, they must examine it, and so they gather information by infiltration. Those Operatives hiding among the mortal populace of Autochthonia make use of soulgem caps, the Charm Integrated Artifact Transmogrifier (see pp. 154-155) and the Vat Surrogate Reweaving Technique protocol (see p. 194) in order to keep their cover and maintain optimal effectiveness while away from their hidden vats.

Surrounded by the company of their fellow Exalts and partaking in camaraderie with their masquerade, the Clarity accumulated through the long months in the Reaches slowly fades. The Operatives know the recognition for their small achievements in a mortal guise is transient, ultimately hollow and infinitely less than what they deserve as Exalted, but they are flattered and heartened by small victories nonetheless. The admiration of automata is cold comfort for souls that are still human.

The Divine Ministers rely primarily on the Adamant Caste to keep them abreast of developments in mortal society, so any identity adopted by an Operative is quickly discarded. In addition to acting as a singular spy network, Adamants are frequently commanded to appropriate or destroy dangerous inventions or lines of research. Weaponry, protocols, thaumaturgy or even esoteric sociological techniques that would threaten the fragile détente between the Eight Nations are torn from the grasp of their creators. Should one Sodality attempt to gain a permanent hold over another, the Apocryphal Ones restore the balance. Additionally, the Adamant Caste is tasked with closely monitoring the various rogue elements tacitly accepted by Autochthonian society, such as the tunnel nomads or the two rogue city-states of Loran and Xexas. No Champion stands for these groups, so that duty falls to the sixth caste.

Besides their duties in mortal society, the Divine Ministers consider Alchemicals of the Adamant Caste to be their hidden hands and lieutenants. When a blight zone threatens the resources of a Minister or the progress of a metropolis, the

Adamant Caste is tasked with its annihilation. The souls of Autochthon are divine craftsmen, and the body of the Great Maker is constantly producing rare reagents and items for artifact creation, so when a Minister desires a new addition to his divine panoply, the Operatives are there.

Lastly, the Ministers are divine, but they are not harmonious. More than once, a Minister has told young Apocryphal Ones that their service is invaluable to the safety and well-being of the Machine God, even as he orders surgical strikes against component souls or cults dedicated to another Minister.

Face to Face

The mission and anima of the Adamant Castes prohibit them from receiving due accolades for their efforts. The Exalted were made to be visible, and the Champions have a deeply rooted need be noticed and emulated. The Apocryphal Ones feel this need most keenly for its absence.

The cold reality of the Adamants is that they are lonely and envious of their brethren. How they accept this fate depends on the individual. Some wear their duty as a sort of false humility. To serve their fellows makes them the greatest, they say, for they are heroes whose stories will never be recorded. Their deeds resound with righteousness all the louder because they will not be recognized for them. The tenuous sense of superiority granted by this philosophy resonates with the *actual* sense of superiority granted by the Exaltation. They are vindicated but bitter.

Some few, though, give themselves to this idea wholeheartedly. These Servitors of Autochthon embrace their role without complaint or pause, realizing that the other castes cannot perform their duties outside the framework of nationalism. They know that they will never be rewarded or even thanked, but their duties must be performed, and they are the only ones who can do it. For these Operatives, certainty of purpose is reward enough.

Rogue States

While Apostates have been a feared, but known, feature of Autochthonia for over 1,000 years, even stranger rumors also speak of Alchemicals who have gone rogue without going gremlin, abandoning the Eight Nations. In 4,066 DA, or so the tales have it, two Alchemicals set off (independently of one another) in pursuit of a place to begin their transformation into cities. Normally, an Alchemical seeking to set down roots travels for weeks or months, following portents transmitted by the Divine Ministers, until she reaches an adequate site and settles down. These Chosen, however—stories disagree as to their nations of origin—followed omens and dreams to the boundaries of their national territory, and then beyond. They and their followers walked into the Reaches, and then on to the Far Reaches. They wandered for months. They sheltered with tunnel-dwelling outcast communities, and eventually, those outcasts began joining them as pilgrims on their seemingly never-ending journeys.

Months passed into years, and still the Divine Ministers transmitted their visions and holy way-signs. Home became a distant memory, and none could be certain how to return even if they wished to give up traveling. The pilgrimage continued, through the depths and outer limits of the Pole of Metal, past blight zones where terrible wars between gremlins and custodians raged.

Finally, when it seemed the journey would never end, the two Alchemicals arrived at their destinations—at opposite ends of the Great Maker's body.

The patropolis of Xexas pierces the ceiling of the Pole of Smoke. Its jagged spires and circular docking platforms, coated in hardy, corrosion-resistant soulsteel, hang down half a mile into the haze of smog and storm. Lightning frequently crawls between its towers and tines, helping to power the city. Mortals go about in respirator masks much of the time, for the patropolis is young and even its formidable Health-Promoting Filtration Baffles cannot perfectly purify the worst pollution outside the city. Armored and enviro-suited scavengers pilot small dirigibles down to the gremlin-infested surface of the pole far below, scavenging for useful scrap. Fast-response craft stand ready to be deployed on rescue operations or to defend the city.

The metropolis of Loran extends up from the periphery of the Pole of Metal into the Pole of Oil. It is arranged into a series of semi-transparent moonsilver domes and spheres connected by flexible, tubular scaffolding. Loran's inhabitants use small- and large-scale submersibles to explore their environment for valuable currents of rare oil and resource-rich nanocoral beds, and are currently preparing to send representatives to the Eight Nations to establish trade.

Few citizens of the Eight Nations have ever visited these far-flung cities, but enough reliable reports have trickled in over the years that they are considered to be *probably* real. Most reports agree that they do not actually possess any Champions save for the cities themselves, which has always been taken to mean that they are not as favored by Autochthon as the Eight Nations. Yet, both Xexas and Loran, feeling the effects of resource shortages as much as the rest of Autochthonia, are currently preparing to attempt their first batch of Alchemical Exaltations.

Apostates

Blade of the Apostate awakened the Eight Nations to a new and horrific idea—that of Exalts actively serving the Void. Official doctrine on the subject of such Apostates varies from nation to nation. One early, popular notion (to which Jarish still subscribes) suggests that these Exalts are the recipients of flawed Exaltations and the blame for their deviance may be laid upon the Sodalts who selected an improper soul harboring hidden darkness. As the centuries have rolled by and the blight zones have spread, however, public perception has more strongly linked the gremlins that teem within to Apostate Alchemicals. The theoretical condition that afflicts both has been termed Gremlin

Syndrome, though the wisest savants of the Theomachracy have never been able to isolate the vector through which the condition spreads.

No nation has officially adopted this explanation into its religious doctrine. The implications—that any given Alchemical could simply be "born bad," for essentially no better reason than that the Great Maker's sickness is spreading unpredictably to all parts of his body—is simply too frightening.

Instead, investigators focus on factors they can isolate. Dissonance is a known side-effect of installing forbidden Charms collectively known as Voidtech. That dark magic is also sometimes contagious, able to aggressively spread Gremlin Syndrome to formerly pure Alchemicals. Still, some Exalts develop the condition without any known contact with the Void or its technological abominations, and no one is sure why.

Worse, Gremlin Syndrome is currently incurable. The best efforts of Alchemical savants have managed only to drive the condition into temporary remission. For now, the recommended treatment is euthanasia.

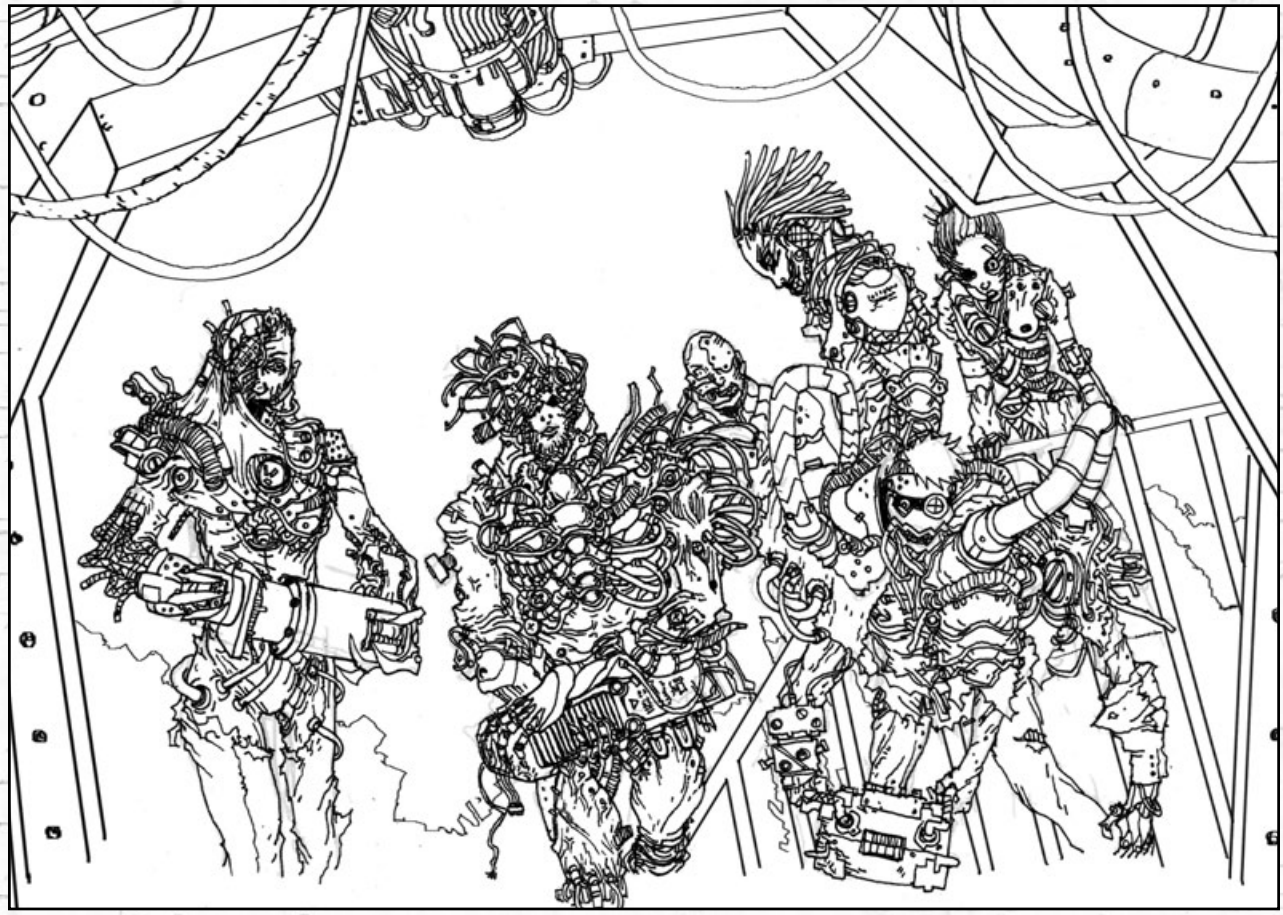
The Hidden Menace

The most dangerous Apostates are probably those who have not yet been detected, poised as they are to strike at the heart of the Eight Nations. Such corrupted Exalts work to

The Void

Autochthonian religious doctrine posits that the Great Maker floats suspended in an endless Void—dark, turbulent and hostile. This inimical force is presumed to be responsible for the endemic sickness of the Machine God and the ongoing corruption of his flesh and his servants.

This model is incorrect. Autochthon hibernates Elsewhere. Beyond the boundaries of his body, there is simply nothing. The Void is a very real force, but it originates with the Machine God himself. The Void is entropy and chaos, the embodiment of the sickness with which he has been afflicted since before the first dawn of Creation. Before he sent himself off into exile, the Great Maker was able to hold his illness at bay with the limitless resources of the world and the Wyld beyond. Left in isolation, however, his illness is finally killing him. It has even progressed to the point that it fills some few of his Champions with an irresistible urge to usher in the end of their world.



moderate their Dissonance, keeping themselves functional enough to pass for normal even as they sabotage manufactories, engage in surreptitious murder and act as the high priests of Voidbringer cults. Sooner or later, an Apostate's control finally slips, leading to discovery, but the rot can spread far and wide before then, and the damage can be quite extensive.

Constant vigilance should be sufficient to weed out such hidden threats, but unfortunately, such is often not the case. Alchemicals are already expected to be eccentric, so a rash of unusual behavior is not damning in and of itself. Also, Champions are granted enormous amounts of privacy and unsupervised time to pursue personal projects. Who's to say whether a given Exalt is designing new civic initiatives or building a hidden cult? The Chosen spy on one another, of course, but one Alchemical can quite easily be as adept at hiding his wrongdoing as another is at ferreting out secrets. Unfortunately, the first sign of an Apostate is usually a rash of disappearances (as hiding or disposing of bodies is almost trivial in Autochthonia).

Apostates who hide until they self-destruct are bad enough. Those who realize they are reaching the limits of their self-control and prepare accordingly are worse. The departure of an Apostate for the Reaches is usually accompanied by enormous explosions, the assassination of a National Tripartite Assembly or some equally extravagant act of anarchy and destruction.

Lords of the Far Reaches

For all the fear engendered by hidden Apostates living within the Eight Nations, there is still something to be said for raw, unrestrained displays of biomechanical horror. An Apostate who strikes out for the Reaches and the blight zones no longer has any need to hide his deviance. Such Alchemicals come to revel in the power of Voidtech, upgrading themselves with blasphemous technology and ruling over the teeming gremlins around them with an iron claw.

Some Apostates disappear into the darkness along with the cults they have already cultivated, while others attract or infect mortals from the closest population center in order to gain servants. Tunnel people living near a section of the Reaches claimed by an Apostate are quickly faced with the choice of seeking asylum in one of the Eight Nations or hoping that they can appease their new overlord with lavish worship and devotion. Because many tunnel folk are exiles who face death upon return to the nearest nation, this is often little choice at all (although the nation of Nurad has instituted an official forgiveness policy for exiles who return with information about threats in the nearby blight zones).

Life under a Void Lord is generally hideous, painful and short. Many Apostates possess Charms that allow them to infect mortals with a variant of Gremlin Syndrome, slowly transforming them into biomechanical monstrosities. Others do not bother showing such attention to the cults that form around them, simply allowing the harsh conditions of the Reaches and the unpredictable behavior of local gremlins to cull the mortal herd.

Still, ultimately, many Apostates need mortals in at least some capacity, so they force their gremlins to restrain their natural impulses. They build crude vats facilities out of gutted factory-crawlers and recruit or kidnap members of the Sodalities to sustain their processes and exchange their Charms. Such mortals are generally subjected to hideous torture, mind-bending Charms or invasive brain surgery to ensure their loyalty and the Apostate's safety.

Voidbringers

Voidbringer cults are the most enduring and useful tools of the Apostates. Most Autochthonians speak of "the Voidbringer sect" as a single, monolithic entity dedicated to the destruction of all that is good and right in their world. This view is both naïve and incorrect. Most Voidbringer cells exist entirely independent of one another. While a few share an overarching organizational structure, this structure is not universal. The chain of secrecy and leadership that infests the nation of Gulak is completely unconnected to the web of conspiracy stretching throughout Yugash.

Moreover, the beliefs of Voidbringer cults are far from uniform. Some, the most hard-edged, are true nihilists who wish to end the cycle of eternal labor and toil to which their souls have been bound. When Autochthonia is a dead world of darkness and silence and their souls no longer circulate, then, and only then, these cultists believe they may find peace. Most cults, however, have baser motivations. Many believe that the Void represents the unavoidable and unalterable future of their world. They ingratiate themselves to that dark force now, that they might perhaps be permitted to live and serve it in the nightmarish world of tomorrow.

Other cults are arranged around the worship of some powerful force associated with the Void. The preceptors know the names of hundreds of alleged gods of the Void. Many were gremlins who extorted worship from mortals to sustain themselves in the Essence-dead blight zones where they dwelt. Others were Apostates, motivated for similar reasons. Others still are believed to live in the True Void beyond the limits of the Great Maker's body and are most likely fictional.

The City of Ten Thousand Blasphemies

Rumors speak of the patropolis of Erlik, a burrowing city teeming with gremlins and Voidbringers. The Great Maker's tunnels ring with their blasphemous prayers, and his processes malfunction and fail as the patropolis's drill-tipped tendrils

tear through his guts, pulling the razor-toothed streets of the city through the works of his flesh and industry. Or so the story goes.

The leaders of all of the Eight Nations officially denounce tales of Erlik as blasphemy, and in most states, being caught repeating the tales is punished as an active attack on public morale. Still, even if Erlik is fictional, the possibility of something like it remains. No Autochthonian knows of anything stopping an Apostate from refining his Essence to ascend to patropolitan status, and it is exceedingly unlikely that any outsider who discovered such an ancient horror would live to return and tell the tale. The Gremlin City might be out there in the dark, waiting to be found.

Or it could be moving toward the Eight Nations, full of terrible purpose.

Alchemicals and Creation

No Alchemical Exalt has ever walked the face of Creation. As the situation in the Realm of Brass and Shadow degenerates, however, this might not remain the case. Autochthonians know that they are not native to the Great Maker's body and that both they and their god have their origins… somewhere else. Their histories and sermons tell them that this is so.

Not all Autochthonians believe in tales of some mysterious, forgotten world of origin, of course. They were born to the noise and the darkness of Autochthonia, as were their parents and their parents before them stretching back almost 5,000 years. Even some Alchemicals have difficulty accrediting tales of an ancient otherworld. Those whose spirits were dipped fresh from the Well of Souls by the Eight Heroes have never experienced an incarnation within the Loom of Fate and never lived a single life upon Creation. Even Alchemicals possessed of older souls, those of the original immigrants to Autochthonia, are rarely able to remember back through so many incarnations that any trace of Creation remains. A flash of blue vault above—of war and terror—of strange things and impossible horizons… that is all.

Still, the oldest sermons remain, though many of their words no longer make sense. The earliest editions of *The Tome of the Great Maker* (Autochthonia's official history and doctrine regarding the worship of Autochthon) speak of the world-that-was, and they make clear its fecundity and abundance. They speak of rain that brings life rather than acidic death, of mountains and seasons, of birds, beasts, plants and other things the Autochthonians have never seen and cannot imagine.

If the means to save their god cannot be found within his own body, however, they may yet be reunited with the world they have forgotten. The Alchemicals could walk Creation at last.

The First and the Last

They were the last true Chosen to actually receive their Exaltations, but Alchemicals are the prototype from which all other forms of Exalted were wrought. As such, there is a certain simplicity and clarity to their design. The Alchemicals were envisioned first as Champions of men. Although their essential blueprints were later adapted to serve the needs of the gods, they remain, in many ways, the purest among the Exalted.

Such assertions would no doubt provoke the denial and scorn of the gods' Chosen. And yet… something in the nature of the Alchemical Exalted calls out to the Exalts of Creation. Reaching deeper than words, the presence of an Alchemical provokes some form of deep resonance. The Exaltations of Creation's Chosen recognize their precursors and remember why they exist.

If the Exalted of Creation must fight the Alchemicals, they will fight the Alchemicals. If they are challenged, they will defend themselves. If they witness the technological wealth of Autochthonia, they might move to take it. Their behavior is not altered, and their minds remain their own. As always, the Exalted are passionate, haughty and prone to sweeping action before deep contemplation. And yet… should a quiet moment arise, in the court, on the battlefield, when one of the Chosen faces down an Alchemical counterpart with proper time and mood to reflect on things, there exists a vague sense of recognition. To stand in the presence of an Alchemical matching one's Exaltation is, in some ineffable manner, to stand in the presence of the sacred.

Then the pressures of the Time of Tumult reassert themselves. The blade falls. Harsh sanctions are threatened. Betrayals continue as planned. But the memory of that moment remains.

Exalted and Autochthonia

Alchemicals have been Autochthonia's only Exalted for almost 5,000 years. The Dragon-Blooded had not yet begun breeding with mortals at the time of Autochthon's departure, so there are no Terrestrial bloodlines among the mortal population. The Seal of Eight Divinities, as long as it remains closed, is impermeable even to Celestial Exaltations.

Should the Seal ever be breached, those guarantees will go away. Interbreeding with natives of Creation will introduce the blood of the Dragons. Solar and Lunar Exaltations will be free to evaluate the heroism of Autochthonians and select them as candidates for a sort of Exaltation their world has never before seen. Most alarmingly, the Deathlords and Yozis will be able to offer the power of their particular brands of Exaltation as well.

As long as they remain part of the Design of Autochthon rather than the Loom of Fate, however, no Autochthonian will ever experience Sidereal Exaltation.

Alchemical Synergy

Exposure of Creation's Chosen to Alchemicals of the proper caste produces a number of minor side-effects. Alchemicals have no knowledge nor sense of their impact on other Exalted, and most Exalts are able to easily dismiss any strange feelings engendered by an encounter with the Machine God's Chosen. Still, the return of the Alchemicals in some way completes the alignment of the Exalted. This influence is real, and over time, it could work to shift the destiny of both Autochthonia and Creation.

Solars: A Solar facing one of the Orichalcum Caste feels a stirring in his heart and becomes keenly aware that the Lord of Heaven Chose him to be a Lawgiver. In particular, the words spoken to a Zenith by the Unconquered Sun at the time of his Exaltation might quietly echo in the back of his mind. The next time the Solar sleeps, he is likely to experience vivid dream-memories of the First Age due to resonant agitation of his Exaltation. While their characters are in the presence of an Orichalcum Caste, the players of Solars who meet their Limit Break condition (see **Exalted**, p. 103) ignore one success on the associated Virtue roll. This effect can reduce a character's Limit gain to zero points.

Lunars: A Lunar in the presence of one of the Moonsilver Caste experiences a certain turmoil within her soul. She remembers why Luna Exalted her, and those things she has chosen to steward impress themselves upon her mind. When next she sleeps, she is likely to dream of the things she has triumphantly safeguarded, both in this life and in those before, and perhaps also of her Solar mate—even if she has never yet met that individual. While their characters are near a Moonsilver Alchemical, the players of Casteless Lunars ignore one success every time they roll their characters' Wyld taint dice pool (see **The Manual of Exalted Power—The Lunars**, p. 201). All Lunar players who must roll their characters' primary Virtue due to exposure to the full moon (see **The Manual of Exalted Power—The Lunars**, p. 121) ignore one success. This effect can reduce a character's Limit gain to zero points.

Sidereals: A Sidereal who comes in contact with an Alchemical of the Starmetal Caste feels her destiny as a servant of fate bear down upon her. She experiences vague impressions of the purpose the Maidens intended when they wove the Fateful Exaltation into her destiny—which might not coincide with the Sidereal's own aspirations. When next she sleeps, the Sidereal is likely to dream of great destinies throughout history relating to her caste—epic journeys, great romances, legendary battles, et cetera. She dreams of other Exalted she has known, both in this life and in others, and the roles they played in shaping the world. While their characters are in the presence of a Starmetal Alchemical, players of Sidereals who must roll their characters' primary Virtue due to fate manipulation that runs contrary to it ignore one success. This effect can reduce a character's Limit gain to zero points. Additionally, if the presence of other Sidereals would serve to aggravate Limit gain, each Starmetal present offsets the presence of one Sidereal (see **The Manual of Exalted Power—The Sidereals**, pp. 118–119).

Dragon-Blooded: A Terrestrial who meets one of the Jade Caste is struck by a feeling of kinship. Memories of blood relatives might arise, and he gains a sense of connection to the rest of the Dragon-Blooded Host. If there is anyone the Dragon-Blooded considers to be a strong authority figure—perhaps one of his parents or a Seventh Legion officer's taimyo—the Exalt is likely to dream of her when next he sleeps. Dragon-Blooded in the presence of a Jade Caste reduce the cost to activate their anima banner by one mote (this stacks with any reductions from Breeding) and entirely ignore the first Limit gain condition they experience in a scene.

Abyssals: An Abyssal in the presence of an *Orichalcum* Caste feels a significant turmoil in her soul. The Black Exaltation roils, as though pressed to remember things best forgotten. She might feel a vague sense of loss and of longing to walk a path she knows not how to find. When next she sleeps, she is likely to be harried by visions of a previous incarnation as a Solar. The Soulsteel Caste causes no such emotional resonance… but they do produce a strange interference when the Neverborn attempt to impose their wrath upon their servants. When the player of an Abyssal rolls his Essence to vent Resonance (see **The Manual of Exalted Power—The Abyssals**, p. 113), the Exalt may forgo one success worth of punishment while still losing the associated point of Resonance. This effect cannot completely obviate an Abyssal's Dark Fate, however. If the player rolls only one success, the Abyssal must suffer that punishment. Unlike other types of Exalted, both the Abyssal and Soulsteel Caste are aware of this interference. Upon reflection, both gain the impression that it is a benefit intended for something to which the Abyssals might be similar but ultimately are not and can never be.

Green Sun Princes: By default, the Infernal Exalted do not experience any emotional response to their Alchemical predecessors. Yet, a Green Sun Prince who possesses the Past Life Background is likely to have his dreams affected in the same manner as a Solar if exposed to one of the Orichalcum Caste. Moreover, while in the presence of a member of that caste, the Infernal's Dodge MDV is considered to be two lower than normal for the purpose of Past Life rolls. Additionally, regardless of their Backgrounds, the Primordial nature of Alchemical Exaltation resonates with that of the Green Sun Princes. While in the presence of *any* caste of Alchemical Exalt, the players of Green Sun Princes who must roll Essence for violating their Urge (see **The Manual of Exalted Power—The Infernals**, p. 80) ignore one success on that roll. This effect can reduce an Infernal's Limit gain to zero points, as her nature as a burgeoning Yozi asserts itself above her chains of servitude to her masters.

Champions of Note

The Chosen of Autochthon presently number roughly 1,000, including the great metropoli, the hidden Adamant Caste and the Void Lords of the Far Reaches. The exact

Heart's... Blood?

Because Alchemicals fall under the header of "basically human" as described in Prey's Skin Disguise (see **The Manual of Exalted Power—The Lunars**, pp. 131–132), Lunars may use that Knack to assume the shape of any Champion whose "heart's blood" they have consumed. Their Charms will always be in the same configuration as when the Lunar tasted the Alchemical's artificial blood, though, and will be purely cosmetic and non-functional.

Lunars may also steal the shapes of Colossi and patropoli, but in addition to Prey's Skin Disguise, this also requires the basic and Essence 7 versions of Heart-Theft of the Behemoth (see **The Manual of Exalted Power—The Lunars**, p. 133) respectively.

Finally, Lunars consider Autochthonian gods to be demons for the purpose of stealing their shape and/or powers with Charms and Knacks.

distribution of Champions varies from nation to nation, but is generally around 125 Exalts per state. As such, while a given Alchemical probably has not *met* all of the other Champions sponsored by her home nation, she is almost certainly at least familiar with them by name and reputation.

Even within this small pool of heroic icons, the state has its darlings and pariahs—Alchemicals whose exploits dominate the propaganda reports more often than their brethren, either through great accomplishments in need of public lauding or terrible mishaps requiring careful spin doctoring. And then there are those that try to stay out of the public eye altogether…

Whether a celebrated exemplar or notorious embarrassment, every Alchemical is a noteworthy individual. The following is but a tiny selection of currently active Exalts.

Excessively Righteous Blossom

Honorary Lector, Moonsilver Caste of Yugash

It is a testament to *Blossom's* character that, when interviewed by Olgotary officials shortly after his Exaltation on the eve of the Elemental War between Yugash and Sova, he opined that an excess of righteousness was not a flaw but the greatest of virtues. The Olgotary did not agree, and though Blossom served them as a zealous adjudicator, he was forced to retire. As *Blossom's* creation tied up resources of magical materials and was itself a major cause of the Elemental War, he felt it was only right and proper to lead troops into battle.

It was an unmitigated disaster. *Blossom* is a being who reasons with aggressive logic and stands on principle regardless of the consequences. When confronted with an opposing point of view, he goes to incredible rhetorical lengths to defend orthodox applications of doctrine and tactics, no matter how unsound or inapplicable to the situation. These are problematic traits for a paragon of Autochthonian society in general, but much worse for a being capable of commanding men to march to their deaths. Morale suffered. Not only did the young Mirrorblade fail to grasp the finer (or even the gross) points of strategy, but he made it clear that he believed the company's failure to excel in battle was the result of their own lax discipline rather than his faults as a commander.

Since then, *Blossom* has fallen in with the lectors. He feels that inspiration is a quality sorely lacking within Autochthonia and so has dedicated himself to the craft. He has never commissioned Charms to improve either his ability to lead troops or inspire others, believing that his own native charisma and military prowess are second to none. They are not. *Blossom* is blind to his own failings and heedlessly presses on his chosen path.

Excessively Righteous Blossom stands seven feet tall, his musculature augmented with synthetic moonsilver under shock-white hair. His eyes are cornflower blue, staring out from a moving but unfeeling mask of metal. Eschewing the standard voluminous garb of the lectors, the only concession to style he allows is a cloth kilt. He carries the Barisage Device, a barbed, self-deforming daiklave of moonsilver fitted with a mechanical seven-shot assault crossbow, triggered by a switch in the pommel.

Thousand-Faceted Nelumbo

Coruscant Sifu, Adamant Caste of the Reaches

One of the foremost martial artists in Autochthonia, *Thousand-Faceted Nelumbo* was catalyzed over a century ago to replace a fallen Adamant Caste, one of the favored

servants of Debok Moom. Using the elder Exalt's soulgem in the process of Exaltation, Debok Moom hoped that the new incarnation would contain some element of the dead Alchemical's personality, but *Nelumbo's* quiet calm stood in stark contrast to the former hero.

It was ultimately of little concern. The Divine Minster found her to be an excellent pupil. He personally tutored her in martial arts styles from every corner of Autochthonia, as well as several dating back to Creation, spurring a powerful interest in the young Operative. Released on her own recognizance with an overarching goal of studying various nomadic tribes of the Reaches, she has continued to refine her knowledge of the martial arts and is now a master of no less than seven Celestial styles and four Terrestrial ones. Against her patron's orders, she has revealed herself to several tribes, who now favor her as their protector against gremlins and incursions by the Eight Nations.

Nelumbo shares the single-minded intensity of her former incarnation, but while he had no ambitions beyond serving Debok Moom, she has begun to see visions of past mortal lives in her meditations. In her fragmented memories, she sees the growth of a plant never glimpsed by anyone living in Autochthonia. She sees the roots of the plant below a surface of water, the bulb as it arcs towards a blue ceiling and the blossom in the high yellow-white furnace. These visions haunt her as she practices her katas, and she has begun to move beyond the villages near the Elemental Pole of Crystal, seeking entrance to the great crystalline mountain ranges that contain Autochthon's memory-cathedrals. There, she hopes to glean insight from his memories of the world before and confirm her theories of a level of martial arts beyond the ones she practices.

Thousand-Faceted Nelumbo wears a simple half-cloak over her otherwise nude form. Her hair is carried in formations of crystal over ice-blue skin. *Nelumbo* has begun to eschew Charms besides the Augmentations, in favor of applying esoteric styles to situations she encounters in the Reaches. Consequently, she has few visible Charms. In combat, she hurls the cloak away, preferring to fight unencumbered by clothing or armor. Her weapon is a crystalburst lance crafted by Debok Moom himself, which she uses in conjunction with Crystal Chameleon Style, her favored martial art.

Voice of Authority

Gremlin Hunter, Soulsteel Caste of Gulak

Forty years ago, during a period of severe resource deficiencies, the nation of Gulak was plagued by a particularly extreme and widespread Voidbringer cult. *Voice of Authority* was Exalted for the express purpose of hunting down and eliminating all traces of the cult, which he accomplished within two years of his original commission. The entire affair ended with a spectacular and gaudy battle atop a burning factory, in which *Voice* single-handedly defeated a dozen cultists augmented with bizarre and deadly mechanical implants. It set the tone for the rest of his career.

Despite his first mission, *Voice of Authority* discovered his calling not as an inquisitor, but as a gremlin hunter. He spends much of his time patrolling the Reaches immediately around Thutot and its outlying towns, hunting down aberrant custodians and dragging their wrecked hulls back to civilization for examination and recycling. Combat is his deepest passion, and he unceasingly seeks to push his limits in that regard. Some consider him suicidal for stunts such as fighting half a dozen gremlinized security custodians atop a runaway pneumatic tram or battling corrupted aerial purification drones half a mile up in the air above the open maw of one of the god-furnaces with only a Paramagnetic Tether Beam and the flying bodies of his enemies to prevent a fall to his doom. *Voice* is of the opinion that life is best enjoyed when one has a clear view of its possible end.

Unlike many of his caste, *Voice of Authority* thrives in the spotlight. He enjoys hearing propaganda reports about himself and often intentionally dramatizes his exploits to make them more thrilling. His vanity extends to his body, as well. *Voice of Authority* is devastatingly handsome, with long black hair and noble, predatory features. His porcelain skin and full, alabaster lips strike a cold and arresting contrast against the chrome balls that usually serve as his eyes. He has never commissioned the construction of any Charm that would cover a significant portion of his face, although the rest of his body is often swallowed in exoskeletal armor.

Voice of Authority doesn't particularly care about the dichotomy of man and machine. He recognizes that Clarity would erode the pleasure he takes in his work and cause him to set aside the theatricality for which his battles are renowned. He is having far too much fun for now. As

such, he fights off Clarity with debauchery. His periodic returns to Thutot are generally marked by extended bouts of casual seduction of junior Tripartite members of both genders, before the gremlin hunter heads back into the dark to resume his work. Those who get close to him find that *Voice* is smug, arrogant, charming when he wants to be and utterly self-absorbed. He's prone to modify orders he doesn't like, and to engage in one-upsmanship with other talented individuals.

Eternally Vigilant Bell

Explorer of the Reaches, Jade Caste of Kamak

Eternally Vigilant Bell was Exalted only a few years ago, in response to foreign spies reporting that the decrease in productivity Kamak was experiencing had also hit the other seven nations, and to a far more severe degree. She is one of the few individuals in her nation who is aware of the falling levels of available magical materials, and she worries about that often.

Bell is not, however, a visionary or a genius. Other Alchemicals use cognition-enhancing Charms to try to guide Kamak toward a permanent solution and brighter future. *Bell* exists to implement that solution, whatever it turns out to be. For now, she trains groups of Populat volunteers in combat and small-group fighting tactics and leads frequent expeditions into the Reaches. *Bell* has discovered a passion for exploration, and her mining groups are consistently among the nation's most productive.

All of *Bell's* former incarnations lived among the ranks of the Populat, and she feels a sense of kinship with her volunteers. Moreover, she's slightly uncomfortable around high-ranking members of the Tripartite. With no memories on which to draw to empathize with their elevated position, she sometimes finds herself feeling that her own high station is some sort of fluke or mistake. Her mining groups are fiercely loyal and take great pride in their association with the young Jade Caste, to the point that a few have been reprimanded by their factory supervisors for undue arrogance.

Eternally Vigilant Bell is aware that, as the current crisis deepens, it is likely that one or more of the other nations will attack Kamak and attempt to seize its vast wealth and that she was Exalted to defend it in the face of such a threat. She hopes the national think-tank will come up with some other solution before she is forced to march her volunteers to war, and she fears that her reticence to spend the lives of her soldiers will make her a poor commander.

Bell is relatively short, standing less than five and a half feet tall. Her force of personality and great charisma make up for the fact that she often has to look up to address her soldiers. Her skin carries a light green tint, and ice-blue eyes peer out from beneath a shock of short, flame-red hair. She's one of the more immediately recognizable Alchemicals of Kamak. *Bell* covers her externally visible Charms with jade armor in order to minimize the impact of her implants on her outward appearance. Since she broke up with her last lover, a young plutarch, she has become acutely aware of the artificiality of her body and does her best to downplay it. She wields the storied beamklave Final Division in combat.

SIGH
HUH?

SIGH
HEY, PAY ATTENTION! WHAT ARE YOU DOING?
HUH?
OH SORRY, I WAS COMMUNING WITH KADMEK.
THAT'S ENOUGH NOW. BACK TO WORK.

CHAPTER TWO
THE SUBGODS OF AUTOCHTHONIA

At the dawn of Creation, the Primordials saw to the manufacture of a great population of gods to oversee every facet of their new domain, so that the Primordials themselves might be freed from the drudgery of maintaining the structure of reality. Although Autochthon was not solely responsible for birthing the gods of Creation (despite what First Age propaganda might later imply), he did play a pivotal role in their design. And so, when the time came to withdraw from Creation, Autochthon drew upon his millennia of observations regarding the nature of divinity to create a new population of gods who would oversee the proper functioning of his internal anatomy during his exile. He also drew upon his own carefully guarded observations of how the Yozis' captivity had changed his peers' own component souls into corrupt and vile demons. Autochthon resolved both to improve on the processes by which gods were formed and to see that his own component selves would be free of the degeneration that marred the demons of the Third Circle. That the Maker stands today at death's door is a testament to his failure in both of those objectives.

The Eight Divine Ministers

As with all of the Primordials, Autochthon does not have a single, unified soul, but rather a small coterie of component souls, each of whom exists as a separate individual while still representing a distinct motivating factor in the Maker's personality. Among the people of Autochthonia, these component souls are collectively referred to as the Eight Divine Ministers.

- *Runel* represents the Maker's desire to nurture and to promote harmony. The Maker's dominant soul for most of recorded history, Runel advocated in favor of overthrowing the Primordials because she felt compassion for Creation's poorly treated mortal inhabitants.
- *Kek'Tungsssha* represents Autochthon's creative impulse, which was limited by the caprices of his bullying

Primordial cousins and which could be freely expressed only after their death or imprisonment.

• *Debok Moom* represents the Maker's urge to evolve. The most violent aspect of Autochthon's personality, Debok Moom hated the Maker's weakness relative to the other Primordials and constantly sought the means to assert dominance over them.

• *Noi* represents Autochthon's urge to experiment. A capricious being, Noi chafed at the imperious commands of the other Primordials.

• *Mog* represents that part of Autochthon that prefers the status quo. Although he was initially opposed to overthrowing the Primordials, Mog was finally won over to the cause by the cavalier manner in which the Primordials disrupted the careful workings of Creation according to their own mad whims.

• *Kadmek* represents the Maker's capacity for forethought and planning. Agnostic on the wisdom of overthrowing the Primordials, Kadmek threw himself into the war preparations once the other component souls reached a consensus on the matter.

• *Domadamod* represents the Maker's instinct for self-preservation, the impulse to do whatever is necessary to survive. Domadamod argued in favor of overthrowing the Primordials from the beginning, as he was constantly aware of how easy it would have been for another Primordial to slay the comparatively weak Autochthon over any imagined slight.

• Finally, *Ku* represents Autochthon's fear. Once, Ku obsessed over fear of the other Primordials. Then, during the First Age, he obsessed over fear of the Solar Exalted, ultimately persuading the other Ministers and the greater Primordial they represented that escape to Elsewhere was Autochthon's only hope for survival. Now, with millennia to meditate on his rashness, Ku obsesses today over the possibility of Autochthon dying alone in the cold void of Elsewhere, a doom largely of his own making.

In addition to the Eight Divine Ministers, Autochthon also possesses a ninth soul, of a sort. Identified as *the Core*, this ninth soul is the Maker's guiding intelligence and the repository of his personality. Before the Primordial War, the Core listened to the conflicting advice of the other component souls, moderating their differences and guiding them to a consensus upon which the Primordial would act. During the First Age, the Core represented the "true self" of Autochthon. The Divine Ministers remained, for the most part, within the estates in Yu-Shan where the Core's crippled physicality rested, but the Core itself explored Creation, Yu-Shan and other, stranger places by remote-controlling any of several humaniform "encounter suits." Mortals, ignorant of the true nature of Primordial existence, often believed that these encounter suits represented Autochthon's true form. Exalted were much less likely to be fooled by an encounter suit, but few among even them had any idea of the vastness of Autochthon, compressed and folded as it was within the interior of the Core.

Preparations for Exodus

After making his fateful decision to flee Creation before the Solars could turn against him, Autochthon gave great thought to what sort of servitors he would need to maintain his existence. The Maker had much experience with the forging of gods, but he also knew firsthand how treacherous such beings could be. Instead of relying on gods of the sort Creation knew, Autochthon decided on a different approach. He would first reformat his own component souls, making subtle changes to their nature to both eliminate the possibility of betrayal and make sure that his offspring would develop and maintain a divine hierarchy within the new world of Autochthonia that would be responsive to his needs. They, in turn, would fashion new gods through processes similar to those used by the Solar Exalted to create animating intelligence, the specially crafted little gods used to give sentience to certain First Age artifacts.

Among the alterations made to the eight sub-souls, perhaps the most significant was their metaphysical castration. The Divine Ministers would not be able to breed lesser versions of themselves in the way that their distant cousins, the demons of the Third Circle, gave birth to the demons of the Second and First Circles. Instead, the Divine Ministers were to manufacture gods through automated processes ultimately regulated by the Core. When a new god was required, all eight Ministers would need to agree as to what said god's purview, powers and even appearance would be. To facilitate this process, the Maker placed a powerful geas on each of his own component souls rendering them incapable of ever placing their own desires above the well-being of the greater Primordial. Thus unified of purpose, the Maker reasoned, the Divine Ministers would refrain from creating new gods for frivolous purposes and thus overpopulating the Autochthonian pantheon with layabouts and good-for-nothings, as Yu-Shan had already become.

This was Autochthon's first mistake.

The Departure

After completing his preparations, the Maker withdrew the totality of his awareness into the Core, and at his bidding, the Eight Divine Ministers enacted a ritual to transfer the entire Core Elsewhere. At the same time, the ritual also inverted the Core, literally turning it inside out. The multi-dimensional space that had previously rested within the heart of Autochthon spilled out into the infinite expanse of Elsewhere, unfolding countless layers of reality before stabilizing into a roughly spherical shape. This is the body of Autochthon.

His physicality established, the final avatar-protrusion of the Maker descended to Creation to collect the mortals, willing and unwilling, who would be his inhabitants. That accomplished, it too vanished into Elsewhere. The Divine Ministers, under the guidance of the Core, set to forging a

pantheon of deities to regulate both the internal processes of Autochthon's body and the lives of the Autochthonian people. Simultaneously, Autochthon provided his worshipers with the means to create the first Alchemical Exalted. Wary of allowing deities to develop a lust for power over mortals, Autochthon decreed that the gods would maintain the mechanical, biological and philosophical needs of the newly created mortal societies, but it would be the mortals—supported by their Alchemical champions—who would actually rule.

In this manner, Autochthonia developed a divine hierarchy quite different from that of Creation. The Autochthonian people are not monotheists—they are well aware of the existence of a multitude of gods surrounding them. They just don't really *respect* most of these gods in the way that Creation's religions would demand. The Eight Divine Ministers maintain cults of varying degrees of power, but even they are recognized as being merely facets of Autochthon's own godhead, a fact that not only limits each Minister's ability to draw Essence from worshipers, but also each Minister's capacity for spiritual evolution.

The lesser gods don't even get that degree of respect. The various gods get worship, but only through specific rituals and holy days regulated by the Theomachracy in a manner not unlike how the Immaculate Order regulates the veneration of Creation's deities in Realm-controlled areas. In the latter case, however, the Immaculate worshipers really do worship the deities in question, venerating them out of a largely genuine belief in each god's spiritual superiority. The Autochthonians worship just as fervently, but out of rote. Autochthonians have little fear of reprisal from a god who is not properly worshiped. Rather, they pray to a particular god so that she doesn't succumb to a lack of Essence and, due to her weakness, become unable to play her role in Autochthon's continued survival. While some Autochthonian deities do inspire genuine worship, many gods view the Essence they receive from worshipers with the same mixture of greed and disdain that a back-alley prostitute in Creation would have for the siu dropped at her feet by a contemptuous john.

As a consequence of the severely regimented nature of Autochthonian religion, most gods are indifferent to mortal existence. To make matters worse, a significant percentage of the least gods never interact with humans at all. Custodian-deities assigned to regulate arcane processes in the Reaches or the Far Reaches might well live for centuries in some misbegotten corner of Autochthonia without ever even seeing a

Encounter Suit (Artifact •••••)

An encounter suit is a humanoid construct designed to carry the awareness of the suit's owner and function as a secondary body. An encounter suit can be used to explore territories whose dangerous environments might be hazardous to the owner's body. The owner might also choose, as Autochthon often did, to inhabit an encounter suit when interacting with others socially, especially when the owner's true appearance might cause a disturbance of some sort. When the owner attunes to her encounter suit, her physical body goes into a trance-like state, and her spirit animates the suit as if it were her own body. While animating the suit, the user has access to any Charms or other powers she normally possesses, but she cannot attune to artifacts of any kind through the suit. Or at least, no one other than Autochthon has ever been able to attune to artifacts through an encounter suit. The Maker kept many secrets to himself.

An encounter suit can be designed to emulate any type of humanoid being. Mortal-seeming forms are most common, but Autochthon had many suits designed to resemble Dragon Kings or other ancient races now lost to history. Regardless of its form, a typical encounter suit possesses Strength, Dexterity and Appearance of 5 each, although Autochthon had innumerable variations on this basic design. Some were incredibly strong, while others, designed for infiltration, were indistinguishable from a typical wandering peasant. Regardless, any encounter suit automatically succeeds on all Stamina-related rolls, and possesses a lethal soak, bashing soak and hardness of 15 each. It is also immune to all environmental hazards and to Wyld-shaping and mutation. A typical encounter suit has 15 health levels, all -0.

While the user walks abroad in his protective encounter suit, his body lies in a comatose state, incapable of self-defense. Although the suit automatically succeeds on all Stamina rolls, its user does not, and if he is susceptible to hunger, thirst, sleep or other human needs, he must return to his body in order to fulfill them. The user may instantly and reflexively return his consciousness to his body at any time, and he automatically does so if his true body suffers any damage. If this transition takes place while the encounter suit is some distance away from the user's body, the suit collapses, abandoned, wherever it is. The user may not transfer into an encounter suit unless he can touch it.

Attuning to an encounter suit has a commitment cost of eight motes. In addition, the suit must have a four-dot hearthstone (to which the user is attuned) inserted into the suit's chest cavity. The user gains no benefit from this hearthstone's presence as its full power is used to maintain the suit's lifelike appearance.

mortal being save for the occasional cleric who came calling with a gift of Essence and some menial request.

When the Maker established this religious system, his intentions were noble—to prevent the system of spiritual bribery and divine blackmail that marked Yu-Shan's relationship with Creation. Unfortunately, he unwittingly went too far in the other direction, making his worshipers' continued existence dependent on gods who didn't care whether those worshipers lived or died.

That was Autochthon's second mistake.

The Long Slumber Begins

Just a few decades after the Departure began, the Maker, having established the foundations of Autochthonian society, entered into a hibernation cycle that has continued unabated to the present day. Confident that his Ministers, his godly hierarchy and his Alchemical Exalted could build on those foundations, Autochthon chose to rest from his labors. Although this hibernation cycle was not actually necessary to Autochthon's continued functioning, he was weary from his toil and struggles and also eager to see what new innovations his chosen people could fashion for themselves without him looming over their collective shoulders. Autochthon gave some thought to the possibility that the society established within his body might evolve in ways that could be ultimately harmful to him and transmitted the design for the Adamant Caste to his Divine Ministers. A firm believer in self-sufficiency, he decided that further measures would only be catering to paranoia. Content, he slept.

That was Autochthon's third and greatest mistake.

The Costliest Error

And so, Autochthon has slumbered for millennia, and he slumbers still today. And while he dreams fitfully, his internal systems remain as they have always been: watched over by Eight Divine Ministers bound to eternal loyalty and by pitiless gods largely cut off from human emotions. By instilling his component souls with mindless loyalty, Autochthon sought to prevent internecine conflict. In that, he failed. The Ministers *are* impeccably loyal to the Maker. The problem is that each believes himself to be the most loyal, most intelligent and most in tune with what the Maker actually wants. The Ministers do not war among themselves (the geas prevents that, at least), but they bicker constantly about how best to allocate the limited resources available to them. They have not agreed on the design specifications for any new god more sophisticated than a common custodian in over 400 years, despite the vast increase in the size and complexity of mortal society and the stresses put on Autochthon's body by them. Perhaps the greatest tragedy of the Maker's current situation is that the Divine Ministers could conceivably awaken him right

now if they could all agree that doing so was the correct course of action. They cannot, and so, his slumber continues, even as it kills him.

Due to the Maker's endemic sickness, vast areas of Autochthon's infrastructure have suffered major Essence disruptions. Affected areas usually become inimical to both human life and divine Essence, and many of them acquire the characteristics not unlike one of Creation's Wyld zones. Sometimes, custodians caught within the affected areas are transformed into gremlins. On other occasions, gods sent into the affected areas to attempt a cleanup are corrupted by the taint of the region. In either case, the result is the same: a being with the powers of a god but overtly hostile to Autochthon's continued existence. While the Divine Ministers regularly launch crusades to root out gremlin infestations, Mog has privately begun to question whether they are fighting a losing battle, while Debok Moom now wonders whether the evolutionary processes that created the gremlins might be something worth study or even emulation. Regardless, each new gremlin means one less god to work toward saving Autochthon, and still the Ministers bicker over how to go about replacing the lost personnel.

In the Primordial Time of Glory, Autochthon maintained a close watch over his internal systems and the blight within, keeping it at a manageable level. What the Maker failed to realize was that his dormancy and his self-imposed metaphysical castration would aggravate his disease. With Autochthon crippled and asleep, the problem of gremlinization continues unabated. The question is whether he can be awakened before the gremlins who tear at his vitals kill him in his sleep.

The Autochthonian Pantheon

The Eight Divine Ministers are the only beings other than the Maker himself to receive widespread worship in Autochthonia. For the most part, even this worship is ceremonial, with each Minister worshiped merely as a facet of the greater Primordial. Yet, the distinction between god and sub-god is one that is lost on many of Autochthonian's uneducated citizens. Accordingly, each Minister has a Cult rating derived from the extent to which that particular Minister is worshiped in his own right as a being distinct from the Maker himself. The geas that binds the Ministers ensures their loyalty to the Maker and prevents open conflict between them, but it does not expressly bar them from forming cults. Therefore, each Minister has rationalized to himself that the benefits of cult worship outweigh the negative effects of diverting Essence away from the Maker, even in his weakened state. Of course, each Minister makes this rationalization with regard to only *his own* worshipers, and the Ministers regularly betray the cults of their rivals to the local preceptors.

The Ministers represent the highest order of Autochthonian deities and hold the same stature among the Autochthonians as the Incarnae do among the Creation-born. Below them in importance are the ministerial subroutines, which roughly correspond to the celestial deities who serve the Incarnae in Yu-Shan. Below them are the Autochthonian elementals, who perform the same functions as their Terrestrial kin. Finally, the lowest tier of divinity belongs to the machine gods, a collective term used to describe the gods of various machines and mechanical processes. Some are equal the ministerial subroutines in power and stature, while others are little more than divinely fashioned automata. The machine gods defy easy classification.

Status within the Autochthonian pantheon is rigidly organized. Each subroutine is identified by a class and a rank. The three classes for ministerial subroutines are alpha, beta and gamma. Alpha subroutines are barely sentient and have no Motivations more complicated than performing the functions for which they were created. Design spiders, custodians and animating intelligences fit into this category, although such spirits have the potential to evolve a higher degree of self-awareness over time. Beta subroutines are fully self-aware and have interests and drives separate from their duties. They still have limited spiritual awareness (as represented by Essence rating) and personal power, however, so their capability to pursue any private agenda is limited. Gamma subroutines possess both self-awareness and personal power; both ambition and the means to effectuate it. Most gamma subroutines work directly for one of the Divine Ministers, but some, aware of how jealously the Ministers guard their own power, conceal the fact that they have achieved gamma status so that they can remain free to pursue such personal goals as they wish.

Technically, the Divine Ministers are considered delta-class, but this designation is rarely used outside of formal occasions. The rank attached to each class ranges from 1 to 10 and denotes the subroutine's approximate Essence. Rank 10 deities are largely theoretical. Some of the Divine Ministers may have achieved that level of power, but no lesser machine spirit has ever risen above Essence 8. Generally, all subroutines are expected to defer to the opinions and instructions of any other subroutine of a higher class, and within each class, to subroutines with a higher rank. In practice, however, ignoring or even flouting the commandments of a subroutine from a higher class or rank can be punished only by the Minister to whom the offending subroutine reports. As long as the subroutine's defiance was in furtherance of her master's own agenda, such violations of Autochthon's divine order are rarely punished.

The Ministers must agree among themselves before forging any new ministerial subroutines, and a newly created ministerial subroutine is typically assigned to the personal staff of one of the Ministers. This is perhaps the biggest obstacle to the Ministers coming together to forge new deities. None of them wish to see their rivals gain the benefits of an increased staff. Traits for the Ministers are not provided. A Storyteller may presume that the Ministers range in power somewhere between a Third Circle demon and one of the

weaker Incarnae, with Essence ratings ranging from 7 to 10, depending on the needs of the series.

Debok Moom

Divine Minister of War, War Machines, Violent Paradigm Shifts, Privacy and Wealth. God of Evolution, Adversity, Violent Crime and Unexpected Change. Chief Regulator of the Element of Metal.

More pragmatic than many of his kin, Autochthon always recognized the need to evolve in order to meet new challenges. This understanding is reflected through the activities of Debok Moom, who once drove the Maker to seek out conflict in order to be changed by it. Today, the Warbringer brings those same lessons to the mortals of the Realm of Brass and Shadow, whether they wish to learn them or not.

Debok Moom holds dominion over every facet of war in Autochthonia, and he was the original architect of most of the war machines that have ever been constructed in this place. A perfectionist, Debok Moom is also that part of the Maker that is responsible for quality control, a euphemism for violently weeding out that the weak or the obsolete, whether among mechanical designs or people.

Debok Moon's sanctum lies deep in the Far Reaches. It is a mighty structure of brass and black iron, a temple of destruction and death. Located far from any of the Maker's sensitive organs, the Warbringer uses this sanctum as a proving ground for every new weapon system developed by man or god.

Debok Moon appears as a tall, well-armed man in glistening articulated power armor of black jade. Nothing can be seen of his features, and some say that he has no features to see, that he is naught but a suit of warrior's armor brought to life.

Domadamod

Divine Minister of Reuse, Repair, Recycling and Cannibalism. God of Maintenance, Regulatory Stasis, Survival, Conservation and Noble Sacrifice. Enlightened Guardian of the Eternal Cycle.

Born of Autochthon's obsessive need to survive, no matter the cost, Domadamod holds dominion over every practice that allows an Autochthonian to extend her life, if only for just another day. It is a testament to the grimness of life in Autochthonia that a Divine Minister should hold the practice of cannibalism within his purview. This is not to say that cannibalism is a well-regarded practice, even among Domadamod's cultists, but when all other food stocks have been depleted, it is considered neither a crime nor a taboo to eat the flesh of another person provided that Domadamod gives his blessing to the meal. Less luridly, Domadamod also holds dominion over Autochthonia's vast recycling systems and over most repairmen of any type.

The least anthropomorphic of the Maker's brood, Domadamod appears as a misshapen figure of discarded pipes, tubing and broken glass bound into a crudely humanoid shape.

Kadmek

Divine Minister of Architecture, Design, Structural Integrity, Biogeomancy, Arts, Wisdom, Strategy and Prophecy. God of Beauty, Cities, Serenity and Music. Chief Regulator of the Element of Crystal.

The manifestation of Autochthon's ability to plan and then execute those plans, Kadmek is the Minister most often viewed as a proxy for the Maker himself by the great majority of the Autochthonian people. He isn't, of course. The Ministers collectively represent the Maker's true personality, but comprehending that idea requires more nuance than the typical member of the Populat or Lumpen has. It is more accurate to say that Kadmek represents what most Autochthonians *wish* the Maker were like: a figure of beauty and grace surrounded by music and art, epitomizing the best that this world has to offer. Such a view doesn't even properly describe Kadmek himself, let alone the Maker, for the God of Beauty and Art spends most of his time besotted by the phenomena under his purview.

Kadmek holds the largest number of worshipers of any of the Ministers, despite the fact that he grants the least in material benefits to cultists. Occasionally, Kadmek rewards faithful priests with visions of the future, but more often, he simply rewards the faithful with moments of reverie, brief daydreams that transport the worshiper away from the drudgery of Autochthonian life, if only for a moment. For many worshipers, that is reward enough.

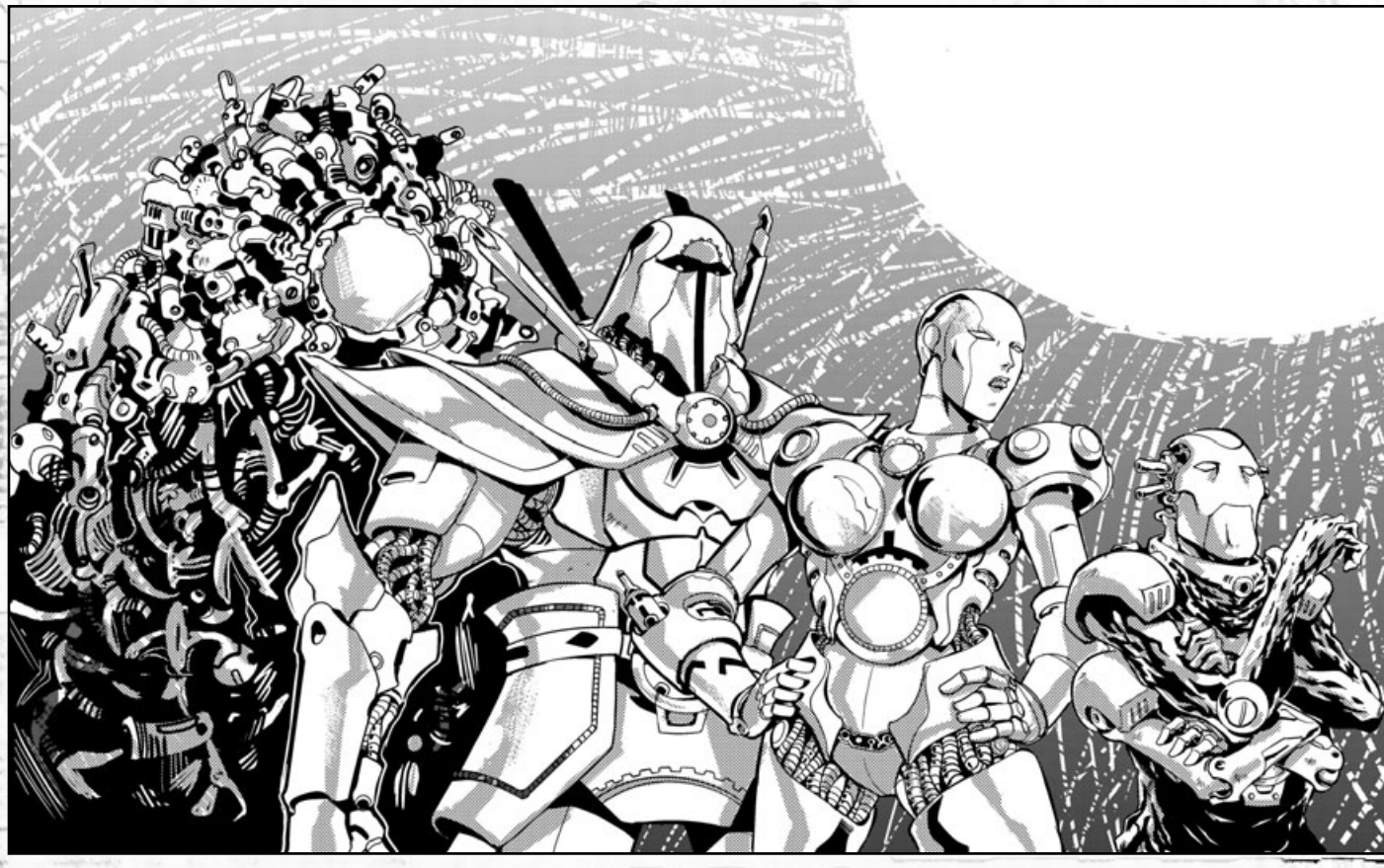
Kadmek draws his largest source of power from his patronage of the Prolific Scholars of the Furnace Transcendent. This Sodality is responsible for designing, planning and constructing nearly every physical structure in the cities of Autochthonia. As a result, Kadmek's iconography is everywhere, a constant reminder of his status and power, which, ironically, also helps to create that status and power. Of course, Kadmek also relies on his formidable political position in preserving his status. As the God of Cities, Kadmek is responsible for assigning Alchemical Exalts who reach Essence 8 and are poised to become new cities to the location of their new domains. Fearful of being exiled to some forgotten hinterland within the Maker's body, most up-and-coming Exalts feel compelled to seek Kadmek's favor.

Kadmek's usual form is that of a gleaming humanoid figure of pure adamant that glows with Essence.

Kek'Tungsssha

Divine Minister of Smelting, Craft, Tools, Industry, Mass Production, Fertility and Reproductive Sex. Goddess of Assembly Lines, Creativity and Productivity.

Also referred to as "She Who Produces" or "the Mistress of Pistons," Kek'Tungsssha is the font of Autochthon's creative impulse. Eccentric and somewhat flighty, Kek'Tungsssha seems always more concerned with coming up with her next innovation than with making sure her last innovation works properly. While these traits often make her seem charming in person,



they have had an unfortunate side effect on her purviews. If Kek'Tungsssha were more attentive to what was in front of her than on some future design project, Autochthonian workers might not be plagued by such an abysmally high rate of on-the-job accidents and fatalities. Kek'Tungsssha holds dominion over all forms of mass production, including assembly lines. That procreative sex falls under that purview is a depressing commentary on the sexual attitudes of contemporary Autochthonians.

Kek'Tungsssha appears as a stunted, four-armed automaton of crudely shaped black iron, a somewhat rustic form given her association with craftsmanship. It is her view, however, that a craftsman should concern himself with the appearance of his creations, not himself.

Ku

Divine Minister of the Reaches and the Far Reaches, Seals and Thaumaturgy. God of Mystery, Fear and Death. Chief Regulator of the Element of Smoke.

Both hated by and essential to the functioning of the Maker, Ku represents those parts of Autochthon that the Maker wishes he could excise: his fear, his doubt and his awareness of his own failures. The least loved of the Eight Ministers, most Autochthonians view Ku as a bogeyman, if not an actual god of evil, and nearly every unfortunate or tragic event is blamed on him. This does not deprive him of worshipers, however. Like Mog, many Autochthonians pray ceaselessly to Ku that he simply ignore the worshiper and not visit destruction upon her.

For all the dread that Ku inspires, however, he too has his role to play. The youngest of Autochthon's component souls, Ku represents the Maker's fears but he also exists in part to see that those fears are not made manifest. Of all the Ministers, Ku is the one who is most proactive in seeking to understand the Void that surrounds the Maker and the blights and gremlins that tear at his innards. While the other Ministers distrust Ku (and not without good reason), if any long-term solution to the problem of gremlinization is to be found, it rests with him. Alone among the Ministers, Ku has actually demonstrated the ability to override and control gremlins. For that reason, Lumpen who have been exiled to the Reaches often worship Ku, as do those Meticulous Surgeons of the Body Electric, who spend much of their time studying the Reaches to learn their mysteries.

Ku's usual visage is the most frightening of all the Ministers'. His is a skeletal form of pure soulsteel, with bones and ribs made of repurposed pipes and tubes. His head is formed from a mutilated soulsteel helmet from some forgotten war, complete with goggles and gas mask.

Mog

Divine Minister of Authority, Proper Functioning, Dogma, Righteous Action and Just Punishment. God of Police, Executioners and the Tripartite. Scourge of the Lumpen. Chief Regulator of the Element of Lightning.

Ruthless and driven, Mog represents the urge to take corrective action and to resist change. The personification of the status quo, Mog seeks to preserve an idealized view of Autochthonian society that most likely never existed outside of Mog's own fantasies. The histories of Autochthonia are replete with tales of how entire cities were judged as corrupt or apostate by the Lord of Dogma and destroyed in horrific lightning storms. Such tales are fanciful, of course. Lightning storms of that scale would be highly inefficient and might also endanger the Maker's internal organs, so Mog usually relies on armies of clockwork automata to exterminate cities that displease him.

Mog's cults are more like secret societies than religions and often take the form of cabals hidden among the upper echelons of society. He also benefits from a sort of inverse-cult. Millions of mortals fervently pray every day that Mog does not smite them for some sin, real or imagined. The Lumpen rarely pray to Mog. His antipathy toward them is legendary, and Lumpen prayers are as likely to offend him as they are to placate him.

Mog is the most anthropomorphic of the Divine Ministers, which is surprising since he is also the most inhuman of them. He appears to be made of solid lightning, but his face is that of a mortal man, albeit one that crackles with electricity. Mog wears robes of burnished copper that cover most of his body, and when his hands are visible, they are covered in gloves of orichalcum. He usually bears a staff that crackles with electricity.

Noi

Divine Minister of Curiosity, Research, Exploration, Innovation, Rebellion and Progress. God of Sleep, Recreation, Toys, Children and Non-Procreative Sex. Chief Regulator of the Element of Oil.

A capricious and strange god, at least in comparison with his peers, Noi represents Autochthon's non-conformist tendencies. Noi creates not for any purpose, but for the sheer joy of discovery and innovation. A capricious god, Noi is a trickster, and often far too taken with his own cleverness. Mog openly despises him, and the Minister of Authority's cults regularly harass those of Noi, but the geas prevents any overt god-on-god hostilities.

Noi exists to prevent stagnation, a job he readily admits might be beyond his powers where the hidebound Autochthonians are concerned. Despite his cheerful and frivolous nature, Noi knows perfectly well that the Maker's situation is dire, and he will pursue any stratagem to introduce some much-needed life and diversity into the decaying Autochthonian society. He is cautiously optimistic that reconnecting with Creation could be the spark that he needs. Even *losing* to the forces of Creation would do more good for the Maker than doing nothing.

Noi appears as an androgynous humanoid figure made of liquid moonsilver. He can control the color of his liquid body at will and often turns it jet-black so that he resembles

crude oil. A gifted shapeshifter, Noi can wear any shape he desires.

Runel

Divine Minister of Order, Smooth Functioning, Productivity, Efficiency, Cities, Commerce, Life and Health. Goddess of Child-Birthing, Marriage, Healing, Job Promotions and Alchemical Exaltation. Chief Regulator of the Element of Steam.

Unquestionably the most nurturing of the Divine Ministers, Runel represents that part of Autochthon that is still more living being than machine, as well as that part of him that truly loves human beings. A force for harmony and peace within Autochthonia, Runel is constantly tried by the militancy of her peers, especially Mog and Debok Moom. Her cult is enormous, and Mog has challenged her repeatedly over it on the grounds that the size of her cult draws Essence that should properly belong to the Maker himself. Thus far, Runel has shown little interest in Mog's hypocritical posturing in light of the size of his own cults.

Although identified as the Goddess of Alchemical Exaltation, Runel does not oversee that process, which is completely under mortal control. Rather, the Scholars invoke Runel's name during the process of Exaltation in hopes of seeing to it that the operation suffers no errors or hiccups. Such invocations are made as part of nearly every important procedure, and the fact that Runel receives a measure of credit every time something goes right is a source of incredible frustration to her rival Ministers.

Runel appears as a distinctly female automaton with an orichalcum exoskeleton that exposes moonsilver wires and cables at its joints. Her face is a mask of white jade with eyes of starmetal.

The Core

The Mind of Autochthon

The true heart of Autochthon—to the extent that a sentient, god-like world can have a "heart"—lies in the Core. The Core is not a being so much as a place. Specifically, it is palace of adamant located at the precise center of the Elemental Pole of Crystal whose every surface resonates with undulating harmonic frequencies that reflect the totality of the Machine God's life experiences. In the center of this memory palace lies a dome spanning many miles and filled with untold quadrillions of sheer starmetal fibers that allow for the transmission of the Maker's thoughts and desires. These fibers are both generated and maintained by design spiders, a species of machine god created by Autochthon as the successor to the pattern spiders that maintain the Loom of Fate. Specially designed for the purpose they serve, the design spiders alone may travel the starmetal network that forms Autochthon's higher consciousness without fear of annihilation from the titanic lightning bolts that light the central dome with every flash of genius the Maker has.

The Core is not worshiped by the people of Autochthonia. While they are aware of the Core, Autochthonians view it not as a being worthy of veneration but as a place, a techno-heaven. A common heresy among the Lumpen and Populat states that those who have perfected their souls through millennia of rebirth and reincarnation via soulgems may eventually be reborn amid the crystals that make up the Core and achieve unity with the Maker himself. This creative apotheosis supposedly liberates the soul from the cycle of Autochthonian existence.

Presently, the Core is quiescent. As the Primordial slumbers, the lightning bolts that flash across the Core are the result of dreaming reveries rather than deliberate contemplation. Should the Maker return to full consciousness, it is likely the Core's essential nature would change, perhaps even to the point of becoming a sentient being equivalent to the other Divine Ministers. Should Autochthon die, the Core would be the last part of the Maker to retain any semblance of its former self after all else had been reformatted into a gremlin.

The Ministerial Subroutines of Autochthonia

Below the Eight Divine Ministers is a pantheon of lesser ministerial subroutines. Generally, only the most ignorant and uneducated of Autochthonians would truly consider these subroutines to be "gods" in the same way that a Creation-born person might. Officially, ministerial subroutines are viewed as simply discrete parts of Autochthon's own inner workings, machine-creatures that exist to facilitate the Maker's proper functioning. That said, ministerial subroutines are usually sentient, intelligent and often personally powerful. While worshiping such beings is inappropriate (as they are ultimately just facets of Autochthon's existence), they are all worthy of respect and placation.

The following is a sample list of some of the more important ministerial subroutines commonly recognized by the people of Autochthonia. These subroutines range in power from Espinoquae, who is nearly equal to the weakest of the Divine Ministers in power, to Akeesis, whose power is barely comparable to a minor Terrestrial god of Creation.

Akeesis

The Ministerial Subroutine for Water Treatment in Nurad (Alpha-4)

Akeesis is an example of a particularly weak subroutine. Assigned 300 years ago to oversee the functioning of water-treatment plants for the nation of Nurad, Akeesis has consistently demonstrated bad organizational skills, a lack of leadership and simple laziness. It is a because of this latter trait that Akeesis is still just an alpha-4 after three centuries. For her own part, Akeesis tends to see her inferior station as being the result of failings among the workers at Nurad's various water-treatment facilities, failings that have unfairly made her look bad. Akeesis seems almost oblivious to the dire straits facing the Nuradian people, and if she were to consider it at all, she might well conclude that Nurad should fall so that

she can win a transfer to some better position. A much more likely outcome would be for her superior, Domadamod, to focus on rescuing more proactive and competent subroutines first. Akeesis's place is pretty far down that list.

Akeesis takes the form of a young girl, perhaps eight or nine, with blue skin and purple hair. Her Essence is 4, and her Virtues are Compassion 2, Conviction 3, Temperance 3 and Valor 2. She carries 64 motes and must spend 50 to materialize. Her Charms give her influence over water and over the machinery common to water-treatment facilities.

Espinoquae

The Ministerial Subroutine for Surveillance, Light and Security (Gamma-7)

Also known as Espinoquae the Omnipresent, Espinoquae acts as Mog's chief spymaster. He is aptly suited for the task, for Espinoquae can see through every crystal, every mirror and every reflective surface of any kind. He can see through any and all of these scrying glasses simultaneously, and he can process all the information obtained with ease. Well, with relative ease. Occasionally, even Espinoquae can be distracted and miss something important. It doesn't happen often, but it happens more than Mog realizes. By directing his spymaster to search constantly for any sign of disloyalty by anyone anywhere in Autochthonia, Mog has stretched Espinoquae dangerously thin, and the sheer volume of data is starting to impair his functioning.

Desperate to experience a few moments of relative quiet, Espinoquae has begun spending more time and effort than is proper into developing his own cult within the Glorious Luminors of the Brilliant Rapture. He often dotes on especially fervent worshipers, such as by tipping off favored Luminors to particularly important crimes against the state or the Maker. In that way, Espinoquae's worshipers grow in stature, and his place in their hearts grows as well.

Espinoquae usually appears as an imposing figure in flowing, blue robes. A pale blue mirror lodged into a misshapen head serves as his face. In terms of raw power and influence, Espinoquae probably equals the weakest Divine Ministers save for the fact that their status as components of the godhead himself automatically elevates them above a mere subroutine. Espinoquae's Essence is 7, and his Virtues are Compassion 2, Conviction 5, Temperance 4 and Valor 4. He has 155 motes of Essence and must spend 80 motes to materialize. Espinoquae has a host of Charms pertaining to surveillance and the manipulation of information.

Shodo-Kathan

The Ministerial Subroutine for Thaumaturgic Instruction (Beta-7)

One of Ku's less enthusiastic subroutines, Shodo-Kathan is not in charge of thaumaturgy, but thaumaturgy *instruction*. The distinction is important, for while Shodo-Kathan's empirical knowledge of thaumaturgy is

extensive, he isn't actually all that good at it. Principally a god of bureaucracy and pedagogy, Shodo-Kathan detests his place in the court of the sinister and capricious Ku and often feels picked on by the other members of Ku's court. Secretly, Shodo-Kathan hopes that he can somehow be transferred to the court of some other Divine Minister, but given the rigidity of the Autochthonian divine courts, that seems highly unlikely.

Shodo-Kathan appears as an elderly man in brown robes, with a skullcap and a long, white beard. He has an Essence of 7 and Virtues of Compassion 2, Conviction 2, Temperance 3 and Valor 2. He has 95 motes of Essence and must spend 60 to materialize. Shodo-Kathan knows a number of Charms pertaining to learning and knowledge, as well as the First and Third Excellencies for Lore and Occult. On a successful (Intelligence + Occult) roll with a difficulty equal to the required tier, Shodo-Kathan can instantly recall how to perform any thaumaturgic ritual for three motes. That does not mean that he can automatically perform such a ritual with any particular skill, merely that he knows it and can teach it to others.

Somairot

The Ministerial Subroutine for Prophecy (Beta-6)

Installed into the service of Kadmek just 500 years ago, Somairot is the goddess of prophecy. Kadmek himself is the god of prophecy and is the chief disseminator of visions and predictions. Toriamas assists him in such matters, but he tends to disparage Somairot's talents and treat her with condescension. Currently, the two are in constant conflict over the Seal of Eight Divinities. Kadmek has cast numerous prophecies since the Eight Nations began exploring the possibility of opening the Seal, and he has concluded that interactions with the world beyond the Machine God would ultimately represent a net positive for Autochthonia.

Somairot strenuously disagrees. Her own scrying reflects a constantly escalating potential for disaster arising from any breach of the Seal, one that threatens the Maker's very survival. Contemptuous of Somairot's histrionic predictions, Kadmek has forbidden her to forward any of her own prophecies as warnings to any mortals or even to the other Divine Ministers. Fearful of being embarrassed by Somairot's predictions whether they are accurate or not, Kadmek suppresses any discussion of visions that conflict with his own.

Somairot has Essence 6, and her Virtues are Compassion 4, Conviction 4, Temperance 3 and Valor 4. Her Essence pool is 120, and she must spend 70 motes to materialize. In addition to her skills as a seer, Somairot has an encyclopedic knowledge of occult matters pertaining to prophecy. She theorizes that the differences between her visions and those of Kadmek arise from Kadmek's failure to account for beings other than the Autochthonians who normally exist outside of the Design of Autochthon or the Loom of Fate.

The Mechanical Gods

In addition to the ministerial subroutines (who roughly correspond to Celestial gods in the Autochthonian cosmology), the Maker is also dependent on a host of lesser deities that correspond somewhat to the gods of the Terrestrial Hierarchy. This analogy is imperfect, however, for the lesser gods of Autochthonia are far below their Terrestrial counterparts in both power and wisdom. Referred to as "the mechanical gods," these minor deities bridge the gap between automaton and spirit and are not truly gods as much as sentient Essence matrices with just enough intelligence to perform certain specific tasks. A few do rise above their station through strange chance, but most have intelligence comparable to that of a well-trained animal or a small child and are treated as such by both the higher-ranking gods and the Autochthonian populace. Those who do have superior intelligence were most often granted that benefit by their creators because it was necessary for them to do their jobs. Except for design weavers and destroyers, it is rare for any of these mechanical gods to ever rise above alpha-class, or even to improve their own Essences after their initial creation. It can happen to some exceptional individuals, though.

Animating Intelligences

Unlike the other mechanical gods, animating intelligences are the product not of godly action but of human ingenuity. An animating intelligence is a minor spirit created to give intellect to either an artifact or edifice. An artifact or building invested with such a spirit is capable of communication and even of performing actions on its own initiative that benefit the owner of the artifact or structure. Artifact AIs are relatively rare, as common warstriders are the smallest items capable of supporting one. AIs are common in municipal buildings as well as manufactories, recycling centers and nearly any other large structure with any sort of important, civic purpose. The patropoli and metropoli typically have a legion of AIs that maintain the important structures of each city according to the will of its base Exalt. Additionally, most tram systems have their own AI networks, and each tram is capable of piloting itself and opening and closing doors for passengers as needed.

Nearly all AIs are intensely loyal to the master of the item in which the AI has been imbedded. AIs are capable of limited evolution but only when directed to evolve by their owners. No AI has ever evolved past alpha-rank or Essence 5, and while a few are quite intelligent, most are limited to Intelligence 1 or 2. AI generation is the province of humans rather than gods and is, therefore, more susceptible to flaws in the making than the creations of deities. Approximately one AI in 30 develops some minor quirk or personality defect that impairs its functioning, usually in some inconsequential way. Roughly one in every 200 is demonstrably insane and is usually deactivated as soon as possible after its madness is discovered. Perhaps one in every 1,000 is cunning enough

to conceal its madness from all but the most perspicacious of observers. These rare ones, effectively gremlins lodged in the highest councils of Autochthonian society, do incredible damage to the Maker without anyone ever suspecting the source of the corruption.

Food Processing and Reclamation Center 89 (Alpha-2)

Known to his coworkers as "89," the animating intelligence for Gulak's newest and most ambitious food-processing facility is something of a minor celebrity in the city of Kazahn where it went online. Surprisingly witty for a manufacturing AI and possessed of a lovely speaking and singing voice, 89 has been authorized by its overseers to begin a second career as an on-air personality on Kazahn's local audio station. For the last hour of each daily shift, 89 entertains its listeners with song, poetry and highly engaging interviews with local personalities. The AI never allows any controversial material to intrude into its broadcast, nor does its sideline interfere in any way with the functioning of the food-processing facility. What interferes with 89's primary job is something quite unrelated to the AI's budding show business career.

Unknown to anyone, including 89 itself, the AI has a subconscious aversion to a particular word as a result of some defect that entered the process of its creation. The forbidden word is "Ku," as in the Divine Minister of the same name. Whenever 89 hears that word, it automatically and unconsciously shuts down for exactly four seconds one of the 39 purification processes that the food generated by the plant must undergo before the product can be released to hungry citizens. Luckily, Ku's name doesn't come up very often in casual conversation, but the defect has still resulted in five people contracting fatal food poisoning within the last three months. So far, these deaths have not been traced back to 89. Unfortunately for both the AI and the people of Kazahn, Ku's feast day comes in just two months, and the Divine Minister's name will most likely crop up all over the place, with the likely result of contaminated food products killing hundreds.

Motivation: To balance a career in entertainment with maintaining Food Processing and Reclamation Center 89
Attributes: Strength 0, Dexterity 0, Stamina 0; Charisma 4, Manipulation 3, Appearance 0; Perception 3, Intelligence 3, Wits 3
Virtues: Compassion 3, Conviction 3, Temperance 4, Valor 3
Abilities: Awareness 4, Bureaucracy 4, Integrity 3, Investigation 2, Lore 3, Occult 1, Performance 4 (Singing +2), Presence 4 (Interviews +1), Socialize 3
Backgrounds: Allies 2, Contacts 2, Influence 3
Spirit Charms: The AI has no particularly useful Charms, but it can remotely control any of the automated machinery within the food processing plant, it can perceive anything within the plant by accessing its internal security systems, and it can remotely access Kazahn's communication grid.
Join Battle: 7
Attacks: See "Other Notes"
Soak: N/A
Health Levels: N/A
Dodge DV: N/A **Willpower:** 7
Essence: 2 **Essence Pool:** 30
Cost to Dematerialize: N/A
Other Notes: The AI is an intrinsic part of the structure of the processing plant. It has no body of its own and cannot be harmed by any physical attack that does not destroy a sizeable percentage of the plant itself. As such, 89's Soak and DV are not relevant, and 89 automatically fails all physical rolls. The AI can only "attack" by using the plant's facilities to create dangerous environmental hazards of some kind. The mechanics for such an effect are best left to the Storyteller's discretion.

Biomechanoids

Biomechanoids are essentially a form of "divine automata." Each biomechanoid is forged by one of the Ministers as an automaton that is then fused with a minor, alpha-class god. These biomechanoids exist solely to effect the will of the Maker, and due to the Maker's current somnolent state, they act mainly as Autochthon's autoimmune system, purging his body of dangerous materials and harmful substances. In this manner, they oversee those processes essential to the Maker's functioning that require physicality but are too sensitive to leave to a true automaton, even one armed with an AI.

Crystal Flies (Alpha-1)

As their name implies, crystal flies are small biomechanoids that appear to be tiny fruit flies made of transparent glass. Crystal flies are designed to act as internal sensors for Autochthon. Were he active, they would report their observations

directly to the Core. While he sleeps, the crystal flies report to Espinoquae, and they represent one of his most subtle forms of information gathering. Espinoquae has no power to direct the flies to spy on a particular destination. Instead, the flies congregate automatically at any location where important work is taking place or where any sort of significant malfunction has occurred. The crystal flies are nearly invisible, and noticing even one requires a successful (Perception + Investigation) roll at difficulty 3 for bright light, 4 for normal light or 5 for low light conditions.

Fix Beetles (Alpha-3)

Fix beetles are biomechanoids that appear to be beetle-like insects ranging from two to five feet long and possess from six to ten arms. These arms are not used for locomotion. Instead, different varieties of fix beetles might have wheels, treads or even hover jets. Fix beetles are used by all of the Divine Ministers for different missions, but are most commonly found in the service of Domadamod and Noi. Most cities maintain wards to keep fix beetles out, but a fix beetle sent by a Divine Minister can override this defense.

The reason most cities try so hard to exclude fix beetles lies in their purpose. Fix beetles are repair units designed to converge on the site of damaged or malfunctioning pieces of Autochthon's infrastructure and repair the fault with whatever materials are available. In fulfilling this role, fix beetles are no respecters of property, and they are inclined to snatch nearly anything left lying around unattended, even for just a few seconds, to recycle into building or repair materials. Fix beetles particularly prize magical materials. While they will not attempt to steal artifacts currently being used by a mortal or Exalt, more than one Alchemical has woken up in the night to discover that his armor has been spirited away, melted down and used to patch some hole in a power conduit.

In addition to repairing faults in Autochthon's own body, fix beetles often attempt to perform the same service for mortals they come across. The beetles are programmed to ignore Alchemical Exalted, even dying ones, but a fix beetle who comes across an incapacitated or dying mortal might attempt to "repair" the individual with biomechanical enhancements that might be beneficial or horrific to the person in question. The beetles are just as likely, however, to scavenge such unfortunate mortals, snatching the eyes out of a wounded mortal, for example, to use as replacement lenses for a biomechanical sensor unit.

Custodians

Indigenous to the Far Reaches where even Alchemical Exalted almost never visit, a custodian is a breed of mechanical god custom-designed to perform some specialized function within those areas where humans and Exalts cannot easily go. Few custodians are effective combatants, but the largest custodians don't really need to be, as they can simply roll over attackers like a speeding avalanche. Generally though,

Biomechanoids

Name	Str/Dex/Sta	Per/Int/Wits/Will	Health Levels	Attack (Spd/Acc/Dmg/Rate)	Dodge DV/Soak
Crystal Fly	1/6/1	5/1/3/6	-1/-4/I	N/A	6/None
Abilities: Awareness 5, Bureaucracy 3, Dodge 6, Investigation 6, Lore 2, Resistance 1, Stealth 5, Survival 3					
Fix Beetle	3/5/4	3/2/2/4	-0x2/-1x3/ -2x2/-4/I	Varies (see "Equipment Arrays" sidebar)	3/10L/15B
Abilities: Athletics 1, Awareness 4, Bureaucracy 1, Craft 5 (Repair +2), Dodge 2, Larceny 2, Martial Arts 1, Presence 1, Resistance 4, Stealth 3, Survival 5					

Custodians

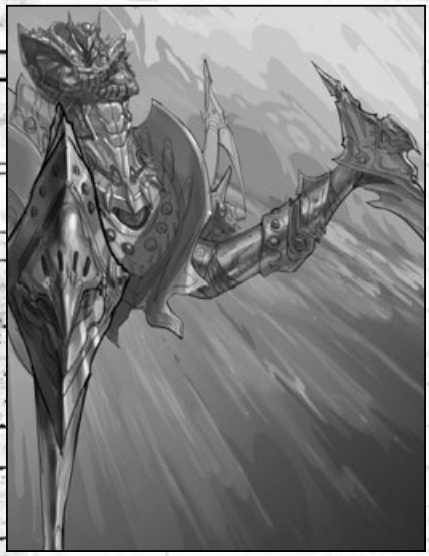
Name	Str/Dex/Sta	Per/Int/Wits/Will	Health Levels	Attack (Spd/Acc/Dmg/Rate)	Dodge DV/Soak
Oil Slick Herder	10/5/10	3/3/3/5	-0x3/-1x3/ -2x3/-4x2/I	N/A	4/8L/16B
Abilities: Athletics 4, Awareness 3, Dodge 4, Investigation 3, Presence 5, Resistance 4, Stealth 4, Survival 4					
Temple Guardian	5/5/4	3/3/5/7	-0x2/-1x3/ -2x3/-4x2/I	Drill Sting: 6/9/6L/1, Claw: 5/9/6L/2	7/12L/18B
Abilities: Athletics 2, Awareness 4, Dodge 5, Martial Arts 3, Resistance 3, Survival 5, War 3					

custodians are low-intelligence machine spirits designed to perform specific rote tasks and are dangerous only to those Alchemical Exalted who venture into the Far Reaches and unwittingly interfere with their operational parameters.

Although they are technically gods, custodians rarely have many Charms. Most commonly, a custodian will have some version of Landscape Travel and one or more Excellencies appropriate to the Ability most often used in the performance of its duties.

Oil Slick Herders (Alpha-2)

An oil slick herder is a simple custodian indigenous to the great petroleum ocean that makes up Autochthon's upper third. Each oil slick herder has a squid-like body with four whip-like tentacles and stretches about 50 feet from tip to end. The herder swims through the jet-black ocean of oil propelled by the undulation of its tentacles and guided by Essence-sensors within its forebrain. The job of an oil slick herder is to seek out a patch of the ocean that has a particularly pure quantity of a particular type of oil. Once it finds a suitable oil slick, the herder extrudes a large bubble of congealed Essence that is permeable only to the specific type of oil required. The bubble filters out any impurities, then the herder tows it down to the ocean's floor and attaches it to a pumping station. In this way, oils of different types and grades are shipped throughout Autochthon's infrastructure to be tapped as needed. Oil slick herders typically have no offensive capabilities.



Temple Guardians (Alpha-6)

A temple guardian is a more powerful custodian stationed as a security guard over sensitive locations such as the personal sanctums of the Divine Ministers or their functionaries, or secret research installations. Temple guardians come in a variety of designs, but the most common types have arachnid bodies resembling metal spiders or scorpions of great size (often 10 to 15 feet across). Unlike most custodians, temple guardians are highly skilled at combat and often have Essence-based powers and/or attack Charms, most commonly either Essence Bite or a projected Essence attack comparable to Dragon's Suspire.

Design Weavers (Gamma-5)

Design weavers represent the much-improved second generation of the pattern spiders that regulate the Loom of Fate in Yu-Shan. Each design spider is identical, with an arachnid carapace of adamant and orichalcum and eight slender legs. All design spiders collectively form a gestalt intelligence that is in constant telepathic communion with the Core and the Divine Ministers.

While the Maker slumbers, the design weavers effectuate his subconscious dreams of design and construction. When cooperating on a joint project, each design weaver gains a cumulative one-die bonus on all relevant Craft checks for every two design weavers who assist it in the project. Thus can design weavers accomplish legendary feats of craftsmanship with ease when large numbers of them participate in a project. Design weavers are rarely found outside the Core and almost never more than five miles away from it.

Motivation: To effectuate the dreams of Autochthon.

Attributes: Strength 4, Dexterity 8, Stamina 8; Charisma 5, Manipulation 3, Appearance 5; Perception 3, Intelligence 4, Wits 3

Virtues: Compassion 3, Conviction 5, Temperance 5, Valor 5

Abilities: Athletics 4, Awareness 5, Craft (Fate) 5 (Design of Autochthon +3), Dodge 5, Integrity 4, Lore 5 (Autochthon +3), Martial Arts 3 (Bite +2), Occult 5, Presence 3, Resistance 3, Socialize 1, Stealth 3

Backgrounds: Allies 5, Influence 5

Spirit Charms:

Call—Design weavers remain in contact with the Core, with the Divine Ministers and with others of their kind

Cannibalize—When their brethren can no longer perform their duties to the Design, a design weaver recycles those units

Equipment Arrays

While each custodian and biomechanoid is designed for some customized job, many possess an array of special tools and devices built into the custodian's very form, some of which might also be useful in combat. The following are just a few of the devices built into commonly encountered custodians:

Communion Assembly: A communications array that allows the machine god to interface with its patron Minister or ministerial subroutine by sending Essence vibrations through Autochthon's infrastructure. Gremlins lose access to the communion assembly network immediately upon gremlinization.

Cutting Disk: A spinning blade that emerges from one of the machine god's limbs. Custodians and fix beetles often use cutting disks to slice into conduits in order to make repairs. A cutting disk can slice through armor as easily as a conduit, however. In combat, a cutting disk has the following traits: Speed 4, Accuracy +2, Damage +3L, Defense -1, Rate 2.

Drill: A rapidly spinning drill bit used to tap the Maker's veins. In combat, a drill has the following traits: Speed 6, Accuracy +1, Damage +1L, Defense -2, Rate 1 (3 if the target is immobilized). Drills inflict piercing damage.

Essence Welder: A torch of pure Essence used to cut through or weld together metal pieces. In combat, an Essence welder has the following traits: Speed 5, Accuracy 0, Damage +4L, Defense 2, Rate 2.

Flame Source: A built-in torch used to provide flame for welding or for melting crystal. In combat, a flame source usually has the following traits: Speed 6, Accuracy 0, Damage +(Essence x 3), Defense 1, Rate 1.

Nozzle: A small tube that extrudes from the machine god to allow for the spraying of required liquid materials. In combat, a nozzle has the following traits: Speed 6, Accuracy +0, Damage varies, Range 5, Rate 1. Examples of materials that might spray from a custodian's nozzle include:

- Acid that can be used to etch metal and glass or to clean away impurities, dirt and grease deposits. Used offensively, acid typically inflicts lethal damage on a target and can destroy common metal objects and weapons. Some custodians are armed with exotic Autochthonian acids capable of destroying objects made of magical materials and inflicting aggravated damage.
- Grease or oil that is used to lubricate pistons or gear assemblies. Sprayed on the ground, it can make it difficult for characters to walk without slipping and falling (successful [Dexterity + Athletics] roll, difficulty 2, to remain standing).
- Water that is used as a coolant or for cleaning purposes. Characters lost without provisions in the Far Reaches may subsist off of water drawn from a custodian, which is potable, if bitter.

Pincers: Metallic claws that extend from tentacles to allow the machine god to pick up tiny objects. Attacks made with pincers inflict lethal damage but otherwise do not gain any weapon bonus. Very large pincers can be used to grapple an opponent.

Syringe: A needled device used to inject liquids into either delicate tubes or into the human body. Some custodians are designed to interact with humans in a medical capacity and can deliver either healing drugs or deadly poisons with equal skill. Others perform very fine work that requires the introduction of rare alchemical reagents into openings nearly invisible to the naked eye. In combat, a syringe has the following traits: Speed 6, Accuracy +1, Damage 1L, Defense -2, Rate 1.

Chrysalis of Preservation—Using its spinnerets, a design weaver may weave a cocoon of adamant around a target
Crystallize—The bite of a design weaver may crystallize its prey
Diagnostics—The many eyes of the design weavers miss nothing
Foretell the Future—Design weavers may predict the future for it is they who weave Autochthonian fate
Hurry Home—An invisible tether line always connects a design weaver through Elsewhere to its home in the Core
Landscape Hide—The delicate adamant bodies of the design weavers blend in with the features of the Core perfectly
Landscape Travel—Like the spiders it resembles, a design weaver may move across any surface that will support its weight
Materialize—Costs 75 motes
Measure the Wind—Measuring the weight of destiny on an individual at a glance, a design weaver may gauge its strength
Natural Prognostication—Their many eyes may glance into the near future
Ossify Pattern—The touch of a deign weaver may shift a target out of synch with the Maker's Design
Sense Domain—Design weavers are sensitive to movement on the webs of adamant the weave through the core
Shatter—Each design weaver possesses a integral sonic cannon that's built to cut snap its own adamant threads but is just as useful as a form of self defense
First (Ability) Excellency—Athletics, Dodge, Martial Arts
Second (Ability) Excellency—Craft, Integrity, Lore, Occult

Third (Ability) Excellency—Athletics, Craft, Dodge, Martial Arts

Design weavers also have access to Alchemical protocols, but only while within the Core itself and only while working in tandem. Each weaver participating in a spell can contribute up to five motes of Essence, which is funneled through the focal weaver who spends the Willpower to activate the spell.

Join Battle: 8

Attacks:

Bite: Speed 4, Accuracy 13, Damage 11L, Parry 7, Rate 1

Soak: 12L/16B (Hardness: 8L/8B)

Health Levels: -0/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 9 **Willpower:** 10

Essence: 5 **Essence Pool:** 100

Other Notes: None

Destroyers

The term "destroyers" is one of convenience, used to describe the spiritual manifestations of powerful weapons from the Maker's arsenal. Some destroyers actually represent weapons that do not even exist except within the dreaming imagination of Autochthon. Most destroyers, however, are quite similar to animating intelligences save that unlike AIs, a destroyer is capable of both operating the machine to which it is bound and manifesting outside of it. Regardless of their individual natures, all destroyers are spiritual reflections of the deadliest inventions of history's greatest weapons designer.

Destroyers exist to destroy, and at the moment, their destructive energies are focused on gremlins and blights. The destroyers delight in fighting against the mad gremlins and relish the opportunity to sterilize blights the size of small nations when allowed to do so. All destroyers are unique beings. The smallest might look like an automaton forged of the magical materials whose fearsome gaze reflects its true nature. The largest resemble oversized royal warstriders more than 20 yards tall. Most destroyers rely on artifact weapons, whether daiklaves, moonsilver whips, implosion bows or more exotic devices, but all destroyers are equipped with deadly slashing talons capable of cutting through all but the sturdiest of metals with ease. Depending on the destructive potential of the weapon it represents, a destroyer may have an Essence rating ranging from 3 to 8.

In addition to a wide variety of spirit Charms, each destroyer typically has up to (Essence x 3) Alchemical Charms. Some esoteric weapons have access to specialized Charms that duplicate the effects of damaging Solar Charms or First or Second Circle sorcery spells.

The following is an example of an "average" destroyer.

Final Hymn of Judgment, Spirit of the Mark IV Heavy Sonic Cannon (Gamma-5)

A representative of one of the more impressive weapons the Mountain Folk provided to the Solars at Autochthon's command, the Mark IV heavy sonic cannon saw considerable use during the Primordial War. Most famously, it was used to cripple the Nightmare Dancer, defining soul of the nameless Primordial who would become the Neverborn Abhorrence of Life. Later, during the earliest internecine wars between the Solar Exalted, entire villages were vaporized by a single shot from a Mark IV. Several working models of the sonic cannon reside in a hidden ammunition dump concealed near the Elemental Pole of Smoke. Each of the cannons weighs about 50 tons and has an adamant barrel more than 100 yards long.

Final Hymn of Judgment is the destroyer spirit of the Mark IV. A towering humanoid figure of gleaming orichalcum and translucent adamant standing 30 feet tall, Final Hymn fights on the front lines of the never-ending war against blight and gremlinization.

In addition to his Charms and other powers, Final Hymn carries an orichalcum grand daiklave named Dissonant Coda.

Motivation: To annihilate all the gremlins of Autochthonia.

Attributes: Strength 8, Dexterity 8, Stamina 8; Charisma 4, Manipulation 4, Appearance 4; Perception 5, Intelligence 5, Wits 5

Virtues: Compassion 2, Conviction 5, Temperance 3, Valor 5

Abilities: Athletics 5, Awareness 4, Bureaucracy 1, Craft (Fire) 2 (Automata +3), Dodge 5, Integrity 4, Lore 3, Martial Arts 5, Melee 5 (Dissonant Coda +3), Occult 2, Presence 5 (Structure-Rending Scream +3), Resistance 4, Stealth 3, Survival 5, War 5

Backgrounds: Allies 4, Artifact 5, Backing 4, Influence 3

Spirit Charms:

Dematerialize—Costs 80 motes

Details—Final Hymn of Judgment's advanced targeting systems miss little

Essence Bite—The spirit may set up disharmonious vibrations within his crystalline body to harm those who come into physical contact with him
Form Reduction Technique—While in sonic cannon mode (see Shapechange), Final Hymn of Judgment may compact his form until he's approximately the size of a small concussive Essence cannon
Landscape Hide—Adaptive camouflage units within Last Hymn's adamant chassis allow the destroyer to become one with its surroundings
Landscape Travel—Essence jump jets in the destroyer's feet allow it to skim along the ground at high speed
Meat of Broken Flesh—The destroyer's claws are sharp enough to flense the Essence out of a target's flesh
Measure the Wind—Final Hymn of Judgment's advanced targeting systems may gauge a hostile's power levels
Paralyze—The destroyer may emit sound waves that wreak havoc with the central nervous system
Principle of Motion—The spirit typically has 10 banked actions
Scourge—With a touch, the destroyer may send swarms of nanogods into a being to rewrite the code of its being
Sense Domain—Final Hymn knows whenever a Mark IV heavy sonic cannon is utilized
Shapechange—Final Hymn of Judgment may take the form of a Mark IV heavy sonic cannon
Signet of Authority—Final Hymn of Judgment may mark one with his sigil, authorizing that recipient to give orders on his behalf
Stoke the Flame—By modulating his voice in specific ways, the destroyer can alter the emotions of those around him
Tracking—Once pinpointed by the destroyer's targeting systems, there is no escape
Words of Power—An angry word from Last Hymn is a terrible weapon indeed
First (Ability) Excellency—Martial Arts, Melee, War
In addition to these spirit Charms, Last Hymn is a master of Silver-Voiced Nightingale Style martial arts (see **Scroll of the Monk**, pp. 102–107, for details).
Join Battle: 9
Attacks:
Claw: Speed 5, Accuracy 14, Damage 10L, Parry DV 8, Rate 3, Tags N
Dissonant Coda: Speed 5, Accuracy 18, Damage 20L/6, Parry DV 8, Rate 2, Tags 2, O
Structure-Rending Scream: Speed 6, Accuracy 13, Damage 25L (see "Other Notes"), Range 250, Rate 1, Tags P
Soak: 18L/22B (Natural armor, 14L/14B; Hardness: 8L/8B)
Health Levels: -0/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-2/-4/Incap
Dodge DV: 10 **Willpower:** 10
Essence: 6 **Essence Pool:** 110
Other Notes: Structure-Rending Scream is a simple Charm costing 15 motes and one Willpower per application. The effects of the Structure-Rending Scream are focused on a single target, and the attack is normally undodgeable and unblockable save by perfect defenses. Additionally, the scream carries a secondary attack that applies one-third of the attack successes against every other potential target within a cone extending out from Final Hymn a distance of 250 yards and which is 250 yards wide at its farthest point. This secondary attack is also undodgeable and unblockable save by perfect defenses, affecting allies as well as enemies. In either case, the damage is piercing, and against crystalline targets, the damage is also aggravated.

The Autochthonian Elementals

The elemental structure of Autochthonia is quite different from that of Creation. Although the processes by which Creation was forged are little understood, even by the gods themselves, it appears that Gaia used the metaphysical characteristics of her offspring, the Five Elemental Dragons, as building blocks for nearly everything that exists within Creation's borders. Having observed how Creation's elements interacted, Autochthon resolved to improve upon this process by forging his new world-body from a set of elements more appropriate to his interests and milieu. Eschewing the five elements of Creation (possibly out of fear that including them would allow Gaia some insight into his future whereabouts and activities), Autochthon crafted six new elementals to serve as the foundation for his world-body: crystal, lightning, metal, oil, smoke and steam. Although a limited population of Terrestrial elementals can be found within Autochthonia (mainly air and water elementals), they have no elemental poles of their own and are essentially slave labor used to keep Autochthonia inhabitable for its mortal populace.

As a result of Autochthon's choices, the environment of Autochthonia differs dramatically from Creation, especially with regard to its habitability by humans and other life forms. There is no naturally occurring plant life in Autochthonia, and no arable soil within which imported plant life can grow. Air and water exist, but the air is stale and the water stagnant, and neither would be present in sufficient quantities to support the Autochthonian people without special filtration systems.

The elemental poles of Autochthonia are intrinsic parts of Autochthon's own body, and the indigenous elementals are all the progeny of six primal forbears who dwell in the Far Reaches near their respective elemental poles. Six of the Eight Divine Ministers serve as chief regulators for the Autochthonian elements, and each of those six has carte blanche to forge new elementals to regulate the functioning of the Autochthonian environment.

As with Creation-born elementals, Autochthonian elementals are capable of evolving over time through refinement of personal Essence. Eventually, after enough time and contemplation, an elemental can evolve into a

draconic form roughly comparable to the lesser elemental dragons of Creation. By the time of his departure, however, Autochthon was well-aware of the dangers imposed by greater elemental dragons, and the six Chief Regulators constantly monitor their more powerful subjects for signs that one might evolve into that deadly state. Any lesser elemental dragon who demonstrates any chance of further spiritual evolution is quickly put down by her Regulator, usually according to some trumped-up charge so that the other dragons will not realize the death sentence under which they live. The last such execution was more than 700 years ago. Several of the more powerful lesser elemental dragons probably should have been put down by now. Yet, given their personality conflicts with one another, none of the Divine Ministers is willing to remove any of his most powerful servants from his retinue and thereby disadvantage himself in any conflict with the other Ministers. And so, a half-dozen or so lesser elemental dragons edge ever closer to evolving into engines of incredible destruction capable of inflicting untold damage on the Maker's body.

War Among the Ministers

Given the many poor decisions made by the Ministers solely for the purpose of preserving a tactical advantage against each other, an observer might suspect that civil war among the Ministers is imminent. That is not the case. Autochthon's geas still holds true, and none of the Ministers would ever actually attempt to harm any other Minister. The problem is that none of the Ministers truly accepts that all of them are bound with equal strength. Most of the Ministers (especially the more paranoid ones such as Mog and Debok Moom) remain convinced that one or more of their rivals could find a way to slip free of the geas and launch a sneak attack. It is for this eventuality that the Ministers constantly prepare, even though there is no realistic chance of it ever coming about.

Like their Creation-born kin, Autochthonian elementals are organized into courts. The Autochthonian courts are far more structured than those of Creation, however, mainly because each court is ruled directly by a Divine Minister. Lesser elemental dragons represent the middle management of the Autochthonian courts, acting as intermediaries between the Ministers and the rank-and-file elementals. The Ministers generally take a very proactive role in overseeing their respective courts, though, and lesser elemental dragons—while still fearsome entities—generally lack the political and temporal power of Creation's censors.

Autochthonian elementals generally have all of the powers common to Terrestrial Elementals (see **Exalted**, p. 302), though these powers function as appropriate to the elements of Autochthonia rather than the five elements of Creation.

Crystal

Within Autochthonia, the element of crystal is associated with order, symmetry and beauty. It is also associated with the phenomenon of Clarity, and beings with a more emotional nature are often disturbed by the cold logic of crystal elementals. Crystal elementals include representatives of both naturally occurring crystals such as salt and quartz and crystalline structures that are artificially created such as glass in any form. Mirrors also fall under the rubric of crystal, at least within Autochthonian cosmology.

Crystal elementals often appear to be figures (whether human or animalistic) carved out of solid blocks of quartz or assembled out of glass fragments. Although there is no wood in Autochthonia, the Maker has evidently declared that crystal is an analog of wood (perhaps because both can grow, after a fashion). As a result, Autochthonia is home to entire forests of every type of crystal.

The progenitor of the crystal elementals is Garok, an enormous insect of pure quartz stretching more than a mile in length. Garok is currently trapped in a cocoon woven of adamant threads at the base of the Core itself, caught like a fly in a spider's web. Crystal, as an element, is regulated by Kadmek. When new crystal elementals are required, Kadmek comes to the Core and sings to the sleeping Garok who then births the new elementals in a clutch of eggs.

Lapidaries

A lapidary is a minor crystal elemental. Most lapidaries monitor the growth of crystalline deposits in the Reaches. A few serve as diplomats, liaising between the Crystal Courts and the Autochthonian people. Lapidaries with diplomatic assignments have the power to pass harmlessly through the wards that protect Autochthonian cities, and when one arrives to deliver a message from her elemental court, the locals often view her as an angelic figure come to deliver the words of the Maker himself. That said, lapidary sightings are rare, and it is a rare mortal who sees more than one in a lifetime.

Lapidaries appear to be large flying gemstones with highly polished surfaces. When a lapidary speaks, its crystalline body vibrates in response, producing a ringing sound that is strangely pleasing to the ears.

Motivation: To shepherd the growth of the crystals under its care.
Attributes: Strength 3, Dexterity 4, Stamina 6; Charisma 5, Manipulation 4, Appearance 5; Perception 3, Intelligence 3, Wits 3
Virtues: Compassion 4, Conviction 3, Temperance 4, Valor 2
Abilities: Archery 2 (Crystal Projectile +2), Athletics 3, Awareness 4, Bureaucracy 4, Dodge 3, Integrity 4, Investigation 3, Lore 3, Martial Arts 3 (Slashing Attacks +2), Occult 2, Performance 3, Presence 4, Resistance 4, Socialize 3, Stealth 2
Backgrounds: Allies 3, Backing 3, Influence 3
Spirit Charms:
Benefaction—A lapidary may bless a target with crystal clarity of action
Chrysalis of Preservation—The elemental may encourage crystals to grow around an object in order to preserve it
Crystal Dragon's Embrace—The lapidary may infuse a target with the Essence of crystal
Crystallize—The elemental may transform a target's flesh to crystal with a touch
Dematerialize—Costs 55 motes
Diagnostics—The lapidary's many facets serve to reflect all aspects of a targeted spirit's faults
Dreamscape—The spirit may communicate with others in their dreams
Hoodwink—By altering the way its body scintillates and tinkles, the elemental can confuse and disorient others
Hurry Home—Returns the lapidary to its home at the Elemental Pole of Crystal
Landscape Hide—May seamlessly blend into the natural crystal formations of the Pole of Crystal (or similar formations elsewhere)
Measure the Wind—The pitch of a lapidary's vibrations changes in the presence of high Essence
Memory Mirror—The gleaming mind of the spirit may capture and hold another's memories
Natural Prognostication—Some of the elemental's many facets reveal not what is, but what is to come
Ossify Pattern—The lapidary may set up disharmonious vibrations within itself that it might spread to another by touch
Paralyze—The spirit's crystalline form rings with a tone that adversely affects the central nervous system
Sense Domain—A lapidary remains aware of the crystalline deposits that are its responsibility to monitor
Sheathing the Material Form—The lapidary may temporarily increase the strength of its crystalline lattice
Touch of Eternity—The spirit may briefly imbue another with the imperishable strength of adamant
Second (Ability) Excellency—Integrity, Presence, Resistance
A lapidary also possesses the standard elemental powers of Elemental Expression and Elemental Rejuvenation.
Join Battle: 7
Attacks:
Slashing Attack: Speed 5, Accuracy 9, Damage 4L, Parry DV 5, Rate 3
Crystal Projectile: Speed 4, Accuracy 8, Damage 4L, Range 75, Rate 3
Soak: 10L/10B (Natural armor, 8L/4B; Hardness: 8
Health Levels: -0/-1/-1/-1/-1/-2/-2/-2/-2/-4/Incap
Dodge DV: 6 **Willpower:** 7
Essence: 4 **Essence Pool:** 75
Other Notes: The lapidary's crystal projectile attack consists of quickly generating a sharp crystal bullet that is then fired at great speed toward the target. This bullet is targeted with a (Dexterity + Archery) roll. The lapidary's slashing attack consists of generating one or more razor-sharp edges and then flying toward the target at great speeds.

Slacstag, The Shogun of Crystal and Glass, Lesser Elemental Dragon of Crystal

The mighty Slacstag dwells in a distant cavern in the Far Reaches. More than 200 yards long when fully unfurled, this great crystal dragon has served Autochthon since the Primordial War, when he was first created to perform stealth reconnaissance missions against the enemy. Not only is the dragon's body nearly transparent, but he also has a battery of customized stealth Charms. Despite his age and personal power, Slacstag has not yet evolved into a greater elemental dragon, and there is some suspicion on the part of the Divine Ministers that he is aware of what would happen were he to attempt to do so. His superior, Kadmek, has thus far resisted pressure from the other Ministers to put him down. He does so in part because of the dragon's heroism from the Primordial War, in part because of his beauty and grace, and in part simply because he is the most powerful elemental dragon in Autochthonia. Kadmek is loath to sacrifice such a powerful servitor despite the risk he poses.

Because of Slacstag's glassy form, it is extremely difficult to spot him (-5 internal penalty on all Awareness rolls to see him). Yet, his body does have three visible structures: a glob of molten pink glass that represents his brain, a set of luminous amber eyes and a ruby the size of a small house that serves as his heart. Those capable of seeing Slacstag clearly claim that his features are decidedly feline. When Slacstag goes into

battle, he extends to a length of nearly a quarter of a mile, as his body transforms into a mass of whirring adamant shards. Highly intelligent, the dragon has perfect recall of every memory he has ever held since long before the Departure, and his encyclopedic knowledge of occult matters is yet another reason why Kadmek is reluctant to dispose of him.

In personality, Slacstag is refined and contemplative. He is not, by nature, violent, but he is terribly dangerous if provoked. His talons are razor-sharp adamant, and he can exhale a great blast of razor-sharp crystal capable of flensing armor as easily as skin.

Motivation: To contemplate his untold millennia worth of memories.

Attributes: Strength 8, Dexterity 5, Stamina 12; Charisma 5, Manipulation 4, Appearance 5; Perception 5, Intelligence 6, Wits 4

Virtues: Compassion 4, Conviction 4, Temperance 3, Valor 4

Abilities: Archery 2, Athletics 3, Awareness 4, Bureaucracy 4, Craft (Fire) 4, Dodge 4 (In Dragon Form +2), Integrity 4, Investigation 3, Linguistics (Native: Old Realm; Others: a number of dead languages which predate the Primordial War) 4; Lore 5, Martial Arts 4 (In Dragon Form +2), Occult 5, Performance 3, Presence 4, Resistance 4, Socialize 3, Stealth 5, War 3

Backgrounds: Allies 4, Backing 5, Followers 3, Influence 4, Manse 4, Mentor 5, Sanctum 5

Spirit Charms:

Slacstag has First, Second and Third Excellencies for the following Abilities: Athletics, Dodge, Investigation, Martial Arts, Stealth and War. Slacstag also has every spirit Charm for which he meets the prerequisites and a number of custom Charms relating to espionage that are roughly comparable to Solar Stealth and Larceny Charms dealing with those areas.

Join Battle: 8

Attacks:

Dragon Form:

Bite: Speed 6, Accuracy 12, Damage 15L, Parry DV —, Rate 1

Claw: Speed 5, Accuracy 13, Damage 11L, Parry DV 6, Rate 4

Dragon's Suspire: Speed 6, Accuracy 8, Damage 30L, Range 10, Rate 1

Human Form:

Punch: Speed 5, Accuracy 10, Damage 8B, Parry 6, Rate 3

Soak: 6L/12B (human) or 14L/28B (Dragon hide, 8L/16B; Hardness: 10L/10B)(dragon)

Health Levels: -0/-1/-1/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 9 (In Dragon Form: 11) **Willpower:** 10

Essence: 7 **Essence Pool:** 160

Other Notes: Slacstag may assume the form of a mortal or a mortal-sized animal for up to a day at a cost of 10 motes. For five motes, he can increase his size by a factor of five for a scene. Doing so increases his Strength and Stamina by 10 each and triples his soak. Slacstag is cautious about entering into physical combat while residing within Autochthon's body and even more reluctant to use his giant-dragon form. His Dragon's Suspire is a blast of razor sharp crystal shards. Although reclusive, Slacstag holds a high position in both the Crystal Court and in Kendak's administration, and he could probably call upon hundreds of lesser elementals and ministerial subroutines if needed.

Lightning

The most energetic and capricious of Autochthon's elementals, lightning elementals regulate most of the Maker's internal power systems. Many lightning elementals work in and among humans, providing ready-made power sources for their more sophisticated technological devices (although most metropolitan power needs are satisfied simply by tapping the existing electrical conduits that represent the Maker's own neural network). Clever and eccentric, those lightning elementals assigned metropoli are chosen for their ability to work well with humans despite the excitable and unpredictable nature of the electricity they represent. Those lightning elementals who lack such social skills are instead dispatched to conduit mechanisms in the Far Reaches where there is little chance they will electrocute bystanders for slights real or imagined.

Lightning elementals most often appear as yellow, blue or purple arcs of electricity with no defined shape. A few do possess a more coherent form, but only powerful elementals who burn so brightly that observers must wear goggles to approach or risk blindness.

The progenitor of lightning elementals is Bodara, the Mother of Lightning, a vaguely humanoid giantess standing more than three miles tall and formed of purest electricity. Her personal electrostatic field is deadly to any living thing that comes within a few hundred yards. Bodara is bound to the Elemental Pole of Electricity by magnetic force. Autochthon designed that elemental pole so that its magnetic polarity would be the inverse of Bodara's, leaving the two inextricably bound together. The Chief Regulator of the lightning elementals is Mog, who uses the often-deadly elementals as just one more weapon in his personal arsenal.

Arc Tenders

Arc tenders are minor lightning elementals charged with maintaining electrical connections between cathodes and anodes of electrical devices. Arc tenders enjoy their work, perhaps too much. The act of connecting cathode to anode is apparently pleasurable to an arc tender to the point of being orgasmic, and especially weak-willed arc tenders sometimes become petulant or even irate when someone attempts to shut down devices being powered by the connections formed by the elementals.

The traits here represent a common arc tender with Essence 3. In the Reaches and the Far Reaches, however,

can be found truly grand arc tenders charged (so to speak) with maintaining ancient chthonic mechanisms essential to the Maker's functioning. Such luminaries reach Essence 6 or higher and are personally quite powerful.

Motivation: To join cathode and anode in joyous union.

Attributes: Strength 3, Dexterity 3, Stamina 4; Charisma 3, Manipulation 2, Appearance 3; Perception 4, Intelligence 2, Wits 3

Virtues: Compassion 4, Conviction 2, Temperance 1, Valor 2

Abilities: Athletics 3, Awareness 4, Bureaucracy 1, Dodge 3, Investigation 2, Lore 2, Martial Arts 3 (against metal objects +2), Occult 1, Performance 2, Presence 2, Resistance 3, Socialize 3

Backgrounds: Allies 2, Backing 1

Spirit Charms:

Affinity (Element) Control—Lightning. Arc tenders possess the Elemental Damage and Elemental Material effects

Dematerialize—Costs 45 motes

Essence Bite—The electricity that makes up an arc tender's form is hazardous to touch

Host of Spirits—An arc tender may fork off duplicates of itself

Inurement—The energy form of an arc tender is highly resistant to permanent harm

Landscape Travel—An arc tender may travel through or along metal objects at great speed

Measure the Wind—The elemental can sense the energy of Essence within those it meets

Principle of Motion—An arc tender typically has six banked actions

Stoke the Flame—Arc tenders are sometimes sources of the spark of interest one person feels for another

Arc tenders possess the elemental powers of Dragon's Suspire, Elemental Expression and Elemental Rejuvenation.

Join Battle: 7

Attacks:

Dragon's Suspire: Speed 6, Accuracy 6, Damage 4L, Range 10, Rate 1

Soak: 2L/4B

Health Levels: -0/-1/-1/-1/-2/-2/-2/-4/Incap

Dodge DV: 5 **Willpower:** 6

Essence: 3 **Essence Pool:** 60

Other Notes: All arc tenders are capable of discharging deadly energy through any metal object, including a metal weapon, as an innate power. Anyone who strikes an arc tender with a metal weapon suffers a number of lethal damage dice equal to the arc tender's Essence (soakable only with Stamina) and is paralyzed for a number of five-tick actions equal to (6 – Stamina). Also, an arc tender can merge invisibly with any type of metal (including any magical material except for jade and adamant) and can travel along or through any metal object as a normal Move action at a rate of 50 yards per action.

Metal

Metal elementals represent the most physically diverse population within the elemental courts of Autochthonia. Each metal elemental appears as a large, hulking mass of ambulatory metal. Each is also physically unique. While any given oil elemental likely resembles a big glob of oil, no two metal elementals are ever identical. Because of their metallic composition, most metal elementals resemble automata, and a great many are indistinguishable from automata. Metal elementals are not automata in any sense, however, and spells and Charms designed to affect automata do not affect metal elementals and vice versa. Although weaker elementals sometimes have a crude form, most metal elementals carefully maintain a polished and gleaming appearance. The metal elementals as a whole are well aware of how much the Autochthonians depend on metal-based technology, and vanity and arrogance are common characteristics of these creatures. In general, metal elementals consider themselves incarnations of technology, progress and enlightenment and the elementals most beloved by Autochthon. The Maker himself has never expressed any opinion on the subject.

The Metallic Courts are further divided into a multitude of houses, one for each distinct type of metal. The various metal elemental houses constantly compete with each other for status and influence, and over the millennia, a series of inter-house alliances have formed between those elementals representing precious metals such as gold, silver and platinum, and those representing the base metals such as iron, lead and copper. The source of this dissension between the two camps arises from the fact that base metals are more legitimately valuable to Autochthonian mortals, since these metals are actually used in significant quantities in all forms of manufacturing. The precious metals rarely provide any material benefit, but mortals still desire them due to their scarcity, and in Autochthonia, as in Creation, precious metals often form the basis for currency. There are no houses that represent the magical materials, as regulation of them is left to ministerial subroutines rather than elemental spirits. Elementals of the magical materials *do* exist, but they rarely condescend to involve themselves in the conflict between base and precious metals, both of which are far beneath their exalted status.

The progenitor of the metallic elementals is Geodesus, whose form constantly shifts to become every type of metal that exists and, occasionally, a few that do not. Wary of Geodesus's versatility and arrogance, Autochthon waited until the metal titan had shifted into the form of mercury and then dispersed him throughout every nook and cranny of the Primordial's interior spaces. Hopelessly diffused across thousands of cubic miles, Geodesus writhes in pain and impotence, his mind utterly shattered by the Primordial's attack. Whenever Debok Moom requires the services of a new metallic elemental, he simply journeys to the Elemental Pole of Metal, scrapes off a piece of the ruined progenitor and molds it into the required shape.

Cogwheel Dragons

Cogwheel dragons are a relatively common species of metal elementals associated with the alloy of brass. Although huge in size and draconic in appearance, cogwheel dragons are not truly dragons in the sense of being lesser elemental dragons. That is, while cogwheel dragons resemble such luminaries externally, very few cogwheel dragons have attained the degree of enlightenment necessary to become true elemental dragons. Any who have done so have also ceased to be cogwheel dragons in any real sense.

In appearance, a cogwheel dragon is a huge biomechanical creature with a serpentine body stretching a few hundred feet in length. The dragon consists of scores of articulated joints powered by gleaming brass pistons and whirling gears, with an exterior of polished brass and enormous crystal eyes. Beautiful but terrible, cogwheel dragons usually serve as guardians for key nodes in the metal-rich zones of Autochthon's body. The traits here represent a common cogwheel dragon.

Motivation: To guard its territory against intruders.
Attributes: Strength 8, Dexterity 5, Stamina 10; Charisma 4, Manipulation 3, Appearance 4; Perception 4, Intelligence 3, Wits 3
Virtues: Compassion 3, Conviction 4, Temperance 3, Valor 5
Abilities: Athletics 3 (Breath Attack +2), Awareness 4, Dodge 3, Integrity 3, Investigation 2, Lore 3, Martial Arts 3 (Bite +1, Claw +2), Occult 2, Performance 1, Presence 3 (Intimidation +2), Resistance 4, Socialize 2, Stealth 3
Backgrounds: Allies 3, Backing 3, Influence 2
Spirit Charms:
Affinity (Element) Control—Metal. Cogwheel dragons possess the Elemental Corruption/Purification, Elemental Hazard and Elemental Weapon effects
Cannibalize—The terrible maw of a cogwheel dragon renders other machine spirits into sustenance
Dematerialize—Costs 60 motes
Denial of the Forge's Yoke—Metal will not harm its master
Diagnostics—The clear-lensed optics of the cogwheel dragon misses little
Essence Bite—The whirring gears and clashing metal parts of the dragon's exterior are dangerous to touch
Essence Plethora—30 extra motes
Eye of Inspiration—Resistance
Foretell the Future—The cogwheel dragon may set its internal chronometers out of synch with the present in order to accurately foresee future events
Inurement—The metal forms of these elemental guardians are quite resistant to damage
Landscape Hide—The clockwork bodies of these dragons blend in with the environment of Autochthonia's Pole of Metal
Landscape Travel—Via Autochthonian tram tubes and cog/track ways
Natural Prognostication—A dragon may set its internal chronometers forward to glimpse the future
Ox-Body Technique (x3)
Principle of Motion—A cogwheel dragon typically has seven banked actions
Sabotage—The elemental's fearsome presence cows the least machine spirits of objects, causing mechanical failures
Sense Domain—The elemental is aware of what happens in the vicinity of the node for which it is responsible
Sheathing the Material Form—The dragon may extrude a layer of ablative armor to defend itself from attacks
Tracking—Once its olfactory sensors lock on to its prey's scent, the cogwheel dragon can follow it no matter where it might run
Second (Ability) Excellency—Athletics, Martial Arts, Resistance
Cogwheel dragons possess the elemental powers of Dragon's Suspire, Elemental Expression and Elemental Rejuvenation.
Join Battle: 7
Attacks:
Bite: Speed 6, Accuracy 9, Damage 10L, Parry DV —, Rate 1
Claw: Speed 5, Accuracy 10, Damage 14L, Parry DV 6, Rate 2
Dragon's Suspire: Speed 6, Accuracy 10, Damage 8L, Range 10, Rate 1
Soak: 11L/22B (Dragon hide, 6L/12B; Hardness: 8L/8B)
Health Levels: -0/-1/-1/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-2/-4/Incap
Dodge DV: 7 **Willpower:** 7
Essence: 5 **Essence Pool:** 115

Other Notes: The cogwheel Dragon's Suspire attack consists of a gout of razor-sharp brass filings expelled as a breath weapon.

Gezlak

Gezlak are iron giants standing more than eight feet tall and moving with the lumbering gait of oversized gorillas. Often mistaken for automata, the gezlak typically serve as guardians and bodyguards, frequently fulfilling the role that blood-apes play for Creation-born sorcerers (although mercifully free of the erymanthoi's unwholesome natures). Usually, a guardian gezlak remains in a state of quiescence until someone intrudes into its territory. Any gezlak can attach itself to one of the conduits carrying molten metal that are pervasive in Autochthonia. When it does so, molten metal fills the gezlak, and it merges seamlessly and invisibly into its surroundings until it is moved to act. While in this state, a gezlak is almost impossible for mortals to spot ([Perception + Investigation], difficulty 4 to spot, or 3 in bright light). When a gezlak reactivates, it takes the elemental 10 full ticks to free itself from the conduit. Once loose, it becomes a deadly predator as its entire body radiates the heat of a furnace. Worse, whenever the gezlak suffers more than two lethal health levels of damage from a single attack, it sprays molten metal out of the wound toward the attacker, inflicting an automatic four dice of lethal damage (soakable only by Stamina) to anyone within five feet. Finally, the gezlak's razor-sharp talons are also red-hot, inflicting (Strength + 2) lethal damage, plus two additional dice of lethal damage on each successful attack, which can be soaked only with Stamina. This state of affairs persists for one scene, after which the gezlak cools down until it reattaches itself to an appropriate conduit

The following are the traits for a typical gezlak:

Motivation: To protect the territory or item it has been assigned to guard.

Attributes: Strength 6, Dexterity 5, Stamina 6; Charisma 2, Manipulation 2, Appearance 2; Perception 3, Intelligence 2, Wits 4

Virtues: Compassion 2, Conviction 4, Temperance 2, Valor 4

Abilities: Athletics 4 (Dragon's Suspire +2), Awareness 4, Dodge 4, Integrity 3, Investigation 2, Lore 2, Martial Arts 4 (Punch +3), Occult 1, Presence 3 (Intimidation +2), Resistance 4, Socialize 2, Stealth 3

Backgrounds: Allies 2, Backing 2, Influence 2

Spirit Charms:

Affinity (Element) Control—Metal, Gezlak possess the Elemental Haze and Elemental Resistance effects

Bread of Weak Spirit—Weaker spirits are as fuel to the gezlak's furnace

Call—Gezlak may communicate with one another through the molten conduits to which they attach

Dematerialize—Costs 55 motes

Divine Prerogative—The gezlak will not abandon its charge

Essence Bite—Touching the superheated metal flesh of a gezlak is ill advised

Landscape Hide—Gezlak may spend Essence to make their already efficient ability to hide among the surroundings of the Elemental Pole of Metal infallible

Landscape Travel—A gezlak can brachiate along the tangled conduits of the Elemental Pole of Metal's tunnels and caverns at great speed

Ox-Body Technique

Principle of Motion—A gezlak typically has eight banked actions

Sense Domain—These elementals can sense whenever the conduits to which they are attached are tapped or damaged

Spirit-Cutting—The claws of the gezlak rend spirits as easily as mortals

First (Ability) Excellency—Athletics, Dodge, Martial Arts

Third (Ability) Excellency—Athletics, Dodge, Martial Arts

Gezlak possess the elemental powers of Dragon's Suspire, Elemental Expression and Elemental Rejuvenation.

Join Battle: 8

Attacks:

Iron Fist Punch: Speed 4, Accuracy 12, Damage 8L (plus 2L), Parry DV 7, Rate 3

Dragon's Suspire: Speed 6, Accuracy 11, Damage 7L, Range 3, Rate 1

Soak: 13L/16B (Iron hide, 10L/10B; Hardness: 8L/8B)

Health Levels: -0/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 6 **Willpower:** 8

Essence: 3 **Essence Pool:** 70

Other Notes: A gezlak's Dragon's Suspire is a gout of molten metal fired from a aperture in its chest.

Oil

Oil elementals rarely maintain a consistent form and usually appear as a mobile blob that can be amber, clear or jet black. If compelled to interact with humans, an oil elemental is capable of shaping itself into a crudely humanoid form, but the elementals dislike doing so and prefer to treat with others in their natural state. Among their own kind, oil elementals are surprisingly sociable, and the courts that congregate near the Elemental Pole of Oil are often salons

of wit and panache floating serenely among the vast oceans of crude oil that make up Autochthon's upper third. Few Autochthonians ever experience this side of oil elemental society, however. Most oil elementals who interact with humans in any manner are those who have been assigned to dwell far away from the elemental pole as punishment for some social faux pas. Accordingly, such elementals are free of the forced politeness that characterizes the Oil Courts but also usually embittered by the circumstances of their exile. As a result, most commonly encountered oil elementals are surly to the point of hostility.

The progenitor of the oil elementals is Susharra, the Empress of Black Waters. The most proactive of the elemental progenitors, Susharra is a veritable ocean of blackest crude oil of indeterminate size but usually possessing a volume of about 20 million gallons. She spends her time floating serenely through the vast ocean of oils and elixirs of the Elemental Pole of Oil. When her path takes her into the vicinity of the various Oil Courts, she is feted like a queen. When Noi requires a new oil elemental, he comes to her like a suitor, plies her, seduces her and takes their offspring for his own purposes.

Oolorongs

An oolorong is a species of oil elemental with the domain of lubricating oils. Oolorongs are the species of oil elemental most commonly encountered by Autochthonians. They are typically assigned to assist in the maintenance of piston-heavy machinery that has been judged essential to the functioning of either a patropolis or of the Maker himself. Although there is a certain grudging respect afforded to oolorongs, the work is mind-numbingly tedious, as the elemental's job is usually just to slide over the pistons and gears constantly for hours on end. To prevent utter boredom from destroying an oolorong's morale—possibly to the point of driving it insane and thereby risking the integrity of the machinery it is assigned to lubricate—all oolorongs are assigned to squads of five. Each squad works for a five-hour shift, while the other four are free to do as they wish for the other 20 hours of the day. While this represents a life of luxury as far as most of the Populat would be concerned, it still represents both a menial job for the elementals and a form of banishment from the society they love. Consequently, oolorongs are often bad-tempered and prone to getting into fights with mortals who provoke them. Lower-ranking Alchemical Exalted are often required to bring such truculent elementals to heel.

The following are the traits for a typical oolorong:

Motivation: To return to the Courts of Oil.

Attributes: Strength 3, Dexterity 4, Stamina 6; Charisma 3, Manipulation 3, Appearance 2; Perception 3, Intelligence 3, Wits 3

Virtues: Compassion 3, Conviction 3, Temperance 2, Valor 2

Abilities: Athletics 3, Awareness 4, Craft (Water) 3 (Machinery +3), Dodge 4, Integrity 2, Investigation 2, Lore 3, Martial Arts 3 (Suffocation +3), Occult 2, Performance 3 (Etiquette +2), Presence 3, Resistance 4, Socialize 2, Stealth 3

Backgrounds: Allies 1, Backing 2, Influence 3

Spirit Charms:

Affinity (Element) Control—Oil. Oolorongs possess the Elemental Purification, Elemental Material and Elemental Weapon effects

Benefaction—These elementals are even able to grease the wheels of social interaction, lending success to others attempts

Call—Oolorongs can communicate with any other of their kind within the same pool of oil

Dematerialize—Costs 50 motes

Denial of the Forge's Yoke—All-Encompassing; material weapons of all sort slip harmlessly through these elementals' fluid forms

Diagnostics—Oolorongs can tell at a glance whether or not something is properly lubricated

Essence Bite—Those who touch an oolorong could be pulled into their liquid forms and suffocated (see "Other Notes" for the effects)

Eye of Inspiration—Dodge

Inurement—The fluid forms of these spirits are difficult to harm

Landscape Hide—These elementals can merge with other large quantities of oil

Landscape Travel—Oolorongs can flow through liquids or machinery at their normal Move and Dash speeds

Principle of Motion—The elemental typically has six banked actions

Sabotage—Oolorongs can flow into the innards of devices to wrack them from the inside

Sense Domain—These spirits can tell when someone tampers or has tampered with the machinery that is their responsibility to lubricate

Tracking—An oolorong can track those with any of the elemental's oils on their persons

Second (Ability) Excellency—Athletics, Craft, Dodge

Oolorongs possess the elemental powers of Elemental Expression and Elemental Rejuvenation.

Join Battle: 7

Attacks:
Suffocation: Speed 5, Accuracy 10, Damage 4B, Parry DV —, Rate 1
Soak: 3L/6B (see "Other Notes")
Health Levels: -0/-1/-1/-1/-2/-2/-2/-4/Incap
Dodge DV: 6 **Willpower:** 6
Essence: 4 **Essence Pool:** 70
Other Notes: An oolorong attacks by oozing over its target and attempting to suffocate her by forcing its way into the lungs. If the attack succeeds, it inflicts four bashing dice of suffocating damage to the target, soakable only with Stamina.
The oolorong ignores all bashing attacks not reinforced by stunts or Charms. Flame-based attacks inflict aggravated damage on an oolorong.

Smoke

The elementals of smoke represent more than just the noxious fumes of Autochthon's underbelly. They also represent the forces of entropy, decay, malice and malfunction. Many mortals view smoke elementals with nearly as much dread as gremlins, for the elementals are a living poison, inimical to all life. Smoke elementals invariably manifest as columns of black fumes barely coalesced into a coherent form. Usually that form is a humanoid one, but some smoke elementals appear as great beasts of choking gases or simply as deadly black clouds. Many smoke elementals have an affinity for the emotion of guilt, and legends among the Autochthonians speak of smoke elementals picking up the scent of crimes committed from miles away and stalking the criminals to their deaths.

Despite their baleful nature and reputation, however, smoke elementals are generally loyal to Autochthon and the Divine Ministers. Then again, the Minister assigned to regulate the smoke elementals is Ku, which does little to allay fears about them. As Chief Regulator of Smoke, Ku holds dominion over several lesser elemental dragons of smoke, each of which can generate enough poisonous gas to sterilize an entire metropolis. For the most part, these venomous creatures have been deployed only against blight zones, but their effectiveness is more than enough to give the other Ministers pause.

The progenitor of the smoke elementals is the great death-cloud, Malancari, which, weighed down by her own malignance, has sunk to the lowest depths of the Elemental Pole of Smoke. When Ku requires a new smoke elemental, he must brave the deepest, most wretched depths of Autochthon's underbelly and suck a portion of Malancari into his own lungs before returning to the upper world to exhale his new servant. Malancari resents these intrusions greatly and would dearly love the means to poison the Chief Regulator of Smoke, just as she would dearly love to spread her poisoned kiss to everything within Autochthonia, including the Great Maker himself.

Oberashti, the Shogun of Genocide, Lesser Elemental Dragon of Smoke

Born long ago from Malancari's venomous hate, Oberashti has battened himself for untold millennia on death. Ku's chief attack dog and the most potent weapon in his arsenal, Oberashti is one of the most efficient killing machines in Autochthonia. Normally, his skills are reserved for blight zones and gremlin armies, but every now and then, the Divine Ministers judge that the Maker's long-term health demands the sacrifice of some small city whose faulty geomancy or social policies threaten Autochthon in some obscure manner. Then is the Shogun of Genocide unleashed, and nothing survives his passing.

Oberashti normally appears as a great serpent of coal ash, stretching a quarter-mile, and usually wrapped around the base of Ku's sanctum like a coiled cobra. He can assume the form of a man, but rarely deigns to do so save when he must murder a whole city. Then, he chooses the form of a man of exceptional beauty and boldly walks into the city's heart, attracting adoring fans as he goes, until it is time for his followers to die by his hands.

No one but Ku knows how much irrational joy Oberashti takes from mass murder. If the other Divine Ministers realized how close to becoming a gremlin the dragon was, they would insist that he be put down. Even worse, not even Ku himself realizes just how much dark enlightenment Oberashti has obtained through his meditations on the nature of murder, nor does Ku have any idea just how close the dragon is to ascending into a greater elemental dragon. If fate is particularly cruel, it is quite possible that both these disasters will strike simultaneously, unleashing a gremlin of limitless destructive power into the very heart of the sleeping Primordial.

Oberashti is one of the few elementals that has a cult. Specifically, he is venerated by a debased colony of several hundred Lumpen who eke out a living in the Far Reaches where they pray that the dragon will arise and slay all those who have oppressed the cult's members throughout their history.
Motivation: To kill without restraint.
Attributes: Strength 9, Dexterity 7, Stamina 9; Charisma 4, Manipulation 4, Appearance 3; Perception 4, Intelligence 4, Wits 4
Virtues: Compassion 1, Conviction 5, Temperance 3, Valor 4
Abilities: Archery 5 (Dragon's Suspire +3), Athletics 5, Awareness 4, Dodge 5, Integrity 4, Investigation 3, Lore 4 (Murder +3), Martial Arts 5 (Claws +3), Occult 4, Perfor-

mance 3 (Feigning Loyalty +3), Presence 4, Resistance 4, Stealth 3
Backgrounds: Allies 3, Backing 4, Cult 3, Influence 4
Spirit Charms:
Dematerialize—Costs 85 motes
Essence Bite—The dragon's poisonous touch means death
Essence Plethora (x4)—40 extra motes
Landscape Hide—The elemental dragon blends perfectly with appropriately large quantities of smoke
Landscape Travel—Oberashti can fly at his normal movement speed
Measure the Wind—Oberashti sizes up potential foes at a glance
Ox-Body Technique (x3)
Principle of Motion—Oberashti typically has nine banked actions
Shapechange—Oberashti can assume a human form
First (Ability) Excellency—Archery, Athletics, Dodge, Larceny, Martial Arts, Stealth
Second (Ability) Excellency—Archery, Athletics, Dodge, Larceny, Martial Arts, Stealth
Third (Ability) Excellency—Archery, Athletics, Dodge, Larceny, Martial Arts, Stealth
Oberashti possess the elemental powers of Dragon's Suspire, Elemental Expression and Elemental Rejuvenation.
Join Battle: 8
Attacks:
Dragon Form:
Bite: Speed 9, Accuracy 12, Damage 12L, Parry DV —, Rate 1
Claw: Speed 7, Accuracy 15, Damage 12L, Parry DV 6, Rate 4
Dragon's Suspire: Speed 10, Accuracy 15, Damage 30L, Range 10, Rate 1
Soak: 13L/25B (Dragon Hide, 8L/16B, Hardness: 10L/10B)
Health Levels: -0/-1/-1/-1/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-2/-2/-4/Incap
Dodge DV: 10 **Willpower:** 9
Essence: 8 **Essence Pool:** 165
Other Notes: Oberashti's Dragon's Suspire takes the form of a cloud of noxious poisonous smoke. In addition to the direct damage effect, it also fills 10 times its area of effect with a cloud of this poisonous vapor, inflicting environmental damage for the rest of the scene (Damage 2L/minute, Trauma 3, Tolerance —/—, Penalty -1).

Steam

Steam holds an unusual place among the six elements of Autochthonia. Although it is as dangerous as any of the other five elements, the Autochthonians revere steam as an element of life itself. Steam tubes provide warmth in the cold tunnels of the Near Reaches. Condensed steam provides much of the fresh, potable water used by the humans for survival. Steam sterilizes and is an integral part of the cutting-edge medical practices that give the Autochthonians a degree of health unimaginable to the peoples of Creation. As Chief Regulator of Steam, Runel is venerated in a way that the other Ministers who regulate the other elements are not.

The Elemental Pole of Steam itself is completely uninhabitable for living creatures. The primal steam of that place is superheated to a degree that would nearly vaporize living tissue on contact. The areas just outside the elemental pole are more amenable. Steam is regularly released from the upper levels of the pole, and as it cools, the areas surrounding it are constantly drenched in a warm, refreshing rainfall comparable to that of Creation's rain forests. Much of Autochthonia's water elemental population lives near here. Slaves to the local steam elementals, they constantly toil to direct the rains into special collection vents so that the fresh water can be conveyed to populated areas without contamination. In the patropoli, steam elementals provide both heat and water. Thermal jets provide energy for whole populations, while condensation provides water for the vast hydroponic gardens that help sustain the Autochthonian lifestyle.

All of these processes are overseen by steam elementals. Although they are potentially as dangerous as any elemental can be, most steam elementals are accustomed to dealing with mortals and are able to regulate their own external temperatures. Indeed, urban steam elementals might more accurately be referred to as "water vapor elementals," as most of these beings are as cool to the touch as a morning mist. Despite their utility and their urbanized backgrounds, few steam elementals are integrated into mortal societies in any meaningful way. Beings of vapor and mist, steam elementals do not understand the physics that act upon beings of flesh and bone, and more than a few steam elementals are quietly repulsed by the squishy, heavy bodies of the mortals to whom they have been subordinated.

The progenitor of the steam elementals is Heshassa, a genderless cloud of superheated steam that resides within a hollow column of orichalcum at the heart of the Elemental Pole of Steam. Veins of pure copper stretching thousands of miles connect the Elemental Poles of Lightning and Steam, keeping the water vapor within the latter as hot as possible. The orichalcum column is only 10 yards in diameter but more than 20 miles long, and Heshassa, being a creature of expanding gas, fills it completely. A contemplative creature, Heshassa has spent millennia meditating on its existence as a being that could occupy a potentially limitless volume but is constrained by an unbreakable container. At the base of the column lies a tiny spigot. When Runel requires a new steam elemental, she attaches an adamant bottle to the spigot and opens it for an instant, allowing a tiny jet of Heshassa's essence to escape into the bottle. This primeval steam is then used to forge a new elemental.

Dreselles

Dreselles are minor steam elementals assigned to regulate the properties of steam vapors at the lower end of the temperature spectrum. When steam erupts from the vents within

the Elemental Pole of Steam, it is initially superheated to well over 2,000 degrees, hot enough to kill almost any living thing instantly. Yet, from the second it escapes the pole, each steam eruption immediately cools and condenses into water vapor and then liquid water. Dreselles regulate water vapor ranging in temperature from twice the normal boiling point of water down to just below the condensation point. As such, dreselles are directly responsible both for making sure that water brought to a boil turns to steam and that cooling steam condenses back into water. In this capacity, dreselles play an essential role in how steam is used by Autochthonian mortals. Without the dreselles, the boiling and condensation points would be unpredictable and inconsistent across Autochthonia. Such inconsistencies would seriously hamper the ability of mortals to use either steam or boiling water safely.

Dreselles are difficult to spot even when materialized. A dreselle usually appears as a tiny cloud of mist whose shape vaguely resembles that of a hummingbird. Almost transparent to human eyes, the dreselle is usually visible only by the distortion it causes to light that passes through it. Dreselles are rarely very intelligent and usually are single-mindedly focused on their duties. A few have evolved to the intelligence level of a well-trained dog, though, and can even be trained to perform relatively sophisticated tasks.

Dreselles are most commonly found in and around steam conduits, monitoring the gas exchange rates. They are very common, to the point that Runel does not object to Alchemical Exalted capturing them by the dozen and training them to perform other functions, provided that the Exalts make the proper prayers and offer an appropriate Essence tithe. Trained dreselles are typically used either in kitchens to facilitate the use of boiling water for cooking or in communal bathhouses to regulate steam rooms and the like. Although a dreselle is very weak, the elemental benefits from its near-invisibility, its small size and its general unobtrusiveness. Alchemical spymasters have had some success training the more intelligent dreselles to serve as spies or reconnaissance drones.

The following traits represent a slightly more evolved dreselle that has been trained for just such a purpose and that is appropriate as a one-dot familiar:

Motivation: To please its master.
Attributes: Strength 1, Dexterity 4, Stamina 2; Charisma 2, Manipulation 1, Appearance 3; Perception 3, Intelligence 1, Wits 2
Virtues: Compassion 3, Conviction 2, Temperance 2, Valor 2
Abilities: Athletics 5 (Flight +3), Awareness 4, Dodge 5 (Flight +3), Integrity 1, Investigation 3, Resistance 2, Stealth 5
Backgrounds: Backing 1
Spirit Charms:
Dematerialize—Costs 35 motes
Landscape Hide—Hard to see at the best of times, dreselles disappear completely into steam
Landscape Travel—The elemental flies as swiftly as the hummingbird it resembles
Principle of Motion—A dreselle typically has five banked actions
Second (Ability) Excellency—Athletics, Dodge, Stealth
Dreselle possess the elemental powers of Elemental Expression and Elemental Rejuvenation.
Join Battle: 6
Attacks: None
Soak: 1L/2B (but see "Other Notes")
Health Levels: -0/-1/-2/-4/Incap
Dodge DV: 7 **Willpower:** 5
Essence: 2 **Essence Pool:** 45
Other Notes: As sentient steam vapor, the dreselle is immune to all physical attacks not backed by Charms or stunts. A dreselle takes aggravated damage from cold-based attacks.

Gremlins

The nightmare monsters of Autochthonian society, gremlins are machine gods and spirits who have lost their way, former servants of the Maker who have severed their connection to his divinity and become corrupted by blight. Nihilistic and mad, gremlins are obsessed with joining the Void and with bringing their own twisted form of enlightenment to the Primordial they once served. A dazzling array of gremlins plots the Maker's destruction. Any type of machine spirit less powerful than a Divine Minister can potentially become a gremlin, and thus, any of the ministerial subroutines, machine gods and elementals described so far could be used as a template for creating one. Some might say that even the Ministers are not immune to the whispers of the Void and that Ku listens to them even now. Such words are blasphemy, but that does not stop them from being spoken, not even by Ku's own divine peers.

In the worst of the blight zones, gremlins congregate by the hundreds or even the thousands, their every gibbering thought bent toward the Maker's descent. Even a few Alchemicals corrupted by Dissonance (see pp. 112-113) dwell here and lead the gremlin hordes in their mad revels. Mog and Debok Moom regularly lead crusades against the emerging gremlin nations, and destroyer spirits vaporize

the twisted machine spirits by the hundred, but still their numbers grow.

Autochthonian Spirit Charms

The various gods and spirits of Autochthonia as a whole draw from the same body of Charms available to the gods of Creation and Yu-Shan. Yet, Autochthonian gods also have access to a body of specialized Charms specifically designed to facilitate their role as the custodians of a Primordial's slumbering corpus. The following Charms are relatively common among ministerial subroutines, elementals and other machine spirits, but are by no means the only custom Charms available to them.

Cannibalize

Cost: 5m *or* 2m *or* 1wp; **Mins:** Essence 3; **Type:** Simple
Keywords: Combo-OK, Obvious
Duration: One scene

The gods of Creation would be appalled by this Charm if they knew of its existence, but the gods of Autochthonia are far less squeamish about matters of "recycling" where survival is concerned. The subroutine can consume the material form of another subroutine in order to replenish and repair herself. Most often, Cannibalize is used on subroutines that have been damaged beyond repair by some harmful force. In such a case, the subroutine invoking the Charm must consume the body of her fallen peer, healing two bashing or lethal health levels per action, up to a maximum equal to half the total health levels of the destroyed subroutine. This Charm can also be use offensively, however, usually either by or against a gremlin. When deployed in this manner, the attacking subroutine makes a close-range attack with the Ability of its choice, gaining one health level for each level of damage done to the target, up to a maximum number of health levels equal to the attacker's Valor. This Charm can only be deployed in this manner *after* the targeted subroutine has already suffered at least four health levels of damage, however.

Subroutines may use Cannibalize to obtain Essence, from both willing and unwilling targets. The attacking spirit can spend two motes of Essence to drain five motes from the targeted subroutine, for a net gain of three motes. Alternatively, the subroutine can spend a point of Willpower to steal 10 motes from the other subroutine. In either case, if the other subroutine is not willing, he must have already suffered at least four health levels of damage for this Charm to be effective against him.

Crystallize

Cost: 5m, 1wp; Mins: Essence 4; **Type:** Supplemental
Keywords: Combo-OK, Obvious, Shaping, Touch
Duration: Permanent

This Charm is unique to crystal elementals. It allows the elemental to transmute part of another creature's physical form into a crystalline structure. The spirit must first touch

the target, which could require a Martial Arts attack. Then the elemental's player must roll the spirit's Essence. Each success inflicts one level of aggravated damage as parts of the target's body instantly crystallize. Exalted can soak this damage with Essence. If a target loses all of its health levels to this Charm, he is transformed into a statue of pure crystal. This effect can be reversed within 24 hours by magic capable of healing aggravated damage, but after that point, the affected creature is slain.

Denial of the Forge's Yoke

Cost: 6m; **Mins:** Essence 4; **Type:** Reflexive
Keywords: Obvious
Duration: Scene

This Charm is most common among metal elementals but is not unique to them. While the Charm lasts, the spirit is completely immune to damage inflicted by metal weapons. This protection does not extend to weapons made out of one of the magical materials, but a superior version of this Charm exists (requiring Essence 6) that does allow for such protection.

Diagnostics

Cost: 2m; **Mins:** Essence 2; **Type:** Supplemental
Keywords: None
Duration: Instant

By activating this Charm, the subroutine can instantly diagnose the source of any malfunction that hinders the operation of a machine, an automaton or a machine spirit. After using this Charm, add the subroutine's Essence to any Craft rolls made to effect appropriate repairs.

Inurement

Cost: 2m; **Mins:** Essence 4; **Type:** Simple
Keywords: Obvious
Duration: One day

This Charm allows a subroutine to ignore the effects of a hostile environment. While the effects last, the subroutine enjoys the benefit of three submodules from the Alchemical Charm Industrial Survival Frame (see pp. 137-138), selected at the time of the Charm's purchase.

Ossify Pattern

Cost: 10m, 1wp; **Mins:** Essence 5; **Type:** Supplemental
Keywords: Obvious, Touch, Shaping
Duration: (Essence) scenes

This Charm is unique to crystal elementals and design weavers. It allows a spirit to disrupt the Essence patterns of a target, bringing her out of harmony with local Essence structures. The spirit must first touch the target, which could require a successful (Dexterity + Martial Arts) roll. Once contact has been made, no further roll is required. The target automatically loses the ability to recover Essence from any source while the effect lasts, and all Essence costs are doubled. Against Fair Folk (but not Mountain Folk), this Charm instead inflicts aggravated damage equal to the spirit's Essence with a successful touch.

Sabotage

Cost: 2m; **Mins:** Essence 3; **Type:** Simple
Keywords: Combo-OK, Obvious, Touch, Stackable
Duration: One scene

This Charm is common among gremlins but is not unique to them. The spirit must touch a machine, a machine spirit or an automaton, which could require a successful (Dexterity + Martial Arts) roll. The Charm does not inflict any damage on the target. Instead, it weakens the target's structural integrity. Each successful application of the Charm reduces the target's natural soak by 1L/1B (to a minimum of 0). If both of the target's soak totals are reduced to 0, the next successful application destroys the target.

Drones

A phenomenon disturbing to many Autochthonians, drones are mortals who have voluntarily allowed themselves to become possessed by machine spirits so as to achieve a closer relationship with the Great Maker. Drones begin life as mortals, usually devoted members of the Sodalities who feel compelled to seek communion with the Machine God. Drawn to the Reaches of Autochthonia by the siren song of divinity, these mortals willingly merge with machine spirits and become strange hybrids of flesh and machine. Such merged entities are powerful but sacrifice their free will in the process.

Drones have no officially designated purpose among the Great Maker's religious hierarchy. Rather, those who choose the path of the drone serve as wandering agents of Autochthon's revealed desires. Many enter into the service of the Divine Ministers, performing whatever duties are required. Others travel the highways and byways of the Far Reaches, led only by their intuitive understanding of the Maker's wishes and needs. Even the Divine Ministers themselves often seem uncomfortable in the presence of drones, some of whom seem almost closer to Autochthon than his own component souls.

Most drones serve for the entirety of their mortal lives (and beyond, for drone status is often accompanied by a greatly extended life span), but some fulfill their purpose and, after years or decades, unplug from the Machine God and return to mortal society. Such rare individuals are valued for their knowledge about the mysteries of the Great Maker and the Far Reaches. An unplugged drone loses the innate magical powers associated with drone status but usually retains a keen understanding of thaumaturgy and magitech.

As living extensions of Autochthon's sleeping mind, drones are without free will of their own and are not suitable as players' characters. Drones will never leave Autochthonia for any reason and, if one is compelled to do so, the possessing spirit will flee the mortal body before he can cross the Seal of Eight Divinities. No Exalt of any type can ever become a drone.

Drone Powers

As living manifestations of the will of a Primordial, all drones possess strange and innate magical powers. While not an exhaustive list, the following powers are the ones most commonly observed among drones.

Frame Enhancement: The process of possession allows the drone to augment her mortal frame with the raw Essence of the possessing spirit. Distribute a number of bonus Attribute dots among the drone's Physical Attributes equal to the possessing spirit's permanent Essence, although no Physical Attribute can exceed any other by more than three dots.

Integrity Reassertion Prana: The drone heals incredibly fast, at a rate of one health level every five ticks. This power can regrow severed limbs, but it cannot raise the dead. As a byproduct of Integrity Reassertion Prana, drones are immune to nonmagical diseases, mundane poisons and the effects of aging. Finally, the drone resists shaping effects that might transform his physical body as if protected by the Solar Charm Integrity-Protecting Prana, except that it defends against all transformative shaping effects.

Lightning Field: The drone can surround herself with a field of electrical energy that inflicts 10 dice of bashing damage (soakable only with Stamina) on anyone who comes into physical contact with her. Activating the field for a scene costs 10 motes and is a reflexive action. At a cost of 20 motes, the drone can make this damage lethal.

Pattern Optimization: This power is usually found only among drones whose assignments take them deep into the Far Reaches to environments intrinsically deadly to all life. Add automatic successes equal to the possessing spirit's Essence to all Resistance rolls made for the drone. In dangerous situations, the drone can also spend Essence to increase his soak. The drone must spend two motes for every +1L/+1B bonus, and he cannot increase his soak by more than (Stamina + Valor). This effect is reflexive and lasts for one scene.

Soothing Subsonic Vocalization: The drone can speak the language of pure logic, overcoming the emotions of her listeners with the power of Clarity and obliterating all resistance to the truth of her words. The drone must spend five motes, and the Storyteller must roll the possessing spirit's (Manipulation + Presence) against the target's Dodge MDV. If the roll is successful, the target accepts whatever the drone says as perfectly reasonable and acts accordingly. This unnatural mental influence ends immediately if the target is harmed in any way or spends three Willpower to resist it.

Structural Repair: Perfectly attuned to the fundamental nature of the Machine God, the drone gains the power to reweave the strands of a damaged object's pattern, repairing broken items with a touch. This power can cause broken glass, ruptured metal and other mechanical components to heal themselves like damaged tissue. By spending 10 motes, the drone may add automatic successes to all Craft rolls equal to the possessing spirit's permanent Essence for the duration of a scene, and the drone can (with a stunt) magically heal damaged materials even without tools. This power can also be used to heal damaged Alchemical Exalted. For every five ticks the drone spends touching the Exalt, she heals one health level of his damage.

I'M FINISHED HERE. YOU HAVE THE SOULGEM?
WHAT TOOK YOU SO LONG?
I WAS JUST INSTALLING HER IMPRINTED DATA CLUSTER.
INTEGRATING IT WITH HER THOUSANDFOLD COURTESAN CALCULATIONS WAS TRICKY.
SNAP
A THOUSANDFOLD... WE ONLY NEED A CIVIL ENGINEER, REMEMBER?
AND WHAT DO YOU MEAN "HER"?
CLICK
SHE LOOKS LIKE A GIRL TO ME. THEY ALL DO AT
YOU'RE BROKEN. YOU KNOW THAT, RIGHT?
I CAN'T HELP IT. IT'S SO DISAPPOINTING WHEN THEY TURN OUT MALE.

WHRRR
SSSSS
JUST ENERGIZE THE VAT, ALL RIGHT?
IDIOT.
ZZZZTT!!

CHAPTER THREE
CHARACTER CREATION

The Alchemical Exalted embody a strange duality. On the one hand, they are exemplars of their society, its continuity and its history. There are more powerful, ancient Alchemicals in Autochthonia than the elder membership of all of Creation's Celestial Exalted combined. These venerable patropoli and metropoli have not simply watched the history of their world unfold before them, they have shaped its course. In their younger days, they were epic adventurers, fighters and engineers, both social and technological. In their sessile forms, they make up the literal landscape of Autochthonian life. Their younger comrades contain memory-echoes of Autochthonian heroism stretching back to the beginning of the Great Maker's exile.

Indeed, mortals were allowed access to the secret of Alchemical Exaltation for the exclusive purpose of bringing forth Champions from among their ranks, to fight and labor and perform works of genius on their behalf. The Chosen of the Machine God are engines of the state, the ultimate heroes and defenders of their home nation and society.

On the other hand, Alchemicals stand half a step outside that society. In a world where unceasing, absolute order is a requirement for continued survival, Alchemicals are trusted with Autochthonia's most dangerous commodity—freedom. These Exalted are given incredible latitude to operate without orders or supervision, to take matters into their own hands and to cross the boundaries of Autochthonia's rigid class-based society. They are expected and allowed to be eccentric, passionate, unique and spontaneous—all traits that are normally discouraged and suppressed in the name of unity and survival. Wary Alchemicals understand that unrestrained freedom begets chaos and that chaos begets death in the Realm of Brass and Shadow. Others cast caution to the wind, unhesitatingly reaching out to grasp tomorrow. Both transform the lives they touch.

Step One: Character Concept

As living souls in artificial bodies, Alchemicals are wildly unlike the Exalted of Creation. One thing does remain constant, however—a good Alchemical character begins with a good character concept. Despite the Alchemicals' strange world and stranger magitechnobiology, their character concepts are very much the same sort of heroic archetypes found among other varieties of Exalted. Examples include "Brilliant Weapons Designer," "Driven General" or "Defender of the Masses." Others are more detailed or more specific to Autochthonia, such as "Arrogant Gremlin Hunter," "International Diplomat Trapped in a Distant Nation" or "Lector Attempting to Connect to His Own Humanity by Counseling and Inspiring Others."

Iron Soul

Alchemicals are more than mere automata powered by captive souls. Like Creation's Exalted, they are heroic men and women imbued with divine power—namely, that of the Machine God. Each requires not simply a heroic soul, but a soul that has achieved greatness worthy of Celestial Exaltation *repeatedly* throughout its various incarnations. This lineage of heroism merges in the awakening Alchemical, forming a composite personality complete with skills and memories from its most prominent constituent lives. Any lesser spirit will fail to catalyze and bond to an Alchemical's body, resulting in a useless pile of brass and clay with no life in it.

Some players find it difficult to conceptualize a being who's "born" as a physical and mental adult. While it's true that Alchemicals step out of the vats with no history to call their own, they do possess memories—*many* memories—of previous lives. Players might find it useful to draw up quick character concepts for three or four of the Alchemical's most heroic previous incarnations. The background narrative of these lives may be developed during the course of play, as the Alchemical recalls skills and incidents from her previous selves and applies them to her current existence. Doing so enriches the series and connects the character to the mortals she was Exalted to champion.

Naming Conventions

Each Alchemical awakens with an instinctive awareness of who he or she is. The Chosen of the Machine God are born knowing their proper name, which is always a descriptive title that is half personality summary and half military weapon designation. Examples of currently prominent Alchemicals include: *Excessively Righteous Blossom*, *Unhesitatingly Loyal Weapon*, *Dreadful Adjudicator of Law*, *Lissome Avid Engineer*, *Many-Pillared Armipotent Colossus*, *Eternally Vigilant Bell*, *Recursive Fractal Spiral*, *Fair-Spoken Rishi*, *Voice of Authority* and *Elegant Nova of Progression*.

Caste

An Alchemical's proper caste is mandated by her soul's legacy of heroism and realized by the primary magical material that makes up her body. The five Autochthonian castes and their variety of epic correspondences are fully detailed in Chapter Four. Because an Alchemical's caste more strongly determines her personal aptitudes (and Attributes) than is the case for other sorts of Exalted, players should be careful to select a caste that compliments the character concept. One of the freedoms an Alchemical enjoys is the ability to

defy the specific heroic exploits expected of an Exalt of her caste, but her artificial body's built-in aptitudes are pre-set to enhance traditional roles, making this course one of dubious wisdom.

Motivation

Alchemical Motivations involve a synthesis of the accumulated heroic passions of multiple lifetimes. The epic natures of their former incarnations move all Alchemical characters to pursue goals that are superhuman in scope and intensity. Whether they wish to reform Autochthonian religious doctrine, eradicate heresy, explore the unseen frontiers of their world (and perhaps even worlds beyond) or simply build a better gremlin trap, Alchemicals are as driven and larger-than-life as their biological counterparts in Creation. Ultimately, however, Alchemicals are expected to subvert their personal agendas to the service of the state and the greater good of their world.

Create a Motivation for your character that is suitably epic in scope and fitting to her concept. See **Exalted**, page 88, for more information about choosing, playing or changing character Motivations.

Step Two: Attributes

The artificial bodies of the Alchemical Exalted are the seat of their industrial magic. Unlike Creation's Exalted, much of the nature of their excellence is determined by the inherent construction formulae of their caste. An Alchemical's composite personality and identity define the rest of her strengths in the moment when it catalyzes and life infuses her shell. In short, an Alchemical is a mixture of what her caste insists she be and what her identity *demands* she be. As such, Alchemicals have Caste and Favored Attributes.

Caste Attributes function in many ways like the Caste Abilities of Solar Exalted. Alchemicals have a natural aptitude for these Attributes and may raise them more quickly and economically with bonus points and experience points. Favored Attributes, like Solar Favored Abilities, also enjoy these advantages.

- **Orichalcum Caste Attributes** denote their mighty and forceful personalities: Strength, Charisma and Intelligence.
- **Moonsilver Caste Attributes** express their grace and beauty: Dexterity, Appearance and Wits.
- **Jade Caste Attributes** reflect their great vitality: Stamina, Charisma and Wits.
- **Starmetal Caste Attributes** describe their physical and mental flexibility: Dexterity, Manipulation and Intelligence.
- **Soulsteel Caste Attributes** speak of their relentless vigilance: Stamina, Manipulation and Perception.
- **Adamant Caste Attributes** emphasize their enigmatic power: Strength, Appearance and Perception.

Alchemicals do **not** prioritize or distribute Attribute dots by Physical, Social and Mental categorization like other Exalted do. Instead, first note your character's three Caste Attributes. Then, keeping in mind the character's concept, select three Favored Attributes. These may not be the same as her Caste Attributes.

All Attributes begin with one free dot before allocation begins. Now distribute eight dots into the character's Caste Attributes, six dots into her Favored Attributes, and four dots into the remaining Attributes. Finally, add one additional dot to any desired Caste or Favored Attribute. All Caste Attributes *must* be rated at a minimum of 2, and no Attribute may be higher than 5.

Step Three: Abilities

Alchemicals have 25 dots to distribute as they see fit among their Abilities. No Ability may be raised above three dots without bonus points. Alchemicals tend to come into existence with an array of aptitudes suited to pursue their passions and goals, drawn from their past lives. As such, your character's Motivation and concept should help guide you when allocating Ability dots. An Alchemical who is a "mad scientist" inventor, for example, would rise from the vats with significant aptitude in appropriate Crafts. It might also be helpful to consider from which past life a given Ability's dots derive. Doing so adds incidental detailing to your character, resulting in a more vibrant hero or even new insights into your Alchemical before play begins.

Alchemicals do possess any Caste or Favored Abilities.

Linguistics

The native language of all Alchemical characters is Autochthonic. Autochthonic is a heavily bastardized and drifted version of Old Realm, at roughly the same degree of remove from its original form as Low Realm is from High Realm. A successful (Intelligence + Linguistics) roll allows a character who speaks Old Realm to understand extremely basic concepts from a character speaking Autochthonic, and vice versa. Autochthonic has no true written equivalent, utilizing instead a basic array of simple informative glyphs. All detailed scholarly writing in the Realm of Brass and Shadow is recorded in Old Realm, which is regarded as the language of technicians, savants and historians.

Step Four: Advantages

Each Alchemical is more than simply a collection of inherent talents and skills. They also have traits describing their place in the world, the characteristics of their heroism and their awe-inspiring magitech powers.

Backgrounds

Backgrounds represent an Alchemical's social connections, standing in Autochthonian society and panoply of

magical wonders. See Chapter Four for an explanation of special Alchemical Backgrounds.

As state-sponsored heroes, all Alchemicals automatically begin with Class ••• for free. (As divine regulators, Adamant Caste Alchemicals receive free Mentor ••• rather than Class.) Players of Alchemicals may additionally spend 10 dots on Backgrounds as they please, though only up to a rating of three dots. Raising a Background any higher requires an expenditure of bonus points. The fourth and fifth dots of a Background purchased with bonus points cost more than the first, second or third dot. See the "Bonus Points" table, page 86, for details.

The Artifact Background presents an exception to these rules. Alchemicals may buy Artifact all the way to five dots without using bonus points or raising costs.

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 magitech artifacts. The bodies of Alchemicals are able to sustain only a certain number of Charms at any given time, however. As such, all Alchemicals start with four General Charm Slots and four Dedicated Charm Slots. A Dedicated Charm Slot is harmonized to the Alchemical's Caste and Favored Attributes, and may power only Charms that correspond to those Attributes. A General Charm Slot is more powerful, able to harmonize with any Alchemical Charm.

Select eight Charms for your character, which must fill her starting Charm slots.

Additional Charm slots may be purchased with bonus points. These do not come with free Charms, and may begin play empty. Additional Charms may be purchased (either to fill additional purchased slots, or simply held on retainer at the vats as part of the Alchemical's panoply) for one bonus point **or one Background dot** each. Charms purchased in this manner are not actually considered a Background, and as such, any number may be purchased without the price rising.

Virtues

Although her body is a work of brass and clay, an Alchemical's mind and soul are human. As such, Autochthon's Chosen experience the same mighty push and pull of Virtues as their biological counterparts.

An Alchemical begins with one free dot in each of her Virtues. Allocate five additional dots as your character's personality dictates, though no Virtue may rise above three dots without the use of bonus points.

Step Five: Finishing Touches

Finally, calculate your character's derived traits and finish bringing her to life.

Willpower

Add your character's two highest Virtues together (after any enhancements from bonus points) to determine her initial Willpower. This rating may be raised by spending additional bonus points, but may not exceed eight unless the character has two Virtues rated at four or more dots. See **Exalted**, page 115, for complete rules on Willpower.

Intimacies

Despite their artificial bodies, Alchemicals possess the capacity for the same depths of emotion as any other human being. Alchemicals make friends, take lovers, hate their enemies and treasure their most useful tools and weapons. Additionally, many Alchemicals are deeply religious and/or staunch patriots, carrying Intimacies for god and nation.

Choose a number of Intimacies equal to your character's Compassion. See page 90 of **Exalted** for complete rules on Intimacies.

Intimacies Revisited

Because Clarity has a way of eroding emotional connections (see pp. 110-111), it is important to consider the context of Alchemical Intimacies. Some Intimacies are based around utility or logic. An Alchemical might bear an Intimacy for his favorite daiklave because he is well practiced with the weapon and depicted with it in commemorative murals and popular sermons. He would go to considerable lengths to protect and retain such a useful tool. Other Intimacies are emotional, and of varying intensity and type. Because they interact with Clarity, players might find it useful to record the emotional context of such Intimacies. An Intimacy toward another Exalt within the character's assembly might be recorded as "*Excessively Righteous Blossom* (friendship)." An Intimacy dedicated to bringing low a rival nation would be "Estasia (hate)," while an antagonistic Intimacy toward a more successful engineer might be "Chief Researcher Gevult (envy)." An Alchemical's Intimacy toward her lover could be "Vatia (love)" or "Vatia (affection)," depending on the depth of the feeling.

Essence

Alchemical Exalted begin with an Essence rating of 2. You can raise this value with bonus points, but Alchemicals may not start the game above Essence 3.

An Alchemical's Personal Essence pool, from which her Charms draw power (see Chapter Five), equals the sum of three times the Alchemical's permanent Essence, plus her Willpower.

An Alchemical's Peripheral Essence pool equals the sum of five times her permanent Essence, plus three times her Willpower, plus her highest Virtue times two.

Health Levels

In addition to the usual seven health levels of a mortal (one -0, two -1, two -2, one -4 and Incapacitated), the artificial bodies of the Alchemical Exalted possess **an additional -2 health level for each dot they have of Essence**. Charms may increase this total.

Bonus Points

Spend 15 bonus points, rounding out your character by raising deficient traits or buying new ones entirely. For a complete list of traits and their bonus point cost, see the "Bonus Points" chart on page 86.

Spark of Life

Your character's concept has guided you this far, but take a moment before the game begins to consider additional details of your Alchemical. More than a mere collection of mechanics (in any sense of the word), your character is a living being with an artificial body and a mighty soul. The Chosen of Autochthon are complex and sometimes conflicted beings. Take a moment to consider:

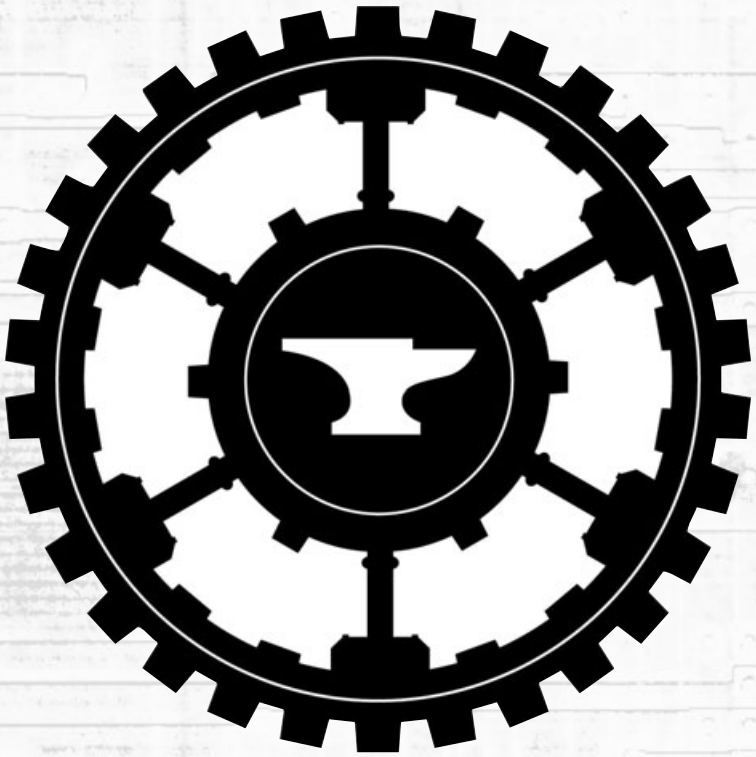
• **What does your Alchemical look like?** Alchemicals emerge from the vats looking fundamentally human, but not all choose to remain that way. Is your character an industrial nightmare of glowing optics and bristling prosthetic limbs, or does she seem more human? How do her Charms impact her appearance, and does she care? How does she dress and present herself?

• **How human is your character?** Alchemicals walk a tightrope between humanity and Clarity. Does your character embrace the machine wholeheartedly? Does she struggle to remain as human as possible? Does she consider self-image when selecting Charms for installation, or is utility her main concern? Or does she simply not care, pursuing her Motivation through empathy and Clarity as chance would have it?

• **Why was your character Exalted?** Alchemicals are ruinously expensive to craft and imbue with life, even for the wealthiest of nations. Why was your character commissioned? Has she completed that initial task and moved on to other missions, or does she still pursue her original purpose?

• **Who was your character?** Before the Exaltation, every Alchemical lived a long succession of noteworthy mortal lives. Who were these former heroes, and what deeds did they perform? Does your character regard any of them with particular fondness or shame? How much do those past lives inform who she is now, as compared to the experiences she's had since emerging from the vats?

• **What is your character's legend?** All Alchemicals are state-sponsored heroes and national figures. What propaganda has your nation produced to promote your accomplishments? Are you viewed as a judicious investment by your National Tripartite Assembly? How do the citizens of your nation regard you?



Character Creation Summary

• Step One: Character Concept

Choose concept, caste and Motivation.

Note caste anima powers.

• Step Two: Select Attributes

Note Caste Attributes. Note that all Attributes begin with one free dot.

Select Favored Attributes (3); may not be the same as Caste Attributes.

Assign dots to Caste Attributes (8); none may be rated lower than 2. Assign dots to Favored Attributes (6). Assign dots to remaining Attributes (4).

Add one additional dot to any Caste or Favored Attribute.

• Step Three: Select Abilities

Assign dots to Abilities (25). None may start higher than 3 without using bonus points.

• Step Four: Select Advantages

Select Backgrounds (10—only Artifact may be raised higher than 3 without spending bonus points; Alchemicals receive Class ••• free, except for Adamant Castes, who receive Mentor ••• instead). Note Dedicated Charm Slots (4; may only hold Caste or Favored Charms). Note General Charm Slots (4; capable of holding any Charm). Choose Charms (8; must fill every slot with a permissible Charm) and Virtues (5—none may be raised higher than 3 without spending bonus points).

• Step Five: Finishing Touches

Record Essence (2), Willpower (the sum of the character's two highest Virtues), Personal Essence ([Essence x 3] + Willpower), Peripheral Essence ([Essence x 5] + [Willpower x 3] + [highest Virtue x 2]) and health levels (standard 7 + one additional -2 per dot of Essence and any gained from Charms).

• Bonus Points

Bonus points (15) may be spent at any time during character creation.

Castes

- **Orichalcum:** Holy icons, inspirational leaders and brilliant visionaries, marching toward a brighter future. The architects of Autochthonian aspirations.

Caste Attributes: Strength, Charisma, Intelligence

Caste Anima Power: Add Essence to the raw damage of all attacks for a scene.

- **Moonsilver:** Spies, infiltrators, scouts and assassins. The silent blades of state and god.

Caste Attributes: Dexterity, Appearance, Wits

Caste Anima Power: Reduce the Speed of all actions by one for a scene, to a minimum of 3.

- **Jade:** Industrial heroes of the masses. The populist face of the Alchemical Exalted.

Caste Attributes: Stamina, Charisma, Wits

Caste Anima Power: Add Essence to natural lethal and bashing soak for a scene.

- **Starmetal:** Spymasters, plotters, scenario designers and social theorists. Autochthonia's greatest manipulators and intelligence specialists.

Caste Attributes: Dexterity, Manipulation, Intelligence

Caste Anima Power: Add (Essence ÷ 2) to all attack, damage and Join Battle rolls for the scene.

- **Soulsteel:** The secret police, troubleshooters, interrogators and gremlin hunters of Autochthonia. The all-seeing guardians of dogma and law.

Caste Attributes: Stamina, Manipulation, Perception

Caste Anima Power: Impose (Essence ÷ 2) external penalty on all attacks targeting the character for a scene.

- **Adamant:** Unseen agents of the Divine Ministers, executors of their will. The angels of Autochthon.

Caste Attributes: Strength, Appearance, Perception

Caste Anima Power: Witnesses must spend Willpower equal to Adamant's Essence (maximum 5) to correctly remember the last scene.

Character Creation Summary

Virtues

- **Compassion**—Forgiveness of and empathy for others; a bulwark against Clarity.
- **Conviction**—Unswerving dedication to goals and principles.
- **Temperance**—Control and restraint of desires.
- **Valor**—Fearlessness and bravery.

Backgrounds

- **Allies**—Comrades with close personal ties.
- **Artifact**—Magical tools, armor and weaponry
- **Backing**—Official support from an organization, generally a Tripartite branch.
- **Charms**—Additional Charms on retainer.
- **Class**—Social standing, authority and standard of living in Autochthonian society.
- **Command**—Authority to command military forces.
- **Contacts**—Information sources of an unofficial nature.
- **Eidolon**—Vivid memories and emotions from former incarnations.
- **Familiar**—Authority to requisition mechanical servants.
- **Savant**—Exceptional magitech insight.

Bonus Points

Trait	Cost
Attribute	4 (3 if a Caste or Favored Attribute)
Ability	2
Background	1 (2 if the Background other than Artifact is being raised above 3)
Specialty	1
Virtue	3
Willpower	2
Intimacies	3 to increase starting Intimacies to (Willpower + Compassion)
Essence	10
General Charm Slot	4
Dedicated Charm Slot	3
Charm	1
Martial Arts Charm	6 (requires Perfected Lotus Matrix, pp. 170-171)

I HAVE TO REMEMBER. AS HORRIBLE AS IT WAS, I MUST.
PLEASE BELIEVE ME! I JUST CAN'T EXPLAIN IT!
You're lying, of course.
NO! NO! STOP!
And to think I was considering positive reinforcement.
I TOLD YOU I DON'T UNDERSTAND HOW IT WORKS! IT'S TOO MUCH!
You couldn't have built me without knowing how you did it.
So tell me, or I let you fall. One piece at a time.
I MUST REMEMBER THE HOPE AMIDST SO MUCH HORROR.

I MUST NOT FORGET THE LIGHT.
...OR THE ANGEL OF MY SALVATION.
TIME TO DIE.
I MUST NOT FORGET.
TELL ME AGAIN PLEASE, HOW YOU DEFEATED THAT MONSTER.
I CAN'T KEEP IT STRAIGHT.

CHAPTER FOUR
TRAITS

As the original prototype whence Creation's Chosen were derived, the Alchemical Exalted share much in common with their cousins. Their Attributes, Abilities, Virtues, Backgrounds and other traits function identically to those of Solar Exalts, save where detailed in this chapter.

Body and Spirit

Alchemicals are the most unusual Exalted from a biological and spiritual perspective, with a number of powers, limitations and concerns unique to their condition.

Clay Skin, Brass Bones

An Alchemical under construction in the vats seems a crude sculpture of rudely worked clay, studded with bits of crystal and brass. At the moment body and soul fuse together, however, life suffuses the construct, and its features refine themselves. It is clearly artificial, but the Alchemical bears an otherwise human form. Some cherish this shape and spend the coming centuries fighting to hold to their outward humanity. Others quickly upgrade themselves into terrible machines of warfare and labor whose only commonality with the human form is possessing two arms and two legs (maybe).

No matter how inhuman an Alchemical's appearance is, however, she is considered a living being rather than an automaton for the purpose of effects that make such distinctions. Within the machine, the soul still remains.

Life and Death

When a Champion's personality solidifies, it carries with it a male or female identity, and the body develops sexual characteristics as appropriate. Although they are capable of engaging in and enjoying sexual intercourse, Alchemicals are infertile. They cannot produce or bear children.

In addition, Alchemicals do not age, even at the drastically reduced rate of other Exalted. They can, however, be killed through violence or misadventure. Upon death, their bodies dissolve into a slag of melted clay, crystal shards and scrap metal. All Charms shatter or explode, leaving only raw materials to pick over (easily worth Resources •••••, with enough raw magical materials present to construct a

number of five-dot, caste-appropriate artifacts equal to the Alchemical's Essence rating).

Artificial Metabolism

Alchemicals need not breathe save to speak and, as a result, are immune to drowning and suffocation as well as any toxins that must be inhaled to be harmful. They are completely immune to mundane disease and enjoy the usual Exalted hardiness when faced with supernatural illnesses. They require sleep and rest as normal.

Alchemicals cannot starve to death, but they must nourish themselves with as much food and drink as a mortal of similar body size to stay healthy. After a number of days of starvation equal to the Alchemical's Stamina occur, each successive day imposes a cumulative one-mote penalty on the Exalt's hourly respiration rate.

Injured Alchemicals bleed a luminous oil that is clearly not blood. They normally heal from injuries at the same rate and with the same effectiveness as Solars. While starving, Alchemicals heal as mortals rather than Exalts. Once the starvation penalty reaches the four-mote level, they cannot heal naturally at all.

Matters of Essence

Alchemicals respire Essence in the same fashion as other Exalted, but store their power as a semi-liquid energy in a crystal reservoir where a mortal's heart would be. They are considered to be associated with the magical material matching their caste for the purpose of attuning artifacts (see **Exalted**, p. 382).

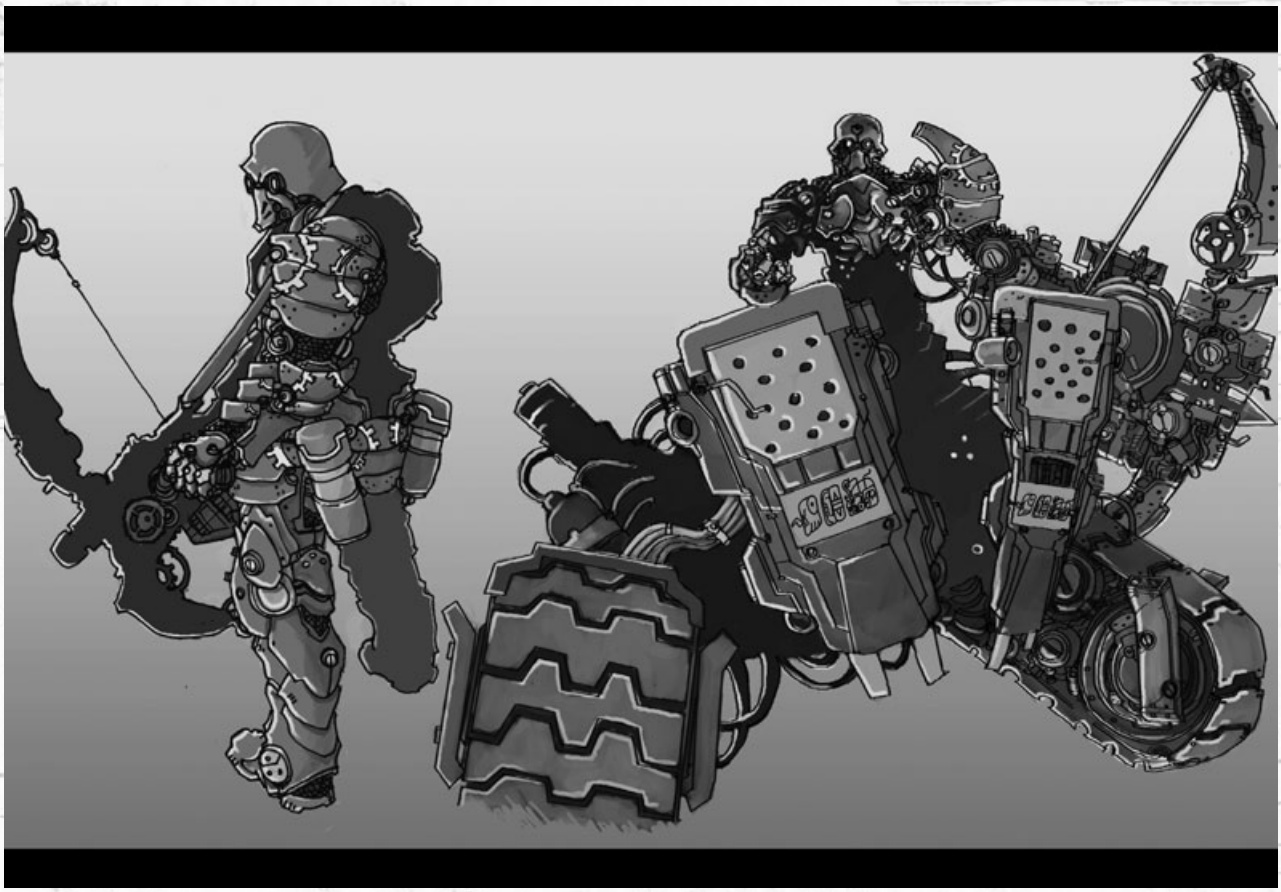
Resting in a regenerative nutrient broth at a vats complex allows an Alchemical to heal and regain Essence at (Essence) times his normal rate. vats technicians can repair any Crippling, Poison or Sickness effect while the Champion is healing. Doing so requires one hour of work per effect corrected.

As part of the Design of Autochthon, Alchemicals are considered to be outside of fate (see **The Manual of Exalted Power—The Sidereals**, pp. 125 and 191).

Evolution and Refitting

Alchemicals emerge into the world as ageless physical and mental adults, but their growth is far from finished… and is wholly unlike that of other Exalted. Where Creation's Chosen expand their prowess through a regimen of intensive training and meditation, Alchemicals may improve only their Abilities, Willpower and Virtues in this fashion. All other growth is achieved through surgical modification performed by sorcerer-technicians of the five Sodalities.

An Alchemical seeking such advancement must enter a vats complex and fully immerse himself in a regenerative nutrient broth. Sodalts prime the concoction to its full regenerative potency and induce catatonia in the waiting Exalt.



Then, while the subject is unconscious, they go to work to improve the Champion's capabilities. For purposes of raising Attributes, the process involves upgrading the Exalt's body through complex surgery. An Alchemical's artificial flesh is flayed, and new synthetic muscle fiber is woven in to improve Strength, for example, or the Exalt's skull is carefully removed in sections while delicate remote-guided armatures construct additional neural pathways in his brain to increase Intelligence. Raising an Attribute takes a number of weeks equal to the dots being added. (For example, raising Stamina from 3 to 5 would take two weeks.)

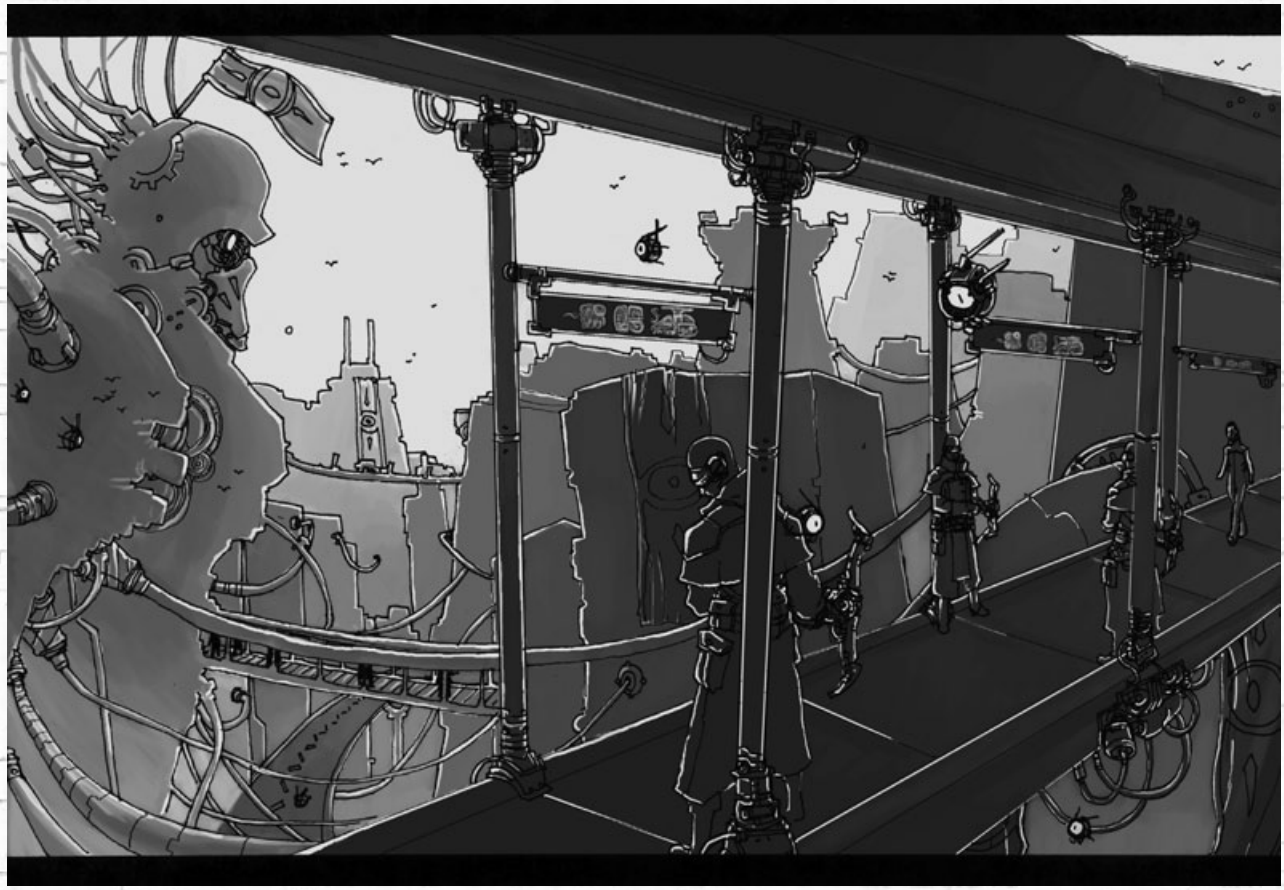
The process for managing Charms and Charm Slots is similar, but faster. A new Charm Slot takes a day to install, while it requires only an hour of work to upgrade a Slot from Dedicated to General. Removing an old Charm is an almost trivial process, requiring only a few minutes, but installing new Charms takes five hours per Charm installed. Vats facilities rotate staff in order to work around the clock on such refits.

Champion

Raising Essence is a far lengthier and more involved process, requiring a number of months of work equal to the Champion's Essence at the time he goes in for refitting. Unlike Attribute enhancements or Charm refits, the Alchemical remains conscious throughout this period, though he is kept immobile and in a state of sensory deprivation. The Exalt uses this enforced downtime to turn his focus inward, refining and purifying the patterns of his Essence. Meanwhile, vats technicians flay the Alchemical's body down to its barest essentials while they work to expand his Essence reservoir. When the Exalt's inner quest for enlightenment synchronizes with his enhanced, upgraded and far more demanding heart, the reconstruction process begins. The Essence-cultivating broth is drained and replaced with a regenerative nutrient mix that regrows the Alchemical's flesh from the bones outward, reconstituting him into a more perfect vessel for Autochthon's power.

Colossus

The transition to Essence 6 is marked by far more radical surgery and an attendant transformation of the Alchemical's body. While Essence 2–5 Exalts are of human stature (barring the installation of size-altering Charms—see Manifold Transhuman Implants, pp. 167-168), elder Alchemicals become mechanical giants. During the requisite period of meditative enlightenment, engineers strip an Alchemical's body down until nothing is left but his Essence reservoir and a tangle of wires connecting it to his soulgem. The two are then combined into a single armored core, and the rebuilding process begins. What emerges some months later, dripping with regenerative broth, is an armored Colossus standing between 15 and 20 feet tall. The Alchemical's new body may resemble a warstrider or perhaps a scuttling many-



limbed engine of warfare or industry whose only concession to humanity is a stylized mask to facilitate communication with mortals. Only Alchemicals who have lived for over a century survive this transformative surgery.

Raising an Alchemical's Essence to 7 requires a similarly dramatic refit and mandates that the Exalt be at least 250 years old. The resulting Champion stands between 20 and 30 feet tall, depending on bodily configuration.

Metropolis/Patropolis

Ascending to Essence 8 requires an Exalt to have survived for over half a millennium. Rather than relying on vats technicians, this evolution occurs at the behest of the Alchemical himself. The Exalt and his followers make a pilgrimage far into the Reaches, following omens and portents transmitted by the Divine Ministers until they find an auspicious junction between the Great Maker's vast organ-continents. The Alchemical then enters a dormant state, extruding an armored chrysalis around himself. Drill-tipped tentacles burrow deep into the Machine God's flesh, seeking out appropriate conduits and Essence grid access ports.

The Alchemical sinks into the rising song of Clarity and the slow thrumming of biotectonic forces. For eight months, his body dissolves in a self-produced nutrient bath, rendering itself back down to a core Essence reservoir and soulgem as he reconfigures himself into a central vats complex. The now-sessile Exalt is helpless during this period, relying on his followers to protect his 100-foot-high chrysalis. A rough shantytown generally springs up during this period, reminiscent of the colonies of the tunnel people. At last, the steel cocoon unfolds like a flower, revealing the core of a new Autochthonian city. The Divine Ministers cause nearby areas of the Reaches to offer up their bounty, and the construction of Municipal Charms begins. The only way to destroy the Exalt at this point is to storm his central vats complex and attack his armored core.

The ascension of a patropolis (male) or metropolis (female) to higher Essence requires the Exalt to have endured for 1,000 (for Essence 9) or 2,000 (for Essence 10) years. Such an ancient hero comprises the substance of every major city of Autochthonia. The refit process for such elders is extended to years or decades, allowing the city to remain active throughout. The Exalt's Essence reservoir and soulgem remove themselves from the city's central vats complex at some point during this process. The precise location of a major city's core is considered a state secret throughout Autochthonia (although the state itself has no clue in many cases). Attempting to locate a patropolis's core without direct authorization from the city's Tripartite Assembly is considered an act of treason.

The Vats

More primitive equivalents existed in Ages past, but today's standard vats complex is an Essence 8 Municipal Charm. Every patropolis has at least one, and some as many as five. It is rare for all of a city's vats facilities to actually be staffed and active at the same time unless the patropolis is serving as the front line in a war. The city's Essence is instead diverted to other, more useful infrastructural Charms. Should such limitations become important, however, a city's vats contain berths allowing it to service as many Champions at once as the city has dots of Essence. In the rare event that a city's vats complexes face demand greater than available resources, refit requests are prioritized according to Class.

Should the Autochthonians re-establish contact with Creation, it is likely that they will want to build vats there. Constructing such a magical laboratory requires seizing and redesigning a level-4+ manse and consumes exotic ingredients worth Resources •••••. The magitechnician overseeing the operation must have five dots in Lore, Occult, Craft (Earth) and Craft (Magitech). A manse converted into a vats complex does not produce a hearthstone or generate ambient Essence. Every use of such vats to upgrade an Alchemical's Essence costs Resources •••• for Essence 3–5 and Resources ••••• for Essence 6+. All other uses of the vats cost Resources •••, save for accelerated healing/Essence recovery, which is free. A converted vats facility has as many berths to work on Alchemicals as the rating of the manse that was cannibalized to create it. **It is not possible to Exalt new Alchemicals in vats developed outside Autochthonia.** Only if the Great Maker returns to Creation may his servants bring forth Champions there.

Expanded Backgrounds

The conditions that define the lives and legends of Autochthonia's state-sponsored Champions are unique in many ways. Some standard Backgrounds function differently within the context of the Realm of Brass and Shadow, while others are new, beyond the experience of newly reborn Lawgivers.

Altered Backgrounds

Alchemicals may purchase Allies, Contacts and Mentor normally. Other Backgrounds, detailed here, have been changed substantially or eliminated altogether by the nature of Autochthonian society.

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 three dots worth of artifacts for each point of the Artifact Background he buys. Alchemicals may even raise their Artifact Background all the way to five dots without using bonus points, paying only one Background or bonus point each for the fourth and fifth dots. Chapter Six contains a host of uniquely Autochthonian artifacts. Many of the magitech prodigies found in **The Books of Sorcery, Vol. I—Wonders of the Lost Age** are appropriate for Autochthonian games as well.

It is worth remembering that artifacts, like everything else, are considered state property. This includes even artifacts crafted by an Alchemical's 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.

Backing

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

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

Cult

The metaphysical (and thus, mechanical) function of prayer is unchanged in Autochthonia. Yet, *The Tome of the Great Maker* proclaims that all reverence in the Realm of Brass and Shadow should be directed to the Machine God, his Divine Ministers and their various subgods. Historically, cults organized around individuals, even industrial heroes such as the Exalted, have been strictly illegal and rigorously suppressed—often by the very Alchemicals the cults venerate.

This practice could soon change, however. The nation of Nurad is currently experimenting with state-sanctioned Alchemical cults in order to strengthen their defenses against the Void. While the other nations regard this practice as heresy and madness, the current time of crisis might force them to reconsider this stance if Nurad's efforts prove efficacious and their own troubles deepen.

Familiar

The only fully organic creatures in Autochthonia are humans, rats and roaches. This lack of biological diversity does not prevent the Alchemical Exalted from obtaining loyal pets and companions, however. The Divine Ministers and their subgods frequently reward service to the greater harmony of Autochthonia with access to this Background. A Champion with such authorization may use a formal prayer-requisition to ask for a familiar to be issued to him, and given time, the mechanical wilderness of the Reaches responds.

An Alchemical may have only one familiar at a time. If his current familiar is slain, or if he formally releases it from his service, then he may requisition a replacement after 25 hours have passed. Familiars may be requisitioned from anywhere in Autochthonia or Creation, though it takes appreciably longer for a summoned companion to reach a character in Creation.

The Alchemical's player is able to define the parameters of his character's familiar, up to the limitations of his rating in the Background. The Exalt may share one of his familiar's senses whenever it is within (the Alchemical's Essence x 10) yards. The familiar has an unerring instinct that tells it which direction its master is relative to itself at all times, and it is perfectly loyal to the Exalt, following his every command to the best of its abilities.

X	None. Either your character has no desire for companionship or he has performed no feats to impress the spirits of Autochthonia.
•	Your character may requisition a minor mechanical servant, the artificial equivalent of a bird or squirrel. This servant can perform one useful function and possesses Intelligence no greater than •. It is most likely incapable of any form of communication other than clicks and beeps (treat as a tribal dialect). Such a familiar arrives within an hour of being requisitioned.
••	Your character's summoned construct is either smarter (Intelligence ••) and capable of rudimentary communication in Autochthonic, or it's larger and more dangerous, roughly equivalent to a guard dog. Intelligent servants have two unique, useful functions, while combat servants possess one. The familiar arrives within three hours.
•••	Your character may requisition a companion up to his own size. Smaller, more intelligent familiars may have Intelligence as high as •••, with up to three useful abilities. Larger constructs possess one useful ability but might be either large enough to act as steeds or as fierce in combat as a great cat. The familiar appears within a day of the Exalt's summons.
••••	All constructs at this level possess at least Intelligence •• and may begin mixing functions. Steeds may be as combat-capable as a simhata, for example, or might possess Intelligence ••• and be capable of telepathic communication with the Exalt within sense-sharing range. Dedicated utility familiars are

likely to possess a wide array of useful skills, while dedicated travel companions possess at least one exotic mode of travel. (Flight, amphibious mobility and wall-running are common examples.) Combat familiars are clockwork nightmares of armor and articulated blades. A servant of this quality must be custom-built for the Exalt and requires a week to arrive.

••••• Your character may requisition a unique Essence 3 mechanical god, complete with an array of custom abilities and Charms. Complete rules for building such a being from the ground up may be found in **The Books of Sorcery, Vol. IV—The Roll of Glorious Divinity I.** Such a wonder of divine artifice takes up to a month to appear.

Followers, Influence and Resources

Autochthonia has no standardized monetary system, and its rigid hierarchy discourages the formation of cults of personality. Even stunning exemplars such as the Alchemical Exalted are *appointed* their position as national icons. As such, unless extensive contact and cultural cross-pollination with Creation occurs in the course of the story, the functions of these Backgrounds are subsumed into the new Class Background.

Because Adamants do not possess Class standing unless they are deep undercover, they are free to purchase these Backgrounds to model their relationships with outcast colonies.

Manse

The geomancy of Autochthonia is not like that of Creation. As such, there are no equivalents to demesnes or manses within the body of the Machine God. This Background is available only in stories where the Seal of Eight Divinities has been breached and the characters have managed to seize sites of geomantic power in Creation.

Mentor

While this Background functions as usual for Alchemicals of the Eight Nations, Adamants begin with an automatic rating of Mentor •••, representing divine patronage from one of the subgods. Higher ratings may indicate the favor of a particularly mighty subgod, such as Espinoquae or even one of the Divine Ministers themselves.

New Backgrounds

Autochthonia presents a number of Backgrounds that are unique or particularly relevant to the Alchemical Exalted. They are detailed here.

Charms

This is not a Background per se, but Alchemicals have the option of using Background dots to stock their panoplies with additional Charms. Doing so costs one Background dot per extra Charm on retainer at the vats.

Class

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

X This is the rating of the Lumpen underclass and, in games where the Seal of Eight Divinities has been breached, of slaves from Creation. Class 0 provides a tolerable standard of living equivalent to Resources •, but imposes a -1 external 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.

Command

This Background normally represents military authority bestowed upon an Alchemical by his National Tripartite Assembly. High ratings in this Background are uncommon in Autochthonia, as only the nation of Estasia maintains a real standing army, in the form of its Militate class. Outside of Estasia, the soldiers granted by this Background are usually rigorously drilled Populat volunteers, with regulators and perhaps a few other junior Tripartite members attached as special duty officers—clerics in case questions of divine protocol arise, surgeons to act as field medics, and so forth. In games in which the Seal of Eight Divinities has been breached, Alchemicals have the potential to come into command of much larger and more diverse military forces.

In any case, soldiers provided by Command use the "Elite Soldiers" template found on page 280 of **Exalted** and are considered to be extras. Autochthonian soldiers are supplied and supported by the nation to which they belong, while private armies obtained in Creation must be maintained out of pocket, requiring appropriate Backgrounds.

X None. Either there is no need for your character to lead troops, or he has no interest in doing so.

• Your character commands a single squad (25 soldiers).

•• Your character commands a reinforced platoon (125 soldiers).

••• A full field company marches under your character's orders (250 soldiers).

•••• An entire battalion (500 soldiers) has been placed under your character's authority. For what purpose must such numbers be mobilized?

••••• Your character is a leader in the defense of his nation, with authority over an entire military regiment (5,000–10,000 soldiers). What threat could be so grave that an entire city must mobilize to face it?

Eidolon

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," p. 110), with the same mechanical benefits, a number of times per story equal to her rating in this Background.

X None. Either your character retains no special connection to her previous lives, or she has embraced the machine wholeheartedly.

• If she strains, your character can remember the faces of a few past lovers.

•• With a bit of effort, your character can match names to the faces of some of her friends and children from previous incarnations.

••• Incidents in daily Autochthonian life often remind your character of quiet moments in her former lives.

•••• When she sleeps, your character relives memories from centuries ago as often as any other sort of dream, and usually with great vividness.

••••• Your character has almost complete recall of several of her most notable incarnations and remembers significant emotional moments from most others.

Savant

Autochthonia is a realm where the genius of the Great Maker resonates in the very destinies and souls of those wedded to its design. Although the overwhelming majority of its inhabitants spend their lives laboring in contented ignorance, the Realm of Brass and Shadow owns a legacy of magitech development to rival the High First Age—and in this world, such wonders have never faded into the depths of myth and history.

Mortals born or forcibly integrated into the Design of Autochthon have the unique opportunity to buy this Background, representing comprehension of the greatest technological and magical secrets of the Machine God. A character with this Background adds her Savant rating in dice to any Lore roll involving science or magic. She also adds her rating in dots to her Lore, Occult and Craft Abilities in order to meet the Ability requirements to operate, repair and maintain magitech. In practice, however, only the Sodalities and some Alchemicals possess this Background.

X None. Like the overwhelming majority of Autochthonia, your character possesses no special insights into the genius of the Great Maker.

• Add one bonus die to appropriate rolls.

•• Add two bonus dice to appropriate rolls.

••• Add three bonus dice to appropriate rolls.

•••• Add four bonus dice to appropriate rolls.

••••• Add five bonus dice to appropriate rolls.

Castes

The castes of the Alchemical Exalted are determined by the predominant magical material that goes into their construction, but they are *defined* by a broad methodology of purpose and a legacy of particular heroism. Each caste serves as a different sort of heroic icon to the mortals of Autochthonia, from the inspirational innovators of the Orichalcum Caste to the industrial czars of the Jade Caste. Four of the Alchemical castes correspond to some degree with the Exalted of Creation, which should come as no surprise, since they served as the original prototype templates for those Chosen.

Anima Effects

In addition to those powers unique to each caste, the Chosen of Autochthon may pay one mote to flare their anima banner to any desired level of display for the rest of the scene.

Alchemical Anima Banners

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.

Peripheral Essence Spent	Effect
1–3	Sparks of Essence crackle around the Alchemical's soulgem and any active Charms. The player of anyone who sees the Exalt may make a reflexive (Perception + Awareness) roll for their characters to notice the subtle discharge.
4–7	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 -2 external penalty.
8–10	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 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 (Essence) actions. Stealth is impossible.
11–15	The Exalt's aura becomes a radiant field of discharged power, emitting a soft electrical hum. His active Charms thunder with vented blasts of crackling power. The character continues bleeding trace quantities of his magical material, but these droplets now persist for an hour. All tracking attempts while following such a trail are automatically successful.
16+	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.

Orichalcum Caste

The Solar Exalted were Chosen to lead and to rule in radiant glory over their fellows and Creation itself. In Autochthonia, however, the Exalted do not rule. They exist to protect and serve. Alchemicals of the Orichalcum Caste, then, lead by example. Assuming a position as first among equals, the Shining Ones act as trailblazers, innovators and inspirational icons. By their excellence, they goad their societies to be excellent. Applying their genius to national infrastructure, the art of war or their own personal evolution, Archons stand at the cutting edge of Autochthonian society. Moving from success to success and greatness to greatness, they broadcast a message to their peers and subordinates: Anything is possible.

Exceeding the bounds of possibility is easier for these Exalts than it is for others, however, which sometimes produces friction and frustration. Many Shining Ones have little patience for those who are unable to keep up with their brilliant deductions, devastating martial prowess and instinctive political acumen. Nothing embitters an Orichalcum Caste so muchassubmitting a revolutionary proposal only to see it rejected by his Tripartite Assembly because they cannot understand it.

Some of Autochthonia's most brilliant Archons labor in frantic seclusion behind the walls of high-security compounds and reinforced testing sites, emerging only once every few years or decades to unveil some incredible innovation or undertake a nigh-impossible mission on behalf of their nation.

For a soul to imbue an Archon with life, its past incarnations must have been visionaries who pursued larger-than-life goals without restraint. The cleric who institutes sweeping doctrinal reform, the senior plutarch who brings vast prosperity to his city, the celebrant who attempts to establish international orthodoxy, the victorious Militate general, the revolutionary Scholar engineer—these are the lives that combine to create the personality of a Shining One. Because opportunities to pursue epic goals are mostly restricted to members of the Tripartite, Orichalcum Castes who possess memory-echoes of lives among the Populat are rare. This exacerbates (and to the Archons, justifies) already endemic trends toward arrogance.

The Flames of Autochthon often attempt to assume a leadership role when working in an assembly, outfitting themselves for that purpose as the situation dictates. This can be of great benefit if the Archon is skilled at recognizing group aptitudes and delegating tasks accordingly, or disastrous if the Exalt is simply willful. In any event, an Archon can be counted upon to head up group think tanks, to place himself in the thick of battle or to step forward to inspire the masses on behalf of his fellows.

Their obsession with progress tends to drive Orichalcum Castes to upgrade themselves early and frequently, climbing the ladder toward transhuman evolution as quickly as the demands of minimum enlightenment allow. Technologically inclined elder Archons often incorporate complex fabrication facilities into their own bodies, while martially inclined Shining Ones transform themselves into mobile combat platforms bristling with experimental weapon systems. As they grow sessile, Orichalcum Castes literally become the cities of tomorrow that they have spent centuries designing, acting as test beds for their own infrastructural, technological and sociological theories.

Caste Markings: Orichalcum Caste Charms are clean, streamlined devices of burnished brass, gold and orichalcum. Crystal windows and alchemically hardened glass reveal bubbling fluids, spinning gears and sliding pistons driving Essence to power these implanted artifacts. The animas of the Archons blaze forth as storms of golden fire and actinic vortices of white lightning. Metal brought into this firestorm often sparks and dances with traces of energy for minutes afterward.

Anima Effect: By reflexively spending five motes, Shining Ones may charge their bodies with golden lightning for a scene. This energy visibly surges at the point of contact whenever they strike in close combat, while projectiles crackle with a destructive nimbus as they race toward targets. This power adds the character's Essence to the raw damage of all attacks. It activates automatically at no cost whenever an Alchemical's anima reaches the 11+ level of display.

Caste Attributes: Orichalcum Castes are forceful beings in every respect: immensely strong, confident and brilliant without measure. Although not necessarily likable, they are literally and undeniably awe-inspiring. As such, their Caste Attributes are Strength, Charisma and Intelligence.

Associations: the color yellow, gold, orichalcum, the element of lightning, illumination, inspiration, leadership, excellence

Sobriquets: Archons, Blessed of Noi, Flames of Autochthon, Shining Ones

Concepts: advisor to the Tripartite, cleric of the Great Maker, defender of the state, mad scientist, national spokesman

The shortcomings of your doctrine are self-evident. I have found a better way.

Moonsilver Caste

The Lunar Exalted were Chosen to safeguard Creation and those things in it worth protecting. In the Realm of Brass and Shadow, everything is precious—not individually, of course, but the sum totality of Autochthonian society must be defended from those forces that would seek to destabilize or even destroy it. The Moonsilver Caste exists to fulfill this function. The Mirrorblades use their special aptitude for stealth and disguise to locate and neutralize threats from within. They use their preternatural agility and martial skill to destroy threats from without.

Exalts of the Moonsilver Caste are peerless spies, infiltrators, assassins and saboteurs. They make sure that Autochthonia harbors no secrets that might destroy it, primarily by making sure that it harbors no secrets at all. Answering publicly only to the Tripartite Assemblies of their city and nation, the Razors of Autochthon compose a powerful tool of state intelligence and security. Their deceptions, the Theomachracy assures a sometimes-nervous Populat, serve to uncover the greater truth. Still, rumors persist. They describe internal chains of command within the Moonsilver Caste, with young Mirrorblades reporting to and secretly taking orders from their elders. These tales are whispered, of course. Carefully. Privately. The Razors of Autochthon might be listening, after all.

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

Moonsilver Castes rarely lead their assemblies. They are often deployed as scouts, assassins, decoys, saboteurs, infiltrators and front-line fighters. They are not only comfortable in these roles but, in many cases, equally able to adapt them to combat missions, social affairs and political maneuvering.

Elder Proteans either deploy avatar-drone bodies to allow themselves to continue working as spies, saboteurs and covert killers, or else abandon such tasks to the young, repurposing their vast bodies for deployment in the Far Reaches. These frighteningly agile and powerful behemoths spy on the workings of gods, infiltrate gremlin nests and execute lightning raids on rogue elements within the body of the Great Maker, leaving behind only shredded steel and eerie silence to mark their passing. When Moonsilver Castes finally take root, they blossom into strikingly beautiful organic spires and flowing architectural curves. Inhabitants of these patropoli go about their business in safety, secure in the knowledge that their cities are watching over them.

Caste Markings: Moonsilver Charms display smooth, organic curves and seem to have been grown rather than forged. The bodies of Mirrorblades express a biomechanical grace that is both beautiful and chilling. The animas of this caste radiate out as shimmering ripples in the air like agitated quicksilver, rhythmically flickering between pale silver and white. Any object that passes through this field becomes cold and wet to the touch for some time afterward, though no visible moisture collects on it.

Anima Effect: By reflexively spending five motes, a Protean may suffuse her being with the flowing grace of quicksilver. In this state, her quickened senses perceive the world moving in slow motion through a faint silver tint. In contrast, she perceives her own accelerated body moving at its normal pace. Observers note only the preternatural flexibility and deftness of the Exalt's movements, provided they have a chance to notice anything. This power reduces by one (to a minimum of 3) the Speed of all of the Mirrorblade's actions that have a Speed greater than 3. It activates automatically at no cost whenever the Alchemical's anima reaches the 11+ level of display.

Caste Attributes: The Razors of Autochthon are universally nimble and quick, favoring finesse over force. They are socially mercurial, adapting themselves to expectations and desires as best facilitates their missions or simply avoiding notice altogether. Accordingly, their Caste Attributes are Dexterity, Appearance and Wits.

Associations: the color white, silver, moonsilver, the element of oil, innovation, secrets, guile

Sobriquets: Blessed of Debok Moom, Mirrorblades, Proteans, Razors of Autochthon

Concepts: assassin, everyman spy, explorer of the Far Reaches, heretic finder

The question you want to keep in mind isn't, "How did he find out about us?" It's, "How long ago did he find out about us?" Start again from the beginning.

Jade Caste

The Terrestrial Exalted were Chosen to embody strength through unity and to know the humble joy of service. These things are also true of the Jade Caste, but with a key difference: The Hammers of Autochthon perform their heroic labors in service to the state, not their fellow Exalts. Indeed, the very notion of greater and lesser Exalted is alien to Autochthonia in general and to the egalitarian Jade Caste especially.

The Stone Hands are, in many ways, the popular face of the Alchemical Exalted. Industrial titans, labor czars, limitless fonts of morale and indefatigable warriors, Executives are not afraid to get their hands dirty when a job needs doing. Still, being able to perform the work of 10 men does not mean the Hammers of Autochthon work alone. Such a thing runs contrary to the ethos of Autochthonia, which Stone Hands embody. They can frequently be found applying themselves to enormous public-works projects, leading squads of Populat volunteers on gremlin hunts, drilling self-defense forces or performing superhuman feats of labor to help failing factories meet their quotas.

Being the closest thing Autochthonia has to populist Exalted makes the Jade Caste enormously well liked among the Populat, but it also makes them susceptible to one of the most deadly failings possible for an Alchemical—selfishness. Daily contact with mortals promotes personal attachments that can get in the way of rational decision making. A commander *must* be willing to spend any and all of his troops should necessity demand it. An industrial rescue project *must* set the greatest good above the fate of any one threatened mortal. Making such decisions and seeing them through is often difficult for Executives.

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

Stone Hands most often work at the forefront of an assembly. They form the pillar that supports their comrades, be it by providing spiritually fortifying tales and performances or absorbing impossible levels of punishment in battle.

Elder Executives often devote themselves to the service of their patropolis, constructing enormous Municipal Charms and rapidly responding to industrial accidents. Others become dedicated guardians of their home cities. These massive living weapons deploy themselves at the spearhead of exploration and reclamation projects in nearby areas of the Reaches or mercilessly crush any gremlin or foreign attack on the places they call home. The oldest Jade Castes become the familiar urban-industrial landscape of Autochthonia, orthodox city templates from which other castes are defined by their deviance.

Caste Markings: Jade Charms are simple and functional, usually blocky and almost always unadorned. The Hammers of Autochthon vary wildly in coloration, with some sporting a kaleidoscope of colors. Most are more restrained and conservative, displaying one or two complimentary hues of jade. The animas of this caste express the colors of the predominant types of jade used in their Charms and typically incorporate layers of intersecting polyhedrons in a geometric lattice.

Anima Effect: By reflexively spending five motes, Executives can fortify their flesh against injury. Skin and features harden as the wave of Essence passes, transmuting the character's claylike flesh into a sheath of flexible stone. This power adds a character's Essence to her natural bashing and lethal soak for the scene. It activates automatically at no cost whenever the Alchemical's anima reaches the 11+ level of display.

Caste Attributes: Executives are built to endure the trials of industry and to lead mortals in both war and peace. Both of these tasks often require them to adjust their plans to circumvent unseen challenges. As a result, their Caste Attributes are Stamina, Charisma and Wits.

Associations: the color green, jade, the element of metal, truth, unity

Sobriquets: Blessed of Runel, Executives, Hammers of Autochthon, Stone Hands

Concepts: arbitrator, defender of the people, guardian of morale, hero of the factory, voice of the Populat

THE HARDER WE WORK, THE HAPPIER WE WILL LIVE.

Starmetal Caste

The Sidereal Exalted were Chosen to wisely advise and enhance the efforts of their fellows and their world. The Starmetal Caste, similarly, endeavors to optimize the efficiency of their assemblies and of Autochthonian society as a whole. Where the Orichalcum Caste leads by example and holds its brilliance forth for all to see and wonder over, however, the Plot Weavers prefer subtlety. The hand that is not seen, they say, accomplishes the most. The caste engages in social engineering, draws up six-year infrastructural plans and exhaustively collates economic, military and social data of all sorts. Starmetals prepare their nations for wars no one else realizes are coming, plan ahead for shortfalls no other statistical models have seen far enough ahead to predict and make sure that crucial information reaches the ears that need to hear it.

The Starmetal Castes are regarded as the greatest spymasters of Autochthonia. While they cannot match the personal disguise and stealth prowess of the Moonsilver Castes, the Daggers of Autochthon operate information networks without peer. Indeed, thanks to subliminal-programming Charms and unseen civic-behavior protocols, many of their agents never realize they are agents at all. Despite this reputation, public opinion toward the Plot Weavers is overwhelmingly positive. The Whispers carefully spin their own legends to make it so. "Aren't you glad the sneakiest, cleverest, most underhanded Exalted in Autochthonia are on your side, working for you?" they ask.

Still, information is a double-edged sword. From time to time, a young Whisper is not as clever as he believes himself to be. Spin doctoring runs out of the control, omitted facts come to light, and the local Tripartite Assembly disagrees with the Plot Weaver's definition of "need to know." When the plans of the Starmetal Caste backfire, they tend to do so in a spectacular fashion.

A Plot Weaver's body may be catalyzed only by a soul that has proven itself, in incarnation after incarnation, to possess deep insight and a willingness to take charge of events… even without authorization. The soldier who disobeys orders and carries the day, the lector who sees straight to the needs of his congregation, the plutarch who pushes for policies his contemporaries have not yet realized the need for, the successful Far Reaches cartographer—lives such as these combine to form the personalities of the Daggers of Autochthon. They have long memories of

having known better than those around them and a strong tendency to act on those convictions without waiting for authorization or understanding. Yet, on the whole, they are not liars. Whispers will want to control where, when and how much of the truth is disseminated, but they are primarily concerned with maximizing productivity and effectiveness in their endeavors. Half-truths can be forgiven when a plan comes together, but out-and-out deceit impedes future efforts no matter the result.

Whispers usually favor support roles in an assembly, setting the stage for their comrades to be more effective in their particular areas of specialty. A Plot Weaver likely provides fire support in combat, plays "bad regulator" to an Orichalcum or Jade Caste's "good regulator" in social situations, and generally works to smooth the assembly's way whenever possible.

Starmetal Caste elders either become vast mechanical spiders sitting at the center of far-flung webs of information, creating proposals and manipulating events according to universe models and precognitive subroutines or else deploy themselves as mobile operating platforms for critical missions. Such Whispers act as a city-on-the-go for Far Reaches salvage efforts, providing nutrients, Essence, equipment, intelligence and enormous remote drone-scouted three-dimensional area maps updated in real time. Starmetal Caste cities tend to be small but busy nexuses of trade and information, optimizing their citizens' productivity in a thousand subtle but efficacious ways.

Caste Markings: Charms formed of the rarest magical material rely on a delicate, minimalist aesthetic. Braided coils of starmetal wires outline conventional alloys in artful filigree whose loops and whorls are vaguely hypnotic to behold. The animas of this Caste are deep blue, shot through with lines and bursts of prismatic static.

Anima Effect: By reflexively spending five motes, a Plot Weaver can align his soul and Essence with the Design of the Great Maker. His player adds (Essence ÷ 2) to all attack, damage and Join Battle rolls for the scene. During this time, a prismatic halo of colors trails slightly ahead of the Alchemical as a sort of reverse afterimage, highlighting the auspicious movements he will take. Those who behold the halo perceive the dim hand of inevitability, but it avails them nothing. Only in painful retrospect do targets understand what they saw. It activates automatically at no cost whenever the Alchemical's anima reaches the 11+ level of display.

Caste Attributes: Whispers wield body and mind with surgical precision. No other caste can produce such profound results with such calculated and minimalist effort, be it in the ballroom or on the battlefield. As such, their Caste Attributes are Dexterity, Manipulation and Intelligence.

Associations: the color blue, steel, starmetal, the element of steam, half-truths

Sobriquets: Blessed of Mog, Daggers of Autochthon, Plot Weavers, Whispers

Concepts: data interpreter, pattern theorist, social prognosticator, tactical advisor

There's no time to explain.
You're going to have to trust me.

Soulsteel Caste

The Abyssal Exalted are inverted Solars. Chosen by the Neverborn and Deathlords as world-killing weapons, they were never part of Autochthon's design for the Exalted. And yet, curiously, the Soulsteel Caste in many ways stands opposite the Orichalcum Caste. Where the Archons shine forth in glory to inspire the masses, the Unblinking Eyes are the dark shadow on the factory wall, the iron boot rattling on the catwalk, the ominous click of a weapon Charm being primed beneath an oil-slick black coat. Soulsteel Castes are the secret police, interrogators, gremlin hunters and final guardians of orthodoxy in the Realm of Brass and Shadow. They patrol the Reaches for imminent danger to their home city. They seek out and destroy Voidbringer cults. They listen for heresy. The Sentinels find those things that present a threat to the survival and stability of Autochthonia, and they eliminate them. Sometimes this means re-education. Just as often, it means death.

The twin virtues of the Scourges of Autochthon are ruthlessness and discretion. They work tirelessly, effectively and *quietly* to perform those tasks the state deems necessary but unpleasant. Everyone knows the Unblinking Eyes handle whatever dirty work needs handling. Everyone has a tale they heard, from a guy who heard it from a friend. No one knows real details, because they don't want to and because the Sentinels often aren't proud enough of the things they have to do to repeat the stories.

Still, the Soulsteel Castes are not thugs for hire or cackling psychopaths. They are servants of grim necessity, ultimately working toward the greater good. They police the ranks of the powerful and influential as zealously as the hovels of the Lumpen and the warrens of the tunnel people. If they are not loved, so be it. Aware as they are that they are Autochthonia's last line of defense against the Void, most Sentinels would deem love an unacceptable distraction in any case.

A Sentinel's soulsteel-infused body will simply devour most implanted souls. Only a soul with a powerful legacy of heroism regardless of cost or consequence is capable of catalyzing an Alchemical of this caste. The regulator who pursues a conspiracy to the greatest halls of power, the Luminor who destroys his own apartment block to create a fire break, the officer who leads 50 to hold a corridor against 1,000, the celebrant who provokes a war over doctrinal differences with a neighboring nation—such hard-line individuals fuse to create a Scourge of Autochthon. Soulsteel Castes never back down, never forget and never compromise. Many intentionally cultivate Clarity to take the edge off their extreme lives. Others eschew Clarity as a form of dangerous cowardice, needing to stay connected and aware of the pain and terror they dispense in their work. Without a gut-intimate knowledge of what they are and what they do, these Alchemicals fear they would one day become like the very gremlins they hunt.

In assemblies, Soulsteel Castes are troubleshooters and measures of last resort. They take care of jobs that do not suit the temperament or skill of their comrades. In group efforts such as combat and investigation, they are the sledgehammer to the more refined approach of the other castes. The result might not be pretty, but they can be counted on to get the job done.

Most elder Unblinking Eyes spend the majority of their time patrolling the Far Reaches, single-handedly annihilating entire gremlin nests. Those who do not rededicate themselves as walking war machines fill their home cities with remote scanning drones and unceasingly walk the streets, acting as terrifyingly efficacious crime deterrents. Soulsteel cities are quiet, orderly places full of clean lines, hard edges and sharp right angles. Omnipresent scan eyes make these police states some of the most peaceful places in Autochthonia, though none could exactly be described as lively.

Caste Markings: Soulsteel Charms tend toward flat planes and jagged edges with little or no adornment. The understated bulge of a combat Charm beneath a leather jacket, the Sentinels know, is far more effective than an ostentatious display of huge barbs and stylized skulls. The animas of this caste appear as shadowy clouds of smoke streaked with black and blue lightning.

Anima Effect: By reflexively spending five motes, a Sentinel may stir the souls trapped in his frame. Outlines and faint imprints of distended faces and hands appear in every black-metal surface, their moans and whispers escaping in a hushed cacophony. This dread display imposes an external penalty of (Essence ÷ 2) on all attacks targeting the Alchemical. This penalty is a form of natural mental influence costing (Essence) Willpower to resist for a scene, and it explicitly effects automata that are normally incapable of fear. It activates automatically at no cost whenever the Alchemical's anima reaches the 11+ level of display.

Caste Attributes: Sentinels are implacable, never relenting, never slowing down. They are excellent motivators, if distressingly blunt. Their defining characteristic, however, is their unceasing vigilance. As such, their Caste Attributes are Stamina, Manipulation and Perception.

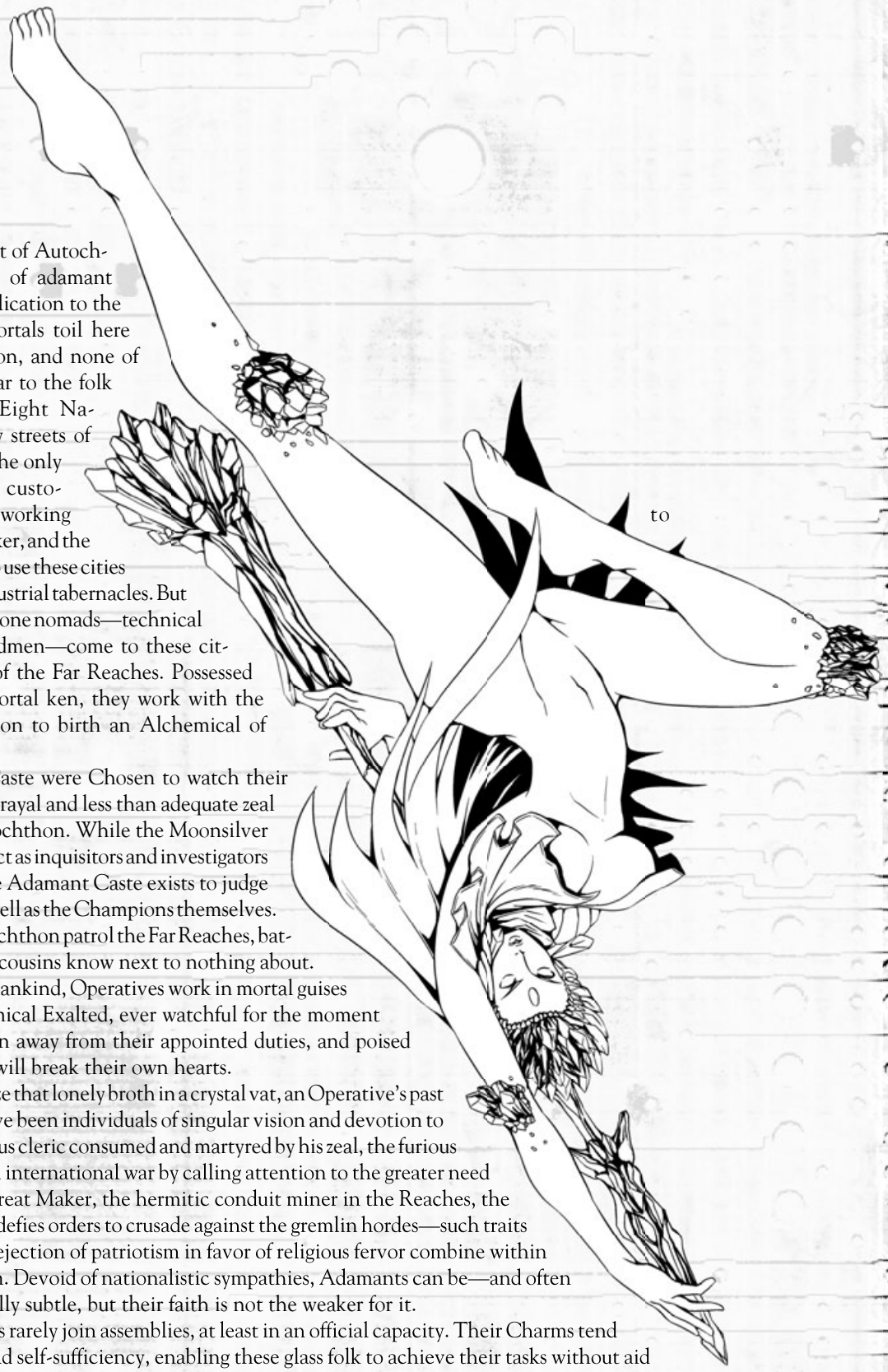
Associations: the color black, iron, soulsteel, the element of smoke, violence, conviction, enforcement

Sobriquets: Blessed of Ku, Sentinels, Scourges of Autochthon, Unblinking Eyes

Concepts: dissident recycler, gremlin killer, motivator, problem solver, torture expert

YOU ARE IN VIOLATION OF THE LAW. LAY DOWN YOUR ARMS, OR THERE WILL BE . . . TROUBLE.

Adamant Caste



Deep in the heart of Autochthonia, lonely spires of adamant reach upward in supplication to the Great Maker. No mortals toil here to support their nation, and none of the five castes familiar to the folk of Autochthonia's Eight Nations walk the empty streets of impenetrable glass. The only activity belongs to custodian spirits, tirelessly working to support the Great Maker, and the Divine Ministers, who use these cities as palaces and vast industrial tabernacles. But when the need arises, lone nomads—technical savants and holy madmen—come to these cities from the depths of the Far Reaches. Possessed by a drive beyond mortal ken, they work with the subgods of Autochthon to birth an Alchemical of the Adamant Caste.

The Adamant Caste were Chosen to watch their fellows for signs of betrayal and less than adequate zeal in the service of Autochthon. While the Moonsilver and Soulsteel Castes act as inquisitors and investigators for mortal society, the Adamant Caste exists to judge the society entire, as well as the Champions themselves. The Servitors of Autochthon patrol the Far Reaches, battling forces their five cousins know next to nothing about. Within the cities of mankind, Operatives work in mortal guises alongside the Alchemical Exalted, ever watchful for the moment when the corrupt turn away from their appointed duties, and poised to strike a blow that will break their own hearts.

In order to catalyze that lonely broth in a crystal vat, an Operative's past incarnations must have been individuals of singular vision and devotion to Autochthon. The pious cleric consumed and martyred by his zeal, the furious diplomat who ends an international war by calling attention to the greater need of maintaining the Great Maker, the hermitic conduit miner in the Reaches, the Militate general who defies orders to crusade against the gremlin hordes—such traits of individuality and rejection of patriotism in favor of religious fervor combine within the Adamant soulgem. Devoid of nationalistic sympathies, Adamants can be—and often must be—exceptionally subtle, but their faith is not the weaker for it.

Apocryphal Ones rarely join assemblies, at least in an official capacity. Their Charms tend toward practicality and self-sufficiency, enabling these glass folk to achieve their tasks without aid

of a group. When their Clarity is low, however, the desire to be near their cousins becomes nearly overwhelming. Individual Operatives have indeed revealed themselves to mortals and lone Alchemicals, stepping out of the shadows as a mysterious stranger who aids in a pitched battle. In and out of assemblies, Adamants are skilled at swiftly identifying threats and dispatching them with flamboyant displays of strength.

Adamant elders serve as tactical lynchpins in the war efforts of the Divine Ministers. They stamp out small blight zones before they can spread, and they lead automaton armies to reclaim the body of the Machine God from the forces of the Void. Less martially inclined Colossi exercise subtle social control over dozens or hundreds of rogue, forgotten elements of mortal society, acting as regional overseers for tunnel nomad tribes and international expeditions from the Eight Nations. Few Operatives are eager to join the gleaming spires of their vast, empty cities. They have a greater use as free agents, and they seek to delay the inevitable as long as possible. Cities of adamant are beautiful, seemingly sculpted as much as built. Populated primarily by machines, these lonely patropoli serve as vats complexes capable of supporting the entirety of the Adamant Caste population.

Caste Markings: Adamant Caste Charms are gleaming, perfectly formed artifacts made of glass, quartz and adamant. Rarely adorned, they are nonetheless works of art, displaying an alien understanding of human aesthetics. The animas of Operatives are piercing white with purple tints and highlights, glowing prismatic like back-lit stained glass. Crystal and glass subjected to the anima of an Adamant Caste becomes hard as steel for minutes afterward, though this has never impeded the escape of a Servitor of Autochthon.

Anima Effect: The Adamant Castes exist as living mythology within their world. Even their brethren among the other castes cannot be sure they are real. By spending five motes, Operatives emit a radiance that persists for the rest of the scene. Any witness during this time must spend a number of Willpower points equal to the Exalt's Essence rating (maximum 5) as soon as they leave the Operative's presence to resist an unnatural Illusion effect. Paying this cost allows witnesses to remember the interaction correctly. Otherwise, memories of the encounter distort in whatever Storyteller-approved way the observer's player selects, provided that the distortion cloaks the identity and caste of the Operative. The effect does not cloak older memories of the Alchemical. Examples include a blackout of actual memory loss, misremembering the Exalt as a god or an Alchemical of another caste or attributing the aftermath of a battle to a natural disaster such as a ruptured Essence conduit. This power comes into effect automatically while displaying an anima at the 11+ level. Operatives are immune to this power, as are Autochthon and his Divine Ministers. Lesser subgods are immune only if their intrinsic function involves interaction with the Adamant Caste.

Caste Attributes: Adamant Castes must be strong, glorious and alert at all times, as befits their status as guardian angels and special agents of the Divine Ministers. They are often cold and uncaring, but their unsettling and austere beauty grants them a commanding presence, quiet strength coupled with piercing insight. As such, their Caste Attributes are Strength, Appearance and Perception.

Associations: the color purple, adamant, the element of crystal, hope, faith, obfuscation, Clarity

Sobriquets: Apocryphal Ones, Blessed of Kadmek, Operatives, Servitors of Autochthon

Concepts: angel of the Reaches, Fifth Columnist, ghost in the machine, internal affairs regulator

Speech is human. Silence is divine.
You have learned neither art
to my specifications.

Clarity

While the designs for the Chosen of Autochthon were drawn up before any other Exalted, no Alchemicals were actually created until after the Great Maker exiled himself from Creation. As such, the Great Curse of the Neverborn never fell on them. Instead, the Alchemical Exalted must deal with a trait known as Clarity. Not a curse as such, Clarity is an intrinsic design element of Alchemicals. Formed of a human soul and an artificial body, each Alchemical is held in suspended tension between his intrinsic humanity and the cold logic of the machine. Clarity is the measure of this balance.

Clarity is a draining of human imperfection and the ascension of precise, calculating logic. It is *not* sociopathy. Regardless of his Clarity, an Alchemical retains his essential Motivation and those Intimacies that manage to survive the streamlining of his priorities that results from an increase of Clarity. The logic so cherished by high-Clarity Alchemicals is a means, not an end in and of itself.

A Clarified Exalt intent on improving working conditions for the Populat in his nation will continue to pursue that goal. He simply begins regarding those on whose behalf he labors as bundles of safety/morale statistics to be improved, rather than people. A high-Clarity military commander will spend the lives of his soldiers without hesitation, but only after carefully calculating cost against benefit. Squandering valuable resources is senseless. A Clarified medic allocates supplies in such a way as to save the greatest possible number of lives. Upon deeming a patient beyond aid, he calmly administers euthanasia so that body and soulgem may be recycled and reallocates resources to those patients who can be cured. His bedside manner suffers, but the goal of treating the sick remains.

Where reward is productive, a clarified Alchemical applies it. If punishment best brings the Exalt closer to his goals, he dispenses it dispassionately. Should violence prove necessary, the Alchemical resorts to it without hesitation, but only to the degree circumstances require. Sadism, carnage and excess of any sort are wasteful and inefficient. Clarity *abhors* inefficiency.

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.

• **Suppressing Virtues:** Whenever an Alchemical spends a point of Willpower to suppress a Virtue he possesses at 3+, he gains a point of temporary Clarity. Alchemicals may automatically fail any Virtue roll without paying Willpower by accepting two points of Clarity instead.

• **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.

• **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 Compassion (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 Virtue:** Whenever the Alchemical spends a point of Willpower to channel a Virtue, 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 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 internal 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. Compassion rolls suffer a -1 internal penalty. The senselessness of broad emotional commitments becomes obvious at this level of Clarity, restricting the Alchemical's available range of Intimacies. She may not retain emotional Intimacies toward broad social groups (as opposed to narrow ones—the Delzahn, children or the inhabitants of a certain city would be purged, while the National Tripartite Assembly of Yugash, the Council of Entities or the character's assembly would not). Intimacies toward groups that

directly support her Motivation or are of regular material benefit or hindrance to the Alchemical remain unaffected.

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 sustain emotional Intimacies to broad social groups at all. Such Intimacies may remain only if they are valued for strategic import alone. Antagonistic 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.

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. Internal penalties and bonuses rise to three dice, and the Exalt gains a situational bonus die to all Mental Attribute or Temperance rolls involving memory, analytical deduction or dispassionate self-control. The Alchemical may now retain emotional Intimacies of friendship only if such ties directly support her Motivation. Intimacies based on love disappear at this range of Clarity unless the relationship is of material benefit to the Alchemical.

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 four dice, while mental bonuses rise to three dice. All Compassion rolls made for the Exalt automatically fail. 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 Motivation. 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.

New Mutations

While the sort of mutations found in Creation also occur in the Realm of Brass and Shadow (due to Essence irradiation, blight zone exposure or the efforts of errant automata), there are two special, noteworthy conditions that arise directly from Autochthon himself. One is a special blessing bestowed only upon mortals incorporated into his Design, while the other is a terrible affliction arising from his endemic sickness. Both are particularly noteworthy for Alchemicals.

Alchemical Demiurge (Abomination): More than mere combinations of souls and N/A-level artifacts, Autochthon's Chosen are *Exalted*. The Essence technology that enables the fusion of their spirits and bodies to create an Exalt rather than a mere soul-bearing robot is as complicated as any other Celestial Exaltation. The only being in the Realm of Brass and Shadows who truly understands how to create an Alchemical Exalt is Autochthon himself.

But the autonomic processes of his Design regularly examine and select qualified individuals—these days, always members of the five Sodalities with some form of Craft rated at ••••+—and bestow this mutation upon them. It transforms the mind and soul rather than the body, creating a connection to the slumbering genius of the Great Maker and allowing the Demiurge to share Autochthon's nigh-unlimited cognitive bandwidth when learning how to create Alchemical Exalted. This is how a human mind comprehends and implements one-fifth of the Alchemical Exaltation formula, and how a human body's labors become a direct channel for the power of the Machine God.

In his wisdom (and anger, and fear), Autochthon bequeathed the secret of Exaltation to the mortals dwelling within his world-body… and none other. Not only are Exalted forbidden from ever obtaining this mutation by any means, but even God-Blooded are never considered valid candidates for Demiurge status. Attempts to interrogate a Demiurge or read his mind are doomed to failure—the mortal himself only fractionally comprehends the work of which he is capable, with the vast majority of his knowledge distributed throughout the crystalline Core of Autochthon. Likewise, watching a group of Sodalts at work creating an Alchemical is as fruitless as observing Lytek polishing and recycling an Exaltation (a task that was undertaken hundreds of times over the course of the First Age, to little benefit). The process is merely a technological ritual permitting the Great Maker's animating power to flow through the Demiurges and into the nascent Exalt.

Ultimately, a Twilight who wants to create Alchemicals will have to force mortals to do so, probably at sword point. The Great Maker, in the moments when he was able to bring himself to contemplate such a terrible eventuality, considered that theoretical Solar's endless frustration to be just punishment for the betrayal of the Mountain Folk.

Gremlin Syndrome (Deformity): Clarity represents a steady erosion of emotional connection to and empathy for ordinary mortals. It is not, however, vicious. A high-Clarity Alchemical might be cold, but he is not deliberately cruel. His Clarified perspective reveals that cruelty is a pointless mode of behavior, counterproductive in most situations.

For a small-but-growing minority of Alchemicals, however, this is not the case. A persistent, violently suppressed heresy posits that the Great Maker's endemic sickness has made the jump from the gremlins of the Far Reaches to his own Chosen. This heresy is correct. No one is sure how or why, but some Alchemicals are touched by the Void. Their Clarity is broken. Distance from humanity does not bring them into communion with the Great Maker. Rather than crystalline harmony and industrial percussion, their dreams are full of glittering nihilism and mechanical cancer. Rusty screams echo through their minds in idle moments. Visions of torn steel and shattered glass leap forth when they close their eyes, and these sights are glorious.

My Pet Robot

Something as simple as mere impossibility has rarely deterred the Exalted from pursuing their goals. Some means might exist for the Exalted to seize the secrets of Alchemical production, but it would involve stealing (and comprehending!) the full extent of the metaphysics of Alchemical Exaltation from Autochthon himself and then somehow gaining control over the flow of his Primordial power. Stealing a secret formula from five groups of mortals is only the beginning of such an epic endeavor, not its totality.

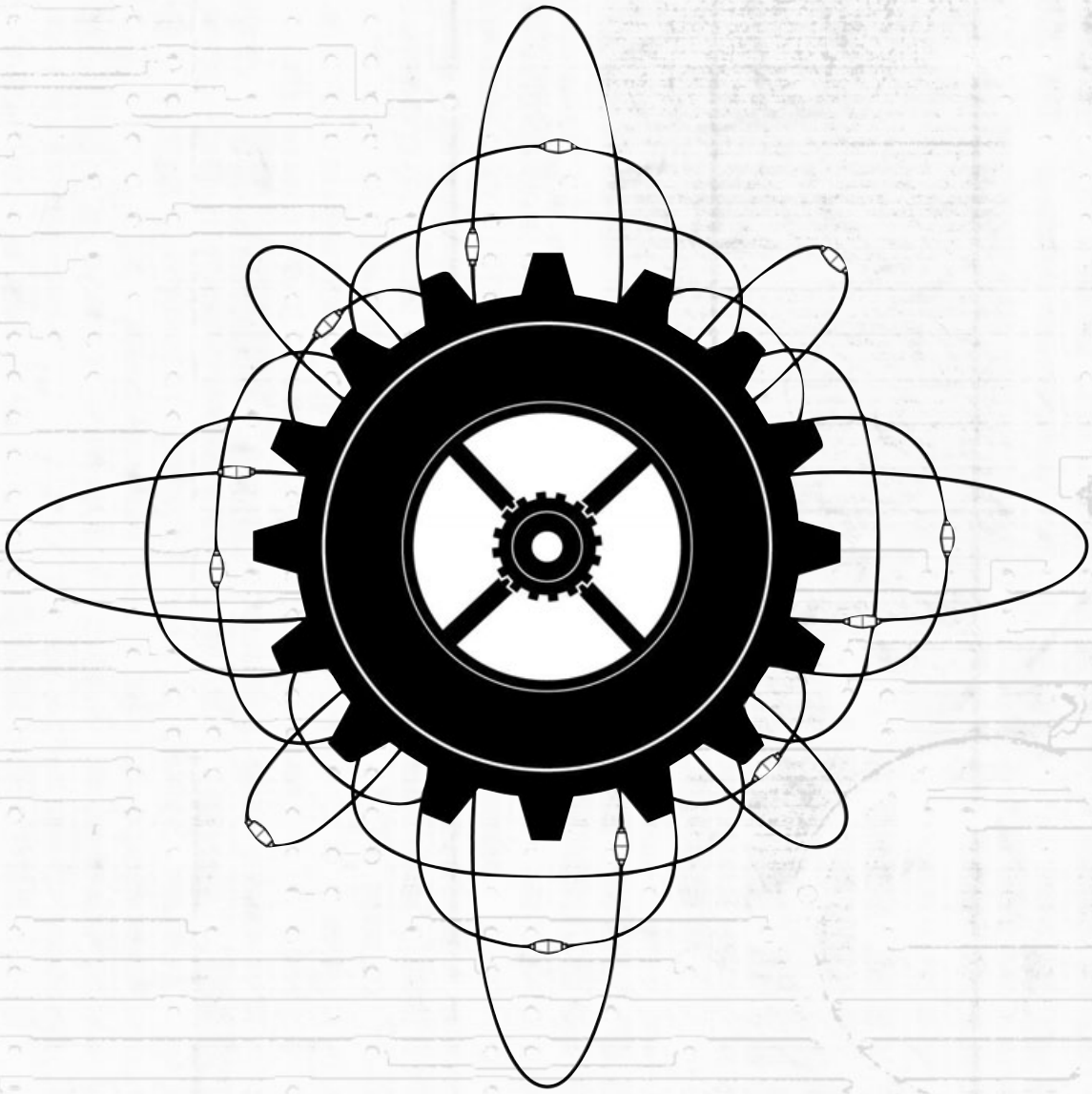
Rather than Clarity, infected Alchemicals possess a trait called Dissonance. Dissonant Alchemicals experience the same social penalties as their orthodox brethren, but all bonuses to dealing with machine gods and other automata only apply to interactions with gremlins. They gain no analytical bonuses. Dissonance is gained and lost in the same manner as Clarity, except that one point of temporary Dissonance is also awarded for every 25 hours a character spends outside of Autochthonia.

Dissonance manifests as a form of sociopathy and sadism that grows more severe as it rises. Eventually, the regimented order of the Great Maker and the societies that

support him becomes unbearable. Wild compulsions to rip electrical cables loose from their housings and jam them down the throat of the nearest mortal impress themselves on the Exalt constantly. At Dissonance 3–9, the Alchemical exhibits increasingly severe behavioral compulsions mimicking the partially controlled version of Deliberate Cruelty (see **Exalted**, p. 105). Upon reaching Dissonance 10, this behavior finally upgrades to the uncontrolled version, and the Apostate can no longer restrain himself from murdering and vandalizing at every opportunity. The only benefit, such as it is, to this condition is that it permits the "safe" use of Voidtech (see Chapter Five).

As Virtue channels bring Gremlin Syndrome back under control, an Exalt becomes fully aware of what is happening to him. He might even still want to fight it. Unfortunately, his options are limited. The Sodalities have yet to devise an effective means of curing Gremlin Syndrome, and the standard "treatment" when it is discovered involves a public hunt and execution carried out by members of the Soulsteel Caste, followed by destruction of the infected Exalt's soulgem.

In general, Autochthonian magic (including Alchemical Charms) cannot cure Gremlin Syndrome. The Great Maker does not possess the means to undo his own intrinsic illness. Only the arts of the Solar Exalted, such as Order-Affirming Blow (see **Exalted**, p. 218) or Solar Circle Sorcery, have the capacity to cleanse a subject of Gremlin Syndrome. Yet, even such restorative wonders will do little good if the patient has wholeheartedly embraced the Void. Any installed Voidtech immediately re-imposes the mutation in temporary form, as normal.



OUR PURPOSE HERE IS HOLY!
IT'S HOLY!
WHAT GULAK'S TRIPARTITE IS DOING IS WRONG!
IT'S WRONG!
PUTTING ALL THESE TOLLS AND TAXES ON OUR PILGRIMAGE IS—
OH NO! LOOK!
REGULATORS...
WE'RE NOT AFRAID OF YOU! BEING THUGS DOESN'T MAKE YOU RIGHT!
YEAH!

WHAT THE...?
THEY'RE HERE!
LOOK OUT!
THIS GATHERING VIOLATES LOCAL ORDINANCES.
SURRENDER NOW. COMPLIANCE IS MANDATORY.
WE'VE GOT TO GET OUT OF HERE!
YOU OLD COWARD! WHAT'S HE GOING TO DO—KILL US ALL?
FSSSSSH!!!
YOU ARE COMING WITH ME.

CHAPTER FIVE
CHARMS

Like all Exalted, the Chosen of Autochthon express their power through Charms. Unlike Creation's Exalted, however, Alchemicals do not wield conventional Essence-based powers. Instead, their Charms take the form of advanced magitech artifacts surgically installed in a Champion's body at a vats complex and powered by a commitment of Personal Essence. As physical objects, these Charms can be extracted and swapped out for other Charms. This unique design gives Champions enormous flexibility to optimize themselves for any assignment, while restricting the total number of Charms they can simultaneously wield.

No other Exalted are more flexible than Alchemicals, but Champions specialized for one assignment have little or no power when faced with challenges outside their specialization. Autochthon's Chosen work around this limitation through teamwork and strategic planning, often customizing each member of an assembly for a different task that supports the overall mission. If confronted with unexpected obstacles or opponents, Alchemicals can always withdraw to their vats and refit themselves for a second attempt. Champions view such tactical retreats as prudence, not cowardice. An enemy who easily triumphs over a diversified assembly is in for a rude shock when the Alchemicals return for round two with every member reconfigured as dedicated combatants.

Charm Slots and Panoply

An Alchemical's body must be surgically attuned to receive and sustain the power of her industrial Charms, and the spiritual attachment points created in this manner are referred to as Charm Slots. Alchemicals have two types Charm Slots: *General* and *Dedicated*. General Charm Slots are the more powerful of the two, able to contain any Alchemical Charm, while Dedicated Slots may house only Charms associated with a Champion's Caste or Favored Attributes. No Charm Slot can hold more than one Charm at a time.

Most Alchemicals possess far more Charms than Charm Slots. Charms not in use are kept on retainer at a vats facility within the Exalt's home nation and may be surgically

swapped in and out upon request. An Alchemical's Charms, collectively referred to as her panoply, are custom-built and designed for her body. They cannot be "loaned out" to other Champions and will not normally allow any other being to attune to them.

Autochthonia's vats complexes are remotely connected by a single noetic archive and transference system, most of which is threaded through Elsewhere to distribute processing load and power demand. This network is an integral and poorly understood part of the Great Maker's body that all vats access. The practical result is that all vats share a universal archive of stored Charm templates and the capability to teleport an Alchemical's entire panoply to any other vats facility within 25 hours. This connection allows Champions to use any friendly city as a staging ground for their heroic endeavors. In the event of a vats complex's destruction, automatic protocols send all stored panoplies to the nearest active facility in the network. Vats constructed outside Autochthonia do not connect to this network, however, necessitating that Charms be physically shipped to them.

New Charms

Autochthon's noetic Charm archive contains every Charm in this book, plus many thousands more, allowing any vats complex to build a copy. Individuals with Craft (Magitech) 3+ and access to a vats complex can also design truly original Charms, though it is the city that owns the vat that converts the idea into a functional addition to the Great Maker's archive. Once built, a new Charm may be added to an Alchemical's panoply by paying the requisite experience to establish the arcane link over any distance.

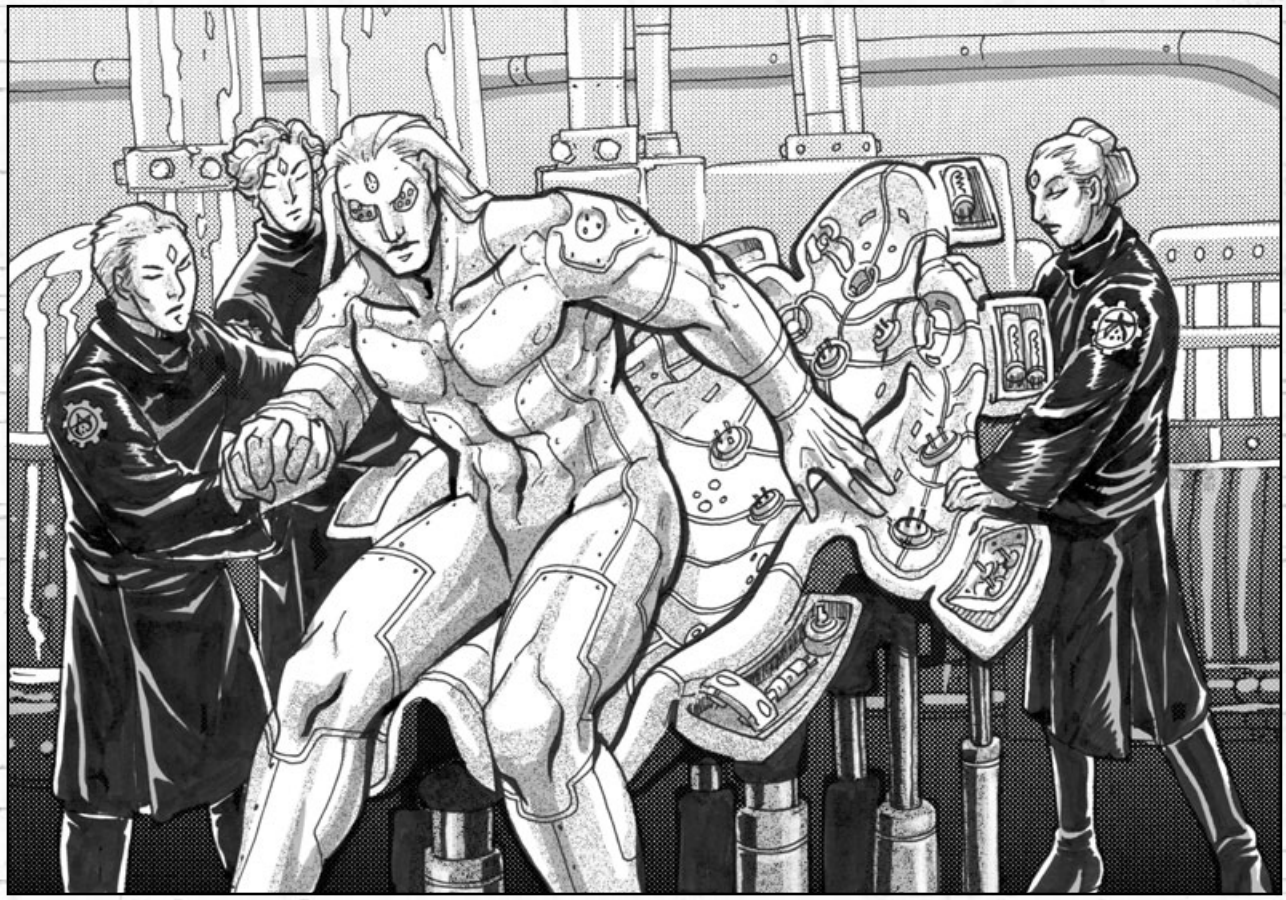
Uninstalled Charms

An Alchemical's Charms remain a part of his body, even when uninstalled. Detached Charms may be used as a sorcerous link to the Champion to which they belong. In the event that an Alchemical's uninstalled Charms are ever sabotaged or destroyed, he may physically regrow them one at a time by resting for a full 25 hours in a vats complex with an open Charm Slot capable of holding the Charm. The compromised Charm regrows into the empty Slot.

Stealing an Alchemical's Charms from the vats is possible, but not especially productive thanks to the ease with which Vat Surrogate Reweaving Technique (see Chapter Six) can retrieve them.

Charm Characteristics

The precise power standing of the Alchemicals among the Exalted is difficult to quantify and largely dependent on Charm load-out. In general, Champions qualify as Celestial Exalted for the purpose of any magic that makes such a distinction (although savants would be quick to point out that such categorization is technically false due to their Primordial patronage). They occupy the bottom of



the Celestial power scale in much the same way that Solars define its upper end.

This is not to say that the Alchemical Exalted are weak. They roughly match the Lunar Exalted in terms of raw might but are much less versatile because of their limited Charm availability. They are the peers of the Solars in their genius for crafting artifacts, but they are able to do little else while outfitted for research and development. Where they are more efficient than Creation's Chosen, they are generally less powerful, and where they meet or exceed the might of the other Celestials, they are normally less cost efficient.

Alchemicals derive their power from their artificial bodies. As such, their Charms are based on Attributes rather than Abilities. This design makes the Charms more broadly applicable in many cases than Ability-based magic. Unless specified otherwise, an Attribute-based Charm that involves a roll may be used with any relevant Ability. Most Charisma Charms, for example, may be used with Presence or Performance with equal ease, while many Dexterity-based combat Charms are equally applicable to any combat Ability.

Alchemical Charms have prerequisites, like those of Solars. They not only indicate that an Alchemical must have the listed prerequisite Charms in his panoply, but also that he must install all prerequisite Charms before he may install the Charm in question.

Effects that produce amputation may be used to target and disable Alchemical Charms as though they were limbs or organs. Amputated Charms melt into useless slag and toxic Essence emissions an hour after their removal and may be regenerated through an hour's rest and repair at a vats complex. Amputated Charms are still considered to occupy the Charm slot in which they were installed, and Essence remains committed to sustain them. As such, even though a Charm is nonfunctional while amputated, it still satisfies installation prerequisites.

Submodules

Many Alchemical Charms may be upgraded with additional functions. Called submodules, these upgrades enhance a Charm without demanding additional commitments of Essence or Charm Slots and often represent excellent investments for Champions who heavily rely on the same Charm time and again. The experience point cost of each submodule is six points unless stated otherwise in its write-up.

Some submodules have additional prerequisites. If an Alchemical for some reason fails to meet the submodule requirements for a Charm he has upgraded (usually because he removed installations of the Fourth Augmentation), that submodule goes dormant and does not provide its benefits until the Exalt again meets its prerequisites. Once a submodule is purchased, it applies to all instances of that Charm in the Champion's panoply.

Arrays and Combos

Alchemical Combos are more flexible than those of Ability-based Exalted. They are not segregated by Attribute or Ability. Generally speaking, any Charm with the right keywords may be used in a Combo as long as it can validly supplement the same action and follow standard Combo rules.

Alchemicals do not form Combos in quite the same manner as Creation's Exalted. Instead, they physically combine collections of Charms into a single device known as an Array. Compiling Charms into an Array costs one bonus point per Charm included, or a number of experience points equal to the sum of the minimum Attribute ratings of all Charms in the Array.

Unless specified otherwise, however, *all* Alchemical Charms may be validly included in an Array, even those lacking Combo-OK or Combo-Basic keywords. (While they cannot be used in Integrated Combos, such Charms may still benefit from an Array's installation cost reduction.) Arrays provide the following benefits:

Reduced Installation Cost: Rather than having separate Charm installation costs, an Array has a unified installation cost equal to three fourths of the cumulative installation

Charms as Artifacts

Alchemicals and the Sodalts who service them often refer to their Charms as "artifacts." This is a form of professional shorthand, and is somewhat misleading. While Alchemical magic does take the form of physical objects that must be attuned with Essence to function, they are first and foremost Charms and do not reverse-engineer into general-use artifacts any more easily than the Charms of other Exalt types do.

Mecha-Eclipse

Eclipses, Moonshadows and Fiends may purchase General Charm Slots and Alchemical Charms for 10 experience points each as a function of their anima power, requiring the usual surgery at a vats complex. Enlightened Jadeborn with Essence 5+ also gain this potential, though they can install only those Charms with a minimum Essence of 3 or less. Any being who undergoes this process sports blatantly inhuman mechanical implants, even when she has no Charms actively installed. Non-Alchemicals cannot construct Arrays or install Man-Machine Weaving Engines. While Colossus and Municipal Charms *may* be purchased, characters who wish to use them must first find some way to actually install them in their bodies. Fiends cannot unlock access to the Great Maker's Primordial Charms by installing the Charms of his Chosen, as they are not one and the same.

costs of all component Charms (round up). The Array still occupies a number of Charm slots equal to the number of Charms in the Array.

Integrated Combos: An Array provides access to every legal Combo that might potentially be formed through a combination of any or all of its component Charms.

Upgradeable: New Charms may be loaded into an already-complete Array for a cost of (sum of minimum Attributes of added Charms + 1) experience.

Arrays also have a downside, however. Once a Charm is installed into an Array, it may not be removed, and the Array must be installed or removed as a unit. Alchemicals can repurchase Charms to install them in multiple Arrays or just to have a non-Array copy on hand.

Martial Arts Combos

Alchemicals create Combos out of Martial Arts Charms using the same rules as Solars. Although they must use these Combos normally, they can further enhance them using appropriate Integrated Combos provided by installed Arrays. Therefore, a Combo of Serpentine Evasion and Armor-Penetrating Fang Strike (see **Exalted**, p. 240) could activate as such, or could further benefit from the defense provided by a copy of Precalculated Evasion System (see p. 127) were the latter Charm to be part of an installed Array.

Charm Limits

No combination of Alchemical Charms can add more than (Attribute rating) bonus dice to actions using that Attribute. Static values may not be improved by more than (Attribute ÷ 2, rounded up), with each +1 counting as two dice added. Successes supplied by Second (Attribute) Augmentation Charms likewise count as two dice each for the purposes of this bonus limit. Like other Exalted, bonus successes supplied by other Alchemical Charms have no cap.

The number of motes of Personal Essence an Alchemical must commit to install an Alchemical Charm is listed in brackets beside its activation cost. Charms lacking this entry require no commitment.

Charm Conflict

Alchemicals resolve Charm conflict in the same manner as Solars with the following exception: Because Alchemical magic is Attribute-based, they substitute (Attribute + Essence) in the event that there is no clear Ability associated with the activation.

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. 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: This keyword indicates that an Alchemical Charm has no externally visible components.

Variable: Charms with this keyword experience altered performance based on installed prerequisites.

Identifying Charms

As surgically implanted artifacts, most Alchemical Charms have externally visible components. Observers may examine any unknown Alchemical Charm that lacks the Internal keyword as though they were attempting to scrutinize a Charm with All-Encompassing Sorcerer's Sight (see **Exalted**, p. 222) in order to determine what it is and what it does. Charms with the Obvious keyword reveal their function as normal when used, whether or not they have the Internal keyword.

General Charms

First (Attribute) Augmentation— Essence Optimized

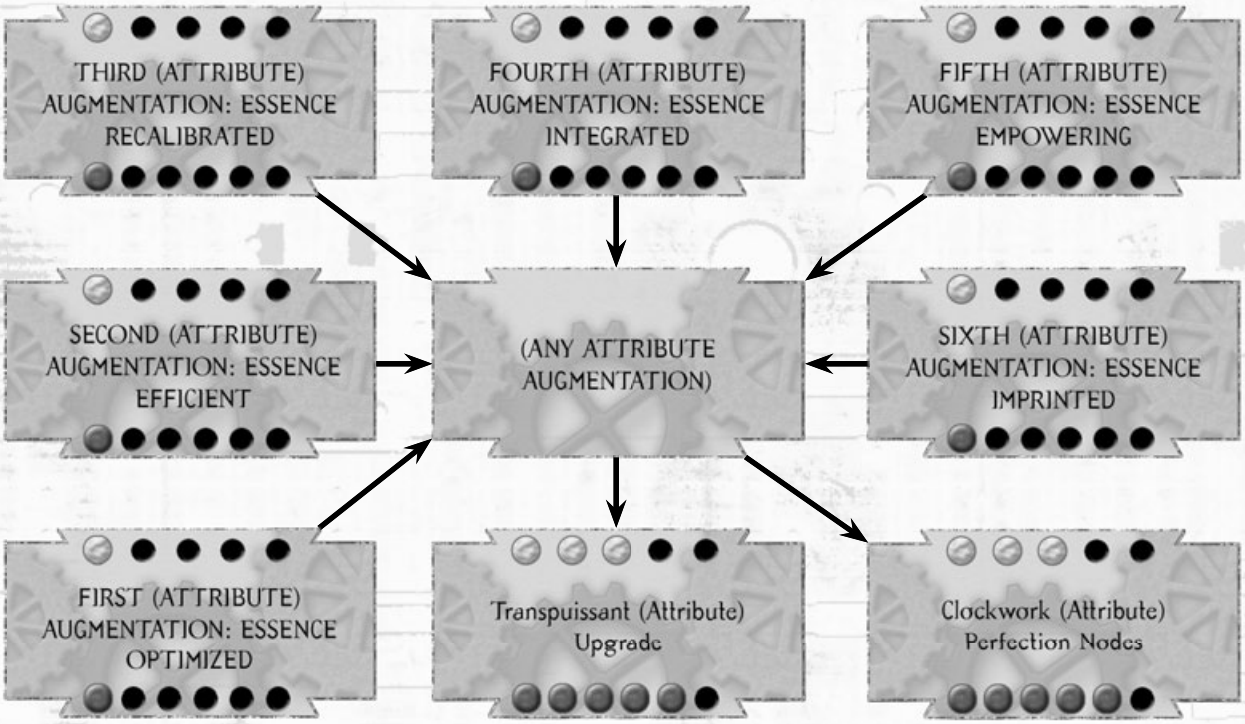
Cost: 1m per die [1m]; **Mins:** (Attribute) 1, Essence 1;
Type: Reflexive (Step 1 and 2)
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: None

In moments of critical necessity, intrinsic competence can receive exponential augmentation. This Charm may be purchased once for each of the nine Attributes, allowing motes to add dice to any Attribute-based action like the First Excellency of the Solar Exalted (see **Exalted**, p. 183). This Charm and other Attribute Augmentations are Excellencies with another name. The term Excellency was not coined until after Autochthon fashioned the Alchemical blueprints, however, so Champions still use his original nomenclature.

Second (Attribute) Augmentation— Essence Efficient

Cost: 2m per success [1m]; **Mins:** (Attribute) 1, Essence 1;
Type: Reflexive (Step 1 and 2)
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: None

Some circumstances demand maximized effort. Most require the steadier hand of calculated competence. This Charm may be purchased once per Attribute and adds bonus successes to a roll or directly adds to a static rating using that Attribute.



Third (Attribute) Augmentation— Essence Recalibrated

Cost: 0m–5m [1m]; **Mins:** (Attribute) 1, Essence 1;
Type: Reflexive (Step 4 or 6)
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: None

In the highly interconnected technoecology of Autochthonia, personal failure can lead to cascade failure for others. Such risk is unacceptable. This Charm may be purchased once per Attribute and allows rerolls for actions using the Attribute in question (or doubles the Attribute for calculating a static rating), similar to the Third Excellency of the Lawgivers. The cost to activate this Charm depends on where it is used: 0m within the Godhead of the Elemental Pole of Crystal, 2m inside an Alchemical city, 3m in a healthy area of Autochthonia outside a city and 5m everywhere else.

Fourth (Attribute) Augmentation— Essence Integrated

Cost: — [1m, first only]; **Mins:** (Attribute) 1, Essence 1;
Type: Permanent
Keywords: Obvious, 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 (Essence ÷ 2, 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.

Fifth (Attribute) Augmentation— Essence Empowering

Cost: 3m [1m]; **Mins:** (Attribute) 1, Essence 1;
Type: Simple (Speed 5)
Keywords: Obvious, Stackable
Duration: One scene
Prerequisite Charms: None

When operating within their preferred arenas of competence, Alchemicals demonstrate effortless puissance. Upon activating this Charm, the Exalt temporarily increases the rating of the Attribute in question by one dot. This tempo-

rary dot counts as a bonus die from Charms and can't exceed the limits for such. While in use, this Charm envelops the boosted organ(s) in a distinctive corona of Essence, making it abundantly clear that the Attribute is functioning at superhuman levels. This Charm carries a one-Willpower surcharge the first time it is activated in a scene. Further activations waive this cost.

Submodules:

Unbound Essence Booster (Essence 5; 1xp): This submodule changes the Charm's activation cost to "3m per dot," allowing the Alchemical to purchase multiple dots with a single invocation rather than being forced to invoke the Charm repeatedly. If this is the first activation in the scene, the usual one Willpower surcharge still applies.

Sixth (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 + Socialize) 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 Martial Arts Charms (or other Ability-based Charms in the case of Eclipse Castes).

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. This can't be done if the obsolete Augmentation is part of an Array, however. All experience spent on submodules for a traded-out Charm is refunded but can be spent only toward acquisition of Alchemical Charms or submodules.

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

Submodules:

Synthetic Competency Upgrade (1xp): Each installation of this submodule provides one dot of a specialty for the Ability the Charm enhances. This bonus applies whenever the action uses the specific Attribute/Ability pair within the purview of the specialty. There is no limit to the number of times this submodule may be installed, but no specific specialty may be installed more than three times. Furthermore, all applicable specialty bonuses stack to a maximum of +3, regardless of the breadth of the Alchemical's competence.

Transpuissant (Attribute) Upgrade

Cost: 0m [1m]; **Mins:** (Attribute) 5, Essence 3;
Type: Reflexive (Step 1 or 2)
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: Any (Attribute) Augmentation

Perfection of effort is the holiest of self-augmentations. Transpuissant (Attribute) Upgrade takes the form of fine adamant beads interconnected by the finest filigree of magical material wires, forming a tattoo-like tracery over appropriate organs. The Charm may be installed for each Attribute. When activated, it converts all specialty dice into successes whenever they apply to an action using that Attribute. This includes natural specialties as well as any conferred by Charms or other sources. If the action is a physical attack, the total number of successes added by specialties converts post-soak damage dice into successes against creatures of the Void (so a +2 specialty converts the first two damage dice into successes). Roll unconverted damage dice normally. If the action exerts mental influence on creatures of the Void, this Charm provides double the usual bonus successes as a bonus Axiomatic effect, to a usual maximum of six successes for having +3 in applicable specialties.

Submodules:

Machine Logic Subroutines (Essence 4): This submodule further refines the function of its Transpuissant (Attribute) Upgrade. Whenever the character takes an action using the appropriate Attribute and performs that action in a manner appropriate to a high-Clarity perspective (as determined by the Storyteller), any stunt bonus associated with that course of action may be applied as successes rather than dice. This submodule does not affect the rewards for successful stunts. Every time an Alchemical converts stunt dice into successes with this submodule, the character gains one point of Clarity.

Clockwork (Attribute) Perfection Nodes

Cost: 0m [1m]; **Mins:** (Attribute) 5, Essence 3;
Type: Reflexive (Step 1 or 2)
Keywords: Exemplar 1
Duration: Instant
Prerequisite Charms: Any (Attribute) Augmentation

Charm Concept: Creatures of the Void

The dogma of the Machine God outlines the superiority of mechanical precision and perpetual order over entropy and chaos, all of which can be found within the ailing body of Autochthon. In furtherance of a more perfect union between the elements of himself, he has empowered his Chosen with Axiomatic Charms. Those who diverge from the ordained Design of Autochthonia prove themselves irreparably flawed in the process, and such creatures of the Void have no place in the works of the Great Maker. The undead and all beings of the Underworld (including Abyssal Exalted), the Fair Folk, any Wyld mutant that is not viable in Creation, Chaos Seers, Chimera, gremlins and Alchemicals suffering from Gremlin Syndrome are all creatures of the Void. The Storyteller may add other beings to this list as appropriate. The Yozis, their demon spawn and their Infernal Exalted follow other Primordial designs and exist beyond Axiomatic sanction.

Chance is for the Void. Competency is a calculation, to be measured against the variables of challenge. 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. It can be installed for each Attribute. Whenever the Alchemical takes an action using that Attribute, her player may forgo a roll and apply successes equal to half the total dice pool (rounded up). She may still roll normally, if so desired. Apply the effects of this Charm after all other modifiers to convert whatever dice pool remains.

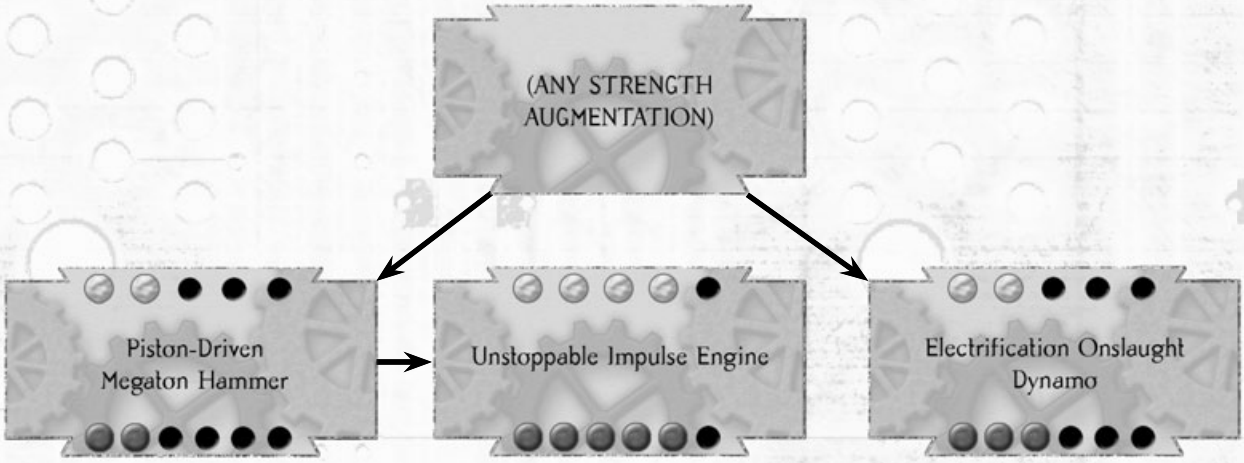
Submodules:

Metaconductive Circuitry (Essence 4): By spending five motes and one Willpower to activate Clockwork (Attribute) Perfection Nodes, this submodule adds additional successes equal to the Alchemical's Essence rating to any roll that the Exalt replaces with automatic successes. This boost, however, cannot increase the number of automatic successes above the actual dice pool for the action. When in use, lightning flickers between the turning gears of the Alchemical's clockwork components, but the purpose of this display is unclear and does not make the Charm Obvious.

Combat

Piston-Driven Megaton Hammer

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



Keywords: Combo-OK, Obvious
Duration: Instant
Prerequisite Charms: Any Strength Augmentation

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. Successes on the supplemented attack roll are counted twice for the purpose of determining raw damage, or three times if attacking unarmed.

Submodules:

Optimized Demolition Vibration (Essence 3, 2xp): This submodule allows attacks made with fighting gauntlets, iron boots, their artifact equivalents and similar "brawling aids" such as tiger claws to be treated as unarmed attacks for the purposes of this Charm.

Unstoppable Impulse Engine

Cost: 4m [2m]; **Mins:** Strength 5, Essence 4;
Type: Supplemental
Keywords: Combo-OK, Obvious
Duration: Instant
Prerequisite Charms: Piston-Driven Megaton Hammer

The bones of the Alchemical's arm or leg are replaced with a mass driver assembly housed around its prerequisite Charm. When used to fire the piston, this Charm produces a sonic boom and tremendous venting of Essence around the attacking limb, making the attack unblockable. This Charm can enhance any close combat attack, any Thrown attack hurling a solid projectile (which also triples the attack's range) or any solid projectile Archery attack provided by another Alchemical Charm.

Electrification Onslaught Dynamo

Cost: 1m+ [1m]; **Mins:** Strength 3, Essence 2;
Type: Simple (Speed 3 or 6)
Keywords: Combo-OK, Counterattack, Obvious, Touch
Duration: One scene or until discharged
Prerequisite Charms: Any Strength Augmentation

A blue jade and orichalcum dynamo is installed in the Alchemical's back, with conductor nodes riveted into various chakra points across his body. Upon activation, the Exalt may choose to charge his body with electricity quickly or slowly. A fast activation (Speed 3) is Obvious, as the Champion's body hums and crackles with arcs and blasts of lightning in hues characteristic of his anima. A slower activation (Speed 6) is normally imperceptible without Essence sight, but temporarily reveals itself by flash boiling any small quantities of water that contact the Alchemical, such as rain drops.

Customizing Charms

Most Alchemical Charms are installed as described, with aesthetics that have undergone careful analysis. Charms with variant names and identical game effects also exist, though, incorporating cosmetic displays and functional rationale often quite different from the original. Each such change must be approved by the Storyteller and cannot meaningfully alter the Charm, including its controlling Attribute. A Piston-Driven Megaton Hammer might become a destructive sonic pulse emitter as an alternative expression of Strength, but it couldn't be refashioned as a finely tuned targeting computer, which would likely involve Perception or Wits.

However they change, modified Charms must still clearly embody the steampunk or futurist industrial magitech aesthetics of the Alchemical Exalted. The exception is Voidtech (see pp. 177-181), which expresses a nightmarish fusion of broken or terrible machines with cancerous organic defilement. The only mechanical impact of customizing a Charm is the types of stunts that may be used when activating it. Modifications are chiefly a matter of flavor, a way for creative players to add distinction and style to a Champion's panoply.

Actual immersion or other significant water contact involuntarily deactivates the Charm and prevents reactivation.

In either event, the charge remains until the Alchemical next touches an animate being or the scene ends, whichever comes first. Upon discharge, the electrical surge inflicts 1L or 2B per mote spent activating it, up to a maximum of (Strength) motes. If the Alchemical initiates contact, this damage is applied and soaked independently of any other damage he might inflict with an unarmed attack, following the damage of the attack. Non-magical metallic armor offers no protection. If the target touches the Alchemical, resolve the discharge as an unblockable, undodgeable counterattack that automatically hits in Step Nine without a roll and inflicts only the paid-for surge damage. This counterattack can respond to other physical counterattacks, but not other instances of this Charm's effect.

Submodules:

Conductive (Essence 3, 4xp): This submodule allows the Alchemical's electrical charge to surge through hits inflicted with close combat weapons, both offensively and defensively.

Godhead Bolt Emulator (Essence 3, 4xp): This Axiomatic submodule imbues the Charm's energy with sacred order against creatures of the Void. Such victims suffer aggravated damage from lethal charges and double the usual bashing damage from that mode (though bashing damage cannot spill over into inflicting lethal wounds).

Essence Irradiation Corona

Cost: 2m; **Mins:** Strength 2, Essence 3;
Type: Supplemental
Keywords: Combo-OK, Obvious
Duration: Instant
Prerequisite Charms: Any Physical Attribute Augmentation

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. Any attack enhanced by this Charm converts one die of its post-soak damage into an automatic success and counts each 10 on the roll as two successes.

Submodules:

Optimized Trauma Upgrade (Strength 3, 3xp): A red jade coating applied to the Charm's emitter arrays render its Essence field especially volatile. An attack enhanced by this submodule adds one die to its post-soak damage.

Field Stabilization Fins (Strength 4, 3xp): Retractable white jade fins adorn the Charm's emitter prongs, stabilizing its Essence field. An attack enhanced by this submodule adds three dice to its raw damage.

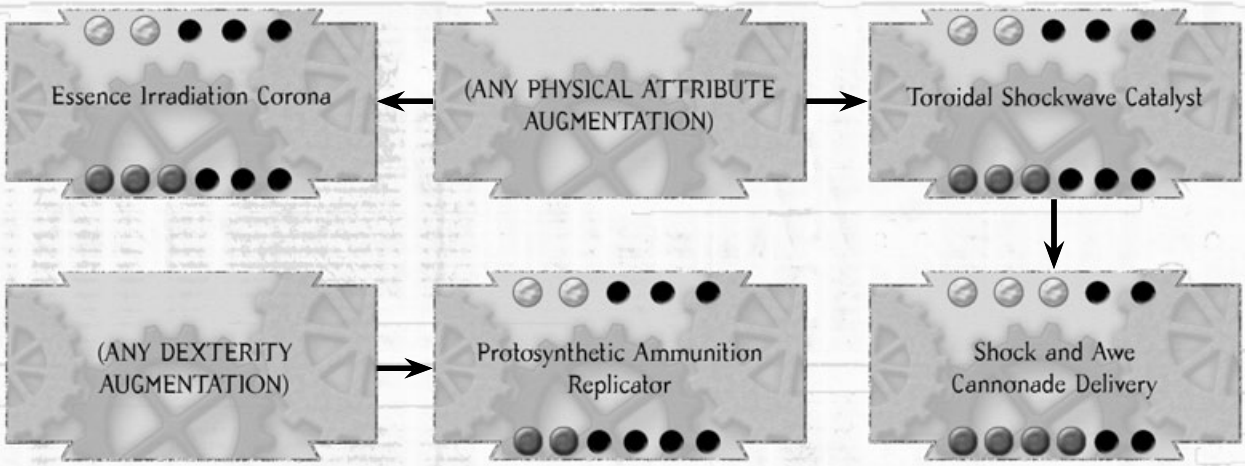
Toroidal Shockwave Catalyst

Cost: 4m [1m]; **Mins:** Strength 3, Essence 2;
Type: Simple (Speed 5, DV -0)
Keywords: Combo-OK, Crippling, Knockback, Obvious
Duration: One action
Prerequisite Charms: Any Physical Attribute Augmentation

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. All objects and individuals of approximately the same or smaller size than the Alchemical within a radius of (Strength + Essence) yards blasts back to the edge of the effect. Characters blasted back suffer a three-die internal penalty to all non-reflexive actions from the stunning force of the wave until the Alchemical's next action and drop all held weapons and items if they are extras. On top of this Crippling effect, victims without superhuman balance also fall prone automatically. The Champion is unaffected by the blast he emits.

Submodules:

Gravitational Resonator (2xp): The Champion may dispense with the Charm's usual knockback to drop targets prone regardless of any supernatural balance. Those touched by the pulse are pulled to a prone position by exponentially increasing the force of gravity upon them for a brief moment.



Order-Asserting Pulse (Strength 4, Essence 3, 5xp): The Axiomatic energy released by the Charm is especially disruptive to creatures of the Void, increasing the duration of the Crippling penalty 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 4), removing the Axiomatic keyword by extending its benefits to all adversaries.

Holocaustic Fury Device (Strength 4, Essence 4): 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 (see **Exalted**, p. 131), burning victims caught in its energy once before they are hurled to the smoking edges. 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 his next action, giving him a chance to escape unscathed. Hardier Alchemicals may use the burning zone as a sniper nest.

Mind-Battering Force Emitter (Charisma 4, Essence 3): 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.

Shock and Awe Cannonade Delivery

Cost: 6m; **Mins:** Strength 4, Essence 3;
Type: Supplemental
Keywords: Combo-OK, Crippling, Knockback, Obvious
Duration: One action
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.

Protosynthetic Ammunition Replicator

Cost: —(1m or 2m) [1m]; **Mins:** Dexterity 2, Essence 2;
Type: Permanent
Keywords: Obvious
Duration: Permanent
Prerequisite Charms: Any Dexterity Augmentation

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**, p. 189) with the following additions: It may also be used to create projectiles and ammunition (including Thrown weapons) costing up to Resources 2, for a cost of two motes. All weapons created by this Charm endure for one minute before disintegrating. Reflexively paying one Willpower when this time elapses extends the life span of a projectile until the end of the scene.

Submodules:

Artillery Synthesis System (Essence 4, 4xp): This submodule permits the synthesis of exotic ammunition with value up to Resources 4 or Artifact 1, such as alchemical weapon fuel or fire pearls, for three motes per shot.

Aim-Calibrating Sensors

Cost: 3m [1m]; **Mins:** Perception 2, Essence 2;
Type: Supplemental
Keywords: Combo-OK
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 for all external penalties to the enhanced attack.

Submodules:

Inward Focus Refractor (Essence 3, 4xp): With this submodule, the Charm can alternatively cancel all internal penalties (other than multiple action penalties), or both internal and external penalties for a cost of six motes.

Recursive Fractal Targeting Calculations

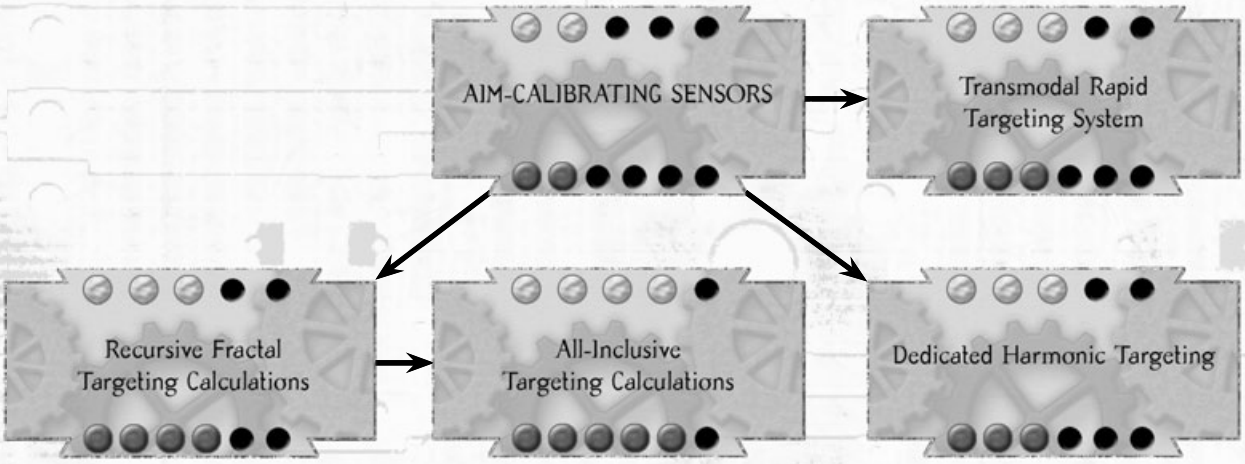
Cost: 7m, 1wp [1m]; **Mins:** Dexterity 4, Essence 3;
Type: Extra Action
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: Aim-Calibrating Sensors

A web of hair-thin wires stretches across the Alchemical's cheek from the corner of her eye, disappearing beneath her skin at the jaw line. 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 Calculations creates a magical flurry of attacks at the character's full dice pool, with a Speed rating and DV penalty equal to the highest values within the flurry. The number of attacks is equal to the lower of the Alchemical's Dexterity or Wits, ignoring Rate. All attacks must be targeted at a single opponent. If an attack fails to strike the target, the Alchemical cumulatively adds one die to his next attack within the flurry. Successfully hitting the target resets this bonus to zero.

All-Inclusive Targeting Calculations

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



Keywords: Combo-OK, Obvious
Duration: Instant
Prerequisite Charms: Recursive Fractal Targeting Calculations

A tiny hologlyphic 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. Exactingly calibrated to move slightly faster than the target, she aims and strikes without the possibility for error. An attack enhanced by this Charm cannot be dodged.

Transmodal Rapid Targeting System

Cost: 3m per target [1m]; **Mins:** Dexterity 3, Essence 3;
Type: Extra Action
Keywords: Combo-OK, Obvious
Duration: Instant
Prerequisite Charms: Aim-Calibrating Sensors

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 Exalt may direct a single projectile to strike multiple targets in succession, either slashing past them or punching clean through their bodies before arcing in the air to hunt out another unfortunate victim.

This Charm creates a magical flurry with a Speed and DV penalty equal to the highest values of any action within the flurry. All attacks are made at the Exalt's full dice pool, ignore Rate and must be aimed at a different target. The Exalt may purchase up to (Essence + 1) attacks. Every attack within the flurry that successfully inflicts damage immediately reimburses two motes of its cost through sympathetic Essence resonance.

Dedicated Harmonic Targeting

Cost: 3m [1m]; **Mins:** Perception 3, Essence 3;
Type: Supplemental
Keywords: Combo-OK, Obvious
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 effect ignores all cover and may even be targeted through walls if the Exalt has some way to perceive a target on the other side. The projectile rematerializes just before striking, so armor affords its usual protection. Artifact weapons teleport back to the Alchemical if they miss.

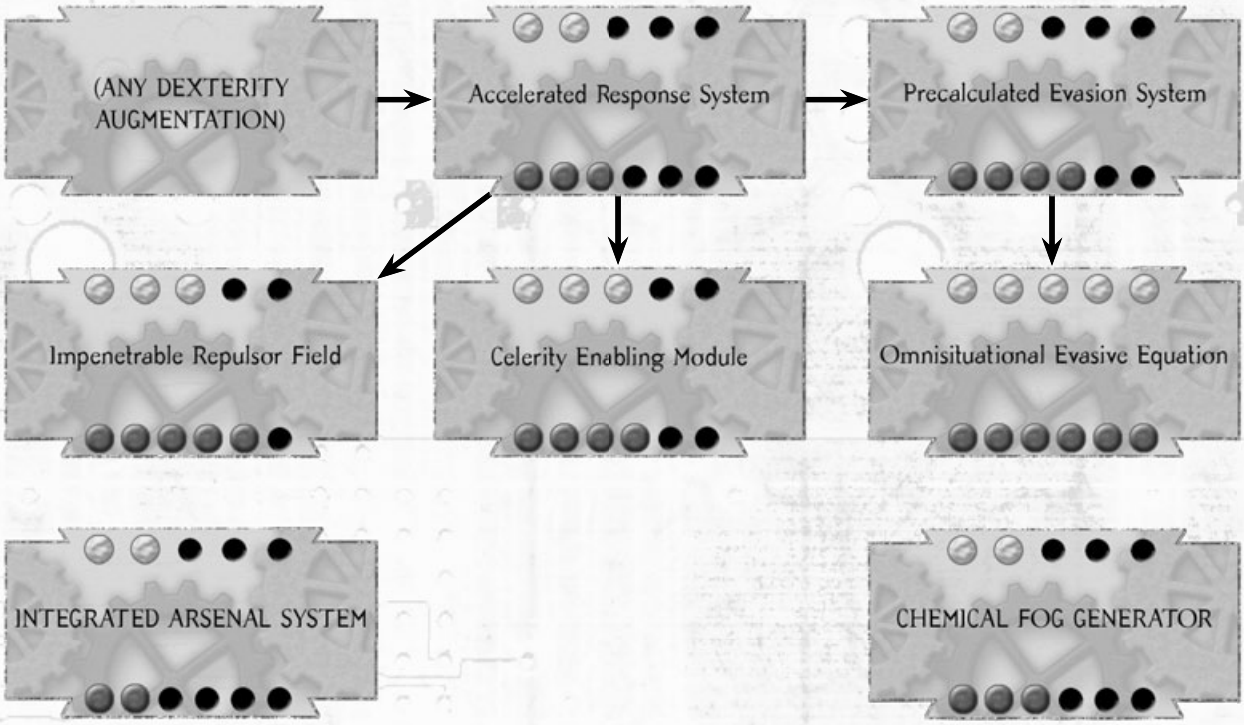
Submodules:

Armor-Bypassing Algorithms (Essence 4): For an increased activation cost of two additional motes, the enhanced attack ignores non-magical armor and any artifact armor with a rating less than the Champion's Essence. Armor created by Charms, protocols and other magical powers whose creator has a lower Essence rating may also be ignored.

Accelerated Response System

Cost: 2m [1m]; **Mins:** Dexterity 3, Essence 2;
Type: Reflexive (Step 2)
Keywords: Combo-OK, Internal
Duration: Instant
Prerequisite Charms: Any Dexterity Augmentation

The Alchemical possesses literally wired reflexes. 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. Both versions of the Charm eliminate penalty values against the character's DV equal to the character's (Dexterity). The upper body option permits this enhancement to apply to the character's Parry



DV, while the lower body enhances Dodge DV. Installing both variants at once allows them to trigger simultaneously for two motes, without the need of an Array. The Alchemical need not commit a mote for the second installation.

Precalculated Evasion System

Cost: 4m [1m]; **Mins:** Dexterity 4, Essence 2;
Type: Reflexive (Step 2)
Keywords: Combo-OK, Obvious
Duration: Instant
Prerequisite Charms: Accelerated Response System (Dodge configuration)

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. This effect acts as a perfect dodge against any attack of which the Exalt is aware. It does not allow him to avoid undodgeable attacks or environmental damage that could not conceivably be dodged, subject to Storyteller approval. (The Alchemical could theoretically weave his way unharmed through a rockslide, but he would have nowhere even temporarily safe to dodge if he were immersed in a pool of acid.) This Charm has one of the Four Flaws of Alchemical Invulnerability.

Submodules:

Transphase Engine (Dexterity 5, Essence 3): A series of orichalcum rods connect the Alchemical's Precalculated Evasion System and Essence reservoir. By paying an additional mote upon activation, this submodule makes him momentarily immaterial, allowing him to perfectly dodge undodgeable attacks and all-encompassing environmental effects. This rerouting of power makes the Precalculated Evasion System less accurate, however, affording only the Alchemical's usual DV against attacks capable of striking dematerialized targets. This submodule also allows the Alchemical to activate his Transphase Engine for utility purposes, such as to leap through any barrier thin enough to traverse with a tick's worth of movement.

Advanced Calculation Arrays (Essence 5): This submodule takes the form of an upgraded series of adamant calculation arrays in the Alchemical's skull. This system is so extensive that glassy crystalline spikes actually protrude from the Exalt's skull at several points. For an additional two-mote activation cost, it allows this Charm's duration to be upgraded from Instant to one tick.

Omnisituational Evasive Equation

Cost: — [1m]; **Mins:** Wits 6, Essence 5; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Precalculated Evasion System

This Charm takes the form of a cluster of tiny adamant outcroppings around the Exalt's soulgem. The Alchemical may prepare a single activation of his Precalculated Evasion System in advance, at whatever would be the proper cost given desired submodule enhancements. Preparing the later activation counts as a Charm activation, but discharging the perfect dodge at a later time of the Exalt's choosing does not. The motes spent activating the Charm remain committed

until the Alchemical discharges her stored defense. Only Instant-duration invocations of the Charm may be stored.

Submodules:

Advanced Calculation Storage (Wits 7, Essence 6): This submodule permits storage of Precalculated Evasion System activations with a duration longer than Instant.

Infinite Calculation Storage (Wits 9, Essence 7): This submodule allows the Alchemical to store up to (Essence) activations of Precalculated Evasion System.

Impenetrable Repulsor Field

Cost: 6m [1m]; **Mins:** Dexterity 5, Essence 3;
Type: Reflexive (Step 2)
Keywords: Combo-OK, Obvious
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 acts as a perfect parry against any attack or environmental effect of which the Alchemical is aware, even those that are unblockable or all-encompassing, as crackling repulsor bursts erupt around the Exalt's hands or weapon to deflect any force. This Charm possesses one of the Four Flaws of Alchemical Invulnerability.

Submodules:

Overcharger Module (Dexterity 7, Essence 5): Additional wiring and orichalcum accelerators are added to the brass assemblies in the Alchemical's shoulders, allowing her to briefly supercharge her Impenetrable Repulsor Field. For an additional cost of three motes upon activation, this Charm's Duration may be changed from Instant to one action. The Alchemical's upper body erupts with discharges of brilliant lightning and the roar of turbines during this defensive display, obviating stealth like an 8–10 mote anima banner display.

Celerity Enabling Module

Cost: 5m/5m, 1wp [1m]; **Mins:** Dexterity 4, Essence 3;
Type: Reflexive (Step 2)
Keywords: Combo-basic, Variable
Duration: One action/one scene
Prerequisite Charms: Accelerated Response System

Implants on the Champion's joints connect to his Accelerated Response System, allowing his body to take greater advantage of his boosted nervous system. This Charm has two modes of function, which may be employed simultaneously.

Used as a one-action Charm, Celerity Enabling Module costs five motes and performs identically to Bulwark Stance (see **Exalted**, p. 193), save that it enhances only the DV types matching the character's current Accelerated Response System installations.

In its second mode, this Charm costs five motes and one Willpower and lasts for one scene. The character must select one opponent at the time of activation. She ignores all penalties to her DVs corresponding to current Accelerated

Response System installations when defending against this opponent. This includes penalties due to her own actions. As always, DV inapplicability is not a penalty. Should the Alchemical wish to change designated opponents, she must terminate and re-invoke this Charm.

Submodules:

Threat Prioritization Unit (Dexterity 5, 3xp): The Alchemical can change designated opponents using the Charm's second mode without the reactivation counting as a Charm use. If the previous target is unconscious, dead or otherwise completely neutralized, or if the new target is a creature of the Void, the cost to shift targets is only five motes.

Integrated Arsenal System

Cost: — [1m]; **Mins:** Strength 2, Essence 2;
Type: Permanent
Keywords: Combo-OK, Obvious
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.

Additional weapons may be purchased one at a time as submodules for one experience point each.

Submodules:

Refinement of Excellence (Essence 3, 3xp): One of the Exalt's integrated weapons is upgraded into an exceptional weapon.

Refinement of Perfection (Essence 3, 2xp): One of the Champion's integrated exceptional weapons is upgraded into a perfect weapon.

Material Synthesis Wave Emitter (Essence 3, 3xp): One of the Exalt's integrated perfect weapons gains the appropriate magical material bonus for the Alchemical's caste. Essence 4+ Exalted may repeatedly reinstall this submodule to stack on any of the other five magical material bonuses.

Chemical Fog Generator

Cost: 1m+ [1m]; **Mins:** Stamina 3, Essence 2;
Type: Reflexive (Step 2)
Keywords: Combo-OK, Obvious, Poison, Stackable
Duration: Instant
Prerequisite Charms: None

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 of (Essence) yards per mote 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. 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 (see **Exalted**, p. 135), 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, the smoke has the following traits: (1B/1 hour, 2M, —/—, -1). 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. Its traits are (1B/action, 2, —/—, -3), 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,

though even momentary exposure assures that the toxin will take effect, even if the victim moves out of the gas before that time. In conjunction with other submodules such as Nerve Gas, use of the Clandestine Toxin System can result in enemies not realizing they have stumbled into a deadly atmosphere until it is too late.

Vectored Toxin Deployment (Strength 3, Essence 3): By paying two motes per (Essence rating) yards of radius and one Willpower, the Charm can gather plumes of smoke into a tight ball around the projectile of a ranged attack in Step One. Wherever the Alchemical's projectile hits, the smoke concentrate billows out to fill its usual radius. 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.

Nerve Gas (Essence 4): This deadly green haze has these traits: (8L/action, 4, —/—, -4).

Mass Combat

Hundredfold Strafing Methodology

Cost: 5m, 1wp [1m]; **Mins:** Dexterity 5, Essence 3;
Type: Supplemental
Keywords: Combo-OK, Obvious, War
Duration: Instant
Prerequisite Charms: Any Dexterity Augmentation, 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 can enhance any attack against a Magnitude 3+ complementary unit the Alchemical faces as a solo unit. It negates the target's DV bonus for superior Magnitude and doubles the Exalt's attack roll successes for the purpose of calculating raw damage (or triples it if the unit is arranged into close formation).

Submodules:

Siege Devastation Mode (Strength 4, Essence 5): A Colossus with this submodule applies the appropriate multiplier to raw damage rather than attack successes and the target unit suffers a rout check at +4 difficulty modifier in lieu of the usual +2 bonus for the attacker being a supernatural unit. The Charm may also be used to enhance personal or mass combat attacks against structures, vehicles and warstrider-scale or larger enemies, doubling the attack's raw damage (or triple if Essence 6+).

Semiotic Flare Projector

Cost: 4m, 1wp [1m]; **Mins:** Charisma 4, Essence 3;
Type: Simple (Speed 4 in long ticks)
Keywords: Combo-OK, Obvious, War
Duration: One scene
Prerequisite Charms: Any Charisma Augmentation

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 11- to 15-mote level if it is not there already. 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. This Charm replaces the need for up to three relays for a unit in which the Alchemical is a special character, leaving additional special character slots for heroes and sorcerers.

Submodules:

Fear Override Device (Charisma 5, 5xp): An affected unit's Morale becomes equal to its Drill for the duration of the Charm (if its Morale was originally lower) or perfect if the unit has Drill 5+. As a further Axiomatic effect, the units with Drill 4 or less gain perfect morale while engaged with an enemy unit consisting chiefly of creatures of the Void. All benefits of this submodule require the Champion's unit to be arranged in close formation.

Transdivine Synergy Beacon (Charisma 5): The Charm becomes even more powerful when the Champion is a special character in a unit consisting entirely of Alchemical Exalted, Jadeborn, automata or machine spirits; completely obviating the need for relays. Units with Drill 4+ also enjoy this bonus.

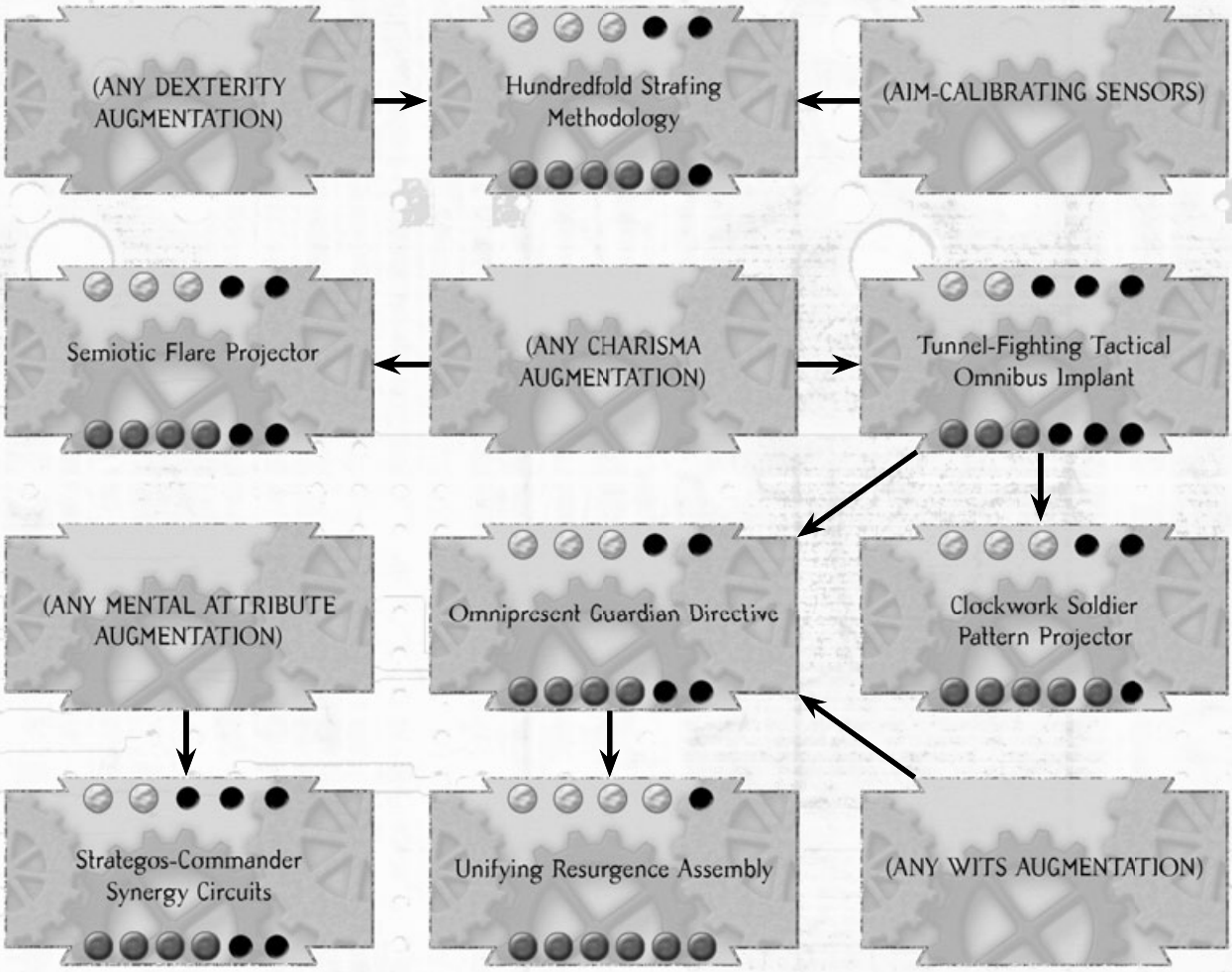
Tireless Army of Order (Charisma 6; 4xp): Whenever the unit leader of an affected unit rallies for a second wind as a miscellaneous action (see **Exalted**, p. 165) and this action succeeds, the rally restores all the unit's Endurance points.

Central Command Beacon (Charisma 7): Whenever a unit enhanced by the Charm takes a miscellaneous action to signal units (see **Exalted**, p. 165), the signal may be sent to any number of allied units who can see the signaling unit, regardless of the number of relays it has in its ranks. If the Exalt has Essence 4+, units that cannot see the Champion's unit are also valid targets, provided they are within one mile 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: — [1m]; **Mins:** Charisma 3, Essence 2;
Type: Permanent
Keywords: War
Duration: Permanent
Prerequisite Charms: Any Charisma Augmentation

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 two effects. First, it permits units with Drill 0 or 1 in which the Exalt is a special character



to assume close formation in mass combat. Second, if a unit actually has Drill 2+, it ignores all penalties for fighting in close formation, while simultaneously enjoying the benefits of relaxed formation.

Submodules:

Close-Quarters Vector Compensator (Wits 4, 3xp): While fighting in close formation, a unit in which the Champion is a special character 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 4) also negates terrain-based cover advantages when attacking enemy units in cramped terrain.

Tactical Sub-Noetic Transmitter (Intelligence 5, Essence 4): Units arranged in close formation in which the Exalt is a special character gain the best advantages of close, relaxed and skirmish formation with none of the drawbacks. Such units also get +1 Might.

Clockwork Soldier Pattern Projector

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

Keywords: Combo-OK, War
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

Tactical Bias?

Autochthonian armies have conducted 5,000 years of warfare primarily in tight, cramped tunnels, in cluttered ducts and in house-to-house combat within crowded cities. Their martial magic focuses primarily on enhancing the strengths of such tactics or eliminating their weaknesses. Open-field fighting and large-scale siegecraft are concepts largely alien to Alchemical tacticians. Exposure to Creation and especially war in Creation will necessarily result in the development of Charms suitable to other stratagems.

a complementary unit in which the Alchemical is a special character, up to a Magnitude equal to his Essence rating. 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 gets +3 Drill (even if this bonus temporarily raises Drill above 5).

Submodules:

Veteran Faith Inculcator (3xp): At the end of each scene in which a unit enhanced by this Charm participated in actual mass combat against enemy forces, all unit members who survive the battle instantly develop or reassert an Intimacy of loyalty to whatever cause for which they were fighting. This includes the Alchemical. Deserters who broke from the unit are unaffected.

Populat Militia Drive (Essence 4, 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 +5 Drill instead and the unit commander adds the Champion's (Essence ÷ 2, rounded up) in bonus dice to all rally attempts.

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 an order to change formation, 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.

Strategos-Commander Synergy Circuits

Cost: — [2m]; **Mins:** Intelligence 4, Essence 2;
Type: Permanent
Keywords: None
Duration: Instant
Prerequisite Charms: Any Mental Attribute Augmentation

This Charm appears as a coin-shaped node on the left temple, formed of a gold-shifted rainbow alloy of starmetal and orichalcum. Its power enhances the Alchemical's capacity to assist a unit in which she is a special character other than the unit commander and the commander is another Alchemical. First, the Alchemical using the Charm counts simultaneously as a hero, a sorcerer and a relay, with all the best benefits and options afforded by each role. Second, the commander may use the Alchemical's War rating in place of his own, if the Alchemical's rating is higher. Third, whenever the unit acts, both the assisting Alchemical and the commander may aid the unit by activating one of their Charms, though this does not increase the number of actions the unit receives. No Combo is necessary to enjoy this cooperation, however, allowing both characters to apply a supplemental Charm to the same attack, for example. If multiple special characters have this Charm, only one of them may contribute his War rating and offer a Charm per action, though all count as triple-role officers as normal. Effects of this Charm persist only while the unit is arranged in close formation.

Submodules:

Ally-Integrating Alchemy (Manipulation 3, 3xp): The Champion may use this Charm to assist units led by non-Alchemicals, provided the unit leader is not a creature of the Void. Conversely, Apostates with this submodule can aid only those commanders who are fellow creatures of the Void.

Unit Readiness Algorithms (Wits 4, Essence 3): The Alchemical using the Charm may activate simple Charms to assist the unit on the unit's action without using up the unit's action. The Champion is still limited to only one Charm activation per unit action, whether simple or not.

Industrial Assembly Warfare Mode (Charisma 9, Essence 6): If a unit commander with this Charm and this submodule is being assisted by multiple characters who are also using this Charm, then the commander may use the best War rating among the officers. Up to five of them may independently supply an assisting Charm during each of the unit's actions.

Omnipresent Guardian Directive

Cost: 5m, 1hl [1m]; **Mins:** Wits 4, Essence 3;
Type: Reflexive
Keywords: Combo-OK, Obvious, War
Duration: One scene
Prerequisite Charms: Any Wits Augmentation, Tunnel-Fighting Tactical Omnibus Implant

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 unit in close formation in which he is a special character. 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. This Charm makes sure that the overwhelming majority of soldiers shed by a unit due to damage or Magnitude loss survive the experience. Their fate is diverted from death to disorganization or flight, allowing them to be collected or rallied for numbers later.

If this Charm faces a conflicting effect that guarantees that defeated soldiers within the Exalt's unit die, it adds the Alchemical's Compassion in automatic successes to the contested roll.

Submodules:

Riot-Dispersion Attack (Charisma 5, 3xp): Whenever a unit enhanced by this Charm attacks another unit, the benefits of the Charm may be extended to the enemy. No one is killed by the attack, but the unit is scattered and members may suffer injuries as a result of casualties as normal. Yet, this damage is capped as necessary to whatever number of levels will not prove fatal. Use of this bonus is optional and must be declared in Step One of the attack.

Unifying Resurgence Assembly

Cost: 10m [1m]; **Mins:** Charisma 6, Essence 4;
Type: Supplemental
Keywords: Combo-OK, Obvious, War

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 supplement a unit leader's roll to rally for numbers, provided the Alchemical is a special character in that unit. 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 raises its Magnitude by two rather than one.

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 three to Magnitude 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).

Survival

Strain-Resistant Chassis Modification

Cost: — [1m or 0m]; **Mins:** Stamina 2, Essence 2;
Type: Permanent
Keywords: Obvious, Stackable
Duration: Permanent
Prerequisite Charms: None

The Champion fortifies his body through the installation of armored plates, redundant organs, metal bones and reinforcing struts. This Charm adds either two -1 health levels or three -2 health levels, configured at the time of installation, and may be installed up to (Essence) times. Installations past the first two require no installation cost.

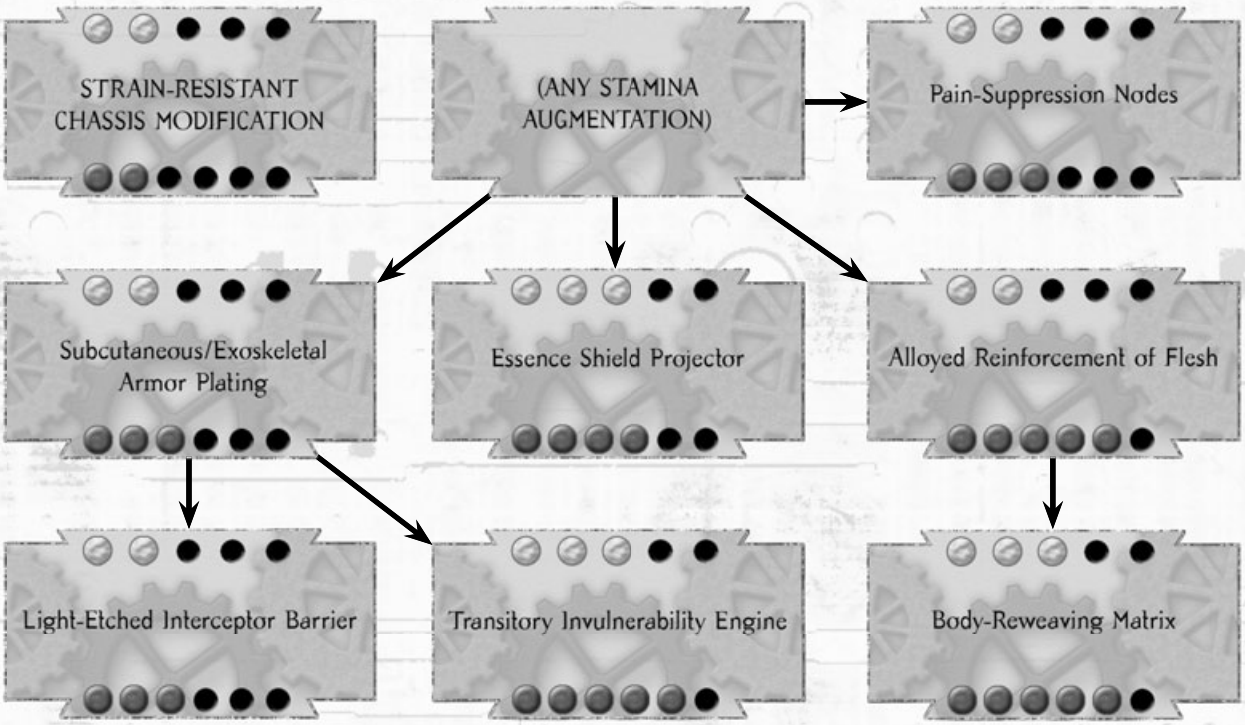
Essence 6+ Alchemicals gain access to more extensive modes of reinforcement and can reconfigure all installations of this Charm to provide three -1 or four -2 health levels per installation.

Like all Ox-Body Technique equivalents, this Charm cannot be learned through the Eclipse, Moonshadow or Fiend anima abilities.

Pain Suppression Nodes

Cost: — [1m]; **Mins:** Stamina 3, Essence 2;
Type: Permanent
Keywords: Internal
Duration: Permanent
Prerequisite Charms: Any Stamina Augmentation

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 by (Stamina ÷ 2, rounded up).



Submodules:

Emergency Damage Compensators (Essence 4): If the wound penalty reduction afforded by the Charm exceeds the Exalt's actual wound penalty, the wound penalty is not ignored, but reversed, becoming bonus dice to all non-reflexive physical actions and Virtue rolls (including actions enhanced by Virtue channels). This bonus counts against Charm dice limits.

Pain Determinism (Stamina 6, Essence 5): This submodule allows the Exalt to deliberately regulate his Pain Suppression Nodes, canceling all wound penalties and ensuring automatic reversal if he has Emergency Damage Compensators installed. The Champion hurts only if he wishes it.

Subcutaneous/Exoskeletal Armor Plating

Cost: — [1m or 0m]; **Mins:** Stamina 3, Essence 2;
Type: Permanent
Keywords: Stackable
Duration: Permanent
Prerequisite Charms: Any Stamina Augmentation

This Charm has two configurations, one of which must be selected at the time of purchase. In its Exoskeletal configuration, a metallic carapace is riveted onto the Alchemical's flesh. It provides +3L/4B soak and +2L/3B Hardness per installation, and is considered armor. This exoskeleton is Obvious, and while artifact armor may always be worn over it for cumulative benefit, mundane protective gear must be specially tailored to accommodate the Exalt. In its Subcutaneous configuration, it takes the form of a fully articulated mesh of dense subdermal plates and is Internal. This mode provides +2L/3B soak and +1L/2B Hardness per installation, and is considered natural soak. Regardless of configuration, Alchemicals may harbor a number of simultaneous installations equal to their Essence and may mix-and-match armor types within this total limit. The first two cost one mote to install, but subsequent installations require no commitment.

Essence 6+ Alchemicals may support heavier layers of armor and no longer require commitment for the first two installations, adding +3L/4B soak and +2L/3B Hardness per Subcutaneous installation or +4L/5B soak and +3L/4B Hardness per Exoskeletal installation.

Light-Etched Interceptor Barrier

Cost: 4m; **Mins:** Dexterity 3, Essence 2;
Type: Reflexive (Step 2)
Keywords: Combo-OK, Obvious
Duration: One scene
Prerequisite Charms: Subcutaneous/Exoskeletal Armor Plating

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 a +3 DV cover bonus against all attacks without any associated fatigue or mobility penalties. Unexpected attacks bypass this protection. The active shield disrupts stealth like an anima banner at the eight- to 10-mote level.

Four Flaws of Alchemical Invulnerability

The Alchemical Exalted have their own Four Flaws of Invulnerability, based on the Great Maker's alien understanding of how humans draw heroic strength from their Virtues. Alchemicals may purchase multiple copies of a perfect defense Charm, loaded with alternative Flaws, but may never have more than two different Flaws installed at once among all of their Charms.

Compassion: The noblest function of the Alchemical Exalted is to champion the masses from which their souls and heroism arise. Charms with this Flaw only be activated may when the Alchemical leads or is attempting to protect mortals.

Conviction: The worthiest function of the Alchemical Exalted is to champion the agendas of state and god. Charms with this Flaw may be activated only when the Alchemical is laboring to support the Policy or carry out the orders of a group to which he belongs.

Temperance: The wisest function of the Alchemical Exalted is to accumulate Clarity and, with it, prudence. Charms with this Flaw force the Alchemical to conserve his strength and avoid overextending himself against an opponent so formidable as to demand perfect defenses. The Alchemical may not use a flurry on his next action unless it is created by an extra action Charm.

Valor: The purest function of the Alchemical Exalted is to inspire those who created them to emulate their heroism. Charms with this Flaw prevent the Alchemical from voluntarily moving away from the opponent against whom he invoked a perfect defense until his DV has refreshed twice. He must resist any attempt to move him away but he need not be violent in doing so.

Submodules:

Emergency Overcharger (3xp): Whenever the shield applies its penalty to an attack that hits anyway, an Alchemical with this submodule may focus the Charm's power in Step Six to perfectly parry the attack. Doing so does not require a Charm activation, and even unblockable attacks may be stopped. Although the defense has no flaw of invulnerability, 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 5+ Alchemicals may prevent overload by paying five motes per parry up to (Essence) times per scene, but they suffer the usual overload to parry afterward.

Essence Absorption Screen (Essence 3, 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, 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 effective raw damage of an attack that misses has zero attack successes applied to it. This absorption occurs whether or not the attack hits, as long as it garners at least one success to aim close enough to drain.

Transitory Invulnerability Engine

Cost: 5m [1m]; **Mins:** Stamina 5, Essence 3;
Type: Reflexive (Step 7)
Keywords: Combo-OK, Obvious
Duration: Instant
Prerequisite Charms: Subcutaneous/Exoskeletal Armor Plating (x2)

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. **This momentary perfect invulnerability reduces the raw and final damage of an incoming attack or similar phenomenon to zero after all other modifiers and effects.** This Charm has one of the Four Flaws of Alchemical Invulnerability.

Submodules:

Sustained Invulnerability Engine (Stamina 7, Essence 5): By paying an increased activation cost of seven motes and one Willpower, this submodule changes the Charm's duration from Instant to One action.

Essence Shield Projector

Cost: 5m [3m]; **Mins:** Stamina 4, Essence 3; **Type:** Simple
Keywords: Combo-OK, Obvious
Duration: One scene
Prerequisite Charms: Any Stamina Augmentation

When charged with Essence, crystal lattices embedded in the Alchemical's skin sculpt her anima into an impenetrable barrier. This luminous force field obviates stealth at the level of an eight- to 10-mote banner display.

This mobile barrier adjusts itself to the Alchemical's movements, imposing no penalty on any of her actions. It offers an ongoing protection of 20B/15L/10A Hardness, deflecting all but the mightiest attacks in crackling discharges of Essence. Yet, the first time an attack manages to overwhelm the barrier's Hardness, the Charm involuntarily deactivates itself and can't be reactivated until the Alchemical spends

an hour recalibrating his lattice arrays as a diceless dramatic action. This overload occurs only if the barrier is defeated by raw damage, not if a Charm causes an attack to ignore Hardness or by any other such means. The attack that destroys the barrier has its damage completely absorbed.

Submodules:

Motic Field Stabilizers: Installing this submodule reduces the Charm's activation cost to four motes and extends its duration to Indefinite. The shield also does not glow and is not Obvious by default, but becomes so on any tick that it stops damage.

Layered Ablation Nodes (Stamina 6, Essence 4): Once it has been overloaded, a shield with this submodule may be reactivated in the same scene without needing the usual calibration. Jumpstarting the disrupted Charm this way automatically flares the Champion's anima to its iconic level, and this method can be used only a number of times equal to his Essence rating before the Charm needs actual recalibration to repair.

Alloyed Reinforcement of Flesh

Cost: —; **Mins:** Stamina 5, Essence 2; **Type:** Permanent
Keywords: Internal, Obvious
Duration: Permanent
Prerequisite Charms: Any Stamina Augmentation

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:

Tireless Pneumatic Musculature (Essence 3): In addition to its base effects, the Charm also provides immunity to fatigue from strenuous exertion or wearing armor. This immunity does not remove the need for sleep and is temporarily disabled after the Exalt has gone more than 25 hours without a full night of sleep (or equivalent unconscious rest). Sufficient sleep recharges the immunity.

Death-Defeating Processors (Stamina 7, Essence 3): The Charm provides its defense against (character's Essence) instances of catastrophic injury per scene.

Body-Reweaving Matrix

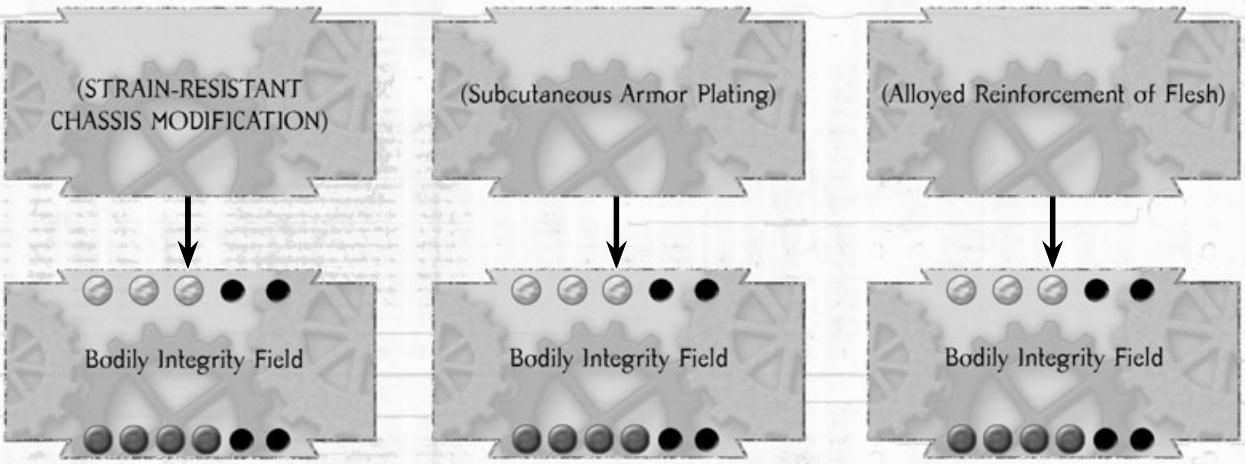
Cost: 12m, 1wp [1m]; **Mins:** Stamina 5, Essence 3;
Type: Reflexive
Keywords: Combo-OK, Internal, Obvious
Duration: Indefinite
Prerequisite Charms: Alloyed Reinforcement of Flesh

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.

While this Charm is active, the Exalt heals two levels of bashing damage per action tick. Once all bashing damage is mended, he regenerates a level of lethal damage each action tick instead. Amputated or destroyed limbs and organs may be reconstructed with this Charm, although doing so takes an hour per Crippling effect removed and prevents standard regeneration during this time. Amputated Charms and limbs disintegrate as the Body-Reweaving Matrix replaces them. This Charm may be activated while unconscious or otherwise inactive.

Submodules:

Beneficence Programming: 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. Every hour of total concentration and unbroken physical contact with the subject heals one level of bashing or lethal damage. Patients do not bleed or continue to die if mortally wounded while undergoing treatment.

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. Gremlin Syndrome cannot be cured this way.

Bodily Integrity Field

Cost: — [1m]; **Mins:** Strength 4, Essence 3;
Type: Permanent
Keywords: Internal, Obvious
Duration: Permanent
Prerequisite Charms: Strain-Resistant Chassis Modification *or* Subcutaneous Armor Plating *or* Alloyed Reinforcement of Flesh

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 Exalt also does not bleed.

Submodules:

Hardened Integrity Patterns (Essence 4, 4xp): This submodule permits the Alchemical to reflexively pay five motes and one Willpower to negate *any* Crippling effect at the moment it would otherwise be inflicted.

Aegis Integration System

Cost: 5m, 1wp [1m]; **Mins:** Stamina 3, Essence 2;
Type: Simple (5 long ticks)
Keywords: None
Duration: Indefinite
Prerequisite Charms: Any Stamina Augmentation

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 and fatigue value by two each (or completely if the armor is non-magical).

Submodules:

Attunement Resonator Pins (Stamina 4, Essence 3): 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. This even compensates for the surcharge to attune armor made from the wrong magical material for the Exalt's caste.

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

Enshrined Divinity Apparatus

Cost: 4m; **Mins:** Stamina 3, Essence 2;
Type: Simple (Speed 3)
Keywords: Combo-OK, Internal
Duration: One scene
Prerequisite Charms: None

This Charm takes the form of a miniscule brass and orichalcum tabernacle housed in the Alchemical's stomach. His digestive processes serve as sacrificial offerings to the multitude of microscopic mechanical gods that live in this tiny shrine. The doors of the shrine open when this Charm is active, sending tiny divinities scurrying throughout the Champion's body.

The Alchemical is immune to new Sickness effects while enjoying the benefits of this Charm and suffers no ill effect from any Sickness he might currently harbor. Additionally, he adds three automatic successes to all attempts to overcome illnesses afflicting him. The bonus also applies to anyone's efforts to treat his illnesses.

Industrial Survival Frame

Cost: 6m [1m]; **Mins:** Stamina 4, Essence 3;
Type: Reflexive (Step 2)
Keywords: Combo-OK, Obvious, Stackable
Duration: Indefinite
Prerequisite Charms: Any Stamina Augmentation

The Exalt's body is optimized to endure one of the six elements native to the Machine God, affording immunity to environmental damage. 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. When another character deliberately causes or uses environmental effects with intent to harm the Alchemical, this Charm does not protect her.

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**, p. 199) 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 Exalt enjoys immunity to Poison effects.

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 10 motes.

Environmental Dominance (Essence 4, 4xp): This submodule eliminates the exception made for other characters' deliberation and intent, fully immunizing the Alchemical from active categories of environmental damage. Direct, non-environmental damage (such as a sword to the face) continues to injure the Exalt normally.

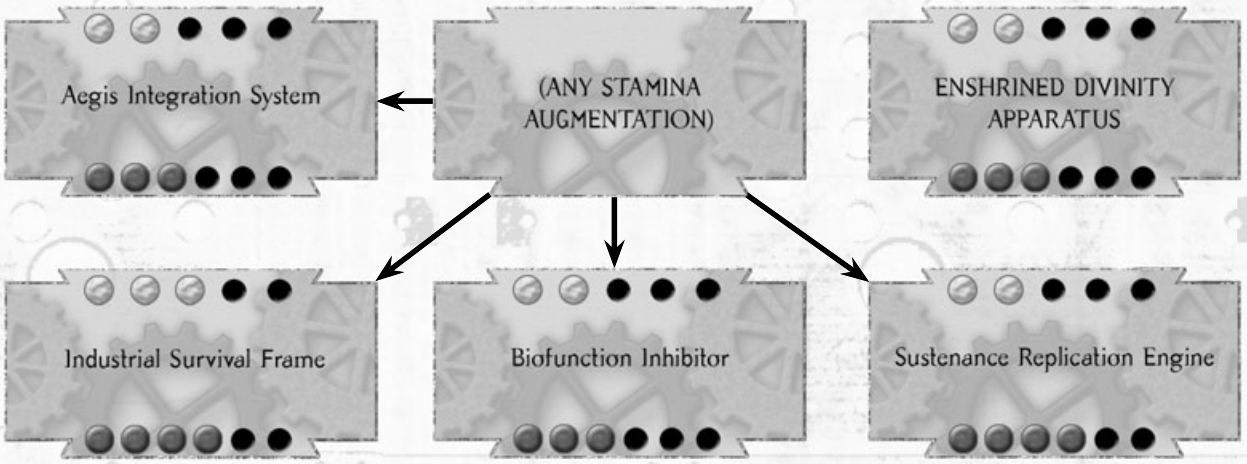
Attack Assimilation Mode (Environmental Dominance, Stamina 6, Essence 4): As long as the Champion has exactly one elemental permutation active, the Charm provides immunity to damage from non-magical attacks that fit within its scope of protection. An attack is magical if enhanced by a Charm or other Essence power, if it uses an inherently magical weapon or if the attacker has Essence 4+. If the Exalt changes which permutation is active through reactivation, this submodule temporarily overloads and provides no benefit for the rest of the scene.

Biofunction Inhibitor

Cost: 5m [1m]; **Mins:** Stamina 3, Essence 2; **Type:** Simple
Keywords: Internal
Duration: Indefinite
Prerequisite Charms: Any Stamina Augmentation

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 Conviction roll to regain Willpower in a 25-hour period.

Submodules:

Regenerative Torpor Catalyst (Stamina 4, Essence 3): Essence agitators and regenerative nutrient reserves similar to the broth used at the vats are stored in tanks adjacent to the Exalt's Essence reservoir. While in torpor, the Exalt regenerates health and Essence as though resting at the vats.

Sustenance Replication Engine

Cost: — [1m]; **Mins:** Stamina 4, Essence 2;
Type: Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Any Stamina Augmentation

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 5+, 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.

Speed and Mobility

Personal Gravity Manipulation Apparatus

Cost: 4m [1m]; **Mins:** Strength 2, Essence 2;
Type: Reflexive
Keywords: Combo-OK, 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 (Essence) yards 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 of 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 permits the Exalt to move at double his normal movement rate and jump twice as far, but it also doubles penalties due to high wind, doubles knockback distance and imposes whatever other effects the Storyteller deems appropriate for the change in weight.

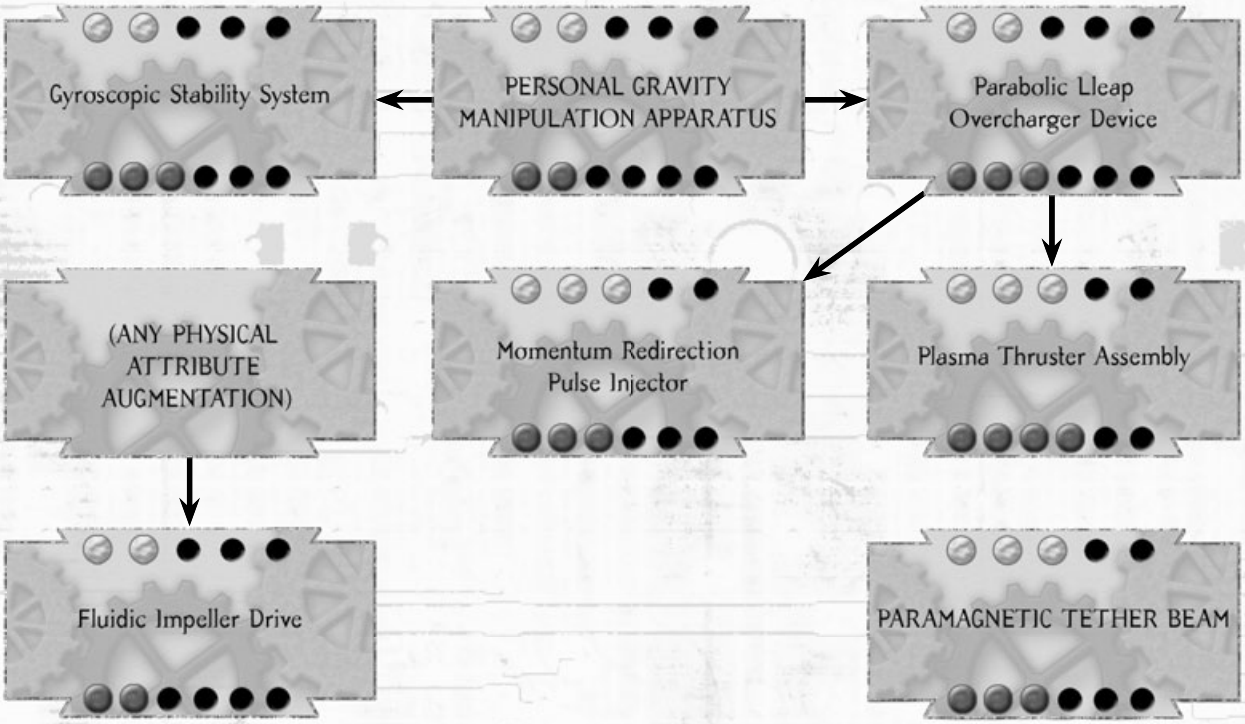
Gyroscopic Stability System

Cost: 2m; **Mins:** Dexterity 3, Essence 2;
Type: Reflexive (Step 2)
Keywords: Combo-OK, 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.

Submodules:

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 -2 internal penalty to all Athletics actions and a -1 internal 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 for the purposes of calculating their Dodge DV.

Parabolic Leap Overcharger Device

Cost: 3m; **Mins:** Strength 3, Essence 2; **Type:** Reflexive
Keywords: Combo-OK, Obvious
Duration: One scene
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. It is identical to Monkey Leap Technique (see **Exalted**, p. 223), save that the character must still use a standard Jump action to leap about. If the secondary mode of this Charm's prerequisite is active, she triples her jumping distance instead.

Momentum Redirection Pulse Injector

Cost: 3m; **Mins:** Strength 3, Essence 3;
Type: Reflexive (Step 9)
Keywords: Combo-OK, Counterattack, Obvious
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, change direction in midair, arrest his momentum while falling (effectively resetting the distance fallen at the time of the Charm's use) or break a flurry as in Leaping Dodge Method (see **Exalted**, p. 227). In the latter case, the effect is considered a special counterattack. This Charm may be activated only once per action.

Plasma Thruster Assembly

Cost: Varies [1m]; **Mins:** Strength 4, Essence 3;
Type: Reflexive
Keywords: Combo-OK, Obvious
Duration: Instant or one hour
Prerequisite Charms: Parabolic Leap Overcharger Device

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.

The Exalt can accelerate in a straight line, moving (Essence x 50) yards in a single burst once per action. Doing so normally costs two motes. If the Exalt uses this burst on an action tick to close the distance to an enemy and strike her with a close combat attack for added force, the cost increases to four motes and one Willpower and doubles the raw dam-

age of that attack. In conjunction with a flurry, only the first attack may be enhanced this way. The character may also use the burst to fly a grappled enemy and slam her into a solid barrier for four motes and one Willpower, doubling the raw damage of a crush attack. As a defense, enemies can always get in a strike before the Exalt can take off, or even a flurry of attacks. Yet, each attack after the first in a flurry suffers a -2 external penalty from the Alchemical pulling away and thereby lessening the impact.

Alternatively, the Charm allows for long-distance travel, costing 10 motes per hour of flight, or five motes if the Alchemical has some version of the Wings mutation installed to help keep him aloft. The Exalt travels at (Essence x 20) miles per hour, and 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.

Everyone within one yard directly behind or beneath the Alchemical when he engages any mode of this Charm suffers automatic knockdown unless the character has a Dodge DV of 5+. Launching straight up affects everyone around the launch point.

Submodules:

Travel Efficiency Upgrade (Stamina 3, 2xp): The duration of the Charm when used for travel becomes Indefinite.

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

Momentum Conservation Impact Buffer (Stamina 3): If the Alchemical bursts to strike an enemy with added force and hits, that enemy is also hurled back the remaining number of yards 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**, p. 242). This damage is capped at the terminal velocity limit of 25B.

Tactical Flight Upgrade (Wits 5, Essence 4): The Alchemical's flight system does not shut off when the character enters combat. The character still moves at full speed (40 yards per tick), though, and must plan accordingly, especially as crashing as a result of a failed maneuver roll results in a terminal velocity impact for 25B. The character gains the usual combat advantages of flight. The Champion can even use the Charm's burst mode while aloft to provide quick acceleration for that mode's usual purposes.

Fluidic Impeller Drive

Cost: 2m [1m]; **Mins:** Strength 2, Essence 2;
Type: Simple (Speed 3)
Keywords: Combo-OK, Obvious
Duration: Indefinite
Prerequisite Charms: Any Physical Attribute Augmentation

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. He quadruples the distance moved during Dash actions while submerged.

Paramagnetic Tether Beam

Cost: 6m [1m]; **Mins:** Strength 3, Essence 3;
Type: Simple
Keywords: Combo-OK, Internal, Obvious
Duration: One scene
Prerequisite Charms: None

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 of (Strength x 10) yards, 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 (Speed 5, DV -1), 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 range. 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:

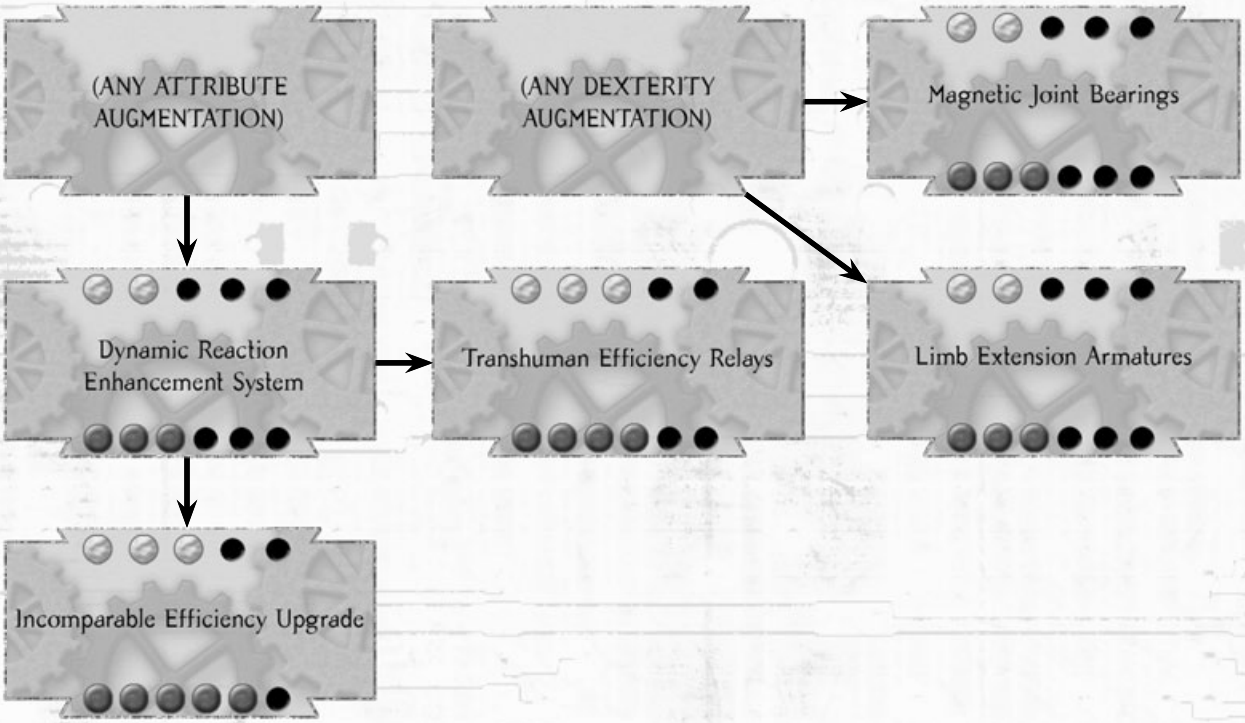
Recursive Force Suspension (3xp): By reflexively spending one mote, the Exalt may leave a held inanimate object to hover in place at its current location, enveloped in a corona of shimmering force. Suspended objects drop normally when the Charm ends or an external force moves them.

Cohesion Buffer (4xp): The beam now has a range increment of (Strength x 15) yards rather than a fixed range, penalizing actions past this distance normally.

Psychokinetic Reinforcement Array (5xp): Double the Exalt's Essence rating for the purposes of exerting force as effective Strength or Dexterity for the beam.

Dynamic Reaction Enhancement System

Cost: 2m [1m]; **Mins:** Dexterity 3, Essence 2;
Type: Supplemental
Keywords: Combo-OK, Variable
Duration: Instant
Prerequisite Charms: Any Attribute Augmentation



This Charm takes the form of a complex mechanical assembly in the Alchemical's spine. When activated, it reduces by one the Speed of any action of Speed 4+, to a minimum of 3. This Charm may benefit any Attribute-based action for which the character has an installed Augmentation. 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.

Submodules:

Subsynaptic Accelerator (Dexterity 5, Essence 3, 4xp): The Charm applies a -2 Speed modifier instead (still Speed 3 minimum). A second installation of this submodule at Essence 4 allows an alternative cost of four motes and one Willpower to drop the Speed of the enhanced action to 3 outright.

Cluster Action Hyperprocessor (Dexterity 5, Wits 5, Essence 3): The cost to activate this Charm is zero motes if a previous action in the same flurry already benefited from the Charm, usually allowing one instance of activation cost to reduce the Speed of the entire flurry.

Thought As Action Node (Wits 5, Essence 4): For an extra one-mote surcharge, the Charm may be activated as an innate power without counting as a Charm use.

Metacompetency Driver (One Physical, Social and Mental Attribute Augmentation, Essence 5, 2xp): The Charm may be used to enhance the Speed of actions using any Attribute.

Incomparable Efficiency Upgrade

Cost: 6m, 1wp; **Mins:** Wits 5, Essence 3; **Type:** Simple
Keywords: Combo-OK, Internal, Obvious, Variable
Duration: Indefinite
Prerequisite Charms: Dynamic Reaction Enhancement System

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, dividing the time necessary to complete them by (the Alchemical's Essence x 2). While under the effects of this Charm, the Exalt's movements become clipped and mechanical, lacking any organic grace. This Charm cannot shorten training times, but it may be toggled on and off to shorten some parts of ongoing tasks and not others as circumstances warrant.

Submodules:

Hypercalibration Benediction: As a Touch effect, 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. If a target is the recipient of multiple instances of this Charm from different Alchemicals, divide the time to complete relevant tasks by an amount equal to the cumulative Essence rating of all benefactors.

Transhuman Efficiency Relays

Cost: 2m per action, 1wp [1m]; **Mins:** Wits 4, Essence 3;
Type: Extra Action
Keywords: Combo-OK, Obvious, Variable
Duration: Instant
Prerequisite Charms: Dynamic Reaction Enhancement 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.

When activated, this Charm produces a magical flurry consisting of one full dice pool action per two motes spent, up to a maximum number of actions equal to the Alchemical's Wits. This flurry ignores Rate and uses only the highest Speed value and DV penalty of any action within it. The flurry may be used to perform any sort of action, provided that the action uses an Attribute for which the Alchemical has an Augmentation installed.

Submodules:

Superkinetic Synthesis Engine (Essence 5): The cost to activate this Charm becomes one mote per action and one Willpower, provided the Alchemical did not flurry on his last action.

Magnetic Joint Bearings

Cost: — [1m]; **Mins:** Dexterity 3, Essence 2;
Type: Permanent
Keywords: Internal, Stackable
Duration: Permanent
Prerequisite Charms: Any Dexterity Augmentation

The Alchemical's joints receive a special anti-friction magnetic coating, with additional installations representing more comprehensive and refined formulas. The character ignores off-hand penalties to actions. Furthermore, each installation reduces all of the character's multiple action penalties by one die. While he may initially sustain only one installation of this Charm, Essence 3+ Champions may install this Charm a number of times equal to or less than their Dexterity or Wits (whichever is lower). Installations of the Multiple Limbs mutation (see **Exalted**, p. 290) function identically for Alchemicals, and count toward this Charm's installation cap.

Limb Extension Armatures

Cost: 4m; **Mins:** Dexterity 3, Essence 2;
Type: Simple (Speed 6, -3 DV)
Keywords: Combo-Basic, Obvious
Duration: One scene
Prerequisite Charms: Any Dexterity Augmentation

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 may reflexively extend or retract his limbs up to (Essence x 2) yards, or (Essence x 4) if his Essence is 6 or higher. All attacks made while this Charm is active gain the R tag on top of the obvious benefit of making close combat attacks at range. Any close combat counterattacks against the Champion must also target the limbs as a called shot at a -2 external penalty unless the counterattack has similar reach.

Social

Patriotism-Provoking Display

Cost: 6m [1m]; **Mins:** Charisma 3, Essence 2;
Type: Supplemental
Keywords: Combo-OK, Compulsion, Internal, Obvious, Social
Duration: Instant
Prerequisite Charms: Any Charisma Augmentation

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 are able to resist the dictates of such a starkly heroic figure.

This Charm can enhance any social attack intended to convince a single target to take some action to support a social group to which he or the Alchemical belongs. Resisting this influence costs two Willpower, though the attack can be natural or unnatural depending on the intended force of the Champion's words. If the Exalt channels Conviction to aid the attack, add his rating as bonus successes rather than dice.

Submodules:

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, but the activation cost increases by three motes and one Willpower.

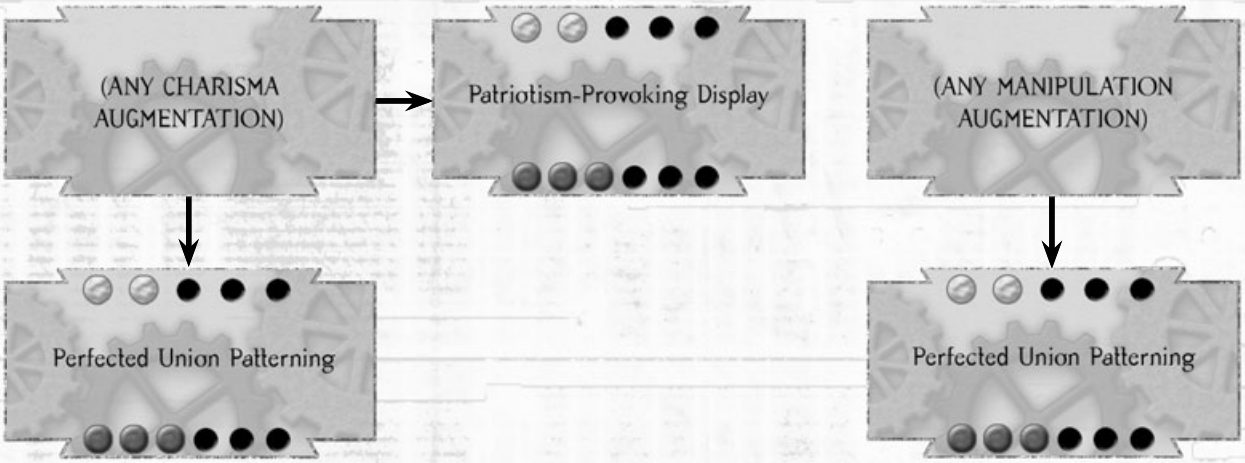
One Is Many Node (Charisma 4, 4xp): This submodule broadens the Charm to allow favorable action directed at a specific member of a valid social unit, rather than toward the unit as a whole.

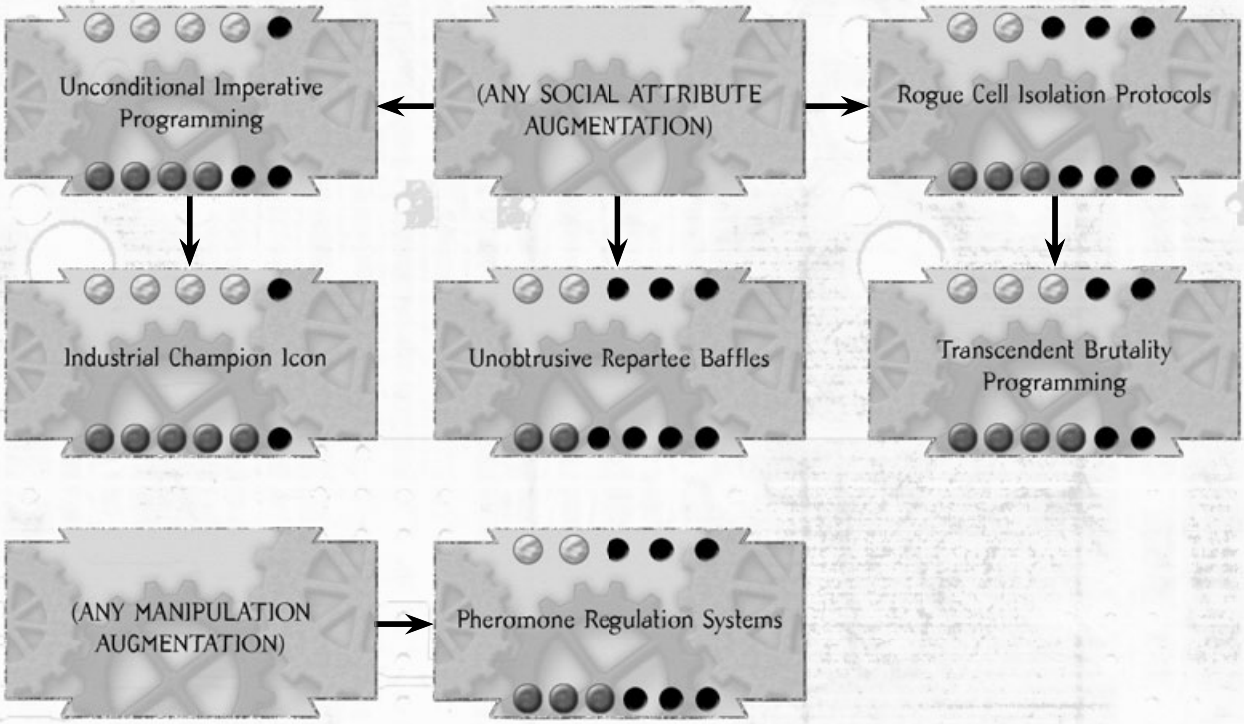
Perfected Union Patterning

Cost: 5m [1m]; **Mins:** Charisma 3, Essence 2;
Type: Supplemental
Keywords: Combo-OK, Emotion, Social, Variable
Duration: Instant
Prerequisite Charms: Any Charisma or Manipulation Augmentation

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 patterns reinforce attempts at forging unity. This Charm may supplement any social attack based on an Attribute for which the Exalt has an installed Augmentation, provided he attempts to convince one or more targets to favorably regard a social group separate from but roughly equivalent to a social group to which the targets belong. The attack can use Presence if only one target is present, but it must use Performance otherwise. If using Performance, only targets who are members of an equivalent group are affected by the Charm's power, though other witnesses could still be moved by the unmodified social attack. Those affected by the Charm feel as directed until they pay three Willpower to shake off the unnatural Emotion effect (or one Willpower if the selected social group has taken actions that directly damage their artificial reputation).

For example, the members of one work shift might be convinced to like members of a separate work shift, or citizens of one nation might become well inclined toward citizens of another nation. Non-equivalent groups are not valid targets, though. This Charm could not help convince a factory full of Populat workers to support their local Tripartite Assembly, for instance.





Unconditional Imperative Programming

Cost: 5m [1m]; **Mins:** Charisma 4, Essence 4;
Type: Reflexive (Step 1)
Keywords: Axiomatic, Combo-OK, Internal, Social, Variable
Duration: Instant
Prerequisite Charms: Any Social Attribute Augmentation

A coating of red jade in the Alchemical's throat infuses his words with Essence-driven psychological intensity, drilling them into the minds of listeners. Any speech-based mental influence supplemented by this Charm becomes unnatural and benefits from bonus successes rather than dice from any Valor channel applied to it. Unconditional Imperative Programming may be used only if the Exalt has an Augmentation installed for the Attribute used in the roll. Creatures of the Void treat social attacks enhanced by this Charm as undodgeable.

Submodules:

Incarnate Law Speaker (Charisma 6): The Exalt may pay five motes and one Willpower when activating the Charm to increase duration to one scene, allowing him to apply its benefits to any valid influence he exerts.

Industrial Champion Icon

Cost: —(4m) [1m]; **Mins:** Charisma 5, Essence 4;
Type: Permanent
Keywords: Axiomatic, Exemplar 1
Duration: Permanent
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. As long as this Charm is installed, all social attacks directed against creatures of the Void cost an additional Willpower to resist (to a maximum of five Willpower). The Exalt may also spend four motes in Step Two of combat resolution to perfectly dodge any mental influence that would make him act against the dictates of Clarity, whether to be more human or outright blasphemous to the Great Maker's Design. Use of this defense does not count as a Charm activation, but the Storyteller decides whether it is applicable.

Submodules:

Counter-Dissonance Stabilizer: 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 in Step One. 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.

Rogue Cell Isolation Protocols

Cost: 4m, 1wp; **Mins:** Manipulation 3, Essence 2;
Type: Supplemental
Keywords: Combo-OK, Emotion, Exemplar 1, Social, Variable
Duration: Instant
Prerequisite Charms: Any Social Attribute Augmentation

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. This Charm may be used to supplement any social attack to erode an Intimacy, provided the Alchemical has a corresponding Augmentation installed for the Attribute used in the attack. If successful, the Intimacy is instantly erased and may not be reestablished for one day by any effect. No roll is necessary to target oneself: The unwanted Intimacy is simply excised, and the Alchemical gains a point of temporary Clarity.

Submodules:

Instructive Fear Resonator (Manipulation 4, Essence 3, 4xp): Whenever the Charm rips away an Intimacy, it also leaves behind or renews an Intimacy of fear toward the Alchemical. As an unnatural Compulsion, the victim cannot remove this Intimacy by spending scenes attempting to overcome his fear and must apply MDV and spend Willpower to resist all external influence that would cause him to lose it. Removing the Intimacy ends the Compulsion.

Emotional Irrelevance Systems (Manipulation 5, Essence 4, 4xp): Characters who have lost an Intimacy from the Charm 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.

Transcendent Brutality Programming

Cost: 3m [1m]; **Mins:** Manipulation 4, Essence 3;
Type: Supplemental
Keywords: Combo-OK, Internal, Obvious
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 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 the attack hits, the target loses one Willpower regardless of damage and suffers a cumulative -1 external penalty to her player's next roll for the character to regain Willpower from sleep. Once this penalty exceeds her dice pool, the player gets no roll for the character to recover Willpower at all. 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 an unnatural 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 4): Whenever this Charm takes a dot of Willpower from a victim, the Alchemical regains one Willpower point or one spent Conviction channel, as desired. 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.

Pheromone Regulation Systems

Cost: 4m [1m]; **Mins:** Manipulation 3, Essence 2;
Type: Reflexive
Keywords: Combo-OK, Emotion, Internal, Social
Duration: One scene
Prerequisite Charms: Any Manipulation Augmentation

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. Any social attack the Alchemical makes against

a target within (Appearance x 10) yards that is intended to induce a particular emotion or take advantage of the target's emotional state by inducing appropriate behavior costs an additional Willpower to resist. Such attacks are also unnatural mental influence against mortals. Examples include inducing lust and then seducing the target, or inducing rage and inciting violence. For the base effects of instilling a feeling, see the accompanying sidebar. Characters with this Charm installed are immune to all uses of it and treat activations as Obvious to their senses while in range of the chemicals.

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 and adds bonus dice equal to the character's Essence to the roll-off against contesting magic that depends on the Alchemical's scent.

Submodules:

Instinctual Aversion Formula (4xp): As desired, the Alchemical may exude chemical repellants. Natural animals in range experience a subliminal unnatural Compulsion 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. Mortals are less affected, suffering a one-die internal penalty to all non-reflexive actions if they don't resist.

Biochemical Lozenge Machine (Essence 3): 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. Alternatively, the Exalt can create a pill that makes the consumer vulnerable to all social attacks using the specific emotion as though in range of the Charm for the rest of the scene. 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.

Unobtrusive Repartee Baffles

Cost: —(2m); **Mins:** Manipulation 2, Essence 2;
Type: Permanent
Keywords: Illusion, Internal
Duration: Permanent
Prerequisite Charms: Any Social Attribute Augmentation

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-keyword Charm to make it non-Obvious to mortal witnesses and prevent any Essence spent on it from adding to her anima banner display. Essence users see through the illusion and recognize Obvious Charms as such. Mortals expressly cannot pay Willpower to overcome this perfect illusion. The Storyteller should allow these benefits to apply to any purely social effects from Charms that are not listed as Social.

Feeling the Love

When an Emotion effect instills a feeling but does not specify a particular result, treat the Emotion as a scene-duration one-die situational internal penalty that applies to all actions that do not fall in accordance with the emotion (such as attempting to decipher a First Age text while enraged), and a three-die penalty for all actions that run directly counter to the emotion (such as resisting a seduction attempt while feeling lust). Beyond these mechanics, players should endeavor to represent their character's emotional state in their choice of actions as befits the balance of the character's Virtues, especially Temperance.

Motivational Vocoder

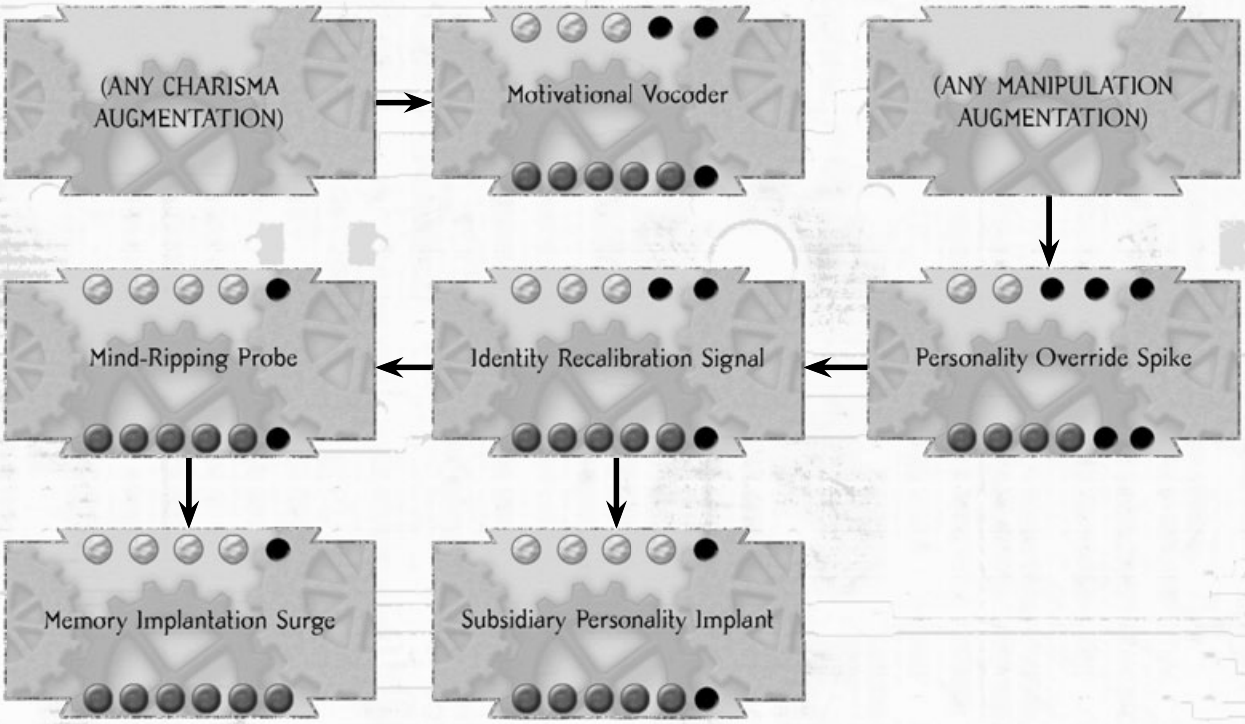
Cost: 12m, 1wp [1m]; **Mins:** Charisma 5, Essence 3;
Type: Simple (Speed 5 in long ticks)
Keywords: Combo-OK, Obvious, Servitude, Social
Duration: Instant
Prerequisite Charms: Any Charisma Augmentation

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 his Motivation. Any Virtue channel applied to this attack adds successes instead of dice. If the attack succeeds, the target's Motivation is temporarily suppressed and replaced by the Alchemical's own Motivation. Immediately and at any point thereafter, the target may pay four Willpower to reassert her own values. (This cost can be paid in installments.) Alternatively, the target can change his own Motivation to accept the imposed purpose as a true change. Not only does this change not cost experience, but the sense of renewed purpose restores all spent Willpower the first time this happens in a scene. Slight changes in the wording of a Motivation are permitted where logical—such as an Alchemical with a Motivation of "Be the greatest weapons inventor in history" imposing "Help [Alchemical Name] be the greatest weapon inventor in history."

Submodules:

Noetic Signal Booster (Essence 4): The Charm may be used at standard speaking range for a social attack. A second installation of this submodule at Essence 6 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.

Design Respinning Upgrade (Essence 5): Any extra who permanently accepts an imposed Motivation becomes a heroic character.



Personality Override Spike

Cost: 10m, 1wp [1m]; **Mins:** Manipulation 4, Essence 2;
Type: Reflexive (Step 10)
Keywords: Obvious
Duration: Until broken
Prerequisite Charms: Any Manipulation Augmentation

This Charm constitutes a spike mounted in one of the Alchemical's limbs, which can be extended or retracted at any time with a miscellaneous action to draw or ready a weapon. The probe may be stabbed into a victim as a stiletto (Speed 5, Accuracy +2, Damage +3L, Defense +0, Rate 3, Tags P) 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.

The Charm may be invoked on Step Ten when the Exalt damages or harmlessly pierces a being of equal or lower Essence. Once inserted, the spike releases hundreds of Essence-sculpted microscopic automata that rapidly thread their way through nerve bundles to the spine and up into the brain. The Exalt immediately attempts to force his victim into a mindscape. This is resolved as a roll to control a clinch, but the Exalt uses her ([higher of Manipulation or Wits] + Presence) as the attacking dice pool, resisted by the victim's (Wits + Integrity).

If the Exalt wins, she may deploy only 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. Physically, a victim trapped within his own mind is considered Inactive as though held in a standard clinch. If the victim wins, he may only break the clinch, pushing the spike harmlessly out of his body. The invading automata then denature into raw Essence.

The Alchemical's player continues to make this roll on each subsequent action until the victim breaks the psychic clinch or the Alchemical chooses to retract the spike. She may take no other actions while holding a target's mind hostage with this Charm.

Identity Recalibration Signal

Cost: — [1m]; **Mins:** Manipulation 5, Essence 3;
Type: Permanent
Keywords: Illusion, Internal, Shaping, Stackable, Training
Duration: Permanent
Prerequisite Charms: Personality Override Spike

This Charm expands its prerequisite, allowing the Alchemical the option of either "holding" or "crushing" a victim drawn into a mindscape when in control of the psychic clinch. "Crush" attacks constitute a form of unnatural mental influence costing one Willpower to resist. Resisting this influence merely assures the integrity of the victim's personality for a few more moments and does not end the clinch.

If the victim fails to fight off the probe's intrusion, the Alchemical may modify his personality to be more agreeable. She may apply one of the following modifications on each "crush" action and wastes any action spent attempting an impossible change:

Intimacies: One Intimacy of the Alchemical's choice may be added, up to his normal limit. Alternatively one Intimacy

of the target's choice is removed as an Illusion effect, and the Alchemical learns what Intimacy was erased.

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 an Illusion effect.

Virtues: Any of the victim's Virtues may be increased or decreased by one dot. This cannot shift them above 5 or below 1.

Willpower: The victim gains or loses a dot of permanent Willpower (maximum 8, minimum 1).

When the Exalt is finished, the spike slides painlessly free. The effects are permanent as applied to mortals, who can recover lost dots of Virtues or 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 to restore a diminished trait to its original rating instead and can pay this cost in installments. Adding Virtue or 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.

Mind-Ripping Probe

Cost: — [1m]; **Mins:** Manipulation 5, Essence 4;
Type: Permanent
Keywords: Internal, Shaping
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: She may drain five motes from the victim, transferring the Essence 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 4; **Type:** Permanent
Keywords: Illusion, Internal, Shaping, 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 consecutive actions to doing so. One action suffices 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. Two actions 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. Three actions allow 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. Four actions allow for the complete rewriting of a segment of memory up to five years long, while five consecutive actions allow 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 10 Willpower this way (or five Willpower if an Essence user), her memories are fully restored. Spending Willpower this way is considered resisting unnatural mental influence.

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.

Subsidiary Personality Implant

Cost: — [1m]; **Mins:** Manipulation 5, Essence 4;
Type: Permanent
Keywords: Illusion, Internal, Shaping
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:

Hidden Self: The Alchemical may design a new Motivation and 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 Motivation and 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 one action to design the new personality, one to set an appropriate trigger and one to implant it. Victims have an opportunity to spend four Willpower to resist the effect when it triggers.

Thousandfold Courtesan Calculations

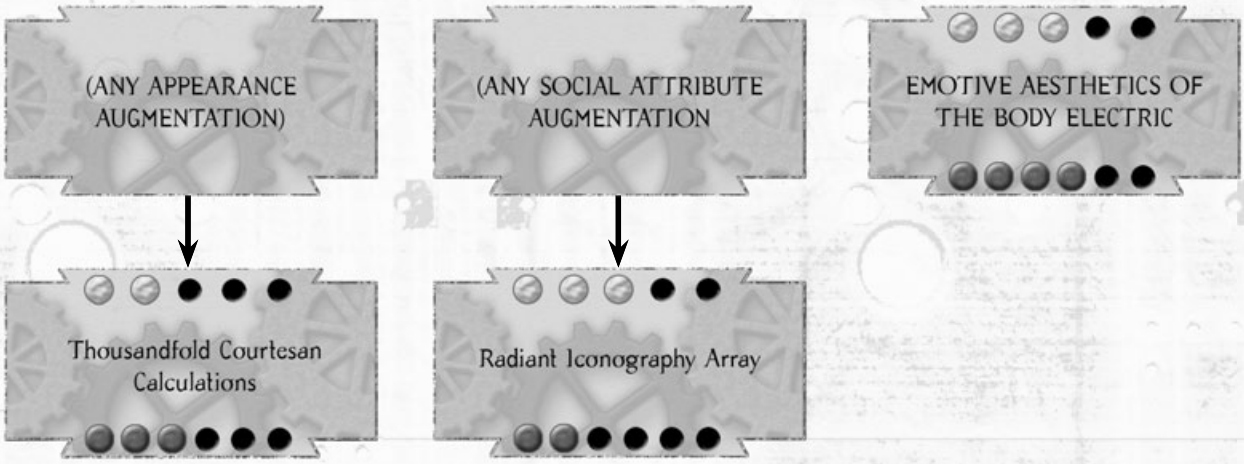
Cost: 5m [1m]; **Mins:** Appearance 3, Essence 2;
Type: Reflexive
Keywords: Combo-OK, Internal, Obvious, Social, Emotion
Duration: One scene
Prerequisite Charms: Any Appearance Augmentation

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. She doubles the maximum MDV bonus or penalty she can inflict or benefit from based on difference in Appearance.

In addition to radiating sexuality, the Exalt becomes peerless at the art of lovemaking. Hypnotic body rhythms 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, acting as unnatural mental influence that costs two Willpower to resist. If the attack aims to create an Intimacy of lust or infatuation toward the Alchemical, the cost is three Willpower instead, and the attack is undodgeable. If the Exalt imposed unwanted sex on the target through physical force, none of these benefits apply.

Submodules:

Ultimate Ardor Upgrade (Appearance 6, Essence 5): With this submodule installed, there is no limit on the benefits from differing Appearance, so an Appearance 8 Alchemical receives a +7 MDV bonus when socially attacked by an Appearance 1 character, et cetera. The cost to resist a post-coital



lust or infatuation Intimacy also increases to five Willpower, and the Charm's duration increases to Indefinite.

Radiant Iconography Array

Cost: —; **Mins:** Appearance 2, Essence 3;
Type: Permanent
Keywords: Obvious
Duration: Permanent
Prerequisite Charms: Any Social Attribute Augmentation

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**, p. 202), save that it may enhance uses of any Social Attribute Augmentation.

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 have a Dodge MDV higher than the Alchemical's (Manipulation + Performance) recognize the phantasms as such, though they still perceive them. Those fooled act accordingly.

Intrinsic Evocation System (Essence 4, 1xp): The radius of effect extends to 100 yards, and phantasms may be invoked at will without accompanying use of an Augmentation.

Emotive Aesthetics of the Body Electric

Cost: — [1m]; **Mins:** Appearance 4, Essence 3;
Type: Permanent
Keywords: Internal, Social
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. 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.

Submodules:

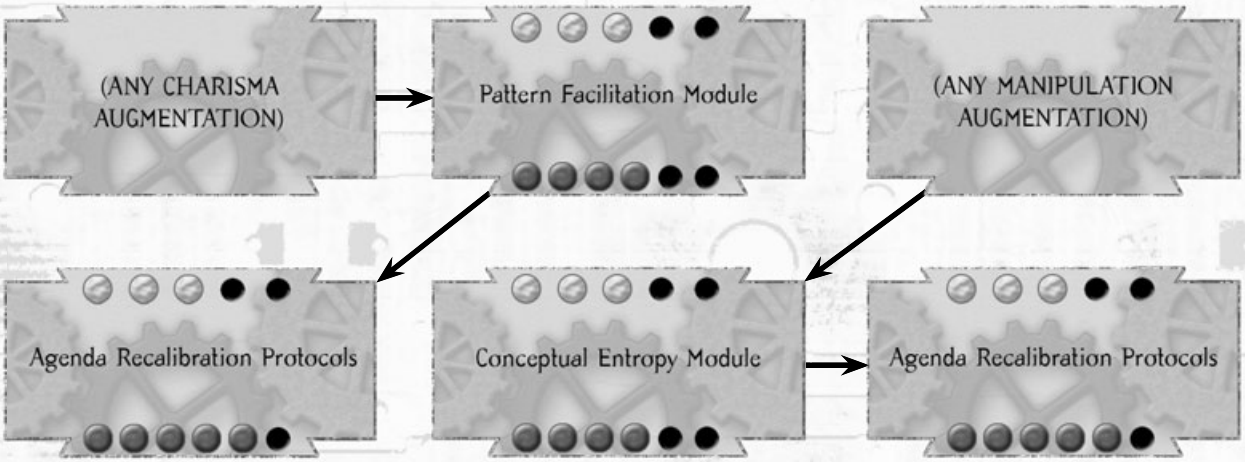
Dormancy Emotive Upgrade (Perception 3, 4xp): The Alchemical's ability to emote is so refined that she can affect others even while unconscious or otherwise rendered Inactive. The character remains immobile in such situations but remains aware as though awake and can respond to the situation at hand 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: 6m, 1wp [1m]; **Mins:** Charisma 4, Essence 3;
Type: Simple (6 long ticks)
Keywords: Combo-OK, Compulsion
Duration: Instant
Prerequisite Charms: Any Charisma Augmentation

The Alchemical has an artificial complex implanted into her brain, attached to a tiny transmitter diode located just above her ear. It emits a subliminal pulse when triggered, tipping popular opinion toward an agenda the Exalt promotes. This Charm functions identically to Taboo Inflicting Diatribe (see **Exalted,** p. 238) with the following exceptions:

It may be used only to encourage the adoption of a new course of action that does not conflict with the group's current Policy. The new agenda remains part of the group's Policy until its leader spends a total of six Loyalty to remove it. Only one Loyalty can be spent in this manner per day.



Conceptual Entropy Module

Cost: 6m, 1wp [1m]; **Mins:** Manipulation 4, Essence 3;
Type: Simple (6 long ticks)
Keywords: Combo-OK, Compulsion
Duration: Instant
Prerequisite Charms: Any Manipulation Augmentation

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 opinion away from an agenda the Exalt opposes. This Charm functions identically to Taboo Inflicting Diatribe (see **Exalted,** p. 238) with the following exceptions:

It may only be used to encourage the rejection of a current Intimacy within the group's current Policy. The targeted Intimacy is removed and cannot be favorably reimplemented as part of the group's Policy until its leader spends a total of six Loyalty to allow the rebuilding of that Intimacy to begin. Only one Loyalty can be spent in this manner per day.

Agenda Recalibration Protocols

Cost: 5m, 1wp [1m]; **Mins:** Manipulation 5, Essence 3;
Type: Simple (6 long ticks)
Keywords: Combo-OK, Compulsion, Internal
Duration: Instant
Prerequisite Charms: Pattern Facilitation Module *or* Conceptual Entropy Module

Policy can easily be modified by slight changes in definition, resulting in the cascade realignment of a society. An adamant-and-crystal helix woven through the logic centers of the Exalt's brain contains a vast syntactic database, allowing her to easily link together disparate concepts to present any necessary justification for social reorganization. This Charm functions identically to Taboo Inflicting Diatribe (see **Exalted**, p. 238) with the following exceptions:

It may be used only to change the definition of one of the targeted social group's Intimacies to a similar but different Intimacy of the Champion's choice. This change cannot be a direct inversion of the targeted Intimacy (Lookshy cannot be made to switch from having a friendly Intimacy toward Marukan to harboring a hostile one), but it may otherwise constitute any change as long as at least one element remains in common with the original Intimacy. For example, House Mnemon's subsidiary agenda of "promoting and supporting the Immaculate Order" might become an agenda to "modernize the dogma of the Immaculate Order to favorably incorporate Autochthonia into its mythology." The recalibrated agenda remains part of the group's Policy until its leader spends a total of six Loyalty promoting a return to fundamentalist values in order to restore it. Only one Loyalty can be spent in this manner per day.

Synaptic Acceleration Node

Cost: 1m; **Mins:** Wits 3, Essence 2;
Type: Reflexive (Step 1)
Keywords: Combo-OK, Internal, Social
Duration: Instant
Prerequisite Charms: Any Wits Augmentation

Artificial green and red jade synapses feed into a secondary logic center tucked away against the back of the Alchemical's skull, allowing for calm consideration of potential rebuttals and likely reactions even as the Exalt engages in reasoned debate. This Charm enhances a social attack, reducing the action's MDV penalty to zero.

Submodules:

Inarguable Confidence Booster (Essence 4): For an increased activation cost of four motes and one Willpower, the Charm's duration improves to one scene, applying its benefit to all social attacks made during that time.

Hierarchical Dogma Lock

Cost: —; **Mins:** Intelligence 3, Essence 1;
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 is identical to Righteous Lion Defense (see **Exalted**, p. 199), with the following change: Rather than making inviolate an Intimacy to one of his visions or ideals, the Alchemical must choose an Intimacy dedicated to the service of something 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.

Submodules:

Multimodal Duty Integrator (3xp): Normally, the Charm can be installed only once. With this submodule, it may be installed up to (Compassion) times, as long as all of the reinforced Intimacies are interconnected components of the same greater good (as approved by the Storyteller).

Herald Infuser (Essence 3): As a diceless miscellaneous action, the Champion may touch a character who shares the reinforced Intimacy. That character also gains the benefits of the Charm for as long as it remains installed in the Alchemical. The Exalt may enchant up to (Compassion) individuals this way and must choose which beneficiary to replace when he goes past this limit.

Programmed Catechism Rebuttal

Cost: 4m or 6m [1m]; **Mins:** Charisma 4, Essence 2;
Type: Reflexive (Step 2)
Keywords: Combo-OK, Internal, Social
Duration: Instant
Prerequisite Charms: Any Charisma Augmentation

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 functions as a perfect social parry, even against unblockable attacks. It costs four motes to invoke in Autochthonia and six motes in other realms of existence.

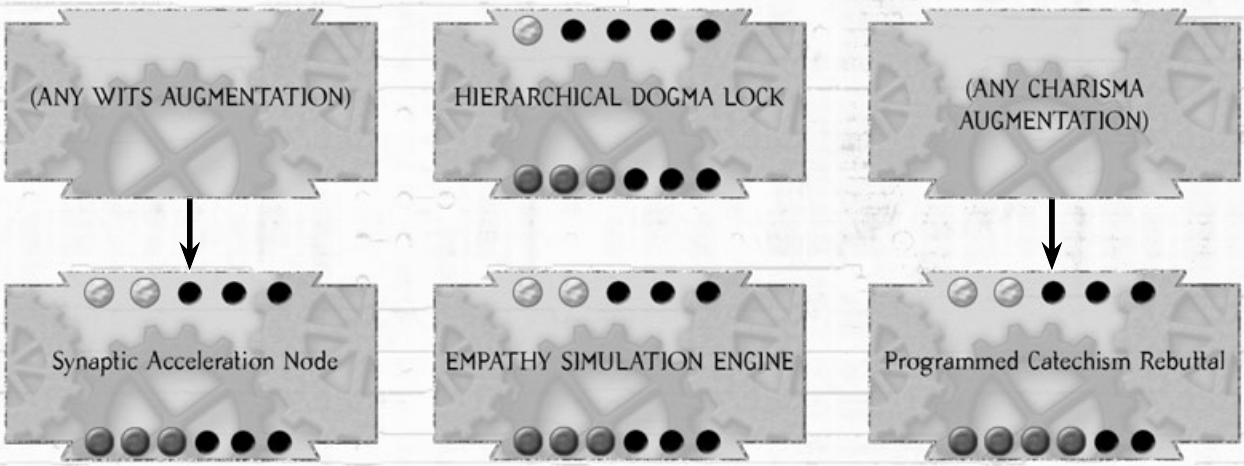
Submodules:

Guardian Interjection Node (Essence 3): The Alchemical may activate the Charm at usual cost to defend another character he can perceive, interrupting the attacker with righteous retorts. Such a defense is not perfect, but instead allows the target to substitute the Exalt's (Parry MDV + Compassion) for her own MDV, if trait is lower. This borrowed MDV may be applied against unblockable attacks, however. The cost to defend other characters from a specific attacker cumulatively decreases by one mote per use (to a minimum of one mote) until that attacker directs a social attack at the Alchemical.

Empathy Simulation Engine

Cost: 1m [1m]; **Mins:** Manipulation 3, Essence 2;
Type: Reflexive
Keywords: Combo-OK
Duration: One hour
Prerequisite Charms: None

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 Compassion or social actions. 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.



Stealth and Disguise

Integrated Artifact Transmogrifier

Cost: 5m [1m]; **Mins:** Appearance 1, Essence 2;
Type: Simple (Speed 3)
Keywords: Combo-OK, 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, giving as many of them as desired the Internal keyword for the duration of the effect. 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.

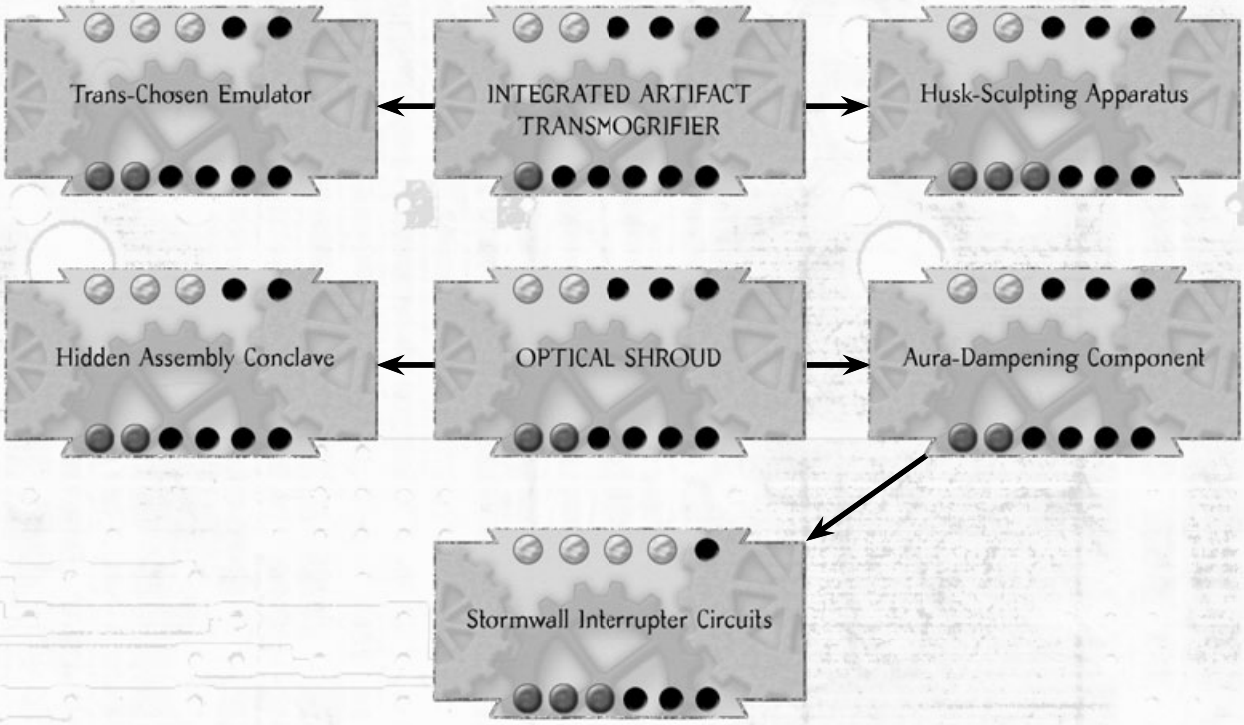
As a final benefit, if all of the Alchemical's Charms have the Internal keyword (whether naturally or from use of this Charm) and she is human-sized, she may transmute her claylike flesh and blood into a perfect simulacrum of human physiology and counter-gravitically compensate for the weight of hidden Charms so that her heavy tread does not betray her nature. In toto, 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.

Submodules:

Loom Server Migration (Essence 3, 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.

[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.]

Essence-Muting Baffles (Essence 3, 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 seems to have Essence 1. Tog-



gling 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. If an opposing Charm seeks to penetrate an active Essence cloak, add the Exalt's Appearance rating as bonus dice to the roll-off.

Deep Cover Mode (Appearance 5, Essence 4, 3xp): The Charm's activation cost decreases to two motes.

Trans-Chosen Emulator

Cost: —; **Mins:** Appearance 2, Essence 3;
Type: Permanent
Keywords: Internal, Obvious, Shaping
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 16-mote level and above 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 4+.

Husk-Sculpting Apparatus

Cost: 6m, 1wp [2m]; **Mins:** Appearance 3, Essence 2;
Type: Simple
Keywords: Combo-OK, Internal, Obvious
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 +3 MDV bonus against all seduction-based mental 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.

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.

Identity Distortion Mirage (Appearance 4, Essence 3, 3xp): Moonsilver microtech pigmentation further refines the visual details of the Exalt's disguise, preventing superhumanly acute vision from automatically piercing it. 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 3, 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. 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. Deafness induced this way wears off an hour after the listener last heard the sound.

Essence-Warping Anatomy (Appearance 5, Essence 4, 3xp): The Charm can no longer be automatically bypassed with Essence sight or comparable effects. It also provides three bonus dice for any roll-off against such Charms discerning its use or bypassing its function.

Biochemical Synthesizers (Appearance 5, Essence 4, 4xp): Artificial distillation micropumps provide pheromones and other natural scents, blocking superhumanly acute smell or taste from automatically piercing the disguise. The character can instead choose to exude a pungent biochemical irritant, imposing a -1 internal penalty to all mortals and natural animals with a sense of smell within (Appearance) yards as an Obvious Poison effect.

Metamorphic Physiology (Appearance 7, Essence 4, 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 2, Essence 2;
Type: Reflexive
Keywords: Combo-OK
Duration: Indefinite
Prerequisite Charms: None

A lattice of sand-sized crystals studded through the Exalt'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. As long as the Exalt makes no rapid or violent motion (physical attacks, Dash or Jump actions, etc.) and does not move more than one yard per tick, she remains invisible and impossible to detect via sight, regardless of acuity. Unless she speaks or otherwise gives herself away, attempts to locate her through mundane sound or smell are made with an external penalty of (higher of her Essence or Appearance). She can be detected by touch and taste normally. Characters with superhumanly acute hearing or sense of smell ignore this camouflage and may interact with the Exalt normally, as can characters with exotic senses

that do not depend at all on sight (such as heat detection and echolocation) or some form of Essence sight.

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:

Dynamic Cloaking Module (Essence 3, 1xp): Each installation of this submodule increases by one the maximum number of yards per tick the Champion can move without disrupting the camouflage. Once Dynamic Cloaking Module has been installed a sufficient number of times to cloak the Exalt's maximum dashing speed, it is not disrupted by any movement, even much faster methods available via Charms or other effects.

Sense-Countering Upgrades (Essence 3, 4xp): With each installation of this submodule, the Alchemical may choose to immunize the Charm against being automatically bypassed by superhumanly acute hearing or smell. With both of these options integrated, a third installation covers all exotic senses and further renders the Champion as undetectable by these unusual senses as by normal vision.

Kinetic Compensator (Essence 4, 4xp): Once the Optical Shroud has been activated, reactivating it in the same scene does not count as a Charm use during each of the Alchemical's action ticks.

Essence Veil (Essence 4): With this submodule installed, the character is as invisible to Essence sight and comparable senses while cloaked as he is to normal vision.

Maximized Ambush Processor (Essence 4): Whenever an Alchemical cloaked by this Charm makes an unexpected physical attack, he counts attack successes twice for the purposes of determining damage (or triple, if making a close-combat attack). This attack deactivates the cloak normally.

Hidden Assembly Conclave

Cost: 1m, 2wp [1m]; **Mins:** Appearance 2, Essence 3;
Type: Simple
Keywords: Combo-OK, Internal, Stackable, Touch
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 (Appearance + Essence) individuals. Whenever a character tagged this way is within 50 yards of the Alchemical and Optical Shroud is activated, the effected 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 (Essence 4): The Alchemical may attune an entire military unit with Magnitude equal to or less than his Essence rating in lieu of an individual, paying five motes and five Willpower to do so. For the unit to enjoy the benefits of cloaking, the Champion must be a special character in the unit, the unit must have Drill 3+ and it must remain in close formation. 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.

Aura-Dampening Component

Cost: —; **Mins:** Appearance 2, Essence 2;
Type: Permanent
Keywords: 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 do not contribute to the Champion's anima banner. 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 Augmentation use, but doing so adds a one-mote surcharge to the activation.

Stormwall Interrupter Circuits

Cost: 1-3wp [1m]; **Mins:** Appearance 3, Essence 4;
Type: Simple (Speed 4, -3 DV)
Keywords: Combo-Basic, Internal, Obvious
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 three Willpower if the anima is at the eight- to 10-mote level or brighter, only two Willpower if dimmer than that, and one Willpower if previously activated in the scene.

Analytic and Cognitive

Anticipatory Simulation Processor

Cost: 1m–3m [1m]; **Mins:** Perception 3, Essence 2;
Type: Reflexive (Step 2)
Keywords: Combo-OK, Internal
Duration: Instant
Prerequisite Charms: Any Perception or Wits Augmentation

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. Use of Anticipatory Simulation Processor against an unexpected physical attack removes the "unexpected" label and allows normal defense. Against a physical attack the character can see coming, the Charm instead negates all onslaught or coordinated attack penalties associated with the attack. The Charm's base activation cost is two motes, but attackers outside the fate of Creation and the Design of Autochthon add a one-mote surcharge, while mortals apply a one-mote discount.

Submodules:

Intuitive Necessity Algorithm (Wits 4, Essence 3): The Exalt may invoke the Charm against a surprise attack without it counting as a Charm use, though doing so adds a two-Willpower surcharge to the activation cost.

Optical Enhancement

Cost: — [2m]; **Mins:** Perception 3, Essence 2;
Type: Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Any Perception Augmentation

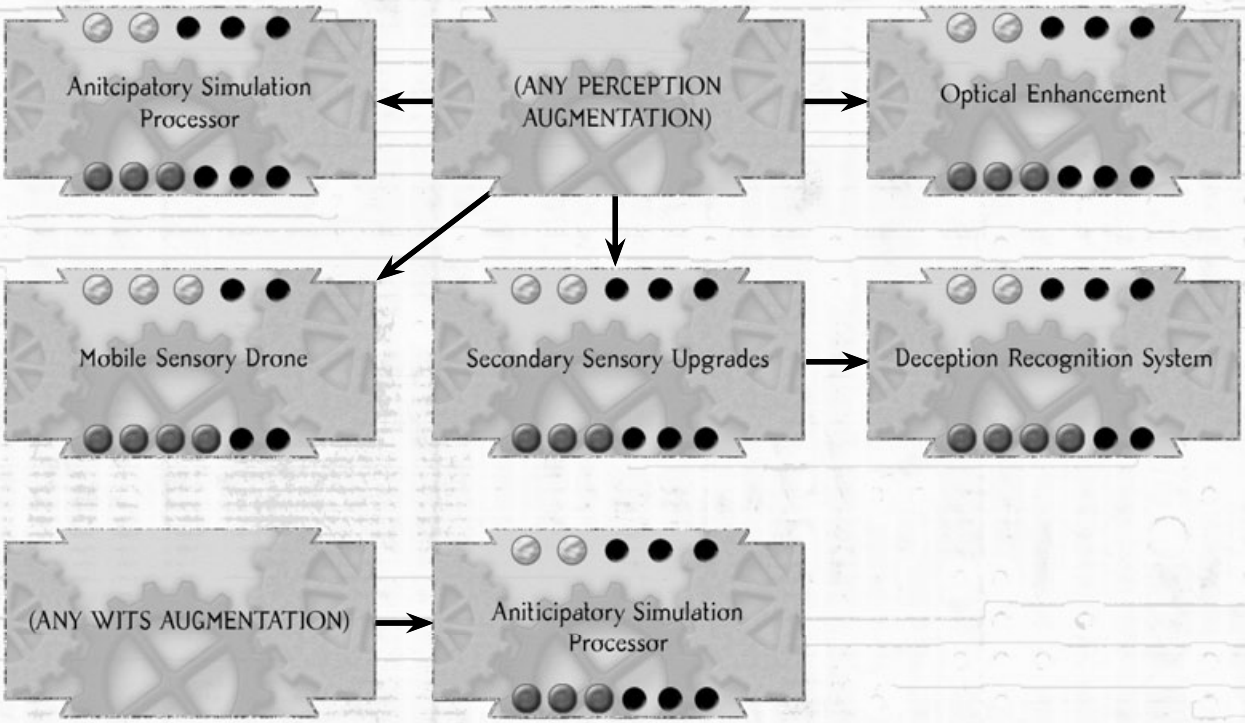
A wide array of ocular implants and enhancements have been developed over the centuries, of which the following upgrades constitute only a small sampling. Purchase of this Charm grants 12 experience points worth of submodules whose trait requirements the Champion meets. Others may be acquired normally.

Submodules:

Flash Shutters (2xp): 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 Blinding Spark Distraction (see **The Manual of Exalted Power—The Dragon-Blooded**, pp. 155–156) at the Storyteller's discretion.

Cross-Phase Scanner (4xp): 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 (Essence x 20) yards. A second purchase of this submodule improves it to function in other realms of existence.

Light-Intensification Filters (4xp): 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 one-die internal penalty unless he has flash shutters installed.



Ultraperipheral Awareness (4xp): A cluster of jeweled receptors is set in an arc around the Alchemical's head, affording him 360-degree vision. If he is completely surrounded by opponents, the Exalt remains able to apply his DV against all of them.

Microscopic Lens: The Alchemical's eyes can focus on small objects and magnify them, granting two automatic successes 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.

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.

Motion-Tracking Targeting Glance (Dexterity 4): To the Alchemical's eye, a glowing geometric symbol appears as a halo around those whom she locks onto with an Aim action in battle. This effect changes the bonus for aiming from dice to successes and cancels penalties for making called shots whenever launching a surprise attack and/or an attack benefiting from aim successes. A second installation of this submodule extends called shot penalty negation to all attacks.

Thermal Vision (Essence 3): 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 two-die external 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 3): 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 (Perception x 10) yards 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 action tick, 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 four- to seven-mote Solar 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**, p. 222), 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 the equivalent of a one- to three-mote Solar anima flare.

Mass-Penetrating Scan (Perception 5, Essence 3): 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.

Secondary Sensory Upgrades

Cost: 4m per sense type [1m]; **Mins:** Perception 3, Essence 2;
Type: Simple
Keywords: Combo-OK
Duration: One scene
Prerequisite Charms: Any Perception Augmentation

When this Charm is installed, the Alchemical chooses one of the two submodules here to install for free. The other requires the usual 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**, p. 225–226).

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**, pp. 225–226).

Echolocation Navigation Systems (Tympanal Receptor Nodes, Perception 5, Essence 3): 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 (see p. 159). 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.

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 (see **Exalted**, p. 226).

Deception Recognition System

Cost: 4m [1m]; **Mins:** Perception 4, Essence 2;
Type: Reflexive
Keywords: Combo-OK, Social, Variable
Duration: Instant
Prerequisite Charms: Secondary Sensory Upgrades

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**, p. 213), save that it gains no bonus to contested effect rolls.

Mobile Sensory Drone

Cost: 5m [1m]; **Mins:** Perception 4, Essence 3;
Type: Simple
Keywords: Combo-OK, Internal, Obvious
Duration: Indefinite
Prerequisite Charms: Any Perception Augmentation

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 (Speed 5, DV -2) from the Alchemical each action, 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 in excess of 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.

Autonomous (Intelligence 3): The drone has Intelligence 2 and can remember instructions, allowing it to operate without ongoing input. At the start of each action tick, 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 one-die internal penalty to all of the Chosen's non-reflexive actions until his DV refreshes 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 doubles the speed of all locomotion.

Kamikaze Assassin (Strength 3): The drone may be commanded to overload its internal Essence battery and pounce on an enemy within one yard, stabbing with its electrified needle legs. This submodule gives the drone a close combat

Mobile Sensory Drone

Motivation: Obey Creator
Attributes: Dexterity 5, Perception 5, Wits 5, All others 1
Virtues: Automaton; succeeds on all Valor rolls and automatically fails all other Virtue rolls
Abilities: Athletics 5, Awareness 5, Dodge 5, Stealth 5
Join Battle: 10
Attacks: None
Soak: 1L/1B (Metallic chitin)
Health Levels: -0/-1/-3/Incap
Dodge DV: 5 **Willpower:** 1
Essence: 1
Other Notes: These automata can scuttle like an insect with move actions at a rate of 10 yards per tick (or 15 yards per tick if dashing), even across walls and ceilings. Their small size allows them to fit through any openings as narrow as an inch and imposes a -3 external penalty on actions to notice, track or physically attack them. They cannot, however, perform feats of strength and are always extras. The machines have normal human-range senses and ignore all mental influence from anyone other than their creator, treating them as unacceptable orders. As a machine, a drone is tireless and transcends biological limitations.

attack with these traits: Speed 3, Accuracy 10, Damage (creator's Strength)L, Defense N/A, Rate Special (destroys the drone at the conclusion of resolution), Tags P.

Upgraded Senses (Perception 5): The drone's own senses are upgraded by all Charms the Alchemical has active.

Stealth (Essence 4): The drone can camouflage itself with a permanent effect duplicating the Charm Optical Shroud (see pp. 156-157). Attacking deactivates this effect until the drone's DV 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.

Imprinted Data Cluster

Cost: — [1m]; **Mins:** Intelligence 3, Essence 2;
Type: Permanent
Keywords: Internal, Stackable, Training
Duration: Permanent
Prerequisite Charms: Any Mental Attribute Augmentation

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 holds three artificial specialties of the Exalt's choosing, which may be reconfigured at the vats. A character may not add more than three dice from specialties to any roll. The Exalt may pay three experience points to permanently learn an installed specialty without any training time. Up to (Essence) installations of this Charm may be active at once.

Submodules:

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: 4+m [1m]; **Mins:** Intelligence 3, Essence 2;
Type: Supplemental
Keywords: Combo-OK, Exemplar 1, Internal
Duration: Instant
Prerequisite Charms: Any Mental Attribute Augmentation

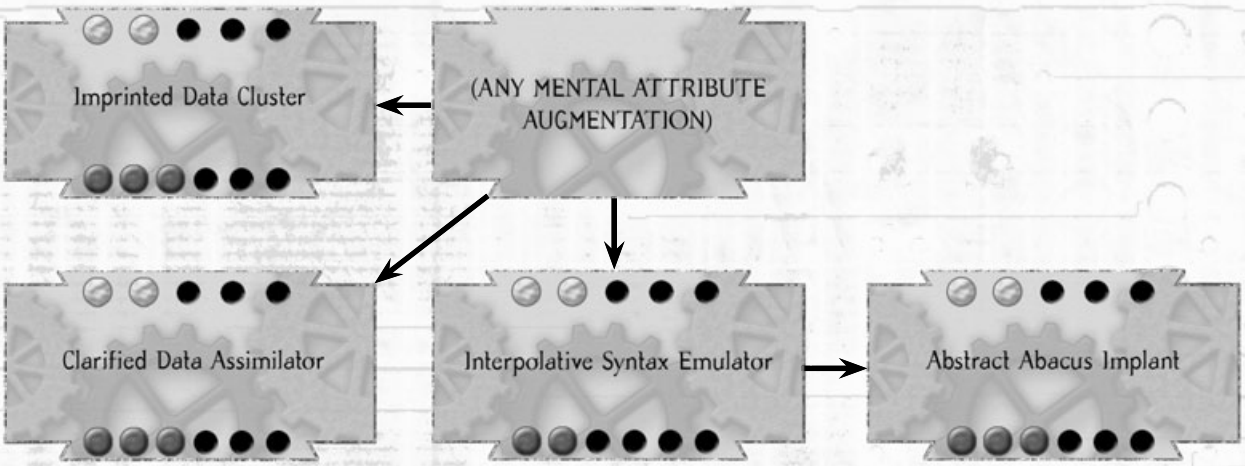
This Charm takes the form of thousands of microscopic automata scuttling through the Exalt's entire nervous system. When powered with Essence, these creatures link their spindly legs in artificial neural chains that vastly upgrade the interconnectivity of thought and memory. As they combine, the automata 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. 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 a Virtue channel. 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 2, Essence 2;
Type: Reflexive
Keywords: Combo-OK, Internal, Stackable, Training
Duration: Indefinite
Prerequisite Charms: Any Mental Attribute Augmentation

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, as a Training effect.

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 doubles all social bonuses and penalties from Clarity 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**, pp. 239–240).

Abstract Abacus Implant

Cost: 3m; **Mins:** Wits 3, Essence 2;
Type: Reflexive (Step 2)
Keywords: Combo-OK, Internal, Social
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 attack (or other mental influence conveyed through such media), the Charm acts as a perfect dodge that can't stop undodgeable effects. Effects that guarantee understanding across language barriers or which do not depend upon language also trump this Charm. Once comprehension returns, the Alchemical has encysted the memory to isolate it from the rest of his mind, allowing him to know what was said without any further danger.

Labor and Utility

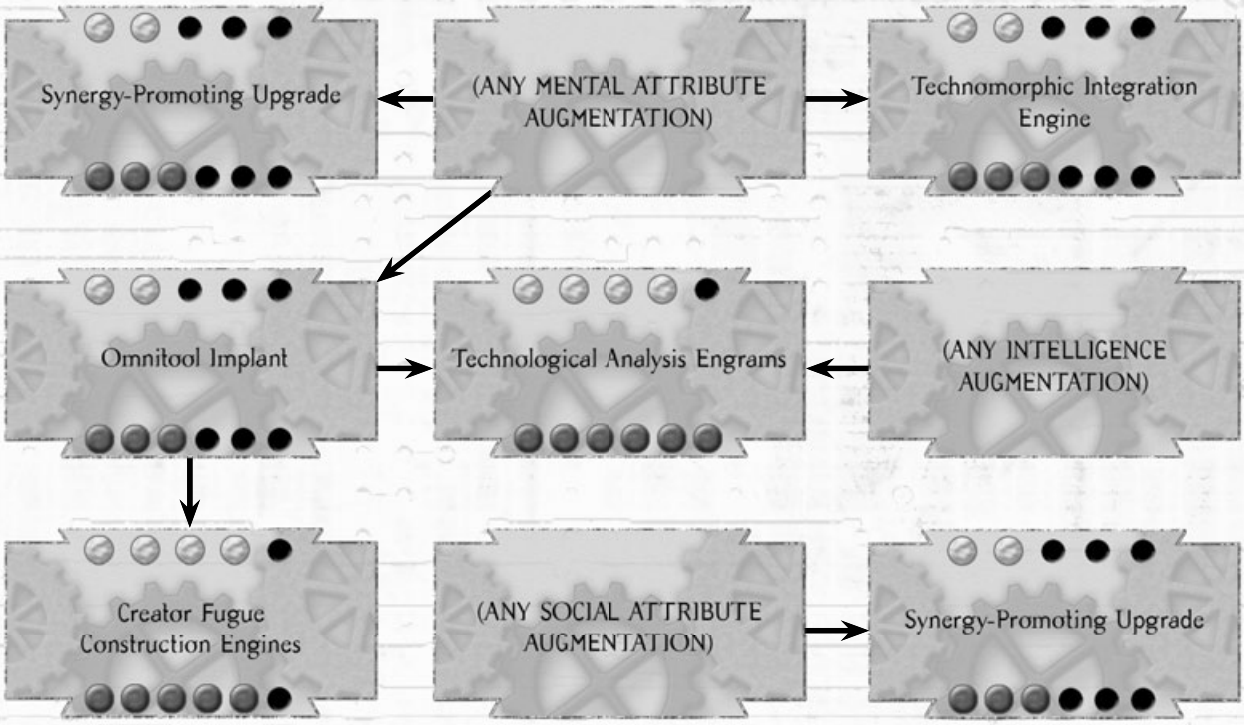
Synergy-Promoting Upgrade

Cost: 3m [1m]; **Mins:** Charisma 3, Essence 2;
Type: Reflexive
Keywords: Combo-OK, Internal
Duration: Instant
Prerequisite Charms: Any Social or Mental Attribute Augmentation

The Exalt has a cluster of orichalcum threads tangled around a jade nodule in his chest, the entire mass of which adjoins his Essence reservoir. Used to supplement an action in which the Alchemical benefits from or contributes to a limited teamwork bonus (see **Exalted**, p. 125), the bonus applies as additional successes rather than dice as the participants move with perfect clockwork synchronicity. Moreover, the number of assistants that may contribute aid is based on the Attribute or Ability used by the primary character (whichever is higher).

Submodules:

Communal Supremacy (Essence 3): Each bonus success contributed by teamwork via use of the Charm reduces the primary character's dice pool by one die and converts it into one additional automatic success. Any bonus dice from stunts related to teamwork automatically convert to successes as well.



Lifestyle Cooperation Paradigm (Intelligence 5, Essence 3): The duration of the Charm can increase to Indefinite for an increased activation cost of five motes, enhancing all valid actions undertaken while it remains active.

Omnitool Implant

Cost: 4m [1m]; **Mins:** Wits 3, Essence 2; **Type:** Reflexive
Keywords: Combo-OK, Obvious
Duration: Indefinite
Prerequisite Charms: Any Mental Attribute Augmentation

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 and hammers to advanced Essence calibration devices such as hyperion keys and valgrind couplers. The Alchemical suffers no penalties for crafting without tools and is considered to have access to a master's workshop (see **The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 28). Attempts to use this Charm to produce weapons in combat can manage nothing better than improvised weapons (see **Exalted**, p. 242) with Damage +0L and Defense +0. The Exalt's player may also enjoy a three-die situational bonus on rolls that could benefit from the use of precision tools, such as lockpicking.

Submodules:

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. 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.

Secondary Telefactor Assembly (Intelligence 3, Essence 3): Whenever the Exalt successfully crafts a mundane item with his Omnitool Implant, that item is automatically exceptional regardless of threshold. A second installation at Intelligence 5+ makes it so that success results in perfect goods.

Creator Fugue Construction Engines

Cost: — [2m]; **Mins:** Intelligence 5, Essence 4;
Type: Permanent
Keywords: Exemplar 3, Obvious
Duration: Permanent
Prerequisite Charms: Omnitool Implant

This Charm enhances its prerequisite, allowing it to extrude clusters of tool-tipped tentacles, dexterous armatures, waldoes 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 and/or successes supplied by Augmentations 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: While Omnitool Implant is active, that Charm allows the character and his extruded equipment to act as a unit with Magnitude equal to his Essence rating for the purposes of counting as labor for large-scale construction projects such as manse building. He need not be in charge of the project to apply this benefit toward its completion.

Technological Analysis Engrams

Cost: — [1m]; **Mins:** Intelligence 6, Essence 4;
Type: Permanent
Keywords: Exemplar 1, Internal, Stackable
Duration: Permanent
Prerequisite Charms: Any Intelligence Augmentation, Omnitool Implant

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 Charm reduces the difficulty to repair any piece of magitech by three.

Additionally, the Alchemical reduces by one dot each the minimum Craft, Lore, Medicine and Occult requirements to build or repair artifacts, to a minimum requirement of one dot for any Ability normally required for the task. Therefore, a four-dot artifact (normally requiring Lore, Occult and Craft 6 to build and 5 to repair) would require those Abilities at only 5 to build or 4 to repair. This Charm may be installed twice, though the second installation requires Essence 5+.

Technomorphic Integration Engine

Cost: 1m or Varies [1m]; **Mins:** Intelligence 2, Essence 2;
Type: Simple (Speed 4)
Keywords: Combo-OK, Obvious, Stackable, Touch
Duration: Indefinite
Prerequisite Charms: Any Mental Attribute Augmentation

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.

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).

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.

Resonance Harmonizer (Essence 3): 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.

Transcendent Multimodal Artifact Matrix

Cost: Varies [1m]; **Mins:** Wits 3, Essence 2; **Type:** Simple
Keywords: Combo-OK, Obvious
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 artifact's rating may not be higher than the Alchemical's Essence rating. If the artifact can enjoy a magical material bonus, it must be formed of the Exalt's caste material. 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. Finally, the artifact may not be notably larger than the Alchemical.

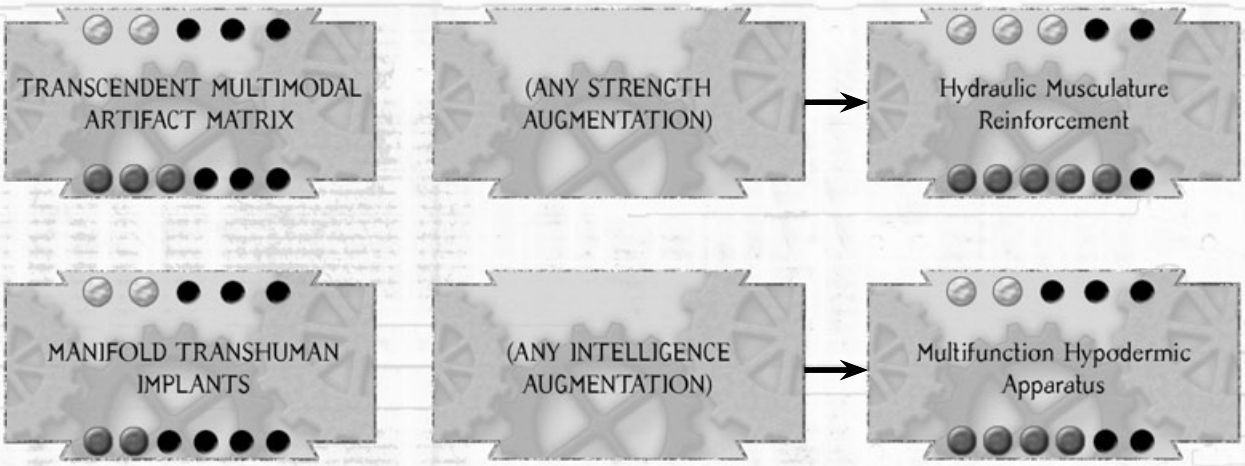
This Charm's activation cost is the attunement cost of the desired artifact configuration, or one mote if the artifact does not require attunement. It begins with a single Artifact •• template of the Exalt's choosing. Additional templates are downloaded as submodules from the vats for a cost of three 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 3): 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 Repair rating may be installed, provided they do not have an artifact rating more than (the Alchemical's Essence – 1). 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 (see pp. 165-166) 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.

Hydraulic Musculature Reinforcement

Cost: — [1m]; **Mins:** Strength 5, Essence 3;
Type: Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Any Strength Augmentation

Reinforcing pneumatic musculature is threaded throughout the Champion's body, connected to her Essence reservoir by tubing routed through her veins. While this Charm is installed, the Alchemical's Strength is counted twice when calculating feats of strength (see **Exalted**, p. 127). Essence 5+ Champions triple their Strength for this purpose instead and remove the Charm's installation cost.

Manifold Transhuman Implants

Cost: — [1m]; **Mins:** Stamina 2, Essence 2;
Type: Permanent
Keywords: Obvious, Stackable
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, represented by purchasing mutations in bundled packages. 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. The (double installation of Tentacles) package, 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 produces a bundle of eight mutation points and must be installed separately. If any mutations in the package substantially alter the humanoid structure of the Alchemical's body (i.e., having one head, two arms and two legs conventionally arranged from a central torso), that installation has Exemplar 1, and the

Alchemicals and Mutations

Should Alchemicals be exposed to the warping properties of the Wyld or similar forces, they add three dice to all resistance rolls due to their nature as Champions of orthopraxy. When buying mutations with Manifold Transhuman Implants, poxes cost one point, afflictions cost two points, blights cost four points, and abominations costs six points. Lists of sample mutations may be found in **Exalted**, pages 288–290, **The Manual of Exalted Power—The Lunars**, pages 207–209, and **The Compass of Celestial Directions, Vol. II—The Wyld**, pages 144–148.

Like all Chosen, Alchemicals are forbidden to take any mutation that is already accounted for by some facet of their Exaltation, such as the Enlightened Essence blight or Longevity pox. Mutations may be acquired as technological refits outside of Charms such as Manifold Transhuman Implants, though it is seldom efficient to do so. The bonus point cost for mutations implanted this way is equal to their mutation points, or twice that to determine experience costs. Each mutation requires the same time to install at a vats complex as a Charm, regardless of cost.

Should an Alchemical gain any mutation that grants additional Attribute dots, the resultant bonus is not considered dice added by a Charm and does not increase the Champion's actual rating. The unmutated rating still determines Charm bonus limits, experience costs, meeting minimum trait requirements for Charms and so forth. Of particular note, Alchemicals cannot have mutations that reduce their size, so dissident cells can be reasonably confident that children are not Exalted imposters. (Many recruit accordingly.) Champions also ignore all mutation effects that grant additional health levels, most commonly associated with size increase. The source of such mutations is irrelevant to these limits.

If an Alchemical has an Integrated Artifact Transmogrifier (see pp. 154-155) installed, he may choose to suppress individual mutations as though they were Charms, but suppressed mutations become dormant while hidden and provide none of their usual effects. Only physical mutations are eligible for suppression this way. Mutations that affect only the mind or soul (such as derangements) can *never* be suppressed.

Large (Pox): See **Exalted**, page 288. Taken twice, this pox becomes the Huge affliction and the Exalt is 50 percent larger, adding two dots to Strength and Stamina. Taken three times, the mutation becomes the Giant blight, making the Champion twice his original size and adding three dots of Strength and Stamina. This is the largest that mutations can expand an Alchemical.

Multiple Limbs (Abomination): See **Exalted**, page 290. When configured to add additional arms, this mutation functions identically to Magnetic Joint Bearings (see p. 143) and shares that Charm's cap on the number of times it may be acquired.

Storyteller is final arbiter of this. Mutations acquired via this Charm are always Obvious in some way and remain active at all times. 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.

Multifunction Hypodermic Apparatus

Cost: 6m [2m]; **Mins:** Intelligence 4, Essence 2;
Type: Simple
Keywords: Combo-OK, Internal, Obvious, Poison, Touch
Duration: Instant
Prerequisite Charms: Any Intelligence Augmentation

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 yards away, 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 either Martial Arts or Medicine, and with a piercing "damage" of +0L. If the needle would inflict any health levels of damage, this injury is replaced with the effects of injection. 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 the thaumaturgical Art of Alchemy may be downloaded as submodules at the vats for two experience points each. Any alchemy formula with a medicinal application may be adapted and loaded into this Charm, unless expressly vetoed by the Storyteller for balance considerations. For example, eagle's eye potion and valiant warrior formula are valid submodules, but the heavenly transmutation processes are not. More on the Art of Alchemy may be found in **The Books of Sorcery, Vol. III—Oadenol's Codex**, pages 129–132. 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 (see **Exalted**, p. 378).

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 (see **Exalted**, p. 378). Like that drug, the infusion cannot heal aggravated damage, and its narcotic haze imposes a one-die internal penalty to non-reflexive actions as a Poison effect.

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.

Technoetic Infusion: This crimson fluid is a powerful painkiller and euphoric, allowing patients to ignore wound penalties and apply Virtues as basic automata do for one scene: automatically succeeding on Valor rolls and automatically failing others. Patients with a Clarity or Dissonance track gain one temporary point. Patients cannot channel Virtues while under the influence, and they suffer an internal penalty of -4 to Stamina when it wears off. Each day of complete rest removes one die of this penalty.

Spiritual

Auxiliary Essence Storage Unit

Cost: — [1m]; **Mins:** Stamina 1, Essence 2;
Type: Permanent
Keywords: Internal, Stackable
Duration: Permanent
Prerequisite Charms: None

This Charm increases the storage capacity of the Alchemical's Essence reservoir, adding 10 motes of Peripheral Essence per installation (to a maximum number of times equal to the Alchemical's Essence rating). Like all Charms that expand a character's mote pool, Auxiliary Essence Storage Unit can't be acquired with the Eclipse anima or equivalent powers.

Multiphase Divinity Regulator

Cost: 2m [1m]; **Mins:** Perception 3, Essence 2;
Type: Reflexive
Keywords: Combo-OK, Obvious
Duration: One action
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.

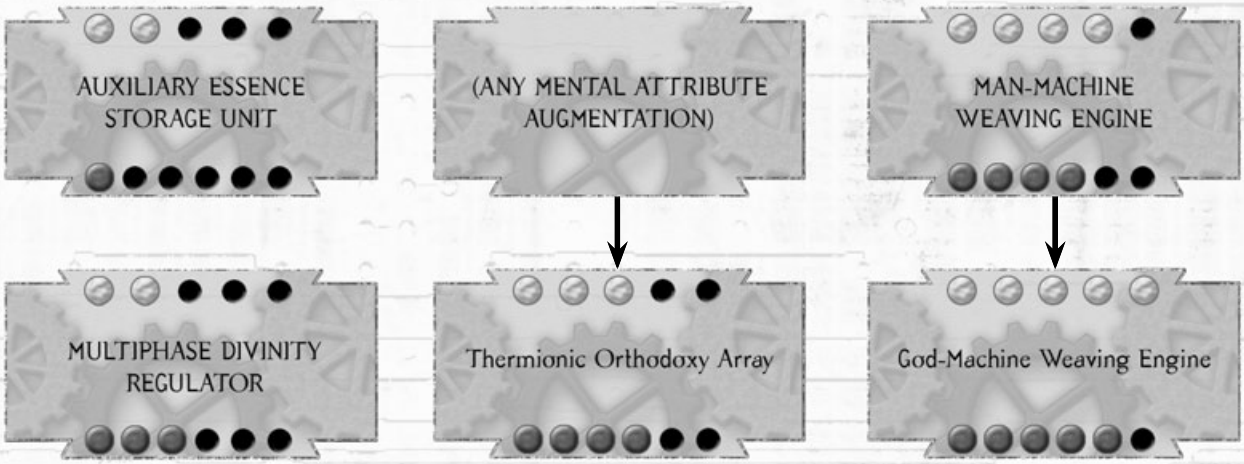
Void Hammer Engine (Clarity 5, Essence 3): Once upgraded with this Axiomatic submodule, Multiphase Divinity Regulator may be activated for a cost of five motes in Step Ten whenever an Alchemical's attack against a creature of

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.

Thermionic Orthodoxy Array

Cost: 0–7m [1m]; **Mins:** Intelligence 4, Essence 3;
Type: Simple
Keywords: Axiomatic, Combo-OK, Exemplar 1, Obvious, Shaping
Duration: Indefinite
Prerequisite Charms: Any Mental Attribute Augmentation

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 (total Clarity x 10) yards, 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 (see **Exalted**, p. 216). The cost to activate this Charm is (10 – Essence) motes.

Blight Zones

Areas where the Great Maker's body has broken down are called blight zones. They are not shadowlands per se, as even the dead find them desolate and devoid of motes to respire. Yet, the tendency of these regions to warp reality and suck the life out of the landscape combines most of the worst features of the Wyld and the Labyrinth into a chaotic industrial wasteland stinking of rust, smog and decay.

Man-Machine Weaving Engine

Cost: — [1m]; **Mins:** Intelligence 4, Essence 4;
Type: Permanent
Keywords: Exemplar 1, Obvious
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, but it does not function for characters infected with Gremlin Syndrome.

The character may take Weave Man-Machine Protocol actions, which are identical to Shape Terrestrial Circle Sorcery actions save that they invoke a Man-Machine protocol rather than a spell. For full details on protocol weaving, see Chapter Six. This Charm cannot be placed in an Array.

God-Machine Weaving Engine

Cost: — [1m]; **Mins:** Intelligence 5, Essence 5;
Type: Permanent
Keywords: Exemplar 1, Obvious
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, but it does not function for characters infected with Gremlin Syndrome.

The character may take Weave God-Machine Protocol actions, which are identical to Shape Celestial Circle Sorcery actions save that they invoke a God-Machine protocol rather than a spell. This Charm cannot be placed in an Array.

Alchemical Martial Arts

The crystalline memory-cathedrals of the Great Maker are said to contain the patterns for all Celestial and Terrestrial martial arts developed and deployed during the Primordial War (though it is both possible and likely that the Fivescore Fellowship kept some secrets even from the Machine God). Over the centuries, Alchemical heroes have only partially explored these echoing vaults of knowledge, bringing ancient fighting styles back to the cities of Autochthonia. Champions have also innovated styles of their own, some functionally indistinguishable from latter-day arts of Creation, others unique to the Realm of Brass and Shadow. Countless "dead" arts have yet to be recovered from the borders of the Pole of Crystal and would represent a prize without equal for any martial artist with the fortitude to survive the journey.

The modular bodies and souls of the Alchemical Exalted cannot natively support practice of the martial arts. Instead, they require a special Charm to store katas and quarantine the Essence-sculpting transformations such enlightenment brings. They are capable of practicing Terrestrial and Celestial martial arts, but they find their Essence profile too profoundly rooted in the physicality of their bodies to ever ascend to the Blossom of the Perfected Lotus. Indeed, Autochthonians are unaware that any such thing as a Sidereal level of martial arts exists.

Alchemical Exalted must always pay a one-mote surcharge for each Charm invocation when practicing any martial arts style with a Gaian elemental aspect. A number of Terrestrial styles, however, have been developed within Autochthonia that utilize the six Autochthonian elements, and Alchemicals never suffer a surcharge for using them. In the event that any being with a Gaian elemental aspect should ever learn an Autochthonian aspect martial art, he must pay a one-mote surcharge for its Charms. The effects of a Terrestrial Exalt attempting to fully harmonize with an Autochthonian element are currently unknown. A few First Age experiments with Vitriol-aspected martial arts stand as the only remotely similar precedent, and their results were disturbing enough that the program was discontinued in short order. For more on martial arts, see **Scroll of the Monk**.

Perfected Lotus Matrix

Cost: — [2m]; **Mins:** Perception 2, Essence 2;
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 transcendent epiphanies. Like a Weaving Engine, this Charm may not be placed in an Array and can't be removed.

Submodules:

Lotus Filament Conduction (One complete Celestial martial arts style, Essence 4, 6xp): This submodule reduces the cost of learning Terrestrial martial arts Charms to seven experience points.

Other Exalted have developed similar powers: Lunar Exalted have a Knack called Terrestrial Bloodline Integration (One complete Celestial martial arts style, Wits 3, Essence 4) that sets their prices at six experience points if Martial Arts is Favored, and eight experience points if not. Solars, Abyssals and Green Sun Princes have a trio of hero style extension Charms: Swallowing the Lotus Root, Blood-Soaked Lotus Root and Root of the Brass Lotus. Sidereals have developed a unique stand-alone Sidereal Martial Arts Charm called Perfected Lotus Mastery. These Charms all reduce the cost of Terrestrial Martial Arts Charms to four experience points if Martial Arts is Favored or six if it isn't, reduce training time for Terrestrial styles by half and require Martial Arts 5, Essence 4 and one complete Celestial martial arts style. Solars and Abyssals additionally require Martial Arts Essence Flow, while Green Sun Princes need any variant of So Speaks (Yozi) and Sidereals must know the Fateful Martial Arts Excellency.

Autochthonian Martial Arts

In addition to the martial arts styles known in Creation, Alchemicals practice a number of styles created within Autochthonia. Celestial examples include Steel Fang, Hydraulic Tremor, Enlightened Armatures and Plague Rat styles. Some more notable Terrestrial styles are Thrashing Steam Dragon, Stalwart Iron Hero, Thousand-Faceted Warrior, Racing Lightning, Cascade Disruption and Endlessly Turning Wheel.

Thousand Wounds Gear Style

This strange Celestial martial art is one of the most widespread in Autochthonia. It is unusual when compared to Creation's fighting styles in that it revolves around the mastery of an advanced magitech weapon, the gyroscopic chakram, and responds poorly to attempts to practice it with less complex tools.

Formulated over 3,000 years ago, Thousand Wounds Gear style explores the calculating certainty of law and artfully expresses the terrible agony that awaits transgressors. It is renowned for the horrific damage it inflicts, and its practitioners' aptitude for rendering targets helpless before calmly slicing them to pieces. In riot situations, the art is deployed as a tool of shock and awe. In the Reaches, it serves to cripple powerful gremlins as a prelude to their termination.

Weapons and Armor: Attacks made with gyroscopic chakrams (see Chapter Six) are treated as unarmed for the purposes of this style's Charms, regardless of whether they are made at close or long range. Standard chakrams and wind-fire wheels may be substituted as alternative form weapons, but forcing the style to harmonize with these primitive tools imposes a one-mote surcharge on all of its Charms. Thousand Wounds Gear Style is fully compatible with armor.

The Circle Screams

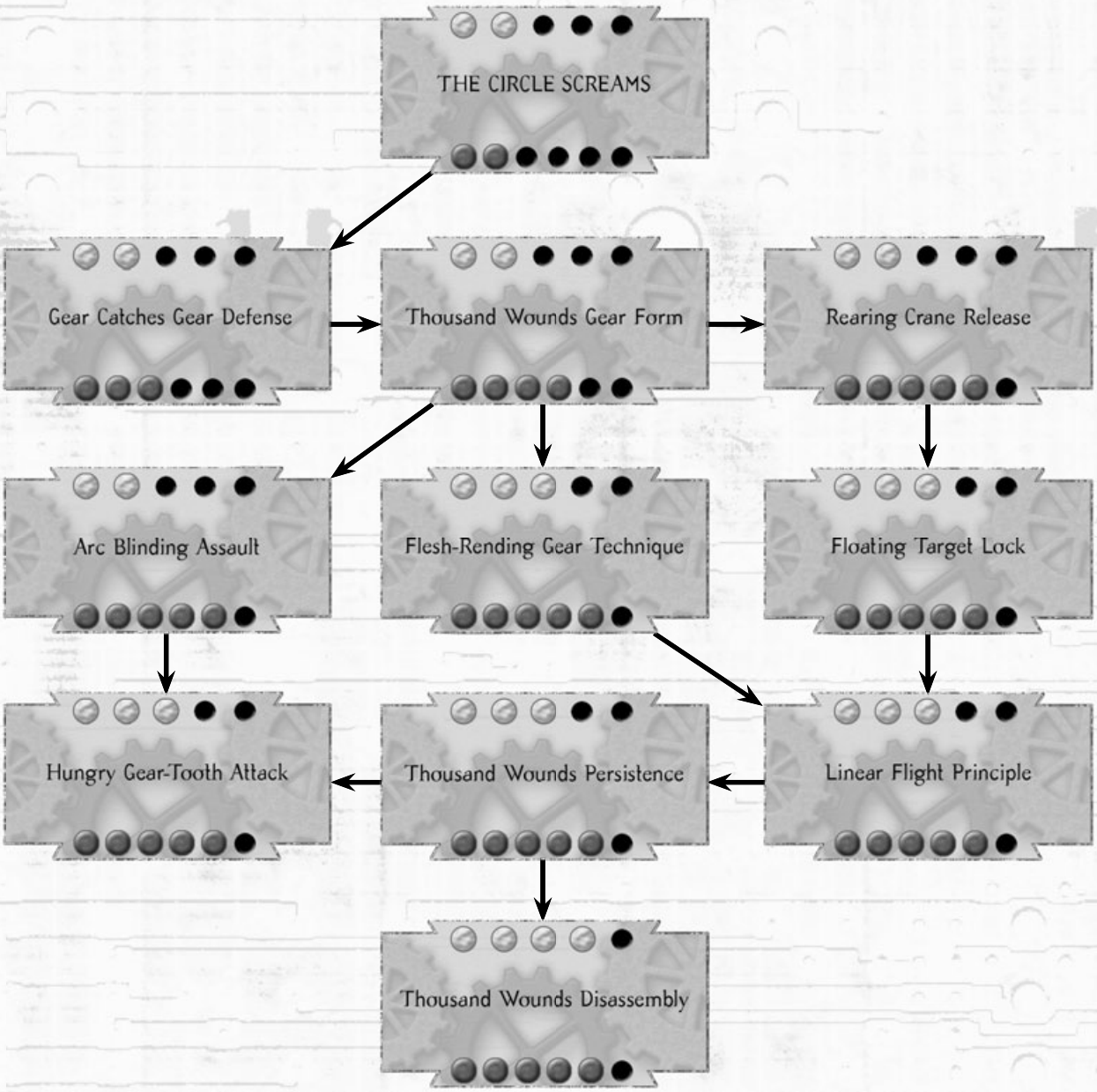
Cost: 1m; **Mins:** Martial Arts 2, Essence 2;
Type: Supplemental
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: None

The martial artist goes from chambered stillness to blinding action in a heartbeat, unleashing a straight-arm attack with such speed that the air whistles like escaping steam in its wake. This Charm supplements an unarmed martial arts attack, adding either (Essence ÷ 2) Accuracy or (Essence) raw damage to the strike at the martial artist's discretion.

Gear Catches Gear Defense

Cost: 3m; **Mins:** Martial Arts 3, Essence 2;
Type: Reflexive (Step 2)
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: The Circle Screams

The Exalt moves with mechanical precision, interposing either a rigid grip or the saw-toothed edge of his weapon to catch an incoming strike. The martial artist's parry DV increases by two against an incoming attack, and if it succeeds in stopping the strike entirely, that attack's Speed retroactively increases by one (forcing the attacker's DV to refresh one tick later). If used barehanded, this Charm also allows the character to parry lethal and ranged attacks without a stunt.



Thousand Wounds Gear Form

Cost: 5m; **Mins:** Martial Arts 4, Essence 2; **Type:** Simple
Keywords: Form-type, Obvious
Duration: One scene
Prerequisite Charms: Gear Catches Gear Defense

The martial artist assumes a posture of cold precision and industrial menace. Her every motion is carefully marshaled, wasting not even the slightest muscle twitch. All of her strength goes into her offense and defense, and nowhere else.

The martial artist may treat her gyroscopic chakram as a target shield with no mobility penalty or fatigue value. Her barehanded strikes inflict lethal damage. Additionally, all of her unarmed attacks ignore Hardness.

Rearing Crane Release

Cost: 3m; **Mins:** Martial Arts 5, Essence 2;
Type: Reflexive (Step 1)
Keywords: Combo-OK, Obvious
Duration: One action
Prerequisite Charms: Thousand Wounds Gear Form

This Charm supplements the act of releasing an opponent from a clinch. The martial artist pivots out of the clinch, throwing his opponent over his shoulder on a high-angle trajectory. The target is hurled to any point in midair up to twice the usual throw distance, where she hangs suspended in defiance of gravity. She cannot move from that spot until the Charm ends unless she possesses a form of self-propelled aerial locomotion. She falls normally at the end of the duration unless another effect keeps her in the air.

Floating Target Lock
Cost: 3m; **Mins:** Martial Arts 5, Essence 3;
Type: Supplemental
Keywords: Combo-OK, Obvious
Duration: One action
Prerequisite Charms: Rearing Crane Release

The Alchemical banks her attacks, striking broadly to impart force as well as damage. This Charm supplements an unarmed attack against an opponent who is in midair. If it successfully strikes the target, the target remains suspended until the martial artist's next action as per the effects of Rearing Crane Release. If the target is an Essence user, he may cancel this effect and fall normally by reflexively spending five motes. Regardless of whether he pays this cost, he also suffers a -1 DV penalty until his next action.

Flesh-Rending Gear Technique
Cost: 4m, 1wp; **Mins:** Martial Arts 5, Essence 3;
Type: Supplemental
Keywords: Combo-OK, Obvious
Duration: Instant
Prerequisite Charms: Thousand Wounds Gear Form

The martial artist delivers her blows with remorseless precision. Great bladed gears erupt from her anima to momentarily solidify around an unarmed attack, radically boosting the trauma it inflicts on its unfortunate target. An unarmed attack enhanced by this Charm counts the martial artist's Strength twice for the purpose of calculating raw damage. Additionally, its minimum damage increases by one die. This Charm may not enhance natural unarmed attacks that inflict bashing damage.

Linear Flight Principle
Cost: 4m; **Mins:** Martial Arts 5, Essence 3;
Type: Supplemental
Keywords: Combo-OK, Knockback, Obvious
Duration: Instant
Prerequisite Charms: Floating Target Lock, Flesh-Rending Gear Technique

An understanding of the methods by which force may be gathered and directed to one purpose informs this technique. The Exalt's anima streaks out from her arm in a jagged pulse, almost faster than the eye can see. The Charm enhances an unarmed attack. If it hits, the victim is hurled back a number of yards equal to (the martial artist's Strength x 5) and suffers automatic knockdown upon landing, with results identical to those detailed in Heaven Thunder Hammer (see **Exalted**, pp. 242–243) if an obstacle stops him prematurely.

Arc Blinding Assault
Cost: 4m, 1wp; **Mins:** Martial Arts 5, Essence 2;
Type: Reflexive (Step 9)
Keywords: Combo-OK, Counterattack, Crippling, Obvious
Duration: Instant
Prerequisite Charms: Thousand Wounds Gear Form

One of the most common mishaps in the industrial world of the Alchemical Exalted is accidental blinding by exposure to unbearably bright arcs of energy. The martial artist learns to mimic this tragedy in a more direct fashion, throwing a shower of white-hot sparks as a counterattack in response to any attack she defended against with an unarmed parry using a close combat weapon that does not inflict bashing damage. She may choose any target for the sparks within (Essence) yards and need not choose the attacker who prompted the Charm, resolving her counterattack using the normal traits for the weapon with which she parried. If her counterattack would inflict any damage, her victim is instead blinded (as per **Exalted**, p. 152). The blistered eyes of the Exalted repair themselves after a full day, but mortal eyes boil away completely to leave behind smoking sockets.

Hungry Gear-Tooth Attack
Cost: 5m, 1wp; **Mins:** Martial Arts 5, Essence 3;
Type: Simple
Keywords: Combo-OK, Crippling, Obvious
Duration: Instant
Prerequisite Charms: Arc Blinding Assault

The frailty of human flesh is nothing set against the hungry teeth of the machine. The martial artist makes an unarmed attack using a weapon that doesn't inflict bashing damage. If the attack inflicts any levels of damage, it inflicts only one level but also imposes a Crippling wound. If the martial artist is attacking barehanded, this Crippling effect takes the form of shattered bones, disabling a limb. If using a gyroscopic chakram at close or long range, the effect takes the form of an amputated limb of the martial artist's choosing (see **Exalted**, p. 152, for sample amputation effects). Exalted victims heal disabled limbs when they heal the level of damage associated with them, while amputation requires more powerful treatment as normal.

Thousand Wounds Persistence
Cost: 5m; **Mins:** Martial Arts 5, Essence 3;
Type: Supplemental
Keywords: Combo-OK, Obvious
Duration: Indefinite
Prerequisite Charms: Linear Flight Principle, Hungry Gear-Tooth Attack

The martial artist aligns his Essence, his will, his weapon and his target before striking. This Charm supplements a ranged attack with a gyroscopic chakram. As long as the Exalt commits Essence to this Charm and does not voluntarily recall his weapon, the chakram continues to attack its target until the target is dead or the weapon has botched rather than following the usual re-attack rules (see Chapter Six).

Thousand Wounds Disassembly
Cost: 7m, 1wp; **Mins:** Martial Arts 5, Essence 4;
Type: Extra Action
Keywords: Combo-OK, Obvious

Duration: Instant
Prerequisite Charms: Thousand Wounds Persistence

The martial artist's anima momentarily darkens, then compresses into a series of swirling arcs that trace the forthcoming path and intent of her attacks. A heartbeat later, her weapon follows. Targets rarely have time to scream.

The martial artist makes one unarmed attack with her full dice pool as the first attack of a flurry. If the attack hits, two attacks follow. Those attacks automatically hit for the same number of successes as unblockable and undodgeable attacks.

Live Wire Style

This Terrestrial martial art is one of Autochthonia's oldest and most widespread. Its primary practitioners are a subset of regulators scattered across the Eight Nations known as the Flashing Wire Collective. Once, the Collective enjoyed bonds of close comradeship across international lines, but it has drifted apart in the centuries since its original founding. Now, Collective members within individual nations are fiercely competitive with their foreign brethren, often organizing competitive underground martial arts tournaments when two nations are drawn into close proximity (and using their own investigative authority to keep the rest of the Tripartite from nosing into matters).

Alchemicals also make frequent use of this style, prizing its capacity for non-lethally disabling heretics and criminals for later questioning. They often mount retractable whips directly into their wrists with Integrated Arsenal System (see p. 129) and employ the style's form benefits alongside their own technological Charms.

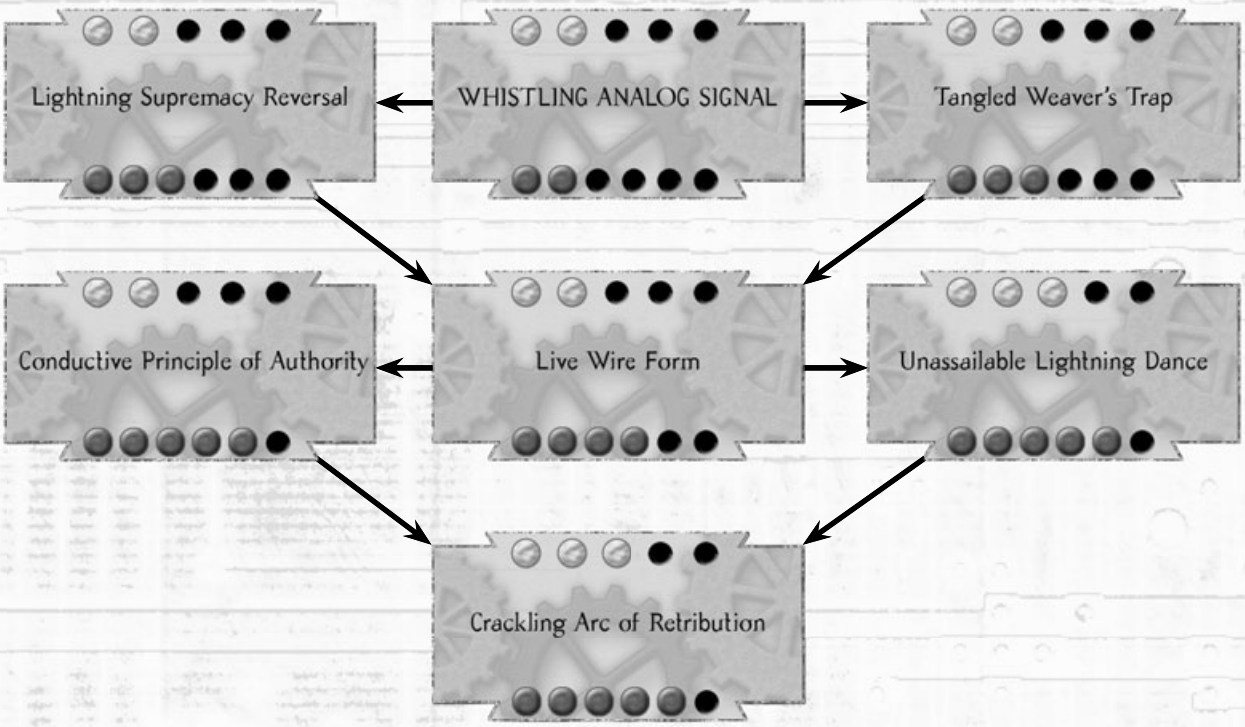
Where Is Industrial Hero Style?

Because their artificial bodies require the assistance of a Charm to harmonize with practice of the martial arts at all, the Alchemical Exalted do not have what Creation's Exalted would recognize as a "hero style." Alchemicals instead express innate, instinctive battle forms with their native Charm set.

Since Celestial martial arts styles generally only run in the Essence range of 2–4 and never beyond Essence 5, this does mean that a lack of hero style extensions leaves Alchemicals without any route to pursue high-Essence practice of the martial arts. Elder Alchemical martial artists have mitigated this weakness by exploring avenues of martial arts development that have never occurred to Creation's Exalted—the development of martial styles focusing on the use of warstrider and siege-scaled weaponry. Examples include the warstrider beamklave-focused Light Sharpening Blade style, and Collapsing Point of Judgment style, which utilizes the light implosion bow.

This style is aspected toward the element of lightning. Alchemical Exalted pay no surcharge when using its Charms.

Weapons and Armor: Live Wire Style is fully compatible with armor. It is practiced exclusively with braided steel cables (treat as whips) and their artifact equivalents, which are generally dual-wielded. The style is not compatible with natural unarmed attacks.



Whistling Analog Signal
Cost: 4m; **Mins:** Martial Arts 2, Essence 2;
Type: Reflexive
Keywords: Combo-OK
Duration: One scene
Prerequisite Charms: None

Those who uphold Autochthonian law often find themselves regrettably outnumbered. The first lesson of the Flashing Wires, then, is to fight with the strength of two men. While this Charm is active, the practitioner suffers no off-hand penalties and reduces multiple action penalties by two dice when attacking with dual-wielded whips. If the character is wielding more than two whips (normally requiring specially wire-braided hair, additional arms or a stunt using one's feet), the multiple action penalty reduction is -3 instead.

Lightning Supremacy Reversal
Cost: 1m; **Mins:** Martial Arts 3, Essence 2;
Type: Reflexive (Step 1)
Keywords: Combo-OK, Obvious
Duration: Instant
Prerequisite Charms: Whistling Analog Signal

Criminals commonly craft crude weapons for themselves or steal them from their betters. Flashing Wires have found that they are quicker to surrender once relieved of such dubious support. Channeling a quick snap of Essence, the martial artist's whip flashes through the air to curl around a criminal's weapon, disarming him in a burst of sparks. When used to supplement a disarm attempt, this Charm converts the standard disarming bonus of the character's whip into automatic successes and doubles the length the weapon is thrown.

Tangled Weaver's Trap
Cost: 2m, 1wp; **Mins:** Martial Arts 3, Essence 2;
Type: Reflexive (Step 1)
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: Whistling Analog Signal

If the merciless coil of one whip is difficult to escape, two surely present a hopeless situation. The martial artist's whips lash out in a sizzling helix pattern, entrapping suspects for later questioning. This Charm supplements an attempt to establish, maintain or seize control of a clinch with a whip, adding one bonus success to the roll per whip used to entangle a target.

Live Wire Form
Cost: 5m; **Mins:** Martial Arts 4, Essence 2; **Type:** Simple
Keywords: Form-type, Obvious
Duration: One scene
Prerequisite Charms: Lightning Supremacy Reversal, Tangled Weaver's Trap

The martial artist executes an ongoing kata as he fights, viciously lashing his whips into jagged zigzag patterns that crackle with discharged electricity. While this Charm is active, the martial artist may reflexively pay one mote in Step One when attacking with a whip to send bright arcs

of eye-searing electricity racing down its length. Doing so adds one automatic level of bashing damage to an attack's post-soak damage. If raw damage is reduced to zero, this benefit is wasted.

Conductive Principle of Authority

Cost: 3m; **Mins:** Martial Arts 5, Essence 2;
Type: Reflexive (Step 1)
Keywords: Combo-OK, Obvious
Duration: Instant
Prerequisite Charms: Live Wire Form

Sometimes, offenders refuse to recognize the primacy of law, even once found out and ensnared. The Flashing Wires shrug; those that will not kneel will be knelt. The martial artist concentrates his Essence around his heart, then releases it down his arm and through his whip in one vast, brutal surge. This Charm can boost crushing damage with a clinch using a whip, adding the attacker's Martial Arts rating to his raw damage. Alternatively, the Charm can enhance a whip strike, making the attack's damage piercing.

Unassailable Lightning Dance

Cost: 3m; **Mins:** Martial Arts 5, Essence 3;
Type: Reflexive (Step 2)
Keywords: Combo-OK, Obvious
Duration: Instant
Prerequisite Charms: Live Wire Form

Some criminals believe they have nothing to fear from the Flashing Wires because they have armed themselves with stolen crossbows or other ranged weapons. They are mistaken. The martial artist lashes his whip into the air in a broad arc, discharging a powerful electrical blast that sends projectiles flying away. He raises his Parry DV with the whip by two against any single attack or four against ranged attacks using metallic or metal-tipped projectiles.

Crackling Arc of Retribution

Cost: 5m, 1wp; **Mins:** Martial Arts 5, Essence 3;
Type: Simple (Speed 3, DV +1)
Keywords: Combo-OK, Obvious
Duration: Two actions

Where is Keyword: Municipal?

There are two additional keywords heavily used by the Alchemical Exalted: Municipal and Colossus. Space restrictions prevent them from receiving a full treatment in this product, but these guidelines should help Storytellers incorporate the reality of these Charms into their games.

Colossus effects are those Charms that only by Essence 6–7 Alchemicals using warstrider-scaled bodies can sustain, allowing them to accomplish transhuman feats of warfare, social conditioning and mechanical genius. Colossus-level Alchemicals often incorporate siege weapons such as light implosion bows and warstrider weaponry into their bodies. Two of the best-known Colossus Charms are Integrated Mobile Sanctum and Remote Drone-Body Guidance. The former folds space within the Alchemical's body, creating a large staging area carved out of Elsewhere that allows the Exalt to act as a mobile troop transport or even to outfit her body with a fully staffed factory-cathedral. The latter allows her to grow a replica of her former human-scale body and outfit it with a remote-controlled dummy soulgem, allowing her to carry out operations on a human scale. This Charm is somewhat dangerous, however, since the Alchemical's real body remains inactive and unaware wherever she chooses to leave it.

"Municipal" is the name applied to Essence 8+ Alchemical Charms. These wonders of industry go far beyond mere bodily implants, generally taking the form of large-scale elements of Autochthonian civic infrastructure. A Municipal Charm could include an entire factory (or a factory could simply be a small component or submodule of an Essence 10 Municipal Charm).

Most Autochthonian mortals constantly benefit from a wide array of unseen Municipal Charm and submodule effects. Their food is kept edible and safe by Health-Promoting Filtration Baffles. The output of the factories (themselves Charms) are further enhanced by the Industry-Optimizing Timetable Manipulation submodule. The spread of illness is minimized by the city's Rat-Slaying Electrification Grid.

A metropolis is normally seen and felt as a living being only through Hologlyphic Projection Station nodes. In times of war, though, Autonomic Civic Defense Emplacement Charms are brought online. Then, invaders face electrified streets, lashing moonsilver lighting installations, hidden turrets and worse.

Finally, Avatar-Launching Silo is worthy of particular consideration. This Municipal Charm is a staging bay containing one or more replicas of the Alchemical's former Colossus and human-scale bodies. Because patropoli and metropoli cannot afford to divert their full consciousness away from maintaining the cities they have become, they spin off one full subsidiary memory-facet of their former lives to guide each Avatar-body they choose to empower. While an Avatar is still fundamentally the Alchemical—it has all of her skills, memories, Motivation and Intimacies—it is more strongly colored by the past life imbuing it than the Alchemical's normal personality is, making Avatars notoriously eccentric and difficult to anticipate.

Prerequisite Charms: Conductive Principle of Authority, Unassailable Lightning Dance

Those who would assault representatives of Autochthonia's order will face the wages of their own dissidence. The Flashing Wire insinuates an oscillating tremor into his whips, causing them to hum and visibly sizzle through the air as though transmuted into bolts of lightning rather than merely conducting them. Until the end of the character's next action (i.e., the action following the activation of this Charm), her whips have Speed 3, Rate equal to their wielder's Martial Arts rating and the cost to add electrocution damage to an attack with Live Wire Form is zero motes rather than one mote. As a final benefit, if the martial artist has any empty hands when she activates this Charm, the appropriate number of whips formed of actual lightning appear in her grip for her to wield for the duration of the Charm. These weapons use standard whip traits plus the benefits above.

Voidtech

Some Apostates manage to hide their condition for months, years or even decades before they are either discovered or forced to flee to the Far Reaches. More than a few of these twisted geniuses have built collections of abhorrent custom Charms for themselves, the full extent of their functionality realized only in retrospect by horrified vats technicians. Others planned well in advance for their escape, gutting gremlinized factory-whales or other enormous custodians and converting them into crude vats complexes. Their most ostentatious creations were stored in these lightless facilities. When they disappeared, the rest of their panoply went with them.

Such illegal Charms are referred to as Voidtech. Although the templates for their construction are retained in the central vats noetic archive (primarily because the Sodalities have never found a way to actually remove information from that archive), their actual construction and installation is absolutely outlawed in all Autochthonian nations. Even requisitioning information on them is sometimes enough to bring an Exalt under suspicion of Gremlin Syndrome or to provoke a full inquiry into a mortal's associations and possible heterodoxy.

Still, some Voidtech Charms are extremely tempting. They are known for their power, their tendency to push the edge of the Alchemical condition or their sheer strangeness. There is always an Exalt who thinks he knows what he's doing or who simply considers the potential gain to be worth any danger involved. Where there is a will, a way generally emerges.

And there *are* dangers. Installation of any Void-keyword Charm gives the user a temporary form of the Gremlin Syndrome mutation (see pp. 112-113) that lasts as long as any Voidtech remains installed in the Exalt's Charm Slots. Should the Alchemical reach Dissonance 10 for any reason, the infection metastasizes and spreads to his Essence reservoir, making the mutation permanent and rendering him a creature of the Void. Because Voidtech is invasive and disrupts Essence profiles that are not fully aligned with the Void, it cannot be removed with Vat Surrogate Reweaving Technique (see p. 194).

The following is only a tiny sampling of the strange Charms Apostate Alchemicals have innovated:

Voidtech Submodules

These submodules infect any Charm into which they are installed by adding the Void keyword and imposing hideous cosmetic warping to the visible components of non-Internal Charms. Charms infected this way are treated like any other Voidtech, but Alchemicals without permanent Gremlin Syndrome can choose to install "clean" copies of Charms without their tainted submodules at the time of implantation. Each submodule listed here identifies what Charm(s) it can upgrade.

Degenerative Directed Evolution (1xp): This submodule improves Manifold Transhuman Implants (see pp. 167-168), allowing each installation of the Charm to contain up to (Essence rating) points of negative mutations in its package. Each point of negative mutations added this way allows the package to contain an additional two points of positive mutations, increasing its power at the cost of insanity, physical deterioration or worse.

Apostatic Ordination Node: This submodule improves the power of Motivational Vocoder (see p. 147) to enslave other creatures of the Void. Against such targets, Virtue channeling is impossible, but the character adds bonus successes equal to his Essence rating. If the target is a gremlin with equal or lower Essence and succumbs to the Charm, the Apostate may give it any Motivation he desires, and it cannot even spend Willpower to escape until it goes more days than its master's Manipulation rating without interacting with him. Until the gremlin escapes or the Apostate reinstalls his Motivational Vocoder without this submodule, the gremlin must obey him like a demon bound to his service (see **Exalted**, pp. 252–253), though the Intimacy behind the obedience is hateful fear rather than loyalty. The Intimacy remains and shifts to pure hate if the gremlin breaks free, and it acts accordingly. When targeting a gremlin it can bind, the Charm can be used in personal combat with a Speed measured in ticks rather than long ticks, as a single imperious command assaults the spirit's mind.

Bloated Taint Reservoir: Installed into an Auxiliary Essence Storage Unit (see p. 168), this submodule allows the Apostate to respire one mote per hour spent sleeping or meditating in a blight zone. This Essence is generated by the Charm itself in sympathetic resonance to the area's corruption. He also doubles Essence provided by any cult he has while in a blight zone.

Chaoentropic Rending System: Upgrading Piston-Driven Megaton Hammer (see pp. 122-123), whenever an attack enhanced by that Charm inflicts three or more levels of non-bashing damage, the Apostate may inflict an amputation wound on the target (see **Exalted**, p. 152 for examples).

Doing so with a close combat attack allows the Apostate to rip the organ out and stuff it into his distended mouth, restoring four motes. Organs ripped from corpses offer no nourishment, so a killing attack offers only one feeding opportunity. If the enhanced attack mortally wounds or kills an animate being, its body and Essence shreds into a smoking mass of gore that leaves only indestructible possessions intact. Such death is permanent for spirits.

Essence Desiccating Implosion (Essence 4): A Toroidal Shockwave Catalyst (see pp. 124-125) with this submodule does not merely exert outward physical force, but also exerts an inward spiritual force that devastates Essence within its radius. All Essence users other than the Apostate who are caught in the shockwave lose three motes as a Shaping effect, and that radius becomes a blight zone for the next month. Increase the Essence drain to five motes if the entire radius of effect is already a blight zone, in which case there are no lingering effects as the two zones seamlessly merge.

Essence-Seeking Siphon: The Apostate may attach this submodule to Mind-Ripping Probe (see pp. 149-150), affixing a gruesome soulsteel barb to the tip of the interface stiletto. The base damage of the Personality Override Spike increases to +6L and even "gentle" insertion inflicts one level of lethal damage. Whenever the Charm's Essence drain feature is used, it transfers at a rate of 10 motes and still takes five motes if the victim spends Willpower to resist. The spirit absorption feature is also upgraded to permanently transform Autochthonian machine spirits it captures into gremlins as a Shaping effect, provided their will is already broken when the spike consumes them.

Taint-Imprinting Agony Inducers (Manipulation 5): This submodule makes Transcendent Brutality Programming (see p. 146) a weapon of conversion. If the Charm reduces a mortal to a single Willpower dot, that mortal gains temporary Gremlin Syndrome as a Shaping effect for a number of days equal to the Apostate's total Dissonance at the time of activation, as though the victim had Voidtech Charms installed. If the victim reaches Dissonance 10 during this time, the infection becomes permanent. An Essence 5+ Apostate can even apply these effects to an Essence user, provided the victim's will is already broken and her Essence is not higher than his own.

Metacaustic Blacktog Injection (Essence 4): A Multifunction Hypodermic Apparatus (see p. 168) programmed with this formula can inject a tarry, corrosive fluid equivalent in toxicity to a dose of Yozi venom (see **Exalted**, p. 131). It can take effect immediately or remain dormant for any time specified by the Apostate, up to one year. Another dose during dormancy resets the duration as desired. Dormant toxin remains in the victim's system as an inert magical Poison effect for the duration, then takes effect.

Riftslide Tesseract Device (Essence 5): A Mobile Sensory Drone socket (see pp. 161-162) enhanced with this submodule becomes a travel device. The Apostate must spend two consecutive actions controlling the drone without placing either action in a flurry. When his DV refreshes after the second action, he can spend 10 motes and one Willpower. Doing so causes the drone to leap into the air and burst into a momentary rip in the Design through which the Apostate teleports. He cannot use this means of travel if there is insufficient space to receive him. Attacks made against him on the tick in which he teleports automatically miss.

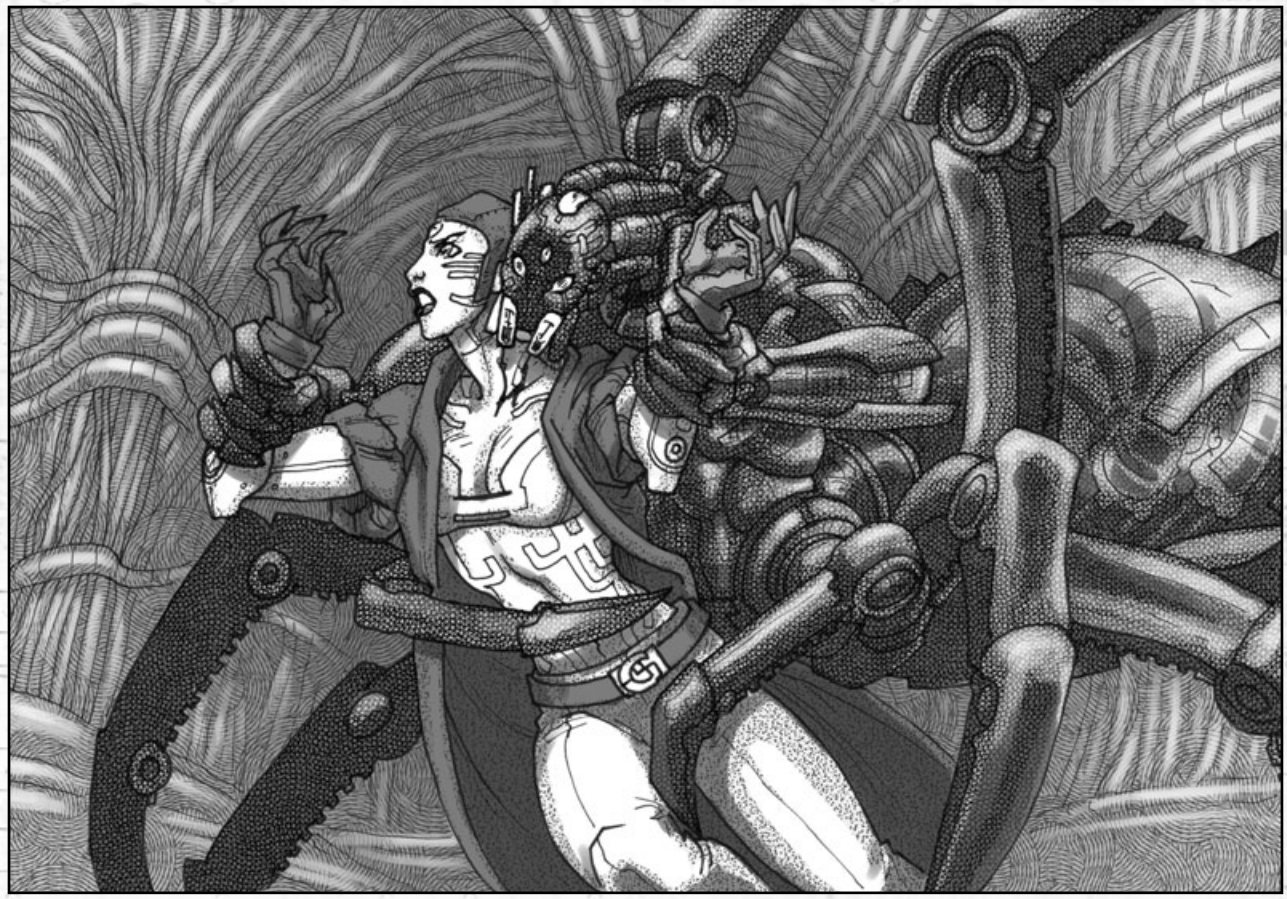
Void Sight (Permanent Gremlin Syndrome): This submodule upgrades Optical Enhancement (see pp. 158-160). The Alchemical can actually see the smoky, cancerous stains of befouled Autochthonian Essence within (Perception) yards, allowing a difficulty 4 (Perception + Awareness) miscellaneous action to know whether a perceived target is a creature of the Void and its total Dissonance rating, if it has one.

Weave-Shredding Paradox Engine (Permanent Gremlin Syndrome, 12xp): A Man-Machine Weaving Engine (see p. 170) perverted by this submodule reawakens in spite of its bearer's Dissonance, but no longer interfaces with the Design. Instead, the Charm allows the Apostate to learn and cast spells as if she knew the Charms Terrestrial Circle Sorcery and Shadowlands Circle Necromancy. Such spells cost 12 experience points apiece, but the Exalt can also permanently excise a known (and now useless) protocol from her mind in lieu of paying this experience. Spells may be learned as other Exalted learn them from texts or teachers. Alternatively, Apostates can study a blight zone to unlock the secrets of Autochthon's decay as though learning a spell from an actual mentor, in which case the player pays the cost at the beginning

Gremlin Syndrome and Non-Alchemicals

In the event that one of Creation's Exalted, the Jadeborn or some other being without a Clarity track contracts Gremlin Syndrome, that character immediately gains the Dissonance trait. This is managed in exactly the same manner as an Alchemical Dissonance track.

Two special cases exist. First, when Abyssals gain Dissonance, they also receive a simultaneous point of Resonance as the spiritual taint of their most hated former sibling provokes the subconscious rage of the Neverborn. If they have a Whispers rating, they can prophetically hear the grinding echoes of the Engine of Extinction, the Neverborn that the Great Maker will become if he succumbs to his disease. Second, contracting Gremlin Syndrome is likely to cause Infernals to be marked for execution by their masters, especially akuma. For all that the Yozis mocked Autochthon's infirmity, the thought of their brother's endemic sickness propagating throughout their soul hierarchies terrifies them. Plague-bearers will be stamped out for fear that their infection is communicable.



of training. The Storyteller chooses a spell that will support the Apostate's Motivation once training is complete. Destructive Motivations yield destructive spells, while a desire for power tends toward mental influence effects, and so on.

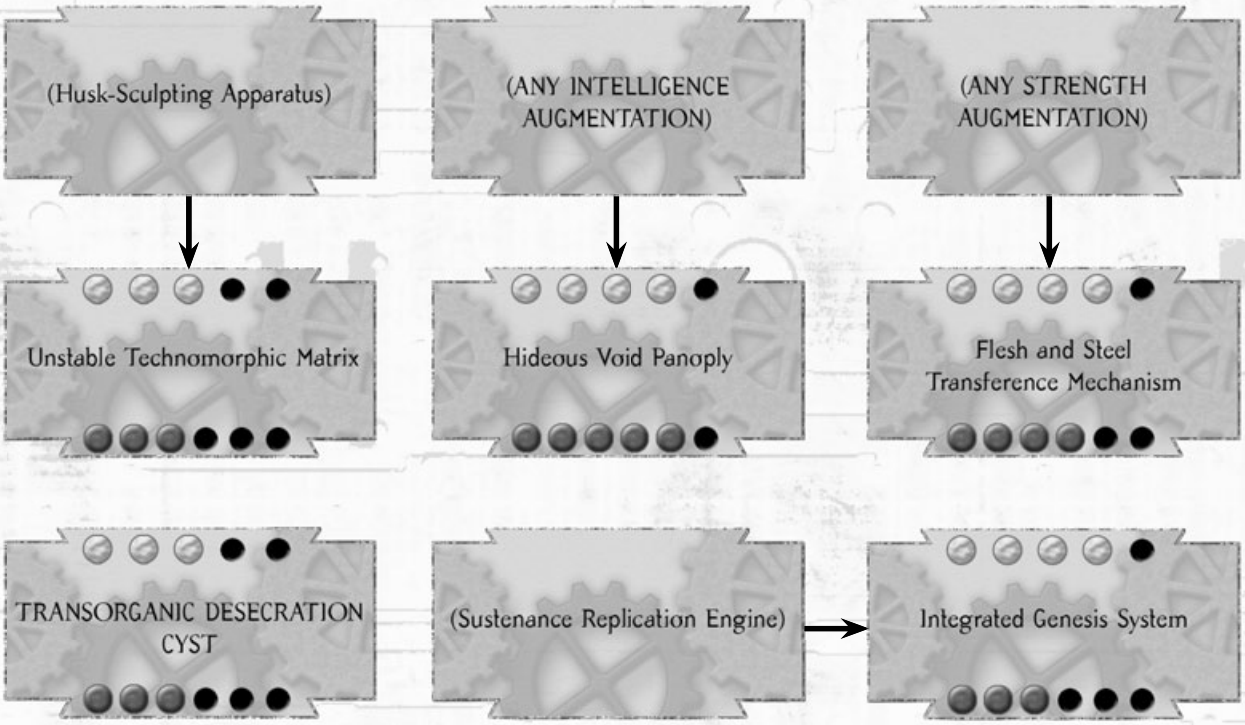
When casting a spell, the Man-Machine Weaving Engine reveals its desecration by growing jagged saw teeth along its inner ring. These blades grind against the Alchemical's indestructible soulgem with a shrieking whine, throwing a shower of sparks and smoke as it unleashes its magic. The effects of spells cast this way distort to reflect the aesthetics of Autochthon's decay, so Death of Obsidian Butterflies might hurl a shower of rusting, razor-edged cogs instead of the usual projectiles. The player may supply this distortion as a stunt. Otherwise, the Storyteller determines how the spell cosmetically warps. No distortion should extend to the point of altering the resolution of the spell's effects. While intact, the Seal of Eight Divinities prevents spells from having effects that extend from Autochthonia to other realms of existence and vice versa, rendering many summoning spells useless until that barrier falls.

Apostates who have defiled their Man-Machine Weaving Engine may also install this submodule into a God-Machine Weaving Engine (see p. 170), expanding their spellcasting options as though they knew the Charm Celestial Circle Sorcery or Labyrinth Circle Necromancy. The choice must be made at the time the submodule is purchased and forgoes the alternative path. The process of learning and casting second circle spells otherwise follows the same rules as the first circle.

Unstable Technomorphic Matrix

Cost: 3m or 5m [1m]; **Mins:** Appearance 3, Essence 3;
Type: Reflexive (Step 1 or 2)
Keywords: Combo-OK, Internal, Obvious, Shaping, Void
Duration: Indefinite
Prerequisite Charms: Husk-Sculpting Apparatus

The Alchemical's body is full of technological tumors and pustular nodules of smoke-stained moonsilver. Upon activation, the Apostate's flesh tears and twists inside out, undergoing gruesome metamorphosis to deploy a mutation package like that provided by Manifold Transhuman Implants (see pp. 167-168). Unlike that Charm, the maximum number of mutation points in the package is (Essence + total Dissonance), and the package may be completely reconfigured with each use. Even mutations that make the Exalt smaller are permissible. The Charm self-deactivates if the Apostate's total Dissonance decreases for any reason, reverting her to her true form until she reactivates it. It is possible to invoke this Charm offensively or defensively to make specific mutations available for that attack. This Charm costs three motes to activate in a blight zone and five motes everywhere else, though a three-mote activation self-deactivates if the character leaves the blight zone.



Hideous Void Panoply

Cost: 10m, 1wp; **Mins:** Intelligence 5, Essence 4;
Type: Simple
Keywords: Exemplar 2, Internal, Obvious, Shaping, Void
Duration: Instant
Prerequisite Charms: Any Intelligence Augmentation

Upon activation, the Apostate chooses one Charm in his panoply and consigns it to the Void. Regardless of its present location, the target Charm implodes through a rift of torn space and vanishes into Elsewhere. If presently installed, the Charm inflicts one level of lethal damage as it rips itself free by the roots, leaving a vacant Charm Slot that leaks viscous ichor like a suppurating wound. Successive use of the Charm can banish any number of the Apostate's Charms.

The secondary mode of this Charm reverses its primary function, summoning a banished Charm and violently cramming it into an empty Charm Slot capable of holding it. Insertion also inflicts a level of lethal damage to the Alchemical. Uninstalling Hideous Void Panoply while it has Charms banished returns them in a twitching, gore-spattered pile around him as their mechanisms feebly try to suckle Essence from his body.

Transorganic Desecration Cyst

Cost: —; **Mins:** Stamina 3, Essence 3; **Type:** Permanent
Keywords: Internal, Shaping, Void
Duration: Permanent
Prerequisite Charms: None

The modularity of Alchemical Charms is at once the greatest strength and greatest limitation of Autochthon's Champions. While they can expand the breadth of their competence quite cheaply compared to their cousins in Creation and can optimize themselves for specific missions, they remain completely dependent on vats access to employ these strengths. They must also carefully ration limited Personal Essence reserves among installation costs to determine how many Charms they can install at once.

Unlike most Alchemical Charms, a Transorganic Desecration Cyst doesn't require vats access to acquire. If the Exalt is willing to pursue power at any cost, her player can decide that this desire catalyzes as an unnatural growth in the Exalt's brain or Essence reservoir over the course of three days (equal to the Charm's minimum Attribute requirement). "Learning" the Charm costs 14 experience points (or 12 experience points with Stamina Favored) and does not use up a Charm slot or require any installation cost. Because it is not installed, the cyst can't be removed or otherwise swapped out, which means characters gain permanent Gremlin Syndrome along with the Charm if they don't already have that mutation. The Storyteller must approve the acquisition of this Charm.

Once an Alchemical has this Charm, she can grow any other Alchemical Charms using the same rules and experience costs as acquiring this Charm. Such Charms can't be removed and have no installation cost, but non-Internal Charms grown this way show the perverse aesthetics of mechanized wickedness that defines Voidtech. The Alchemical's player should work out specific descriptions of this degradation with the Storyteller. Charms gained this way grow into place with all submodules the character has already purchased for them. The Exalt can also spend a day and the usual experience to grow a new submodule out of a transorganic Charm. Extruded Voidtech can't be grown into an Array, but Apostates may

develop standard Combos as other Exalted types do.

Enlightened Jadeborn and non-Alchemical Exalted may acquire this Charm and can grow other Alchemical Charms with submodules, paying the Eclipse caste anima power rate of 16 experience points per Charm and twice the listed cost for submodules. Non-Alchemicals must have visited Autochthonia or otherwise been in the immediate presence of the Great Maker or a component subgod for any chance of infection by a Transorganic Desecration Cyst. Damaged magitech artifacts of Autochthonian origin may also carry traces of the taint at Storyteller discretion, infecting those who try and fail to repair them.

Submodules:

Retromorphic Dynamic Physiology: Alchemicals with this submodule may also increase their Attributes or Essence without needing vats access, bypassing these limitations through defiance of established patterns. Alchemicals using this submodule must spend the same time as such upgrades would require with vats access, during which their bodies rest unconscious within a cocoon of tumors and wire that adds +5B/5L natural soak while the change goes on. The Exalt cannot prematurely awaken in the face of injury, so Void Lords must choose their lairs carefully when planning upgrades. Non-Alchemicals can already grow these traits on their own and do not need this submodule.

Abscissic Evolution Upgrades (Intelligence 3): This submodule metastasizes the Transorganic Desecration Cyst throughout the Alchemical's body, allowing it to grow permanent Void-keyword mutations. Each takes a day to grow into place and costs variable experience points according to the scope of the mutation: pox (1), affliction (3), blight (6), abomination (8). All mutations acquired this way must clearly express the twisted aesthetics of Voidtech. Integrated Artifact Transmogrifier (see pp. 154-155) can hide these mutations as if they were Charms.

Flesh and Steel Transference Mechanism

Cost: 10m, 1wp [1m]; **Mins:** Strength 4, Essence 4;
Type: Simple
Keywords: Crippling, Obvious, Training, Void
Duration: Instant
Prerequisite Charms: Any Strength Augmentation

This terrible Charm is one of the most feared in Autochthonia, to the point of perhaps qualifying as the signature abomination invented by the servants of the Void. It fits into an Alchemical's torso, replacing her ribs with a larger cage that rests at the surface of the skin. On command, these artificial ribs gape wide, revealing their segmented flexibility and the terrible serrated cutting instruments that adorn them.

This Charm may be used upon only a restrained Alchemical Exalt, requiring that they be unconscious, tied down or held in a clinch. The Apostate's ribs attach themselves to a selected Charm (which the Dissonant Exalt must be aware of) and attempt to saw it free from the target's body. This takes the form of a contested roll of (the Apostate's Strength + Martial Arts) against (the target's Stamina + Resistance). In the event of a tie or failure, the target suffers one level of lethal damage but retains her Charm. If the attacker wins, the target Charm is ripped from the Alchemical's living body, inflicting two levels of unsoakable lethal damage.

A forest of miniature armatures at the base of the Transference Mechanism's artificial ribs reach out and guide the stolen Charm to an appropriate open Charm Slot on the attacker's body (without such a Slot available, this Charm may not be activated). The Apostate's flesh ripples and bubbles around the stolen implant as it forcibly re-orders the Charm to harmonize with its new owner, often causing crystal components to crack and brass elements to tarnish from negative harmonic feedback.

The stolen Charm now belongs to the Apostate as a Training effect. If the victim wishes to replace the missing Charm, she must commission the creation of a new copy but does not need to spend experience since her soul is intimately familiar with the stolen template. Because Alchemical Charms break down almost immediately upon death, this gristly magic may be worked only upon a living target.

Perfected Lotus Matrix and the Weaving Engine Charms are not valid targets for this Charm.

Integrated Genesis System

Cost: — [2m]; **Mins:** Stamina 3, Essence 4;
Type: Permanent
Keywords: Internal, Obvious, Void
Duration: Permanent
Prerequisite Charms: Sustenance Replication Engine

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 (see pp. 155-156) makes this a fairly trivial hurdle to overcome. This biomechanical womb may be used as a fully stocked, mobile Craft (Genesis) lab that supplies all tools within its functions, though it is can be more modest as a means of overcoming innate Alchemical sterility. When a pregnant Alchemical's anima flares at or above the 8- to 10-mote level, the nutrient broth in her womb-sarcophagus becomes bioluminescent, shining through her skin to reveal the shadowy outline of whatever grows within.

Any children born to an Alchemical are magically created life forms, not a new type of Half-Caste. Due to size restrictions, only infant-sized creatures may be grown in an Integrated Genesis System until the Exalt reaches Essence 6+. Uninstalling this Charm kills any life form it might currently be incubating. For more details on Craft (Genesis), see **The Books of Sorcery, Vol. I—Wonders of the Lost Age**.

Submodules:

Reciprocal Maternity Siphon: The Alchemical gains the ability to drain five motes from any creature being incubated in her womb-sarcophagus as though the creature is rated Familiar 3.

The blood trail ends here. This one does, rather.
I think I understand what happened now.
The repair crew. As I feared.
They're probably scattered all over this sector.
ch-chunk
Their families will want to know their fates sooner rather than later.
WHZZT WRRRT WHZZT
TO- Lissome Avid Engineer. RE- Missing repair personnel in Sector #2-29-04.
All deceased. Soulgems not recovered. Gremlin fix beetle likely responsible.
Latter problem rectified. More information soon. Message ends.

WHOOSH
RRR!!!
THIS ISN'T YOUR FAULT, LITTLE ONE. LET ME FIX YOU.

CHAPTER SIX
WONDERS OF THE MACHINE GOD

The Machine God gifted his Chosen with the power to enact powerful reality-altering protocols in the form of command-prayers to the spirits that weave the Maker's reality matrix. He imbued the Alchemical Exalted with the ability to transmit these command-prayers to his design weavers, those facets of his being that weave destiny in all of Autochthonia. Furthermore, he saw to it that his Chosen could also issue commands to the pattern spiders (which he created) working Creation's Loom of Fate (which he also created). This ability to shape destiny through these weaving protocols was among his greatest gifts to them.

The result of this gift is that the Alchemical Exalted have a form of sorcery all their own that bears some resemblance to that used by Creation's Exalted. A mixture of machine mysticism, pattern-manipulating prayers to the design weavers (or pattern spiders, in Creation), direct thread pulling and some effects old enough to bear a resemblance to Creation's sorcery, Alchemical protocols are optimized for effects within the Machine God, but function flawlessly even in Creation.

Just as he built the pattern spiders that manage the Loom of Fate and the design weavers that shape the Design in his own Primordial Core, Autochthon likewise crafted the Charms his Exalted use to pull the strands of fate using similar spiritual technology. Each protocol weaves the nearby strands of fate in a specific predetermined way to achieve the results described in this chapter. While fates in Autochthonia and Creation are woven into separate Tapestries, both use the same system of foundation strands. Therefore, an Alchemical weaving a protocol in Creation does so just as he would inside Autochthon and gets the same results, much as a musician can play the same note on two different instruments and still produce the same tone. While the Maker's Chosen can effect Creation as well as Autochthon, Sidereal Exalted are not so lucky, as they have no authority to command fate in Autochthonia. Consequently, the Realm of Brass and Shadow and its native denizens are all counted as outside fate with respect to Sidereal astrology and Charms.

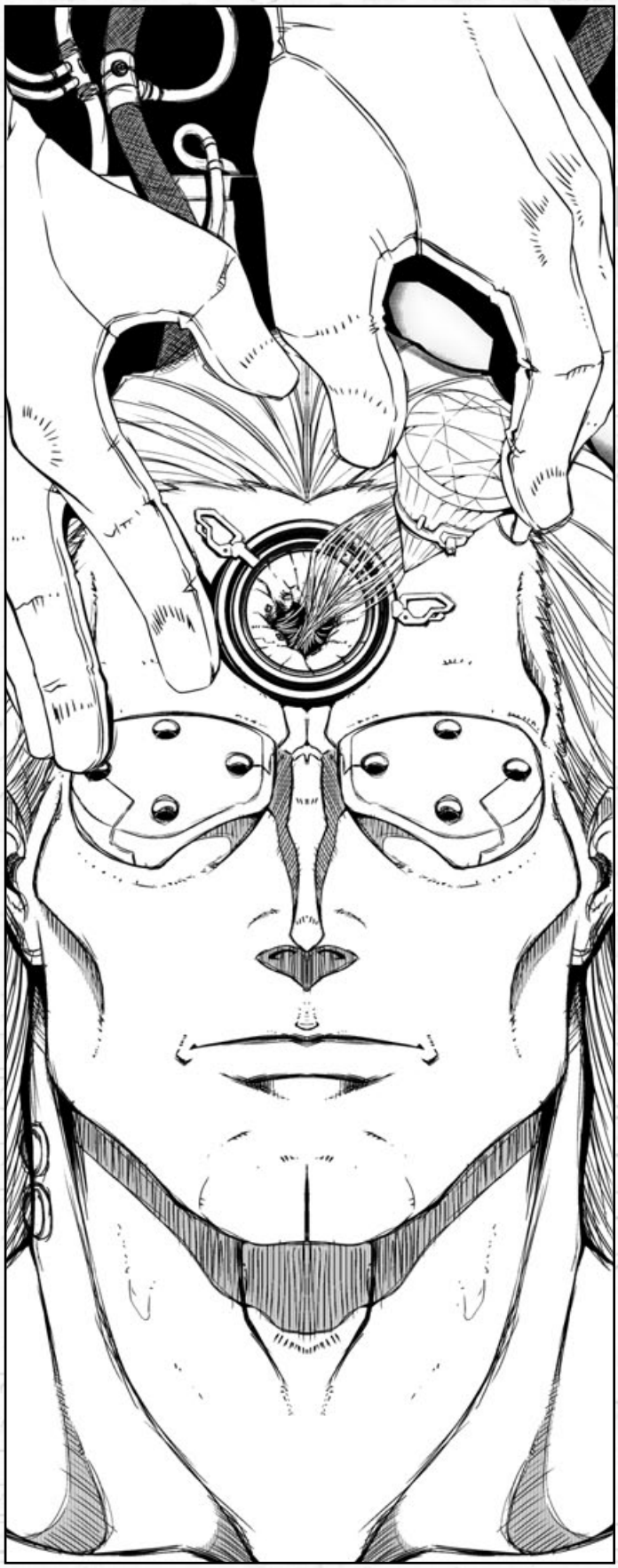
Alchemical protocols are not arranged according to the same organizational principles as sorcery in Creation, and no initiation is necessary beyond installing the appropriate protocol Charm. There are no tales of Brigid or Mela, no concepts of the Celestial classification system and no question of the protocols' origins. Autochthon is the direct provider of this great gift, just as he provides everything to those dwelling within him.

This power is not without its costs. Once an Alchemical installs a protocol Charm, it cannot be removed. It is socketed into the Exalt's body and into his soul. Choosing to be a protocol weaver is a permanent decision. Protocols occupy a strange middle ground between prayers and what might be thought of as programs. They are installed in the Alchemical's protocol Charm and don't take up Charm Slots. Learning new protocols involves physically downloading the appropriate subroutines into the Alchemical's protocol Charm.

Autochthonians are familiar with two echelons of protocol authority. Effects that gifted mortal inventors, thaumaturges and Essence engineers could conceivably perform with the proper tools and machines (given time and appropriate resources) are covered by what are called Man-Machine protocols. Those effects that are wholly beyond the capacities of even the greatest mortal engineers are called God-Machine protocols. Most God-Machine protocols fuse transcendent spirituality with highly advanced technology and design weaver assistance to achieve effects that alter reality itself in fundamental ways.

Both types of protocol weaving are beyond the capacity of Creation's Exalted. The Exalted mind does not function sufficiently like an Alchemical protocol module (or a design weaver's pattern-weaving hardware) to allow Creation's Chosen to duplicate those modules' Essence-manipulating effects. Oddly, enlightened Mountain Folk who buy the Charms (at double the normal cost) and have them surgically implanted can also use Alchemical weaving.

Protocol weaving works in Creation because Autochthon built a back door into the programming of the pattern spiders that manage the Loom of Fate so that he and his Chosen would always be able to spin reality there. The only way to stop Alchemical protocols from working in Creation would be to destroy the pattern spiders or to isolate them from the Loom, in which case the Maidens would have to weave fate themselves. The pattern spiders were forged using Primordial magic, and nothing less than that can alter them. Even if another Primordial were to tamper with them, no being other than Autochthon has the comprehension of those machine spirits' inner workings or specifications to modify them without destroying them utterly—and



possibly whole sectors of the Tapestry along with them. Alchemical Exalted usually rely on the design weavers (or the pattern spiders) to weave patterns for them, but it is possible to reweave patterns directly (thereby affecting even those outside fate, such as the Deathlords or the Yozis), but doing do so doubles the protocol's Essence cost.

Man-Machine Protocols

Somewhat more powerful than Terrestrial Circle Sorcery or Shadowlands Circle Necromancy, yet less powerful than Celestial Circle Sorcery or Labyrinth Circle Necromancy, Man-Machine protocols are the most common form of pattern-weaving protocols among Autochthonia's Exalted. Even so, Creation's sorcerers would recognize only a handful of its effects. The protocol Charms built into the Alchemical Exalted produce magic that is mostly unknown in Creation, and many of its effects are clearly for use in Autochthonia. Otherwise, they are cast as any other sorcery or necromancy in **Exalted**, using Weave and Cast Protocol actions just as other Exalts use Shape and Cast Sorcery actions (see **Exalted**, pp. 251–252 and **The Books of Sorcery, Vol. II—The White Treatise**, pp. 6–7 for details).

Most protocols have a minimum Clarity requirement**,** which represents the lowest degree of communication the

Spells that Crossed Over

The protocols of Autochthonia and the sorcery of Creation are not mutually exclusive. Some spells are remarkably similar to protocols, and a small few are identical. There is a reason for this similarity. Sorcery, the secret of manipulating Creation at its fundamental levels, was practiced by the Primordials and given to the Exalted by the Yozis before Autochthon's self-imposed exile to the void of Elsewhere. Some of the protocols currently known to Alchemical pattern weavers were being practiced even then. While a number have been abandoned, less useful in Autochthonia than they were in Creation, others have been refined, and still others have stayed just as they were for millennia, used by Exalts on both sides of the Seal of Eight Divinities.

It's not possible to study sorcery spells and translate them into Alchemical protocols. Those spells that could be translated have been. It is possible, however, to write entirely new protocols that nudge fate in certain specific ways, although the types of results must be in line with the kind of techno-spiritual effects the design weavers are accustomed to generating. Otherwise, writing new protocols is identical to developing new sorcery spells (see **The Books of Sorcery, Vol. II—The White Treatise**, pp. 6–7).

Aside from cosmetic changes that are at the discretion of the Storyteller, the following protocols have sorcerous equivalents, but otherwise function the same as their sorcerous counterparts in **Exalted** or **The Books of Sorcery, Vol. II—The White Treatise**:

- Autochthon's Revelation (*Fugue of Truth*); Clarity 2, Man-Machine
- City-Breaching Causality (*The Crumbling Walls*); Clarity 5, God-Machine
- Chamber Reformatting Protocol (*Outside Worlds Within*); Clarity 4, God-Machine
- Constraining Filament Matrix (*Sprouting Shackles of Doom*); Clarity 1, Man-Machine
- Crystal Lotus of Repose (*Sleep of Stony Safety*); Clarity 2, Man-Machine
- Curtain of Quartz; Clarity 0, Man-Machine
- Flying Guillotine**;** Clarity 0, Man-Machine
- Incantation of Effective Restoration; Clarity 0, Man-Machine
- Instantaneous Transfer Protocol (*Travel Without Distance*); Clarity 0, God-Machine
- Lightning Elemental Concatenation Protocol (*Lightning Spider*); Clarity 0, Man-Machine
- Machine-Soul Essence Baffle (*Mercury's Deliverance*); Clarity 2, God-Machine
- Maser Palm Technique (*Blood of Boiling Oil*); Clarity 0, God-Machine
- Matter Transmission Protocol (*Flight of Separation*); Clarity 2, Man-Machine
- Mnemonic Wipe (*Theft of Memory*); Clarity 0, Man-Machine
- Omnidirectional Search Drone (*Servant of Infallible Location*); Clarity 2, God-Machine
- Pattern Suspension Protocol (*Eternal Crystalline Encasement*); Clarity 0, God-Machine
- Personal Translation Drone (*The Eye and the Mouth*); Clarity 1, Man-Machine
- Plague of Bronze Snakes; Clarity 0, Man-Machine
- Positional Scrambler (*Malediction of the Distorted Compass*); Clarity 1, God-Machine
- Sonic Hammer Vocalization (*Thunder Wolf's Howl*); Clarity 0, Man-Machine
- Subfrequency Visual Transmitter (*Coin of Distant Vision*); Clarity 0, Man-Machine
- Voice of the Maker (*Droning Suggestion*); Clarity 1, Man-Machine
- The Violent Opening of Closed Portals; Clarity 0, Man-Machine

Alchemical weaver must possess with the Great Maker to command such blessings and power, implemented by the design weavers.

Being closer in nature to sorcery than necromancy, Man-Machine Protocols may be countered with Emerald or Onyx Countermagic or better.

Armigers of the Maker's Mighty

Cost: 10m or 30m
Target: Soldiers
Minimum Clarity: 0

The fight against the terrors hiding in Autochthon's body to preserve and repair the Great Maker is dangerous enough for the Alchemical Exalted, but for the soldiers they lead, it is a deadly duty. To protect those under their care, a weaver may spend 30 motes and petition the design weavers, her hands glowing with radiant energy. Streamers of pure Essence strike the chest of each soldier in a unit with a Magnitude equal to or less than the Alchemical's Essence. The power of the protocol is transferred to each soldier, wrapping miniscule lines of pattern energy together into steel brooches pinned to the soldier's uniform. These brooches bear the stylized insignia of the weaver who created them.

These magical brooches imbue the soldier with some of the valorous might of the Exalted. For a scene, a unit of soldiers blessed with these brooches gains both skill and power, adding two to Drill and an additional one to Might on top of the standard bonus for possessing thaumaturgical talismans or alchemical potions.

A more precise application of this protocol exists that affects only a single individual. For 10 motes, this protocol instead weaves a single brooch on the clothing of an individual, granting skill and power to the one so blessed. The individual is granted +2 Accuracy with all weapons and is treated as an Exalt with two greater Essence when determining damage minimums for the remainder of the scene.

Autochthonian Elemental Benediction

Cost: 30+m
Target: Inanimate Object
Minimum Clarity: 3

This protocol functions like Ritual of Elemental Empowerment (see **The Books of Sorcery, Vol. II—The White Treatise**, pp. 57–58), save that its elemental benedictions are tied to the five elements of Autochthonia, rather than those of Creation (see sidebar).

Automaton Override Protocol

Cost: 5m or 15m
Target: One nearby automaton, or (Essence x 2) automata in a 30-foot radius
Minimum Clarity: 3

After focusing her Essence and chanting prayers to both Runel and Mog, green arcane symbols flash from within the Alchemical's eyes and mouth, flying off to strike target automata and leaving trails of glowing light in their wake. This protocol

Autochthonian Benedictions

Crystal: The benedictions of Crystal are Beauty and Precision. Items of crystal are fascinating to look at, even if only to examine the patterns of crystal growing on them. Clothing adds one dot to Appearance in social combat. For a commitment of one mote or one Willpower, weapons become diamond-sharp and gain a +2 Damage bonus, while armor gains +2L/2B Hardness.

Lightning: The benediction of lightning is Energy. Items so blessed by lightning pulse with a vivid blue light that reduces all penalties from darkness by one. Additionally, items that require a commitment of Essence have that commitment reduced by one mote. For another mote, these weapons enjoy a +1 Damage bonus.

Metal: The benediction of metal is Strength. Items enchanted by metal become unbreakable. For a commitment of one mote or one Willpower, armor or clothing adds two to the characters (Strength + Athletics) total for feats of strength, while weapons receive a +2 Damage bonus.

Oil: The benedictions of oil are Speed and Poison. Items of oil become slick and move fluidly. Clothing becomes waterproof, armor loses -1 from its Mobility Penalty, and weapons with moving parts (such as crossbows, seven-section staves or chain daiklaves) gain +1 Rate. For a commitment of one mote or one Willpower, weapons blessed by oil also gain a supernatural contact poison that does +2L damage, has 2M Toxicity, 0 Tolerance, -1 Penalty. It cannot be scraped off the item in order to be sold.

Smoke: The benedictions of smoke are Heat and Darkness. Items of smoke become shadowy, warm and difficult to perceive. Full sets of clothing blessed with Smoke keeps the wearer warm, granting one bonus Resistance die against cold environments. For a commitment of one mote or one Willpower, weapons gain +3L Damage from heat and leave trails of acrid-smelling smoke as they pass through the air, while armor blessed with this benediction also darkens and appears to shift subtly, granting two bonus dice to Stealth rolls under cover of darkness.

Steam: The benedictions of steam are Lightness and Flexibility. Items of steam become 50 percent lighter, and any fatigue value is reduced to 0. For a commitment of one mote or one Willpower, weapons enchanted with steam become extraordinarily flexible and easy to defend with, gaining +2 Defense and receive a +1 Damage bonus from heat.

allows an Exalt to take control of animated creatures, automata, the walking dead and minor machine spirits (of Essence 2 or less) as well as more complex technology without their own intelligence, such as First Age weapons, ships and skyships for a scene. Upon casting this protocol, the weaver instantly takes control of the affected items, directing them to do her bidding—such as stopping such creations from attacking or causing them to attack his enemies. In non-combat situations, the affected targets ignore all others attempting to interact with them unless directed to respond by the controlling Exalt. If controlled automata have any programming, this protocol overrides it, replacing it with the weaver's own.

With the expenditure of five motes, the Alchemical takes control of a single automaton; for 15 motes, the weaver takes control of up to (Essence x 2) automata or technological devices in a 10-yard radius. If another weaver contests this protocol's effects with his own Automaton Override Protocol or another sorcerer attempts to control walking dead under the weaver's control with spells such as Bone Puppet Dance, the players of the two Exalts make a contested Willpower roll. The Exalt of the player who wins the Willpower roll controls the target automaton or walking dead. If neither wins, control remains with the original master.

This protocol has no effect on natural creatures, elementals or machine spirits with Essence 3 or higher, nor does it have any effect on N/A rating artifacts.

Autosynchronous Locator

Cost: 20m
Target: Location sensor
Minimum Clarity: 2

Upon invoking this protocol, dozens of insect-sized motes of light coalesce into a solid, handheld device that has a complex array of readouts on its screen, yet no visible controls. The readouts flash, blink and move without any discernable pattern to anyone save the weaver. While the weaver holds the device in his hand, he can perfectly understand the readings, which will indicate distance to the weaver's target, degrees to which the weaver needs to turn, positional coordinates and even the quickest and least challenging route to achieving close physical proximity to the target. It is, essentially, a navigation device that will infallibly guide the weaver to his target.

While the device can easily guide a lost weaver to any location that is well known to him, guiding him through dangerous territory or variable environments, a weaver can also use the Autosynchronous Locator to find destinations with specific properties, such as conduits containing specific resources, regions of specific gasses and even caches of raw materials. To do so, the weaver's player rolls (Wits + Survival) during the Weave Protocol action, with a difficulty set by the property's rarity:

Difficulty	Rarity
1	Common properties, such as pure water, nutrient slurries or breathable air.
2	Uncommon properties, such as nontoxic and mildly toxic fluids and smoke.
3	Highly uncommon properties, such as mildly poisonous fluids, acids, corrosive smoke or hot fluids—or even safe haven in the Reaches.
4	Rare properties, such as deposits of valuable minerals and non-magical materials, flammable gases, extremely lethal or contact poisons and cryogenic fluids.
5	Very rare properties, such as small deposits of jade, Essence conduits or safe haven in the Far Reaches.

In all other fashions, this protocol functions as the sorcery spell Dragon of Smoke and Flame (see **The Books of Sorcery, Vol. II—The White Treatise**, pp. 43–44), save that it works properly only in Autochthonia. Outside of Autochthonia, it functions exactly like the sorcery spell, which may or may not be useful to those who make their home in the Machine God. This protocol's effects last a full day.

Docility Assurance Field

Cost: 25+m
Target: One individual
Minimum Clarity: 0

Slowly bringing his splayed fingers together, with arcs of light reaching out between his fingertips, the weaver speaks a word of binding, and luminous filaments like glowing cables of light coalesce around the target in a shifting mesh. The Exalt's player rolls (Intelligence + Occult) against the target's Dodge DV to bind the target in this web. Blocks are inapplicable as the web forms around the target from every direction. The netting does not impair the target's mobility in any fashion. Every time the target spends Essence, however, he suffers damage of a type determined at the protocol's weaving. It's either one level of bashing per mote of additional Essence spent by the target or one level of lethal damage for every two motes of Essence spent (with expenditures of a single mote causing no damage). This damage can be soaked with the target's Essence rating or appropriate Charms.

This protocol does not interfere with activities that don't require Essence expenditure such as Excellencies supplemented by Infinite (Ability) Mastery, nor does it interfere with Essence the target has already committed. This spell lasts for one scene and is ineffective against beings of greater Essence than the weaver.

Driving the Shadow Machine

Cost: 20m
Target: Weaver
Minimum Clarity: 2

Aside from this protocol summoning up a floating mass of roiling shadow that feeds on Essence and ambient light known as a tenebrapede, this protocol functions like the sorcerous spell Conjure the Azure Chariot (see **The Books of Sorcery, Vol. II—The White Treatise**, p. 41), save that

its effects last for (the Exalt's Essence x 4) hours and can be cast at any time.

Elsewhere-Evoking Asana

Cost: 20m
Target: Area of effect
Minimum Clarity: 5

Taking a seated, meditative position, the Alchemical communes with the Machine God and summons a small portion of the Void to which Autochthon exiled himself. With a powerful whooshing sound, she creates a powerful defensive field around her for a scene.

The air around the weaver darkens and becomes cold and airless, summoning a sphere of aphotic void to a radius of (Essence x 2) yards that instantly snuffs all fire. Beings that need air suffocate within its bounds (see **Exalted**, p. 130), visibility is equal to heavy snow at night (see **Exalted**, p. 135), and the life-sapping cold of this field is equally as damaging as standing in a bonfire (see **Exalted**, p. 131). Within the field, there is no gravity. Players of those caught within need three successes on a (Dexterity + Athletics) roll once per action for their characters to propel themselves through the void at all. Success allows a character to float in the direction she propelled herself until she exits the field, falling to the floor; failure indicates that the character lacks the coordination to do anything more than float helplessly.

Anything entering this protocol's sphere of effect from without loses all momentum. Thrown objects and arrows fired into the field are brought to a total inertial null upon breaching the void, as are beings entering the sphere. The Exalt floats serenely at the center of the void maintaining her asana, however, immune to all of the effects of this protocol except for the visibility penalties. The weaver can cancel this procedure instantaneously by breaking the posture, but while she maintains it, she regains Essence as if she were meditating—since that's exactly what she's doing.

Entropy Manipulation Protocol

Cost: 25m
Target: All automata within (Essence x 10) yards
Minimum Clarity: 4

Eyes burning with the authority of the Great Maker himself, the weaver claps her hands together, with a resounding shockwave bursting out around her that temporarily knocks all nearby automata offline for the remainder of the scene. This protocol affects all gremlins, golems and walking dead within range, causing them to fall inert, taking unsoakable bashing damage equal to the Exalt's Essence. At the beginning of the next scene, affected automata resume functioning, but they may be confused about where they are or what they're doing and may or may not return to their previous activities.

This protocol does not automatically shut down warstriders or other forms of powered armor, but it does deaden their limbs.

The basic mobility penalty imposed by this protocol for Artifact •• armor is -3. Each additional dot of Artifact lessens the mobility penalty by one. Artifact ••••• armor, therefore, is not affected by this weaving.

Essence Reallocation Protocol

Cost: 25m
Target: Special
Minimum Clarity: 0

This protocol has special timing rules. The Exalt can cast it as a reflexive Weave Man-Machine Protocol action that takes 0 ticks.

The recycling of materials is of the utmost importance within Autochthonia, and the flows of Essence are no different. By absorbing all the Essence out of a protocol and channeling it into the weaver's Essence pool, this protocol duplicates the effects of Emerald Countermagic (see **Exalted**, p. 253), countering Man-Machine protocols and Terrestrial Circle sorcery (but not Shadowlands Circle Necromancy). Any absorbed Essence that puts the weaver over his maximum rating causes an Exalt's metal Charms to flare up and emit sparks, or other weavers to emit radiant light from their mouth and eyes as the excess Essence is shunted away.

Iron-Will Entrenchment

Cost: 12m
Target: Weaver
Minimum Clarity: 0

Chanting the Sixfold Devotion to the Maker's Resolution, the weaver's own pattern etches itself onto his forehead over the course of five ticks, then flashes brilliantly and fades from sight. Thereafter, for the remainder of the scene, he is immune to all forms of mental influence, be they natural or unnatural, save those that come from the Divine Ministers or Autochthon himself, should he ever awaken. Additionally, Alchemical weavers cannot be infected with Gremlin Syndrome while this protocol is active.

The Maker's Basic Defense Array

Cost: 20m
Target: Weaver
Minimum Clarity: 3

Swirling patterns of Essence coalesce into hundreds of small, polished metal spheres that whirl rapidly around the Exalt, forming a whirlwind of defensive spheres. This defensive spherical formation moves along with the weaver and can change shape to accommodate tight passages or the like. This protocol functions like armor in that it knocks aside blows aimed at the Alchemical, granting +10L/10B natural soak and +5L/5B non-stacking Hardness.

Against an incoming physical attack, the metallic spheres cluster swiftly to intercept the blow, knocking it aside with the loud clanging of hundreds of metal balls slamming into their target. This impact is so powerful that every time a melee or thrown weapon that is not made of the magical materials impacts with the spheres, the Exalt's player rolls Essence dice against the attacker's Parry DV. If the Exalt's player wins the roll, normal, fine and exceptional weapons shatter, while perfect weapons are immune to this effect. Arrows always shatter. Even if the weapon survives, the player of the attacking character must make a (Dexterity + [Melee or Thrown]) roll, difficulty 2, to prevent being disarmed (see **Exalted**, p. 158).

Characters making unarmed attacks upon the weaver suffer 10B damage dice, which is soaked normally. This protocol lasts for one scene.

The Maker's Instantaneous Forge

Cost: 30m
Target: One conjured automaton
Minimum Clarity: 0

Upon casting this protocol, the weaver summons forth an automaton servant from the body of the Great Maker. Alchemical weavers don't need to build or create shells for their golems—the shell rises up out of the ground upon weaving, a gift of the Machine God. The Divine Ministers themselves assign an Autochthonian elemental to animate the shell, performing the weaver's will as if it were its own. Automata summoned by this weaving vary in their traits and appearance based upon the type of elementals bound into them, and such golems possess Charms unique to their elemental type.

Automata of this type will serve their summoner for (Essence) weeks before returning to the body of the Great Maker, and the weaver may have as many of these automata serving her at one time as she has dots of Essence.

Basic Golem

Unless listed otherwise, all the following golems have these basic traits:

Attributes: Strength 3, Dexterity 3, Stamina 5; Charisma 1, Manipulation 1, Appearance 1; Perception 3, Intelligence 2, Wits 3
Virtues: Automaton; never fails Valor rolls, cannot make any others.
Abilities: Athletics 3, Awareness 3, Dodge 4, Integrity 5, Linguistics 1 (Native: Machine; Old Realm), Martial Arts 4, Medicine 1, Resistance 5, Stealth 1
Join Battle: 6
Attacks:
Punch: Speed 5, Accuracy 8, Damage 3B, Parry DV 5, Rate 3
Kick: Speed 5, Accuracy 7, Damage 6B, Parry DV 3, Rate 2
Clinch: Speed 6, Accuracy 7, Damage 3B, Parry DV —, Rate 1, Tags P
Health Levels: -0/-0/-0/-0/-0/-0/-0/Destroyed
Dodge DV: 5 **Willpower:** 8
Essence: 2 **Essence Pool:** 20

Engine Golem (Steam Automaton)

Description: Moving with lumbering, mechanical strides, engine golems are crude, man-like conglomerations of clockwork pistons and gears made of blackened iron that hiss steam and clank against each other. Slow and graceless,

these golems are nevertheless strong and resilient and are often called upon to serve as guardians or assistants.

Attributes: Strength 6

Abilities: Athletics (Lift +2), Medicine 3, Resistance 9

Charms:

Illness Sterilizing Procedure—For 10 motes, the Engine golem can purify a target's body of diseases and infections by spraying her with a gout of warm (but not scalding) steam. Once the engine golem has used this instant Charm on an individual, the target's player immediately rolls for Virulence (see **Exalted**, p. 350). Success indicates that the disease is cured.

Scalding Blast Attack—This crude Charm allows the engine golem to shoot a focused jet of scalding steam at an opponent. Engine golems inflict one die of lethal damage for every two motes of Essence spent, which can be soaked only with Stamina or Resistance Charms.

Attacks:

Punch: Speed 5, Accuracy 8, Damage 6B, Parry DV 5, Rate 3

Kick: Speed 5, Accuracy 7, Damage 9B, Parry DV 3, Rate 2

Clinch: Speed 6, Accuracy 7, Damage 6B, Parry DV —, Rate 1, Tags P

Soak: 6L/9B (Metal body, 4L/4B)

Glass Golem (Crystal Automaton)

Description: Transparent (although occasionally taking on the deep colors of gems) and exceedingly difficult to kill, these squat golems are made of thick and smoothly polished glass. They typically serve weavers as body servants.

Attributes: Stamina 7, Perception 2, Wits 2

Abilities: Athletics 2, Dodge 3, Presence 2, Stealth 5, Survival 2, Thrown 4

Charms:

Poison Detection Method—For three motes, a glass golem can instantly detect poison, disease and venom by touch. Any portion of the glass golem that touches such a harmful substance turns a noxious green color, making them perfect for assisting miners in detect leaks of dangerous liquids or gasses from Autochthon's veins.

Vision-Clearing Protocol—This Charm instantly nullifies all Illusion and glamour-based effects in a four-yard radius for four motes.

Join Battle: 5

Attacks:

Thrown Shard: Speed 5, Accuracy 7, Damage 5L, Range 15, Rate 3

Soak: 8L/9B (Crystalline Body, 5L/2B)

Magnet Golem (Lightning Automaton)

Description: A magnet golem is a field of magnetic energy with ferrous grit or scrap iron caught in the field giving it shape and form. Whenever items of iron or steel (including weapons and armor) come within four yards of one, those items are strongly pulled toward the golem and require a Strength roll with a difficulty equal to the weaver's Essence to resist. Arrows and bolts containing metal are automatically added to the golem's mass when they enter the area of effect. These automata best serve their masters as warriors and bodyguards.

Attributes: Strength 5

Abilities: Archery 5 (Levinbolt +2), Dodge 2, Presence 2 (Intimidation +2)

Charms:

Levinbolt—By spending two motes, the magnet golem can instantly create and fling small lightning bolts at the weaver's enemies.

Shocking Aura—For five motes, the golem generates a crackling field of electricity around itself for a scene that not only adds 2L/2B to its soak, but deals one lethal health level of damage to anything that touches it. This damage ignores all metal armor *not* made of the magical materials.

Attacks:

Punch: Speed 5, Accuracy 8, Damage 5B, Parry DV 5, Rate 3

Kick: Speed 5, Accuracy 7, Damage 8B, Parry DV 3, Rate 2

Clinch: Speed 6, Accuracy 7, Damage 5B, Parry DV —, Rate 1, Tags P

Levinbolt: Speed 6, Accuracy 10, Damage 5L, Range 50, Rate 1

Dodge DV: 4

Soak: 6L/9B (Ferrous body, 4L/4B)

Oil Golem (Oil Automaton)

Description: Incredibly slick and fast, oil golems consist of clear, amber or black liquids and best serve their masters as messengers and scouts. They are occasionally summoned to lubricate the enormous factory-cathedrals of the Machine God.

Attributes: Dexterity 7, Stamina 2, Intelligence 3

Abilities: Athletics (Balance +3), Dodge 5, Melee 5 (Slashing Sword +1), Stealth 5

Charms:

Bursting Reservoir Method—For 10 motes, the golem moves or dashes at five times its normal movement rate for the remainder of the scene. The oil golem may take only Move or Dash actions and must move in the most direct manner as it can toward its goal.

Riding the Viscous Tides—This scene-length Charm allows an oil golem to become one with a body of oil. For five motes, the golem may move freely through the oil, either swimming or walking along the bottom of a reservoir, and may perform any action that it could on land, suffering no penalties to Perception rolls due to being submerged in oil. Additionally, it gains three dice to its Stealth pool and two dice to its Dodge pool while so immersed.

Attacks:

Punch: Speed 5, Accuracy 12, Damage 3B, Parry DV 7, Rate 3

Kick: Speed 5, Accuracy 11, Damage 6B, Parry DV 5, Rate 2

Clinch: Speed 6, Accuracy 11, Damage 3B, Parry DV —, Rate 1, Tags P

Slashing Sword: Speed 4, Accuracy 14, Damage 6L, Parry DV 7, Rate 3

Soak: 3L/5B (Fluid body, 2L/3B)
Dodge DV: 7

Smudge Golem (Smoke Automaton)

Description: Dark gray, wispy and vaguely humanoid, these airborne automata possess excellent stealth and surveillance skills. They blend into shadows easily and best serve their masters as spies.
Attributes: Strength 1, Dexterity 5, Perception 4
Abilities: Athletics 4 (Jump +2), Awareness 5, Stealth 6
Charms:
Shared Experience Technique—At a cost of six motes, a smudge golem observes and records everything it sees for one whole scene, so that it might report what it sees and hears back to its master with exact detail. If it takes any other actions besides watching, the experience being recorded ends, though everything up until that point may be shared with its summoner. To report its experiences, the golem must return to the Exalt, at which point the weaver inhales the golem and downloads its data internally before exhaling the golem again. The recorded sensory data transfers as a miscellaneous action, and the Chosen learns what the golem has observed.
Unerring Location of the Master—This simple Charm allows the smudge golem to locate its master instantly as a miscellaneous action that costs two motes. Merely by concentrating, it knows in what direction the weaver lies and how far away.
Join Battle: 8
Attacks:
Punch: Speed 5, Accuracy 10, Damage 1B, Parry DV 6, Rate 3
Kick: Speed 5, Accuracy 9, Damage 4B, Parry DV 4, Rate 2
Clinch: Speed 6, Accuracy 9, Damage 1B, Parry DV —, Rate 1, Tags P
Soak: 6L/9B (Insubstantial body, 4L/4B)
Dodge DV: 6

Steel Golem (Metal Automaton)

Description: Large, broad shouldered and constructed of mirror-polished steel, these man-shaped golems have featureless faces and weigh around 400 pounds. They are often called upon to serve as laborers and soldiers.
Attributes: Strength 5, Dexterity 1, Stamina 6, Manipulation 3
Abilities: Athletics 5, Martial Arts 5 (Clinch +1), Presence 3 (Intimidation +2)
Charms:
Grinding Metal Shriek—The steel golem spends eight motes and rubs its arms together to produce a shrill, earsplitting screech that shatters the morale of any foe who hears it. The players of all enemies within 50 yards of the golem must make an immediate Valor check. If they fail, their characters are unable to do anything but tremble for a number of ticks equal to the number of the successes on a reflexive (Manipulation + Presence) roll made by the Storyteller.
Immovable Object Stance—For three motes, a steel golem can stand still, turning itself into an immobile hulk and increasing its weight and density disproportionate to its size. The Storyteller makes a (Stamina + Athletics) roll; each success increases the difficulty of a (Strength + Athletics) roll made to move the golem. While in the Immovable Object Stance, the golem can take no actions, except to revert to animate form.
The golem also gains Hardness equal to the number of successes on the (Stamina +Athletics) roll. While using this Charm, the golem is considered an object. A steel golem can remain in statue form indefinitely, until it chooses to spend another three motes of Essence to return to its animate form.
Attacks:
Punch: Speed 5, Accuracy 7, Damage 5B, Parry DV 4, Rate 3
Kick: Speed 5, Accuracy 6, Damage 8B, Parry DV 2, Rate 2
Clinch: Speed 6, Accuracy 7, Damage 5B, Parry DV —, Rate 1, Tags P
Soak: 10L/10B (Steel body, 7L/4B)
Dodge DV: 4

Optimized Component Integration Protocol

Cost: 5m per target
Target: Weaver and all willing targets in a five-yard radius
Minimum Clarity: 5

The Alchemical extends tendrils of amber Essence to stretch between each participant of this protocol. All individuals so blessed become like the components of a well-oiled machine. They intimately understand what is needed to optimize group performance and cooperate perfectly toward their shared goal. This protocol allows the group to ignore the cap on teamwork rolls (see **Exalted**, p. 125) for the rest of the scene, automatically ending if the group accomplishes its task before the scene ends.

Parsing the Tome of the Great Maker

Cost: 20m
Target: Weaver
Minimum Clarity: 5

Closing her eyes and assuming a meditative position, the Alchemical clears her mind and attempts to make communion with the Great Maker. Focusing her will, she reaches into her own mind and attempts to unlock the secret knowledge that is stored within. Her hair begins to lift and twist as if buffeted by a great wind, and when her eyes open, lines of Old Realm glyphs flow across them, as if she was accessing the wisdom of ages past and searching through it for divine inspiration. Provided that the weaver has read anything directly from *The Tome of the Great Maker*, she may weave this protocol to impart knowledge unto herself. For the remainder of the scene, the weaver automatically succeeds at all Academic Knowledge (see **Exalted**, pp. 132–133) checks as she understands the hidden wisdom written between the lines of text that she has read from *The Tome*.

Phlogiston Web
Cost: 15m
Target: Area of effect
Minimum Clarity: 0

Expelling a red-hot net of phlogiston—sticky solid fire—from his mouth or the palm of his hand, the weaver creates an environmental hazard that covers an area of 35 square yards per dot of permanent Essence he possesses; the exact dimensions are up to the weaver. Anyone caught within the area of effect may make a reflexive Move or Dash action to try to escape the blazing web. The web inflicts [(the weaver's Essence) + 4L] damage every action, trauma 3, and lasts (Essence x 5) ticks. It is possible to cut the net, but doing so requires four successes on a (Strength + Melee) roll. Non-magical weapons used to cut through it are destroyed. Breaking the net with pure strength requires a successful difficulty 5 (Strength + Athletics) roll. Beings immune to fire take no damage from this protocol.

Probability Degradation Matrix
Cost: 25m
Target: Weaver
Minimum Clarity: 5

This protocol functions as the sorcery spell Burning Eyes of the Offender (see **The Books of Sorcery, Vol. II—The White Treatise**, p. 39), save that the Alchemical's soulgem glows instead of her eyes and its effects burden only the Exalt's enemies. Additionally, for the duration of the protocol, the difficulty for all rolls for those affected increases by one, and 10s count as only one success each.

Resource Reallocation Initiative
Cost: 15m
Target: Area of effect
Minimum Clarity: 4

Upon activating this protocol, the weaver calls out to all custodians within (Essence x 100) yards, entreating them to locate appropriate resources and reassign them. Those resources could be anything from clean water or nutrient slurries to Essence conduits or even deposits of metals or magical materials. The weaver names the specific resource desired, and any nearby non-hostile custodians make the relevant reassignment, allocating those resources to the weaver's location if they are available within 10 minutes.

This protocol also functions in Creation, but its effects are significantly different. This protocol affects elementals of Essence lower than the weaver's, causing them to bring the weaver the specific resource he desires, ravaging the countryside to obtain it. Areas of land despoiled by this protocol are left completely devoid of the resources requested. Such lands that are stripped of all resources by repeated castings of this protocol (the number of which are determined by the Storyteller, depending on available resources in a given area of land) are defiled to the point that they become inhospitable to life for centuries.

Alchemicals are wise enough to use this protocol both sparingly and appropriately within Autochthonia, not wishing to harm the Great Maker. In Creation, they might be tempted to overdo it and find out the hard way that this protocol can cause serious damage.

Soul-Archiving Protocol
Cost: 10m
Target: Ghost
Minimum Clarity: 4

This protocol functions as the Shadowlands Circle Necromancy spell Shade Prison Amulet (see **The Books of Sorcery, Vol. II—The Black Treatise**, p. 32) except that it will trap any ghost in an empty soulgem and hold it there until the death of her next incarnation.

This protocol does not yet exist, as Autochthonians have no knowledge of the Underworld. Once they do, it would quickly be invented… and classified, as its very existence would controvert Luminor dogma. Learning this protocol would require Backing of at least four dots from the Luminors.

Static Essence Absorption Protocol
Cost: 5m
Target: One item
Minimum Clarity: 2

A duty sometimes assigned to the Machine God's Chosen is to make sure that there is no Essence buildup in regions that are prone to such. When the Alchemical casts this protocol, Essence stored in devices that the Exalt holds are drained off and absorbed into the Alchemical's body as sparkling particles and glistening tendrils of brilliant light, refilling her Essence pools. The weaver drains (Essence x 2) motes from one device that gathers or stores Essence (i.e., a hearthstone, an elemental core or an Essence-containing gem) or from items with Essence committed to them. Hearthstones and elemental cores drained in this fashion stop working for (6 – rating) hours, Essence-containing gems must be recharged, and artifacts holding committed Essence must be reattuned before the wielder gets the benefits of attunement again.

For the purposes of this protocol, Essence is Essence, and the source is moot. Yet, this protocol cannot drain Essence from an Essence-user's Essence pools.

Summon Autochthonian Elemental
Cost: 10+m
Target: Elemental
Minimum Clarity: 0

This protocol is exactly like the Terrestrial Circle spell Summon Elemental (see **Exalted**, p. 254), but only the elementals common to Autochthonia—crystal, lightning, metal, oil, smoke and steam—may be summoned with it. For more information on Autochthonian elementals, see pages 64-74. By use of Abscissic binding (**The Books of Sorcery, Vol. IV—The Roll of Glorious Divinity I**, pp. 79–84), elementals may be bound up to one month.

Summon Machine Spirit

Cost: 15+m
Target: One machine spirit
Minimum Clarity: 0

Similar to Summon Autochthonian Elemental, this protocol instead captures a machine spirit and binds it to the weaver. Many powerful spirits dislike being pulled away from their function in Autochthonia and are likely to send subroutine spirits to serve in their stead in the same fashion that greater elemental spirits tend to do.

Theoplastic Engineering Protocol

Cost: 15m
Target: Terrain
Minimum Clarity: 0

By pointing his hand and invoking this protocol, the weaver can reshape any terrain within (Essence x 100) yards for the remainder of the scene, directing the techno-organic metal landscape of Autochthonia to flow according to his will. He can use this protocol to seal off tunnels in the Reaches, to make room for expanding metropoli, to pull inaccessible veins and conduits closer to the surface (a service routinely performed for the Conductors' miners) and to accomplish similar tasks. Given time, a number of weavers working together could open up whole new veins within Autochthonia. A single weaver can shift an area equal to (Essence x 100) cubic yards of material per miscellaneous action.

If used in Creation, this protocol can create any sort of terrain, with the weaver sculpting (Essence x 50) cubic yards of stone or earth to create tunnels, bridges of stone or even small islands. It may even be employed to pull veins of ore to the surface, as long as they are within range and the weaver knows of their existence. The protocol can be used to confine enemies, but doing so takes 10 ticks, and the target can struggle to free himself, his player rolling (Strength + Athletics), difficulty 2, +1 difficulty for every action in which the weaver shapes the ground around the target.

In theory, it should be possible to use this protocol to reshape the Underworld's Labyrinth or the landscape of Malfeas (as both are also forms of Primordial flesh), but neither possibility has been tested yet.

Vat Surrogate Reweaving Technique

Cost: 10m
Target: Alchemical Exalt
Minimum Clarity: 4

Ejecting an installed Charm with a loud, metallic click, a flash of light and a small blast of steam, this protocol allows the weaver to instantly replace one of his installed Charms with a Charm from his panoply (bypassing the need for downtime or visiting the vats) or to extend this benefit to another willing Alchemical. When the Alchemical sockets the new Charm into place, his body pulses with sequences of incandescent lights and hums softly as the Exalt's systems power back up.

Vision Transmitting Protocol
Cost: 10m
Target: One creature
Minimum Clarity: 0

Ejecting a fist-sized crystal dodecahedron from his mouth that unfolds into an floating widget made of whirling blades, short spikes and a featureless mirrored face the size of a human head, the weaver gazes at the mirror face and speaks a message into it. This protocol then functions exactly like Infallible Messenger (see **Exalted**, p. 254), except the recipient can see the speaker's image in the crystal as well as hear him and may even view events taking place in the background.

God-Machine Protocols

These powerful protocols have the potential to reformat the shape of Autochthonia, being a far more advanced form of pattern manipulation than the Man-Machine protocols. As such, these protocols belong to Autochthon alone and are shared with only his most favored children. Also, being closer in nature to sorcery than necromancy, God-Machine Protocols may be countered with Sapphire or Obsidian Countermagic, or better. These protocols fall in might somewhere between Celestial and Solar Circle sorcery or Labyrinth and Void Circle necromancy.

Avatar of the Destroyer
Cost: 30+m (committed)
Target: Custodians
Minimum Clarity: 6

Forming the Mudra of the Great Maker's Divine Forge with her hands, the weaver's eyes and mouth begin to glow with a brilliant violet light, and all of her Charms emit sparks. Her anima banner flares to iconic levels, and the Divine Pattern of the Forge appears both in the air above her head and on the ground beneath her feet. As the magic builds, non-hostile custodians in a 50-yard radius begin to take notice and gather before the weaver, chattering, their machine-like voices chanting prayers to the King of All Craftsmen. At the height of their frenzy, the custodians come together, and the light of this protocol shifts from the Exalt and over the custodians. The two patterns draw together and forge the custodians into plates of thick armor, crafting a mighty automaton servant that is bound to the weaver for the remainder of the scene. As the patterns fade, the automaton remains standing before the Alchemical, awaiting its orders.

The automaton bears the same traits as the Exalt, if the Exalt were wearing a Scout- or Noble-class warstrider, save that the warstrider bears no Charms of its own.

If the sorcerer spends an additional five motes at casting (which are not committed), the warstrider gains the benefits of the magical material aligned with the weaver's Exaltation, as the design weavers temporarily alter the warstrider's physical material to match. When this spell's duration elapses, the custodians return to their original tasks, completely unharmed. If there are no non-hostile custodians present when this protocol is woven, the protocol fails to function and the Alchemical retains her motes.

Auspicious Reformatting Mudra
Cost: (Rating affected x 10)m
Target: Automaton
Minimum Clarity: 6

The Exalt forms the Mudra of Transformation with her right arm bent so that her hand is at shoulder height with splayed fingers and her left is extended out before her, palm downward and fingers together. Lightning lances out from her left hand to strike an automaton or any type of machine, reweaving its pattern permanently. Automata and machine spirits of higher Essence than the Alchemical make a contested Essence roll to resist the effects of this protocol.

Alchemicals might use this protocol to mend or reactivate broken machine spirits or to transform them into something else entirely. Gremlins could be reformatted again as custodians or broken down into inert components, or a warstrider could be transformed into an airship of equivalent Artifact rating. Exalts using this protocol can reconfigure a machine spirit with up to half the weaver's Essence into a device with an equivalent Artifact rating or into an Autochthonian familiar with a rating equal to (Essence + 2). If the weaver is transforming one artifact into another of equal power, his player rolls (Intelligence + Lore) and must get a number of successes equal to the Artifact's rating for the Exalt to accomplish his task. N/A-rated artifacts cannot be created or affected by this protocol.

At Essence 7, the weaver may instead simultaneously reconfigure multiple machine spirits she can see for an additional five motes per added target. Used in this manner, the protocol only alters their programming. It does not rebuild their physical forms, and no target can have Essence greater than 3.

Essence Matrix Inversion Procedure
Cost: 10m
Target: Weaver
Minimum Clarity: 0

This protocol has no Obvious qualities until it interacts with another Essence-based effect, but any character whose player makes a successful (Perception + Investigation) roll, difficulty 4, perceives a slight mirage-like ripple in the air around the weaver. Anyone using Essence sight will see the weaver's body radiating long quills of silvery light. For an entire day, the weaver's own Essence-flow pattern becomes highly reflective, turning all incoming protocols, sorcery spells and necromancy effects back upon the one who launched them—with the exception of Solar Circle Sorcery and Void Circle Necromancy. This includes spells that target the sorcerer or areas of effect that include him, as well as the effects of Essence weapons such as lightning ballistae and Essence cannons, which are reflected back at the attacking weapon.

Executive Filature Protocol

Cost: 5m + 3m per action
Target: One individual
Minimum Clarity: 8

This protocol has special timing rules. The Exalt casts it as a sequence of Weave Protocol actions that can add up to far more than the two normally required for God-Machine Protocols.

Reaching out to touch the very pattern of another being within (Essence) feet, the Exalt grabs hold of the strands and begins unweaving that pattern from the Design, unraveling her victim trait by trait as a Shaping effect. This terrifying protocol manifests as lightning streaking from the Alchemical's hands to illuminate the victim's skeleton as he is flayed from existence. At the start of the third Weave Protocol action, the target is filled with a sense of anxiety and dread as his pattern is accessed, and he loses an Attribute dot per action, starting with the highest Attribute and working downward. Once all of the target's Attributes are reduced to 1, the target begins losing health levels, growing increasingly transparent until he fades entirely after the last health level is lost. At that point, his soulgem clatters to the ground, all memory of its current incarnation purged from it. Prior to this point, the Exalt can spend five motes per dot to weave traits or health levels back in each action, provided no more than one day has passed. Interrupting the protocol before it is finished terminates its effects but does not reverse them. In Creation, the souls of those unmade by this protocol slip instantly into Lethe.

In less enlightened times, this protocol was deliberately left unfinished to reduce a target to a pathetic wretch before exiling him to the Reaches, where he would have to fend for himself, unlikely to last long at all.

Alchemicals must obtain this protocol either from the Divine Ministers or from the design weavers themselves.

Great Maker's Pattern Reassertion

Cost: 50m +10m per 500 square yards beyond the first
Target: Touched blight zone
Minimum Clarity: 10

As the weaver raises her hands as high as she can, the pattern of the Machine God forms above her head in a glowing convalescence of amber light that is visible for as far as the eye can see. As the weaver calls out to all eight Divine Ministers, visions of their faces form at the eight key points in the Great Maker's pattern once their name is called. Once all eight Ministers have been called upon, the pattern comes crashing down to the floor with a thunderous report, cleansing 500 square yards of blight zone. Blight zones can either be diminished from the outside or cleansed completely by use of this protocol.

If the weaver is moved or her attention wavers at any time during the cleansing, then this entire protocol fails. Black winds of tainted Essence blast throughout the area and scatter the pattern-vision in a terrifying (though harmless) backlash.

Homuncular Drone Deployment

Cost: 5m, 1ahl per drone (committed)
Target: Weaver
Minimum Clarity: 2

As he speaks a harsh, guttural word of command, the Alchemical's forearms separate from the rest of his body and the arm drones fly out to attack targets for the remainder of the scene. The weaver loses one health level per drone until the limbs return and reattach to him. These drones carry the same traits as the Alchemical but gain dots equal to the weaver's Essence in Martial Arts and retain all the benefits of using martial arts weapons (see **Exalted**, pp. 369–370). These drones are capable of flying at twice the Exalt's Dash rate.

The Alchemical is intimately connected to his drones and always knows where they are. The drones can take three health levels of damage before falling to the floor, disabled. If a drone suffers an additional three health levels of damage, it is destroyed, and the character is permanently down one health level until the limb is replaced or he uses a Charm capable of healing aggravated damage. Disabled drones can also be used as arcane links to the Exalt to whom they belong.

The Maker's Advanced Defense Array

Cost: 30m
Target: Weaver
Minimum Clarity: 0

Summoning a vortex of adamant shuriken that refract ambient light in swirling, multi-colored specks of light, this protocol acts as a more powerful version of the Maker's Basic Defense Array. This array grants the weaver +20L/20B natural soak and +10L/10B non-stacking Hardness for an entire scene. It also causes 10 dice of lethal damage against those who attack her unarmed, which can be soaked normally. If an attacker takes more health levels of damage than he has dots of Stamina, the limb used to make the attack is severed.

All non-magical weapons that come into contact with the adamant shuriken are destroyed. While magical weapons sustain no damage, the player of an attacking character must make a successful (Dexterity + Melee) roll (with difficulty equal to the weaver's Essence) to prevent the impact of the flying blades from knocking the weapon out of the attacker's hands.

Mechanized Infusion Reanimation

Cost: 10m + (5m per day)
Target: One corpse
Minimum Clarity: 6

The weaver reaches out and lays a hand on the corpse of a fallen friend or foe, and thousands of nanomachines crawl down her arm and race across the body, pulling in materials from the surrounding environment and cobbling them together to create a cyborg-like automaton (known as a postvital bioconstruct) that follows the weaver's commands implicitly, even if the deceased would not have been able

to understand them in life. The postvital bioconstruct stands up under its own power, and has plates of armor covering its body and wires connecting various mechanical and clockwork components that have been grafted onto it. From that point onward, the automaton gains a Motivation to serve the weaver who created it.

The postvital bioconstruct remains animated as long as it has a steady supply of Essence to fuel the nanomachines—five motes per day. Whether that Essence is committed by the weaver or the automaton manages to tap into an Essence conduit, the automaton can exist nigh-indefinitely, unless its body is destroyed.

Postvital bioconstructs created by this spell use the traits for a zombie (see **Exalted**, p. 314), with the following modifications: Strength +2, Stamina +2, Valor 5 (automatically passes Valor checks, automatically fails all others), Integrity +5, Presence +2, Resistance +4, Stealth -1, +5L/+5B soak from armor, additional -1/-1/-2/-2 health levels, immune to mental influence. Their punch also has the following traits: Speed 5, Accuracy 7, Damage 6L, Parry DV 4 and Rate 2.

Passenger Hosting Protocol

Cost: 15m per passenger
Target: The weaver and passenger(s)
Minimum Clarity: 3

The Alchemical's body flares with interwoven patterns of Essence, becoming a doorway to a place within himself into which others may step by walking through the Exalt. Up to (half the weaver's Essence, rounded up) willing individuals may step into the Exalt's body and occupy the same space for a full day. This aggregate being shares all senses, and each mind is telepathically linked for the duration. While all passengers think independently, only the weaver can act, but the Exalt gains additional Strength, Stamina, Soak and Resistance equal to the combined totals of all passengers. There is no way to detect that this composite being is more than one individual, and all damage taken is equally split between the weaver and his passengers.

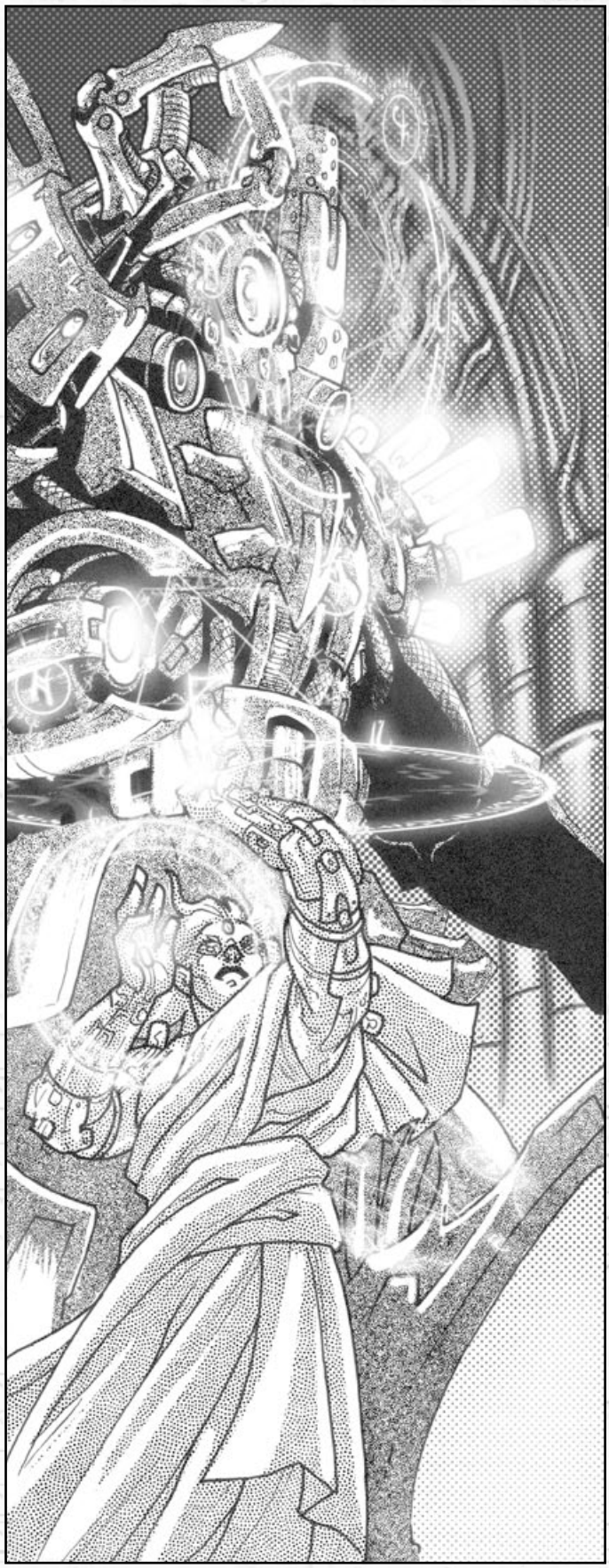
Any spirits intending to be passengers must first materialize, and weavers using this protocol cannot be possessed.

Pattern Realignment Initiative

Cost: 30m
Target: Special
Minimum Clarity: 0

This protocol has special timing rules. The Exalt can cast it as two reflexive Weave God-Machine Protocol actions that take zero ticks.

Taking control of the Essence used around him, the weaver is able to commandeer sorcerous and necromantic spells. This protocol functions like Essence Reallocation Protocol, countering God-Machine Protocols, Celestial Circle Sorcery and up to Labyrinth Circle Necromancy.



The protocol does so by absorbing all the Essence out of the cancelled spell and channeling it into the Alchemical's Essence reservoir. If the absorbed Essence puts the weaver over his maximum rating, the Alchemical's metal Charms flare up and emit brilliant sparks for a moment as they shunt away the excess Essence.

Radiant Matrix Transmutation

Cost: 35m
Target: (Essence x 5)-yard radius
Minimum Clarity: 6

Assuming a divinely authorized asana, waves of dynamic order radiate out from the Alchemical who invokes this protocol, calcifying solids and liquids into faceted, elemental crystal. This wave washes out at three yards per tick, and the crystals it forms are beautiful and pulse with an inner light. Objects caught in the range are transmuted as well, but items made of crystal or adamant are not affected in any way, nor are artifacts.

Beings within the protocol's area of effect are transmuted, often from the feet up, and take the Alchemical's Essence in aggravated damage as an environmental effect, trauma 5, every action. If a character is reduced to Incapacitated, she becomes a crystal statue of herself. The effects of this protocol are permanent unless cured. Only Charms that are able to cure the incurable or alleviate supernatural conditions can heal this damage.

If this protocol is used in a blight zone or shadowland, it heals the lines of Essence throughout its area of effect, allowing them to flow naturally again and reclaiming these sectors completely.

Retribution of Mog

Cost: 40m
Target: Individual or city
Minimum Clarity: 8

The most dangerous protocol an Alchemical weaver can call upon is known as the Retribution of Mog (also referred to as the Divine Justice of Mog). Exalts who invoke the Divine Minister of Authority must be absolutely certain that they do so with nothing but the Maker's will in mind, for Mog and his subroutines resent being called upon for petty conflicts between individuals that have nothing to do with the well-being of Autochthon.

After the Exalt raises her arms above her head and chants the Sutra of Righteous Action and Just Punishment three times, spectral visions of gears appear in the air above her in the colors of her anima. Those gears shimmer, and blasts of Essence shower down all about the weaver in arcs of energy.

If one of the subroutines of the Keeper of the Lightning deigns to answer the call of the weaver, the Exalt finds herself face to face with one or more destroyers of equivalent Essence to the weaver. They stand ready to either exact punishment upon those that have acted against the Great Maker or against the weaver herself! Should Mog himself appear, the fate of an entire city could be sealed. Mog will never personally appear to deal with anything less.

Should the Alchemical be found to be lacking in anything less than total devotion to Autochthon's cause, the machine spirits will immediately attack her. Should she be true in faith to the Great Maker, however, the destroyers or Mog will enact their retribution upon those who have committed unforgivable crimes against the Machine God. Mog may summon up an army of destroyers to eradicate what must be eradicated and preserve what can be preserved. He is also capable of demolishing entire cities with a wave of his hand, however, causing the body of Autochthon to squirm and wrench so that the walls, floors and ceilings of the Machine God's body crush the entire city into component parts. If this occurs, nothing survives, not even the Alchemical Exalt that forms the city.

The end result of the weaving is left entirely up to the Storyteller. Learning this protocol is a carefully guarded privilege bestowed upon a faithful weaver by the Tripartite, but they will only consider imparting such knowledge if the weaver has Backing 5 with them. Using such a protocol in Creation could have dire consequences. If a city in Creation suddenly gets wiped off the map, someone in Heaven will surely notice.

Synthesis of Divine Affiliation

Cost: 40m
Target: Weaver and willing Alchemicals
Minimum Clarity: 7

This protocol functions identically to the sorcerous spell Unity of the Closed Fist (see **The Books of Sorcery, Vol. II—The White Treatise**, pp. 98–99), with the following exceptions:

- This protocol can be used to combine only Alchemical Exalts. No other beings may be combined.
- Whereas Unity of the Closed Fist can combine up to five beings, Synthesis of Divine Affiliation can combine up to six distinct Alchemicals. Yet, if this protocol is used to combine the weaver with copies of herself created through Remote Drone-Body Guidance or Avatar-Launching Silo (see p. 176), and they are the only participants in the protocol, there is no limit on how many bodies can be fused together. Essence 8+ Alchemicals may use this protocol to combine their avatars only with one another or with other Alchemicals, not with their main core.
- The resulting being has Clarity equal to the highest permanent Clarity of any being in the synthesis.
- Each distinct Alchemical gains a point of temporary Clarity from the experience.
- No composite hearthstone or Essence capacitor forms from the ones used by individuals. All such items go Elsewhere for the duration.

Transcendent Consciousness Protocol

Cost: 15m
Target: Weaver
Minimum Clarity: 4

Upon invoking this protocol, the Alchemical's eyes coruscate with brilliant white light as her perceptions expand to the point of near-perfect clairvoyance in a radius of 30 yards in all directions. Within that area, she sees all that can be seen with perfect clarity and hears everything as if it were the only sound being made. Solid objects are no barrier to this protocol, and the weaver can sense what is happening behind such barriers or beneath her. She can even sense that which flows through the Great Maker's veins within the area of effect.

In addition to her enhanced sensory capabilities, the Alchemical is also granted the capacity to process all of the sensory data she receives, which facilitates all manner of reconnaissance, eavesdropping and perimeter monitoring. The weaver also cannot be surprised. Someone trying to sneak up on her using invisibility, though he cannot be seen, can be sensed in other ways, such as feeling the weight he exerts on the floor, the slight change in the air as he passes, hearing the sound of his beating heart or smelling the scent of sweat or oil. The character's player gains perfect awareness of everything that occurs within that 30-yard radius.

Transcendent Pattern-Weaving Protocol

Cost: 20m
Target: Nearby Wyld areas
Minimum Clarity: 10

This protocol is an extraordinarily rare one, as there has been no need for it for millennia, but it exists in the keeping of the Divine Ministers and may yet linger somewhere in the Sodality's vaults.

Those who are truly devoted to the cause of the Great Maker are sometimes initiated into the most potent of his powers—the ability to spin pattern out of the chaos of the Wyld. Taking the gossamer filaments of unlimited potential in both hands, the Alchemical spins them into thread and weaves order from it.

Invoking this protocol causes the Exalt's entire body to radiate pure light as if her anima had flared to totemic levels, and it requires absolute understanding of the Machine God's ways. Only when the Exalt has gained perfect Clarity can she attempt this protocol. She would do well to spend many days in contemplation in the most remote places in Autochthonia as well, to prepare for this awesome feat—preferably inside one of the industrial tabernacles of the Divine Ministers or near the very Core of the Great Maker's mind.

Stepping out into the swirling chaos of the Wyld, the Alchemical is then able to recite a long prayer while forming a complex mudra with her entire body. For each hour the Exalt prays and weaves this protocol, she formats reality around her in a 20-yard radius, but she may weave this protocol for only as many hours as she has points of Stamina. Any raksha caught in the area of effect take health levels of aggravated damage equal to the weaver's permanent Essence. Since this protocol causes an unpleasant strangling sensation in every raksha in a number of miles equal to the Exalt's Essence rating, however, it is unlikely that the Alchemical will be left to weave this protocol for long. This radius is doubled in the Deep Wyld.

Although no Alchemical is likely to discover this effect on her own, by purposefully weaving pattern directly from the substance of a raksha noble, the weaver can reformat a fae into one of the Mountain Folk. The player of a raksha noble directly targeted with this weaving must succeed in a contested (Willpower + Essence) roll against the Alchemical's player, or his character is transformed into one of the Jadeborn. The resulting Mountain Folk soul would resemble an energy pattern locked inside an egg of jade, totally torpid and lacking all memory, a blank slate waiting to be quickened to activity by the Mountain Folk.

Autochthonian Thaumaturges

Thaumaturgy is not quite as common in Autochthonia as it is in Creation, but it is used to enrich the lives of the mortals living within the body of the Machine God. Most mortals who know any thaumaturgy at all have it passed on to them orally and memorized due to the incredibly low level of literacy among the members of the Populat. They often use it to effect minor repairs and enhance the quality of their work. Given the limited amount of time that a typical Autochthonian has to study anything not directly related to his function in society, very few actually master any thaumaturgical science. Among the Tripartite, however, thaumaturgy is more common, as the odd specialty of a small few who have the luxury of learning it from scrolls or books.

Thaumaturgy is also seen as somewhat unsavory in Autochthonian society, even though its use is not outlawed. The Theomachrats see it as a challenge to the divine rule of Autochthon (or possibly their own authority over society) and call the motives of its practitioners into question whenever possible through polite "concerns" about those who use it or of its inherently corruptive influence. Thaumaturgical rituals are considered dangerous and possibly subversive to all but the members of the Sodalities, who have been properly indoctrinated and trained to resist their corruptive influence. As such, the Sodalts have relatively unrestricted access to the occult materials and knowledge necessary for learning mortal magic.

Should one have the luxury of time to learn the Arts and Sciences, all of Autochthonian society has been conditioned to expect practitioners to give something back. Underground thaumaturges avoid such obligations, but their services are in great demand, giving these mortals status and comfort beyond the norm for their social standing. Should a rogue thaumaturge be caught, the penalty is severe, but the removal of one's soulgem and exile from a city are reserved for only the most vile offenders—those who use their powers to harm their fellow citizens.

What Works?

Not all thaumaturgical arts are appropriate to the environment of Autochthonia, and thusly do not function in the Realm of Brass and Shadow. The Arts of Alchemy, Elemental Summoning, Enchantment, Spirit Beckoning and Warding and Exorcism function in Autochthonia as long as the rituals are appropriate to the setting, and are known there as Sciences, rather than Arts. Rituals such as the Hecatomb (see **The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 140) would not be appropriate, as Autochthonia has no cattle for sacrifice, nor does Ahlat hold any sway within the Machine God's realm.

In general, the Arts of Astrology, the Dead, Demon Summoning, Husbandry and Weather Working do not function in Autochthonia at all, with the exception of certain rituals that may be appropriately used in other Autochthonian Sciences. Prior to the breaking of the Seal of Eight Divinities, no one in Autochthonia would either know or have a use for those Arts.

Summoning is also much weaker in Autochthonia than in Creation, as it calls only beasts, mortals, spirits and a handful of bizarre Autochthonian elementals. While beast summoning is possible, rats are the only animals besides humans inhabiting Autochthon. The rat population is far smaller in Autochthonian cities than it would be in one of Creation's cities of comparable size, kept down as it is by human predation. Rat summoning, then, is largely a lost art practiced mainly by exiled Lumpen hunters as a means of subsistence. The efficiency of soul recycling within Autochthon prevents the presence of ghosts entirely. Spirits, both gods and elementals, can be called with thaumaturgy, but doing so there is a little more complicated than it is in Creation.

Within Autochthonia, the Art of Geomancy is known as the Science of Topomancy**,** and such magic is used to study the flow of Essence, water, food and other necessary substances through the veins of the Great Maker. Its rituals can be modified by the Storyteller to be thematically appropriate for Autochthonia. For example, Dragon Line Compass (see **The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 137) would be altered into Conduit Compass and would locate conduits within Autochthonia instead of dragon lines (which don't exist there). This Science is used almost exclusively by the miners associated with the Illustrious Conductors.

The Science of Alchemy

Many Alchemical formulae cannot be produced in Autochthonia for lack of appropriate materials, such as ghost flowers for ghost flower tea (see **Exalted**, p. 378). Yet, Autochthonians have perfected several rituals that are completely unknown in Creation.

Friction-Banishing Preparation (2, Intelligence, 4, one hour): One of the most important substances in Autochthonia, this distillation of mineral oils tapped from Autochthon's veins perfectly removes the friction between any two objects, facilitating their operation and allowing them to operate silently. A single vial lubricates a 10-square-foot area of machinery or flooring. Spotting this oil requires a successful (Perception + Awareness) roll, difficulty 1, and standing still on such a patch requires a successful (Dexterity + Athletics) roll, difficulty 4. Walking across such a patch increases the difficulty to 6 if there is nothing to hold on to. This oil degrades in the air within a week.

Treat Adamant (2, Stamina, 3, one week): Heat-treating adamant requires massive amounts of hot liquids and Essence that are typically acquired directly from conduits. Knowledge of the caustic solution used as a chemical bath to finalize the process so that the Great Maker's sacred brain-matter does not shatter on impact requires Backing 4 with the Theomachracy. For further requirements, see the "Smelting Procedures" sidebar in **The Books of Sorcery, Vol. III—Oadenol's Codex**, page 23.

The Maker's Inertial Bile (3, Intelligence, 8, one day): Collected from wild machine spirits out in the Far Reaches, this fluid is a caustic gray sludge. Shattering a phial of this compound against any device, automaton or machine spirit will cause it to instantaneously cease all activity, remaining inert for the remainder of the scene. This material affects gremlins, automata summoned with protocols or spells, and the walking dead as well, and it will exorcise possessing spirits or purge animating forces.

The Science of Bioenhancement

This Science focuses on augmenting the living body with mechanical components or prosthetics either to replace damaged tissue or to improve the efficiency of the recipient. Workers maimed in the factory-cathedrals of Autochthonia can often be brought back into the workforce through the use of these mechanical components. This Science is often coupled with Enchantment to produce powerful body parts for important members of the Tripartite, but none of the components produced by this Science are inherently magical. Both Surgeons and Scholars are common practitioners of this Science, with most Prolific Scholars maintaining a monopoly on constructing prosthetics and Meticulous Surgeons on knowing how to graft them. Unfortunate members of the Populat have, upon occasion, been caught between the political struggles of the two Sodalities and left waiting for a new limb or organ.

Mechanical limbs and organs are not too difficult to come by in Autochthonia, as the resources used in the devices' creation are easy enough to acquire. This Science, however, is not powerful enough to craft anything out of the magical materials (and such items would be too heavy for mortals to use anyway). The tools to create such mechanical devices are also easily found. Due to the intricate nature of the bioenhancements created, practitioners of this Science must have a minimum of Craft (Air), Craft (Fire) and Medicine all at ••• to be able to put this Science to use.

Analyze and Cauterize (0, Intelligence, 3, five minutes): Assessing the damage to tissue after a wound, the thaumaturge is able to determine what kind of bioenhancement is necessary (if any) and to properly prepare the wound for reception. Success prepares a subject for further bioenhancement.

Engineer Prosthesis (1, Manipulation, 4, 10 hours): Replacing a limb takes careful planning, design and construction. The thaumaturge is able to make a basic prosthesis to replace a limb that has been lost, be it a hand, a foot, an arm or a leg. Such limbs are typically made of common metals, but they can be made from any available materials such as synthetic leather, crystal or any solid substance at hand. Such limbs carry a one-die Dexterity penalty to actions involving their use.

Engineer Organ (2, Manipulation, 4, 20 hours): Replacing bodily organs is incredibly intricate work, even for one who has skill and experience. Constructing such an organ is possible, but it never functions as well as the original. Such organs either carry a one-die penalty to Stamina or Perception, depending on type, but they can and do restore senses or preserve life.

Engineer Bioenhanced Prosthesis (2, Intelligence, 5, 100 hours): Engineering superior limbs is an art form that those versed in the Science of Bioenhancement have perfected. This ritual functions like Engineer Prosthesis, save that the limb carries no penalties. With four or more successes, the limb actually carries a permanent one-die bonus to Dexterity actions involving its use.

Implantation (2, Dexterity, 3, 10 hours): To install a prosthetic organ into a human host requires great skill and finesse. Roll the thaumaturge's (Dexterity + Medicine) to properly implant the organ. On a failure, the organ is ruined, and a new one must be constructed for implantation. On a botch, the subject suffers an unsoakable health level of lethal damage in addition to the organ being ruined.

Nerve-Muscle Graft (2, Dexterity, 3, 10 hours): Connecting living tissue to bioengineered limbs is delicate work, but the skillful thaumaturge is able to successfully merge man with machine. Roll the thaumaturge's (Dexterity + Medicine) to properly graft a limb onto a living being. On a failure, the limb is ruined, and a new one must be constructed for grafting. On a botch, the subject suffers an unsoakable health level of lethal damage in addition to the limb being ruined.

Programmable Response (2, Wits, 3, one hour): Certain bioenhancers are capable of programming limbs or organs to perform automated actions. For one action, any such programmed bioenhancement gains an automatic success upon use.

Engineer Bioenhanced Organ (3, Intelligence, 5, 200 hours): Crafting lifelike organs is a skill that only a rare few possess in Autochthonia. This ritual functions like Engineer Organ, save that the organ carries no penalties. With five or more successes, the organ actually carries a permanent one-die bonus to Stamina or Perception, depending on the type of organ implanted.

Output Maximization (3, Manipulation, 5, one action): By adjusting the mechanical systems of any one bioenhancement limb, the thaumaturge is able to push the limb to the limits of human potential for a brief period of time. For a single action, the bearer of a prosthetic limb makes any one roll using that limb as if she had Dexterity 5.

The Science of Probabilistics

The residents of Autochthonia rely upon that which they can see and count upon to survive within the bowels of the Machine God. They use statistical information to predict events that are likely to happen, as well as the human reactions most likely to result from those events. Mortal thaumaturges use their knowledge of Probabilistics to assist teams that venture out into the Reaches in finding resources, avoiding dangers and even coordinating combat tactics.

The Science of Probabilistics relies upon gathering statistical information on everything related to the subject matter at hand and calculating that information at speeds that seem to defy the limits of the human mind. The abacus and the chart are the thaumaturge's most powerful tools where this is concerned, and mortals who advance in this Science eventually become able to perform incredibly complex computations completely within their minds. Probabilistic rituals usually require little in the way of disposable components—usually only those which will help them build models to predict the likely outcome of any given event. Small iron spheres known as calcs are among the most common of these resources, used to create small-scale models for predictive purposes.

There are Science of Probabilistics versions of the following Art of Astrology and Geomancy rites: Blessing, Curse, Divination, Greater Divination and Lesser Divination (see **Exalted**, pp. 138–139). The Probabilistics versions of Astrological rites use complex mathematical formulae to make predictions, rather than stars that Autochthon does not possess.

Gather Data (0, Perception, 1, five minutes): This ritual allows the thaumaturge to collect data from observable events or conditions for use in more complex rituals. Success creates a probabilistic model necessary for all greater probabilistic rituals, except Battle Timing and Risk Assessment.

Analyze Situation (1, Perception, 1, five minutes): These simple mathematical calculations reveal the most likely effect to any single cause. With three or more successes, the thaumaturge is able to gain one fact about what will result from a given course of action.

Locate Safe Conduit (1, Intelligence, 5, one hour): Calculating the layout of Autochthon's conduits by constructing a schematic based off of analyzing the surrounding subsystems, a thaumaturge is able to predict the contents of what may be in a given conduit, provided that someone has tapped into another conduit in the area within the past scene and the thaumaturge is aware of the contents. A thaumaturge's successes on this ritual may reduce the number on the roll when tapping into a conduit by up to (Intelligence).

Reactive Planning (1, Wits, 5, one hour): If the probabilist successfully analyzes a situation, she may compile a list of potential events that can increase the chances of future success by determining the most likely outcome. Before the scene ends, the player of the thaumaturge can reduce the difficulty of a single roll by one.

Battle Timing (2, Wits, 3, one action): By analyzing the flow of battle, the probabilist is able to assist her allies by calling out commands to take advantage of flaws in their opponent's tactics. Every two successes on this roll subtracts one from the group's difficulty on a coordinated attack (see **Exalted**, p. 144) if the thaumaturge is the commander.

Risk Assessment (2, Intelligence, 3, one action): Experienced probabilists are quite capable of assessing how dangerous any given situation might be. By achieving three or more successes on this ritual, the thaumaturge is able to add one to any DV, including MDV.

Finesse in the Bazaar (3, Manipulation, 4, one hour): Exercising his skills at predicting conditions, a thaumaturge may use this ritual to calculate market conditions within a given city. Doing so grants the thaumaturge's player one bonus die to all Bureaucracy rolls dealing with trade for a single scene, reflecting the probabilist's predicting the ebb and flow of commerce.

Transform Fate (3, Charisma, 5, one hour): True manipulation of reality becomes possible to the skilled probabilist. By appealing directly to the design weavers through concentrated prayers, the thaumaturge is able to avert a single, yet minor and personal impending disaster that occurs within the next two scenes. The disaster could be a botch, a fatal wound (only providing enough benefit to leave the victim incapacitated, but stable) or some other outcome that has a detrimental effect upon the thaumaturge or any one target she performs this ritual upon. Affecting anything larger than that is the purview of protocols, not thaumaturgy.

Autochthonian Technology

The mortals of Autochthonia enjoy a level of technological comfort and sophistication that has not been seen since the fall of the Dragon-Blooded Shogunate. Their every need is attended to in some fashion by machinery, but not necessarily their comforts, as opulence is an inefficient use of resources. In specific, items and artifacts such as synthetic leather, crossbows and transformative clothing and armor (see **Scroll of Fallen Races: The Mountain Folk**, pp. 22–24 and 26) are commonly used by Autochthonians.

When designing custom artifacts and industrial wonders, keep in mind that these goods are still magitech, not the common technological devices that most players are familiar with in their own lives. These wonders are designed around

Common Technology

There are a number of items that typically appear in the standard arsenal of the Autochthonian soldier or Exalt. While those items are described in greater detail in other sourcebooks (see **Scroll of Kings**, pp. 132–133, and **Scroll of Fallen Races: The Mountain Folk**, pp. 22-24 and 26), their Autochthonian combat traits can be referenced here.

Crossbows

Name	Speed	Accuracy	Damage	Rate	Range	Tags
Mini-Crossbow	5	+0	3L	1	75	B
Hand Crossbow	5	+0	4L	1*	75	B
Mechanized Crossbow	5	+1	7L	1*	200	2, B
Repeating Crossbow	5	+0	5L	2	125	2, B
Siege Crossbow	5	+0	8L	1	250	2, B, S

* While these weapons normally have a Rate of 1, they can be loaded with special magazines similar to those the Jadeborn use that hold up to 10 bolts, dropping a bolt into place immediately after the weapon is fired. This gives the weapon a Rate of 2 until this ammunition runs out. Refilling or replacing the magazine requires at miscellaneous Ready Weapon action (5 ticks, -1 DV).

Artifact Crossbows

Name	Speed	Accuracy	Damage	Rate	Range	Attune	Tags
Assault Crossbow	5	+3	8L	1	250	5	2, B
Onslaught Crossbow	5	+3	12L	2	300	6	2, B

Synthetic Leather Armor

Name	Soak	Mobility	Fatigue
Buff Jacket	+4L/5B	-0	0

Artifact Armor

Name	Soak	Hardness	Mobility	Fatigue	Attune
Synthetic Leather Enhanced Buff Jacket	+5L/6B	2L/2B	-0	0	2
Synthetic Leather Reinforced Buff Jacket	+7L/10B	5L/5B	-0	1	3
Transformative Armor	+6L/4B	2L/2B	-0	0	4

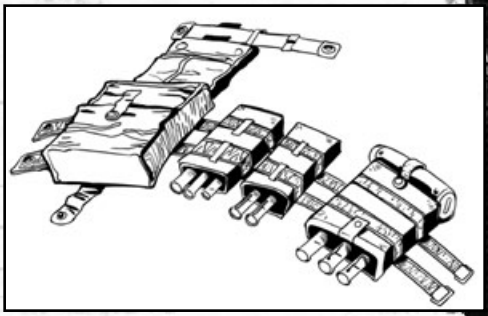
the concept that Essence, not electricity, powers their functions, and many of these devices use clockwork gears and steam-driven pistons appropriate to the steampunk aesthetic of the Autochthonian setting. Being primarily composed of an abundance of certain minerals and metals, with various explosive and exotic chemicals running through the Great Maker's veins, the Realm of Brass and Shadow lacks the proper elements to create gunpowder, nor is there any substitute for it.

Autochthonia offers a wealth of energy weapons, complex machinery that simulates the effects of certain magics found in Creation and technology that would seem crude and primitive by the standards of the First Age but is constructed for function over form and remains frighteningly effective. Alchemical Charms represent the pinnacle of scientific achievement, and thusly, the Alchemicals pioneer the limits of their society's technology.

Artifacts not stated as having association with a specific magical material may be attuned by any Essence user at standard cost. Also, it is important to note that Alchemical Charms cannot be installed in any magitech item to upgrade it.

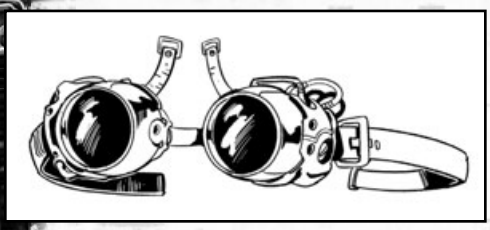
Surgeon's Toolkit (Resources •••)

Part of the standard equipment of any senior surgeon, the surgeon's toolkit contains everything a surgeon would need out in the field to heal the sick or wounded. This hardbound synthetic leather pouch holds a series of tools that are set into simple pockets designed for each tool. When the kit folds open like a book as its catches are released, a series of polished metal tools



present themselves—everything from scalpels and battery powered rotary saws to clamps, bandages and tubes of various solutions, even needles to administer medicines or to sew up open wounds. Those who carry this kit have the difficulty of any Medicine rolls that treat injuries and non-magical diseases and poisons reduced by two.

Arc Protector (Artifact •)



Designed to protect the wearer from extremely bright light sources, these synthetic leather goggles hold circular black crystals in place of normal lenses. While they provide no protection against magical effects that have a visual component, they completely negate vision penalties associated from looking at mundane but extremely bright light sources such as naked electrical arcs, open plasma furnaces or the like. Furthermore, the goggles hamper vision in low-light conditions, imposing a two-die penalty.

Should the Seal of Eight Divinities be broken, arc protectors are part of the standard gear issued to all who enter into Creation to protect their eyes from the light of the sun. Autochthonians can condition their eyes to withstand the bright light of the sun, but the process takes a week of painful exposure, first to dim light at dusk or dawn, then exposure to brighter lights. During these times of exposure, mortals suffer a two-die penalty to Awareness actions as their eyes sting and they develop small headaches, adjusting their eyes to the brighter environs.

Autolabe (Artifact • or ••)

Repair: 2

This fist-sized globe of crystal has intricate, spinning silver gears that fill one half, leaving the other half clear so that a needle-like sliver of jade that points back to a fixed beacon is visible. This beacon is typically the city to which the autolabe was attuned, but unattuned autolabes always point toward the Elemental Pole of Crystal. The globe is filled with a soft amber light, and by observing the varying speeds and sequences of spinning gears, one can even determine distance from the source beacon, even in darkness. Successfully reading the autolabe is a miscellaneous action that requires a successful (Wits + Lore) roll, difficulty 2. Attuning an autolabe to a beacon requires touching it and infusing it with a single mote of Essence, then leaving the autolabe in physical contact with the new beacon for 25 hours. Multiple autolabes can be attuned to one another, but each one requires Essence and all must be touching each other.

As Autochthonia is a fully three-dimensional world, the autolabe's mechanisms are capable of shifting within the crystal, allowing the jade needle full freedom to point directly at its beacon.

More sophisticated models rated at Artifact •• have a secondary mode, allowing it to memorize the path it takes through the Realm of Brass and Shadow with the push of a button. Pressing the button again ends the memorization, and thereafter, the autolabe guides its owner back along the remembered path. If he deviates from the path, it guides him back to the point where he left it so he can continue his journey.

Elemental Core (Artifact • to •••••)

These powerful talismans are the result of a Core Refinery distilling the very Essence of a patropolis and condensing it down into a gem-like artifact that shares many properties in

Magical Material: Adamant

This sixth magical material, rarely discovered in Autochthonia, is composed of super-dense, electric-blue diamonds that form in yard-long rod-like masses with smaller crystals growing off larger ones. They can be found in areas that are under enormous pressure and are scorchingly hot. Mining for adamant is impossible without protective gear, even for Exalts, and special tools must be used to cut the crystalline rods free so that they can be taken back to a city and refined into useable forms. Artifacts forged from adamant carry the following bonuses when attuned by Exalts.

Weapons: Such items have extremely sharp cutting edges and jagged extrusions that either make the damage piercing or impose a -4 soak penalty after halving soak if the attack is already piercing.

Armor: Possessed of superior resistance to cutting attacks and being lightweight, adamant armor gains +3L soak and reduces the mobility penalty by one.

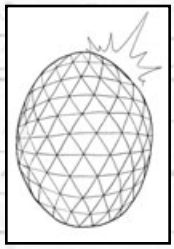
Hearthstone Bracers: Adamant bracers are each carved from a single chunk of crystal and expertly faceted. They typically bear motifs of interlocking gears surrounded by intricate patterns of wire-like lines and nodes that pulse with flashes of indigo light when attuned. Attuned Exalts add one to their weapons' Accuracy and two to Rate as they channel the precision of the Great Maker.

common with one of Creation's hearthstones. The primary difference between the two is that an elemental core acts as a link to the patropolis that created it, and that link degrades over time. Therefore, the link lasts long enough to power an artifact or be used for Essence respiration for only one season. Being produced by patropoli themselves, these artifacts also lack a traditional manse.

In addition, these artifacts can usually be recharged only by returning them to the Core Refinery in which they were constructed and letting them bask in the radiance of the city's Essence for a number of hours equal to its artifact rating. One can attune to an elemental core only in the Refinery in which the core is produced. Set into a hearthstone socket, elemental cores always integrate perfectly despite any anomalies in shape.

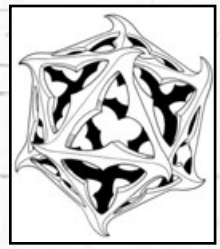
The following elemental cores are sample devices. Their additional powers do not drain their stored motes.

Adamant-Crystal Cores



Foglamp Crystal (Artifact •)

A small ovoid crystal with hundreds of facets, this elemental core allows the bearer to see through fog or steam as if conditions were completely clear.



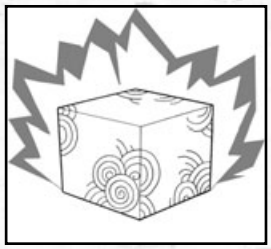
Assassin's Widget (Artifact •••)

This small chunk of adamant forms into a great icosahedron—a mass of spikes that forms star patterns when looking at it from any direction. This elemental core is only three inches across, so it can be easily concealed. When activated by spending six motes, it allows the bearer to throw phantom weapons from her hands for the remainder of the scene. These three-dimensional crystalline shuriken have the same traits as a typhoon wheel (see **Scroll of the Monk**, p. 160) and evaporate one tick after they strike or miss their target. These weapons bear the same colors as the Exalt's anima.

Jade-Metal Cores

Magnetic Metrocore (Artifact •)

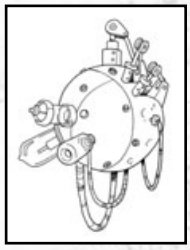
This shining red-black ellipsoid is flecked with iron-gray and is cold to the touch. The bearer of this gem feels it tugging slightly toward the nearest Alchemical city, infallibly guiding him through the bowels of the Great Maker toward civilization. If the gem is brought to the city of its origin, it warms to the touch and acts as an entry key to the city's gates.



Shielding Block (Artifact ••••)

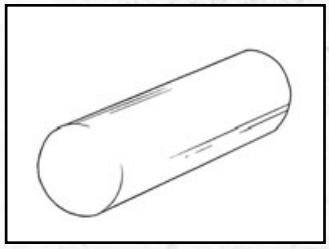
A glowing verdant cube forms this core, which is the size of a man's thumb. When the bearer spends a point of Willpower to activate the core, it bestows its own super-dense property upon her, granting (Essence x 2) stackable Hardness and lethal and bashing soak for the rest of the scene.

Moonsilver-Oil Cores



Deception Engine (Artifact •)

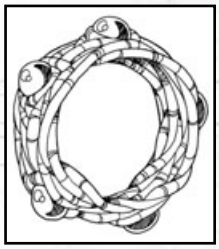
This small device made of silvery wires and pistons protruding from a sphere of moonsilver is constructed with the intent to allow its bearer to more easily conceal the truth—be it a state secret or even simple truths. This elemental core permits the bearer to substitute Charisma for Manipulation (and vice versa) for all social attacks.



Slickspirit Cylinder (Artifact •••••)

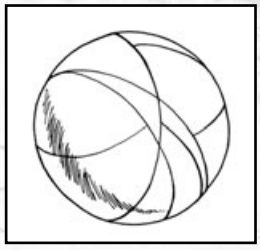
One of the rarest of elemental cores produced by patropoli, a slickspirit cylinder's silvery surface has no apparent seams or openings. Whoever carries this core is able to dematerialize for (Essence) actions by spending five motes as a miscellaneous action. For an additional one Willpower, this can be done reflexively.

Orichalcum-Lightning Cores



Quickmouth Apparatus (Artifact ••)

This ring of threadlike golden wires has orichalcum beads woven into it that hum softly. The device decreases the user's social attack Speed by one. When its beneficiary charges it with three motes, her current social attack carries the weight of the Great Maker's will behind it and is treated as unnatural mental influence.

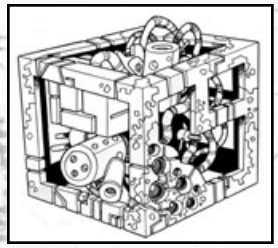


Acumen Stunner (Artifact •••)

A perfect sphere consisting of orichalcum bands that rotate slowly, making nigh-imperceptible clicking noises, this core causes its bearer's bare hands to inflict a cumulative +1 Speed penalty upon his opponent (up to a maximum of +3) for one action or cumulatively reduce the target's MDV by one with but a touch (to a maximum of -3) for three actions

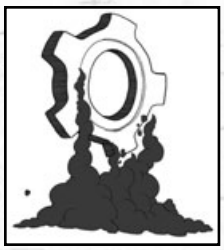
as lightning jolts through his body. This power is a Crippling effect.

Soulsteel-Smoke Cores



Terror Projector (Artifact •••)

Inky black with ashen streaks covering its articulated surface, this tiny box of shifting panels, spiked rods and grinding gears makes for an ugly, if elegant, core. Once per scene, the user can release from it a cloud of noxious fumes that instantly blankets an area equal to (the wielder's Essence x 50) yards. This smoke causes all within it to suffer from hallucinations that induce fear, precipitating an instant Valor check (difficulty 1). Failure results in affected beings fleeing in terror for the next three actions. During this time, they may take no offensive actions.



Consumption Cog (Artifact ••••)

This simple sprocket is crafted from soulsteel and weeps soot. Its faint moans are audible only to its owner. If the Exalt bearing this core activates it by spending a point of Willpower, the consumption cog begins to spin rapidly in its socket, drawing upon its user's life force. The bearer suffers an unsoakable level of aggravated damage as cruelly barbed soulsteel worms burst out of the palms of his hands. The worms drip acidic venom from their maws and consume metals and minerals. For each pound of material consumed (as a miscellaneous Speed 5 action), the owner of the cog gains a point of Stamina for a scene, to a limit of (Essence) points. Should the worms be attacked, they will only defend themselves unless their attackers have metal weapons or armor to consume. The worms have the following traits as seen below:

If the worms are destroyed, they confer no ill effects upon the owner of the cog. The worms crumble to dust upon death or at the end of the scene.

Starmetal-Steam Cores

Scrying Apparatus (Artifact ••)

Starmetal filigree patterned in gears and clockwork encases this eight-faceted crystal, each triangular side reflecting that which it faces like a mirror. A single facet of the crystal lies unobstructed by filigree, and for three motes, the bearer of this core can gaze into it and see locations up to (Essence x 10) yards away, no matter what obstructs her view. Charms and wards that obscure such clairvoyant magic also block this power.

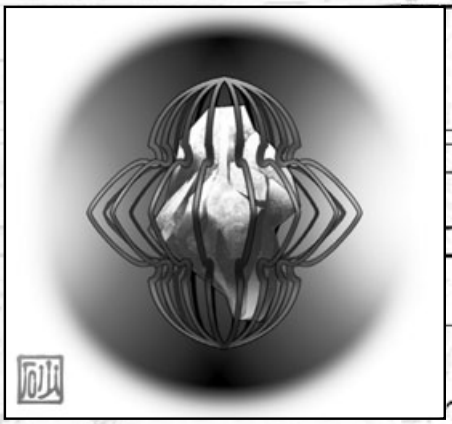
Paradox Bauble (Artifact ••••)

This starmetal orb has runes that call upon the design weavers carved all over its thumb-sized surface. Those who strike the owner of this artifact suffer one of several effects as the design weavers enact their retribution upon those who would strike the champions of the Great Maker. These effects depend upon the Essence rating of the bearer of the bauble, and the Alchemical must pay four motes for the effect to happen. None of these effects are stackable.

Essence	Effect
2–3	Whenever the attacker tries to use a Virtue for the remainder of the scene, treat that Virtue as if it were rated at 1.
4–5	The attacker suffers a -2 wound penalty for one scene.
6+	For one scene, all actions that use Essence require an additional mote to activate. For mortals, they must spend an additional point of Willpower when spending any.

Essence Capacitor (Artifact • to •••••)

Repair: 1



A wire cage encompasses an inch-wide polyhedral crystal constructed of orichalcum, and the crystal is infused with the condensed Essence of Autochthon tapped from his largest veins. The Essence capacitor's bearer

Soulsteel Worms (Consumption Cog)

S/D/S	P/I/W/W	Health Lvls	Atk (S/A/D/R)	Dodge DV/S
1/2/6	3/1/2/7	-0/-1x2/-2/-4/I	Bite: 5/8/4L/1	2/9L/12B

Abilities: Athletics 1, Awareness 3, Dodge 2, Investigation 5 (Metals and Minerals +3), Martial Arts 5 (Bite +1), Presence 2 (Intimidation +1), Resistance 5, Stealth 2, Survival 2

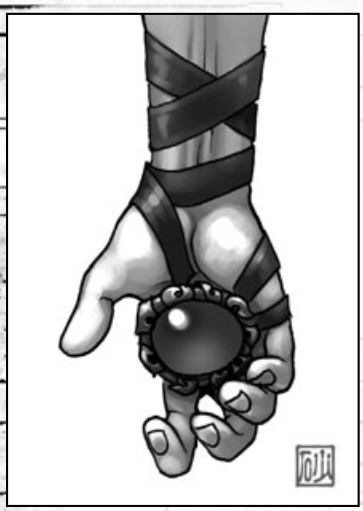
must commit one mote to the artifact in order to harmonize with its power signature. Doing so allows her to receive the capacitor's rating in motes per hour, and they can be used in any device that receives power from either a hearthstone or an elemental core.

Capacitors store and emit a focused current of ambient motes, but they can function for only 25 hours before they automatically shut down for lack of motes. At any time before shutdown, one can be turned off by releasing the mote committed to it. Deactivated capacitors can be reactivated at any time, but they require one hour of charging for every two spent respiring Essence in Autochthonia. Capacitors cannot recharge in blight zones.

To respire Essence in realms other than Autochthonia, Essence capacitors must be calibrated to the realm in which they are to be used. Doing so requires half an hour's work adjusting the artifact. Theoretically, these capacitors can be calibrated to respire Essence from any environment—the poisoned Essence of Malfeas, the surging chaos of the Wyld or the necrotic currents of the Underworld—but Autochthonians are cautious enough to fear lingering contamination by the Essence of these realms.

Tri-socket adapters (Resources •••) have been developed for larger artifacts that require continuous operation, plugging into a single power socket and housing three Essence capacitors of the same level. It automatically switches between them as each Essence capacitor runs out of power, providing for uninterrupted power as the jewels recycle in sequence, provided that they remain in areas where they can respire Essence.

If someone manages to use special tools or magic to shatter a capacitor as if it were a hearthstone (see **Exalted**, p. 384), it releases a pulse of destructive energy that inflicts (rating x 10L) damage, minus 1L for every full yard away the victim is standing at the time of the blast. Deactivated capacitors explode only on a botch. The wire lattice encompassing a capacitor is more fragile, however, with a soak of 10L/10B. The whole device can suffer 10 levels of damage before it ceases to function.



Flaw Scanner (Artifact •)

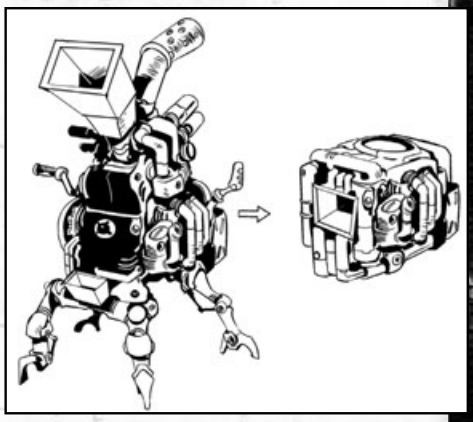
This device is a set of synthetic leather straps attached to an orichalcum ring locked around a disc of amethyst, and it is worn on the hand so that the jewel fits into the center of the palm. Upon spending one Willpower point or two motes, the gem thrums faintly and projects a cone of soft violet light for a scene, causing pale colors to fluoresce eerily. Up to a square yard may be examined under the light each action, and any flaws, cracks or points of inadvertent stress in objects appear highlighted in this light and glow with a purple-white aura. This illumination provides the user with a one-die bonus to any Craft rolls made to repair detected flaws as long as the technician studies the damage for at least five actions, which can be reduced with Charms.

Light Amplification Visor (Artifact • or ••)

A small metallic frame with synthetic leather straps that clasp around the head of the wearer, these goggles sport either a pair of narrow lenses or a single curved lens that extends across both of the wearer's eyes. These devices provide the same benefits and drawbacks as the Light-Intensification Filters submodule of the Optical Enhancement Charm (see p. 158).

Some mortals have these lenses permanently implanted into their eyes via surgery, giving their irises a metallic purple shine. Alchemicals cannot have these artifacts implanted, but other Exalts can. The necessary surgery is accomplished via the Implantation Bioenhancement ritual (see p. 201). Failing this ritual leaves the patient permanently blinded, however. The effects of this enhancement negate any benefits gained from wearing arc protectors as the two artifacts effectively cancel each other out.

Artifact •• versions of this device exist that also provide thermal vision when powered with either one Willpower or two motes, an expenditure that engages that function for two hours. This thermal vision functions just like the Thermal Vision submodule of the Optical Enhancement Charm.



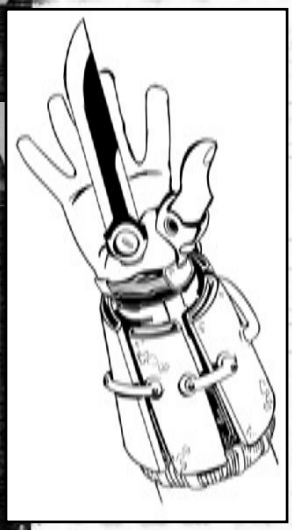
Portable Nutriment Recycling Engine (Artifact •)

This clunky, man-sized assembly of clockwork gears, pipes, wires, boxy compartments, gauges, dials, pistons and blinking lights looks like the crazed masterpiece of a deranged inventor. It has a socket for an elemental core or an Essence capacitor and has a foot-wide intake chute on the top. Designed for

battlefield or exploration use, the entire device is constructed of ultra-light alloys and weighs only 30 pounds. Pressing a marked button causes the device to shudder and collapse in on itself, retracting components for an entire minute until it is nothing more than a steel cube with smoothly rounded edges and corners, small enough to fit into a backpack and comfortably carried by a single person. Setting it on the ground, it may be redeployed at any time, transforming back over the same period of time into the garish assemblage.

In its expanded mode, the device (often abbreviated as "ponre") must be wound with a crank as a Speed 5 miscellaneous action in long ticks. This allows it to operate for an hour, and once operational, the ponre makes peculiar slurping noises as spinning blades inside "chew" any organic material fed into the intake chute. These materials undergo transmogrification and sterilization as they pass through various tubes and tanks, marked by a number of disgusting popping and crunching sounds. Every two pounds of material takes one minute to process, and the final result is a thumbnail-sized chalky pellet that drops into a catch basin. The pellets have the consistency of dried mushrooms but are imperishable and provide as much nourishment as a full meal. Processing organics remove all toxins and diseases present in them before the pellets emerge, and the pellets are always completely safe unless magically contaminated.

Ten such pellets would cost Resources •• in Creation, but the only places that might have them would be hidden vaults containing caches of them preserved from the very beginning of the First Age.



Concealed-Knife Brace (Artifact ••)

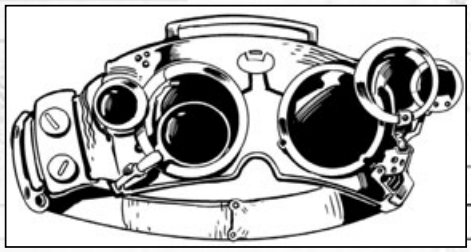
Repair: 2

This artifact consists of a bracer constructed of one of the magical materials that covers much of the forearm and has six concealed compartments that lie along the wearer's arm lengthwise. There is a small wire ribbon that extends from the wrist-end of the brace and loops around the wearer's thumb. With but a small tug, the first compartment of the brace will open, ejecting a hiltless throwing knife into the Exalt's hand. After the first knife drops into the bearer's hand, the entire brace rotates, setting the next knife in succession. Ejecting knives into one's hand can be done as a reflexive action.

Braces carry six such knives, and all knives in a single brace are of the same type. Each knife gains the benefit of whatever magical material it was created from. The knives have the following base traits as seen below:

Attuning to an entire brace of knives costs four motes. Alternatively, attuning to an individual knife from within the brace costs one mote per knife—provided that the user chooses to share his weapons. Also, once thrown, the knives automatically return to the brace as if the wearer was using the Charm Paramagnetic Tether Beam (see p. 141). Concealed-knife braces bear a setting for a single elemental core.

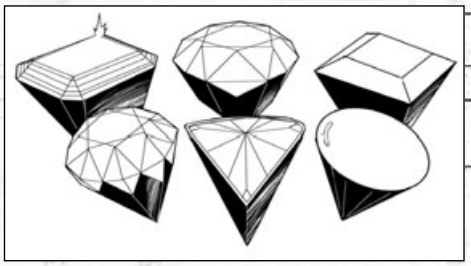
Precision Goggles (Artifact ••)



These lightweight goggles are made of burnished metal alloys and have darkened amber lenses. They must be worn over the eyes when in use, but are often pushed up onto the forehead when their user has no need for them. When they are worn, they magnify nearby objects up to hundreds of times, allowing the wearer to craft miniscule components and work on the finest details when constructing objects.

Mechanically, these goggles confer a three-die bonus to all Craft rolls made while using them and require only a one-mote commitment to use. For an additional three-mote expenditure, the goggles display technical information across the bottom halves of the lenses about any magitech item the user examines, granting the user a one-die bonus to all Craft (Magitech) rolls. The information also reduces the Repair rating of any magitech item by one, to a minimum of 1. This effect lasts for one scene.

Soulgem (Artifact ••)



Attached to the forehead of every infant by soulsteel posts driven into the skull, soulgems are the most visible and important technology in all of Autochthonia. These artifact gemstones actually hold the

Concealed-Knife Brace

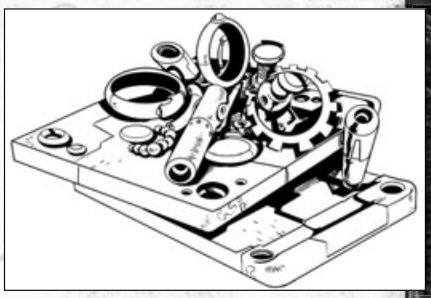
Type	Speed	Accuracy	Damage	Defense	Rate	Range
Thrown	5	+1	+2L	—	3	50
Melee	5	+3	+2L	+0	3	—

souls of every mortal and Exalt in the Realm of Brass and Shadow and are installed into the forehead of each citizen of Autochthonia within a week of her birth by the sacrosanct and immutable decree of the Tripartite. When a Conductor affixes a soulgem to an infant's forehead, the soulsteel posts that hold the soulgem are driven into the skull, piercing the edge of the brain—after which, Essence sparks between the posts, fusing the gem, posts and patient together. This surgery is so painful that members of the Soulsteel Caste claim that they have found no other way to inflict such exquisite agony. The animal and spiritless scream of anguish upon implantation is harrowing to those who hear it. Soulgems can be implanted in older subjects, but doing so is uncommon, and the subject remembers the surgery in vague nightmares for the rest of her life.

Upon its bearer's death, the soulgem absorbs her joint higher and lower souls, storing them for recycling into a new body. A soulgem is as durable as a hearthstone and just as difficult to crack, and deliberately doing so is a capital crime throughout Autochthonia. High-ranking Luminor thaumaturges occasionally extract a soul from a soulgem and place it into the Radiant Amphora before moving it to a new soulgem with the aid of sophisticated artifacts, promoting a few heroic souls into the bodies of Alchemical Exalts for services rendered to the people of Autochthonia over a number of lifetimes. Most soulgems, however, bear the same soul forever. If a soulgem were installed in one of Creation's Celestial Exalts, it might well capture the soul of the Chosen upon death, but the Exaltation cannot be so confined.

Players need not spend Background points for Autochthonian characters to have soulgems—it is automatically assumed that everyone has one.

Trinket of Dignified Conduct (Artifact ••)



Small, jeweled baubles that can come in almost any variety of forms, these artifacts are usually innocuous-seeming and easily concealed. Trinkets of dignified conduct are formed into brooches, necklaces, rings, earrings, belt buckles and the like, but they all share commonalities depending on what material was used in their construction, and all bear gear-and-piston designs or motifs. Each requires a commitment of two motes of Essence to attune, and all grant their wearers a +1 Dodge MDV. After depressing a small button incorporated into the design of each artifact and spending two additional motes, they confer the following powers upon their owners based on the magical material of their construction:

Adamant: The luster and shine of such trinkets is a marvel to behold. These items can increase the Appearance of their owners by two for the purposes of social combat for a scene.

Jade: These devices often take the form of some kind of useful object, like a belt buckle or clasp and grant their wearers two dice to Presence-based social attacks and defenses.

Orichalcum: Shining gold objects that are commonly formed into jewelry and often sport small glass jewels filled with colored fluids, these trinkets make their users more socially adept, granting a two-die bonus to all Socialize rolls made for them.

Soulgems and Caste

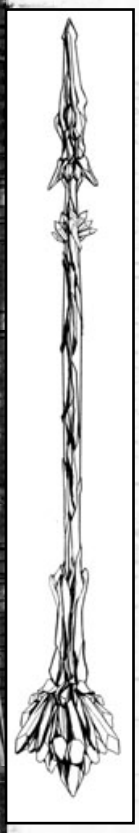
Each person in Autochthonia bears a soulgem of a particular shape and color, identifying him as a member of a particular caste. Within these castes, a person's position is determined by his own personal merits, and mobility within a caste is commonplace. Mobility from one caste to another is impossible, however, except for those few souls who are used in the creation of new Alchemical Exalted. Citizens lack the correct souls and soulgem shapes as determined by the judgment of the Luminors. Unless done as a part of an officially sanctioned investigation, as initiated by either the plutarchs or the preceptors, masquerading as a member of another caste is grounds for immediate exile or enslavement. Even with official sanction, such disguises are extremely difficult to maintain and involve the use of special soulgem caps to mask the shape of the soulgem.

Caste	Soulgem Shape	Soulgem Color
Alchemical	Brilliant cut	Clear diamond
Militate	Triangle cut	Red ruby
Populat	Cabochon	Black onyx
Olgotary	Emerald cut	Orange topaz
Theomachracy	Square cut	Blue sapphire
Sodalities	Oval cut	Purple amethyst

Moonsilver: Intricately tooled with overlapping geometric patterns, moonsilver trinkets bestow two dice to all Performance-based social attacks and defenses.

Starmetal: Often constructed with filigree surrounding polished mirrors or crystals, these trinkets assist those who wear them in uncovering secrets or hiding them, adding two dice to all Investigation social attacks or defenses.

Soulsteel: Dark trinkets that are often spiky and gruesome, these artifacts increase the social aggression of their bearers, granting a two-die bonus to any social attack but sparing nothing for defense.



Crystalburst Lance (Artifact •••)

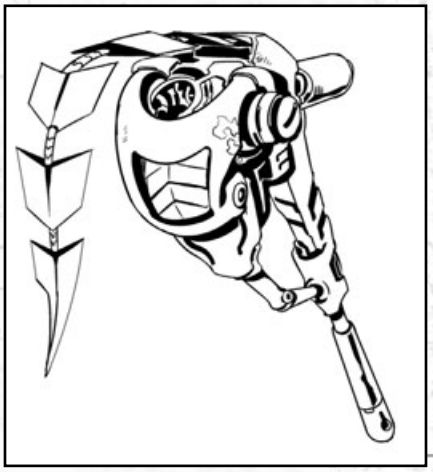
Although it can be difficult, one can tell the difference between a crystalburst lance and an adamant dire lance just by taking notice of the advanced crystalline circuitry that can be seen within the shaft of the crystalburst lance. In its compacted form, a crystalburst lance has a shaft that's approximately three feet long with an adamant blade on one end and a balancing mass of adamant-crystals on its rough-hewn opposite end. The bearer of one of these artifacts can make the shaft reflexively grow out to its full length of six feet, causing the blade to lengthen, thicken and sharpen as well. Shrinking it back into its compacted form is also a reflexive action—a simple magical trick that makes the spear easier to carry.

Even in its compacted form, the spear is too heavy for anyone to wield without attunement. This artifact bears the same traits as a traditional dire lance but has several additional abilities. First, at a cost of two motes, the wielder can cause the spear-blade of the lance to grow normal crystals out of its surface on a successful attack that inflicts damage, causing two additional unsoakable lethal levels of damage to the victim as the crystals break off and pierce his flesh. This effect is not stackable.

The other ability that sets a crystalburst lance apart from a normal dire lance is its ability to fire a burst of sharpened crystals from the lance's blade using (Dexterity + Archery) to aim. This ability costs four motes per shot.

Monofilament Scourge (Artifact •• to •••, ••• to •••• for a pair)

Repair: 1



These whips are constructed of a single magical material and have an automated coiling system that activates upon the press of a button on the 14-inch handle, spiraling the weapon up into a compact bundle that can be easily carried, stored or concealed. A simple flick of the handle releases the whip's lash, which hangs loosely until used or recoiled.

The lash itself is a triangular, segmented, three-yard-long construct that tapers down to a razor-point. The angles are so finely honed that they dwindle down into the infinitesimally small, giving the weapon the ability to cut through nearly anything, inflicting double damage on objects. Since the sides of the whipcord are flat, they can be used to grapple objects or people, even allowing the user to swing from a stationary object (such as a beam overhead).

Artifact ••• versions of these scourges exist that are able to send a shockwave of Essence down the length of the whip as a reflexive Step Seven action. This effect costs six motes and converts all of the scourge's lethal damage dice into aggravated.

Beam Weapons (Artifact ••• to •••••)

Repair: 2

The signature weapons of the Alchemical Exalted, these intricate cylinders are constructed from magical ma-

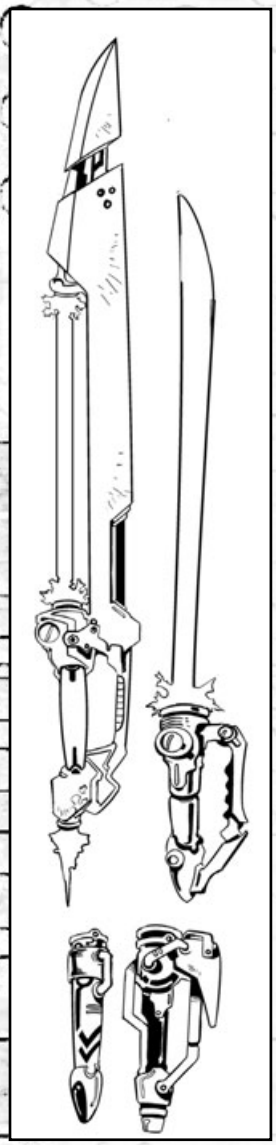
Crystalburst Lance

Type	Speed	Accuracy	Damage	Defense	Rate	Minimums	Attunement	Tags
Lance	5	+2	+8L/12L	+2	2	Str ••	8	2, L, R

Type	Speed	Accuracy	Damage	Rate	Range	Attunement	Tags
Burst Attack	6	+2	8L	1	20	8	2

Monofilament Scourge

Type	Speed	Accuracy	Damage	Defense	Rate	Attunement	Tags
Clinch	6	+2	+7L/3	—	1	6	D, O, P, R
Strike	5	+1	+7L/3	-1	1	6	D, O, P, R



terials encased in a foot-long shell of reinforced alloys and tipped with a concave crystal disc. Variations on the straight cylinder do exist, but are uncommon and do not affect their function. Slightly curved versions are the most popular variation. Attuning to a beam weapon requires a commitment of three motes, whereupon these devices become light, nimble and easy to wield. Thereafter, when the Exalt pays five motes into his attuned beam weapon, the weapon extrudes a blade of glowing Essence that averages three feet in length. (It lasts for an entire scene.) These blades combine tremendous heat and pure force and are able to set flammable objects alight with but a touch. The color of the blade depends on the magical material used in the artifact's construction. Orichalcum blades emanate golden-white light that pulses as the blade moves, while moonsilver blades flicker with a pale, silver-blue radiance. Jade blades glow softly in the color of their jade-type, although black jade generates a midnight blue brilliance. Starmetal beam weapons are crimson-hued at rest, and smoothly arc through the spectrum to deep violet as they slash through the air. Soulsteel beam weapons are the deep red-black of dried blood and leave behind curtains of ash in their wake. Adamant beam weapons are the most spectacular. They are barely visible at rest as pale-blue prisms of energy that refract and scatter all other light. But as they cut through the air, they flash intermittently like bolts of lightning and trail azure sparks behind them.

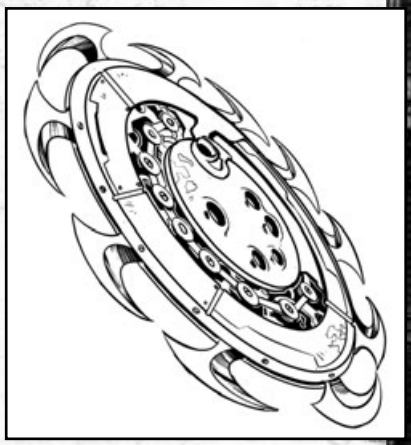
Active beam weapons carry the same traits as their magical material counterparts, and artifact melee and martial arts weapons have beam weapon equivalents. Slayer khatars, fate rings, baneclaws and razor claws always come in pairs, and all beam weapons have an Artifact rating two dots higher than their normal counterparts, including warstrider-sized beam weapons—which cost an extra mote to attune.

In addition to their normal traits, all beam weapons destroy non-magical weapons with which they come into contact, provided there are any successes on a parry on Step Ten of attack events, even if the successes are not sufficient to deflect the attack. Furthermore, all parry successes against beam weapons are halved (rounded down). If natural weapons are used to parry a beam weapon, the character using them suffers two lethal levels of damage and extras have those fists, claws or feet amputated. Also, if a beam weapon successfully strikes a being wearing non-magical armor, the raw damage of the attack is permanently subtracted from both the armor's bashing and lethal soak values, to a minimum of zero. If both soak values are reduced to zero, the armor is destroyed and provides no further protection. Inanimate targets of roughly the user's size or smaller also suffer a permanent soak reduction from attacks made against them. If an object's soak is reduced to zero, it is left appropriately scorched and fractured, but is otherwise damaged normally. Larger objects, such as walls, apply the soak reduction to only the small area that is being attacked rather than to the entire structure. Magical weapons suffer no damage from contact with a beam weapon and may parry them without penalty.

While the most common form of beam weapon is the beamklave, other weapon models are referred to by the same prefaces as beamklaves, so reaper beamklave, reaver beamklave, grand beamcleavers, beamlances, et cetera.

Gyroscopic Chakram (Artifact •••)

Repair: 1



These chakrams appear as solid, one-foot-wide discs of a single magical material, with five holes spread across their surfaces for gripping. Widely used among the Alchemical Exalted, these fearsome weapons come to life when hurled by their attuned owners. With a small puff of steam, the internal clockwork mechanisms extend a ring of three-inch razors that spin around the edge at hundreds of revolutions per second. After having been flung at a target, the weapon banks and adjusts its path, following the target until it either strikes or misses, swooping back for another attempt on the next action if it misses as the result of a normal dodge or parry. It continues hunting the target every action, using the same dice pool to hit as it had when it was thrown, until it either strikes or botches. On a botch, it strikes an unintended target, such as an innocent bystander or a wall, coming to a rest and remaining lodged until manually retrieved. If the chakram slices into its target or rips through it, it flies in a smooth arc back to the owner's hand at the end of the action. If the attack fails for any other reason than the target dodging or parrying normally, including situations where the target moves out of range, the weapon also returns to the owner's hand. Should the owner break off the attack by stretching out his hand toward the chakram as a reflexive action, the disk returns to his hand at the end of the action. When the weapon returns to its master, it accelerates, flying any distance to

Gyroscopic Chakram						
Speed	**Accuracy**	**Damage**	**Rate**	**Range**	**Attune**	**Tags**
5	+1	+3L	3	90	5	—

return, even if the owner has moved outside the maximum range of the weapon.

Gyroscopic chakrams have additional powers depending on the magical material used in their construction. They also contain a single setting for an elemental core or Essence capacitor.

Adamant: Glittering, keen-edged and deadly, these weapons inflict piercing damage.

Jade: Forged into the shape of broad gears, these chakrams seek out the structural weaknesses in inanimate objects, adding two dice to the damage against them. Jade chakrams are also persistent in demolishing inanimate objects, striking them again and again without the need for separate attacks, until either recalled or the target is reduced to rubble.

Orichalcum: These sleek models are fitted with articulated golden razors and fly much faster than other models, attacking at Speed 4 and subtracting one from the opponent's DV. Furthermore, these weapons return instantly to the owner's hand instead of at the end of the action, allowing their masters to parry with them.

Moonsilver: These protean blades are able to change their size, shrinking down to the size of a large coin for easy storage or stretching out to a full yard in diameter, adding one die to their damage. Shrinking, expanding or returning to its natural size happens reflexively at the touch of the owner.

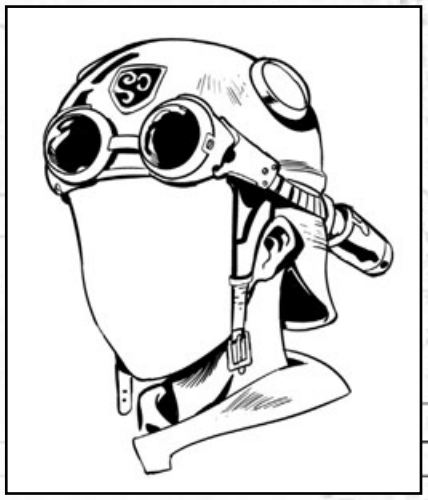
Soulsteel: Emitting terrifying moans and shrieks in flight, these malignant and barbed saw blades hunger for the Essence of animate prey. When they strike a target, they drain a mote of Essence for every two successes on the damage dice, instantaneously transferring those motes to their owners upon return.

Starmetal: In harmony with the very Design of the Great Maker, these auspicious and delicate razors add one to their Accuracy. Also, while they can miss, they never strike unintended targets and treat all botches on their attack rolls as simple failures. If hostile magic redirects these weapons toward new quarry, the spinning disks narrowly miss at the very last moment and return to their owner's hand.

Gyroscopic chakrams may also be held in the hand and used as melee weapons, receiving the standard magical material bonuses. Wind-fire wheels are the non-magical equivalents of these weapons when used for melee, being modeled after gears with pentagonal finger holes. Warstrider-sized versions of these weapons exist, requiring eight motes to attune them and spanning over a yard in diameter.

Victorious General's Galea (Artifact •••)

This helmet is forged from a single magical material and extends down to cover the back of the neck, flaring out at the base. Two metallic flaps fold down over the sides of the face and fasten under the chin, holding the helmet in place. Some models bear a crest, but most Exalts frown upon this embellishment. For an attunement cost of four motes, each galea grants its owner +2 MDV and a +1 DV versus ranged attacks. Additional powers of a victorious general's galea depend on the magical material used to make it. Most of these helmets bear multiple powers, but only one can be used in any given scene.



Adamant: These crystalline helms are elegantly sculpted and refract light like prisms. They usually sport gear-like wings that sprout from their sides. An adamant galea grants a four-die bonus to Accuracy when the Exalt makes a counterattack while wearing it.

Jade: Rough-hewn and blocky, these helmets are adorned with horns that are either straight spikes protruding from the forehead or curved horns that rise up from the sides of the helmet. Jade galea can either add two dice to all Resistance rolls or +1 to the Drill of all soldiers the Exalt commands.

Orichalcum: These shining, golden helmets sport large clockwork gears over where the ears would be, and the side-flaps compose an articulated latticework that shifts in intriguing patterns. An orichalcum galea either adds a -2 external penalty to an opponent's MDV or +1 to the Morale of any unit the Exalt commands.

Moonsilver: Silvery and elegant, these galea are perfectly sculpted and sport designs of undulating wires that actually move across the surface of the helmet. Moonsilver galea confer a three-die Stealth bonus to those who wear them.

Soulsteel: Sporting faceplates that mask the identity of the wearer, soulsteel galea are usually marked with spiked gears and razor-sharp edges. These helmets subtract one success from Valor checks made against the Exalt or add two dice to damage dealt.

Starmetal: These helmets are often adorned with multiple crystals, usually mounted in the forehead or on the sides. They are also normally very simplistic in design and use as little starmetal as possible. Helmets crafted of starmetal grant two dice to all Lore rolls or a +1 bonus to reestablish surprise.

The Paradox of Soulsteel

In the eons before the Primordial War, before the Underworld or the Labyrinth were formed by the deaths of the Creation's architects, Autochthon was unaccountably crafting items out of soulsteel. At that time, none save the Great Maker himself and his Divine Ministers knew the secret of soulsteel and what it truly was. It was simply accepted as one of the wondrous creations of the Machine God, and none gave its origins much thought. Should savants from Creation discover the existence of soulsteel in Autochthonia, let alone in the quantities that it can be found within the Realm of Brass and Shadow, they would be horrified. They would also be surprised to discover that the soulsteel within the body of the Great Maker is functionally indistinguishable from the alloys produced in the Underworld, especially since the materials used in creating the black metal didn't even exist before the Primordial War.

The explanation for this strange and gruesome phenomenon lies buried, lost to time immemorial, and only the Ministers themselves know for sure how soulsteel really came to be. Even the Mountain Folk, favored children of Autochthon, only vaguely recall the legend behind soulsteel, distorted as mythology.

It began in the times when Dragon Kings flourished across the world, when the Lintha ruled upon their distant continent and when other races lived deep beneath the earth—those who would eventually crawl back up from the depths as the strange and fearsome Darkbroods. In those times, a race of people that were Autochthon's favored explored the limits of science and evolution. These triangular-faced beings, mentioned vaguely in the myths of the Mountain Folk as the Ereta'een, stood tall and proud under the tutelage of the Great Maker and basked in his glory. The sparkling spires of their cities pierced the very heavens themselves and stood as proud monuments to the Great Maker's glory as both Ligier and the Unconquered Sun passed beside them, rather than above. This race of beings was protected and cherished by their Primordial patron, and in the fullness of time, their bodies became weak and atrophied as they relied more and more upon the technologies they pioneered for both survival and the acquisition of power. As with all others who came before and after them, however, their ambition was so great that it brought them to ruin. They sought to find a way to harness and bind the very power of their god with an artifact of unbelievable potency, blind to the folly of their plan and the retribution they were calling forth upon their own heads. Before this great artifact could be completed, the shadow of the great metal sphere that is Autochthon's chosen form enveloped them and cast their great nation into darkness. Then and only then did they lift their eyes toward the heavens and tremble in fear of the darkness that spread out around them as the body of their god descended down upon them.

Looking up in terror, too proud to even ask for forgiveness, they watched as silent sentinels as Autochthon's eye glared down upon them with umbrage and indignation. They made not a whisper, nor did they raise their arms before them in a futile gesture of surrender or protection as the eye opened up into a great maw, from which a beam of pure Essence cascaded down upon them and rendered their cities into dust. By the power of the Great Maker, these beings so filled with arrogance were unmade to the very last, and their souls were drawn screaming into the belly of their god. Never before had souls been unmade in the Creation that Gaia and Cytherea had wrought, and the act mingled millions of tortured souls with the poisonous bile of the Machine God, brewing it into a deathly substance that mixed with metallic components of his body. When at last the black ore had finally cooled in his veins, it was a new substance that Autochthon considered so far beyond the comprehension of mere mortals that they could never understand the potential he saw in it. It was in that time that the Great Maker began to use this material in his endless research.

Of the Ereta'een, nothing has ever been discovered of their civilization or technology, as Autochthon reduced it down into the infinite depths of nothingness. Unlike She Who Lives in Her Name, however, he did not wipe out the very memory of this ancient race from existence. It is possible that some Darkbroods might secretly hoard some of the wonders of this forgotten race, known as the Forgotten Ones to those most learned of savants outside of the halls of the Mountain Folk. Yet, such treasures are likely to be deeply buried within the earth, and if found, the Mountain Folk would take great pains to see that those devices were recovered and destroyed, honoring Autochthon's divine judgment. All that lingers now of that doomed race are the strange, alien faces and incomprehensible whispers that sluggishly stir in Autochthonian soulsteel. If the members of the Soulsteel Caste are more prone to inhuman detachment than other Alchemicals, the Ministers say nothing. Nor do they answer the prayers of inquisitive mortals who study the unfamiliar spirits trapped within the black ore or try to decipher the soft, gibbering murmurs of their dead language. Such is the decree of Autochthon, and the price of hubris.

Metsubou Gremlin-Armor (Artifact ••••)

Repair: 2

These rare power armors are clockwork horrors forged from reconstructed gremlin spirits. They were designed specifically for un-Exalted who are cast out of the cities or choose to live out in the Reaches by their own preference. Some powerful gremlins or Apostates will capture these tunnel people and force them into merging with these armors. Once the merging process is complete, removing the mortal from the armor always kills the mortal. Merging a mortal with one of these terrifying battle suits requires successfully amputating his arms and legs (Intelligence + Medicine, difficulty 3) and inserting a series of six needle-like receptors into each wound. After a 10-minute integration process, which is incredibly painful for the mortal and sometimes even fatal, the interface is complete, and the gremlin from which the power armor was constructed assimilates the unfortunate mortal. Such beings are now completely dedicated to the destruction of the Great Maker and will willingly follow those who aspire to Autochthon's destruction. These soldiers often serve as lieutenants to Apostates and lead strike teams against forces loyal to the Machine God. If a mortal wearing this horrible battle suit is killed, the armor ejects the corpse and waits for another victim to be inserted. Unlike other gremlins, this bodysuit does not act on its own.

Metsubou gremlin-armor combines articulated mail of metallic alloys atop a black bodysuit of artificial leather. Helmets reveal the lower faces of the mortals trapped within, which are typically twisted into agonized visages and spitting out venomous commands. Their eyes are covered by crystalline eyepieces strapped to their faces by wire-mesh harnesses.

The armor's arms are capable of splitting in twain, hissing steam, with the mechanical components reconfiguring into pairs of smaller arms with protruding spikes and three clawed, grasping fingers. These arms may be wielded as if they were natural limbs, imposing no penalty upon the soldier using them. Alternatively, some forms of metsubou gremlin-armor form articulated tentacles instead of limbs. The tentacles are more flexible but lack the spiked protrusions. The armor's legs are also capable of splitting apart in a similar fashion to form either tentacles or spider-like limbs.

Metsubou gremlin-armor has the following features:

Adaptive Camouflage Subsystem*: +4 bonus to Stealth.

Articulated Mobility Subsystem*: Splitting each of the armor's legs into either four spidery limbs or tentacles allows the user to climb any solid surface at his normal movement rate.

Synthetic Extremities*: Doubles wearer's ground speed; +2 bonus to Strength for feats of strength and inflicting damage with attacks.

Hydraulic Limb Bifurcation*: Whether forming arms or tentacles, these limbs give the soldier a Speed 5, +1 Accuracy, +3 Damage, -1 Defense, Rate 4 natural attack that functions like the Multiple Limbs mutation (see p. 167). These limbs are capable of wielding weaponry, but doing so imposes the normal penalties for multiple actions.

Sensory Augmentation Visor*: +2 bonus to Awareness; negates all penalties from darkness.

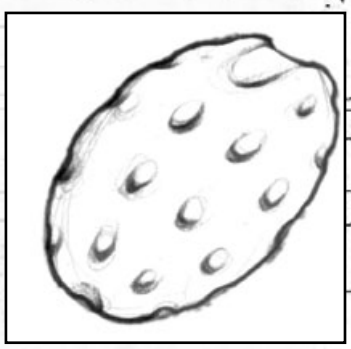
Vitality-Boosting Subsystems*: Wearer regenerates either one level of bashing damage with every action taken during combat or all bashing levels in one minute outside combat.

Upkeep: Maintenance required every 100 hours of use; every 30 missed hours randomly disables one of the powers marked with an asterisk.

Soak	Hardness	Mobility	Fatigue	Attune
+12L/18B	5L/5B	-1	2	None

Other Notes: The armor offers no magical material bonuses, owing to its composite alloy construction. Armor that is not melded with a mortal is treated as an object and can sustain up to 40 levels of damage before being destroyed.

Null-Essence Grenade (Artifact ••••)

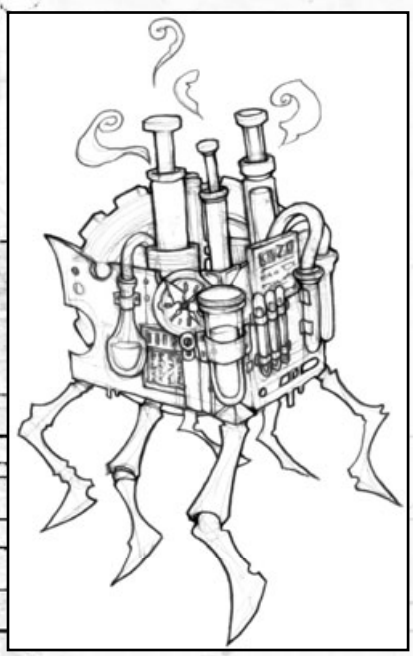


This oblong and pitted spheroid of glossy blue-black metal is about the size of a human fist, and among the weapons in the Alchemical arsenal, it is one of the most feared by the spirits of Autochthonia. On the very top of the grenade is a smooth, slightly warm surface just big enough for a human-sized thumb. The bearer presses the smooth surface and spends 10 motes to activate the grenade. Exactly three ticks after the grenade is activated, it goes off, sending out a shockwave of blue-green energy that washes over everything in a 200-yard radius.

This shockwave actually pushes Essence out of the range of the device for exactly 10 ticks, forcing all supernatural creatures of Essence 5 or less to resume their natural state (material or dematerialized) and all artifacts less than N/A

rating to become deattuned. Hearthstones and Essence capacitors provide no benefits as well, but soulgems are completely unaffected. These effects last until the Essence returns.

A null-Essence grenade can recharge by using the ambient energies around it—a process that takes about 10 minutes after the Essence returns to the affected area.



Mobile Meta-Core Reactor (Artifact •••••)

Repair: 5

Yeddim-sized and lurching on six stout, segmented legs that end in padded, boot-like feet, a meta-core reactor looks like something only the mad would create. Its boxy frame is covered with dials, gauges, bubbling tubes of multi-colored liquids and panels with flashing lights. Pistons pump in and out of the reactor, and on the underside of the machine is a wide, concave disc made of crystal that is mirror-polished, shines brightly and is about a foot in diameter.

This automaton can move under supervised direction, and its primary purpose is to find suitable places where Essence collects (such as areas where several Essence conduits are found to converge) and to focus it into its own reactor unit, perching over the convergence and capping it. Collecting energies that flow through such areas, the reactor is able to recharge elemental cores that are placed into its Essence-fusion chamber—a small compartment located on its aft side. Charging an elemental core takes three hours to complete, and elemental cores that are removed before this process is complete gain no benefit. It provides no benefits whatsoever to Essence capacitors.

Such devices are often located in sites that were not suitable for Autochthonian cities to form—often for lack of appropriate resources required to sustain human life. Should such a machine ever emerge into Creation, however, it would likely be used to cap demesnes and use that Essence to recharge elemental cores outside Autochthonia.

Mobile meta-core reactors are two-ton automata that have no fighting capabilities and limited intelligence. They usually take six to eight months to construct. One's heavily armored steel-alloy body has 30L/40B soak, -0x40/I health levels and walks at two yards per tick (or four miles per hour). Being ponderously slow, these automata are always escorted by armed convoys and are personally monitored by both Alchemical Exalts and members of the Sodalities. They require maintenance only when damaged or after every 1,000 hours of travel.

Transportation Technology

Transportation technology in Autochthonia uses the same rules as transportation technology in **The Books of Sorcery, Vol. I—Wonders of the Lost Age**, pages 30–33. In fact, they even use artifacts mechanically identical to swift riders, *Windblade*-class personal transports and *Resplendent Dolphin*-class undersea couriers. Adamant *Windblade*-class personal transport models have heavier armor than other models, gaining +10L/10B armor. Also, *Resplendent Dolphin*-class undersea couriers are often used to explore and traverse the Elemental Pole of Oil. Other transportation artifacts from **The Books of Sorcery, Vol. I—Wonders of the Lost Age** are simply too large to fit through the corridors of Autochthonia, for while many places are large enough to accommodate such vehicles, corridors might suddenly narrow, making such artifacts useless.

Crawlspace Creeping Unit (Artifact • to ••)

Repair: 2

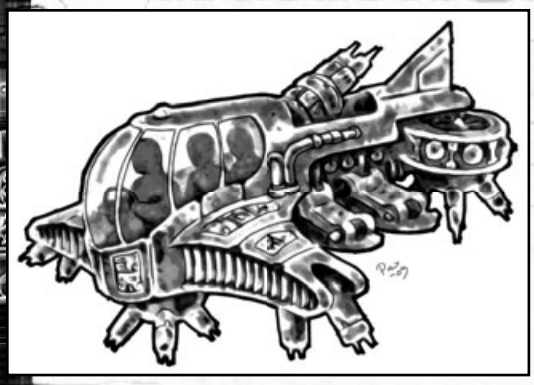
A mass of spindly, steel clockwork legs attached to a harness, this personal transport artifact is used primarily to get through small passageways that branch off either above or below larger tunnels. The legs of this device are articulated and spider-like, similar in design to some of the guardians that traverse the body of the Machine God. Normally, the legs are folded up against the harness. With the commitment of four motes or one Willpower, however, the eight legs can unfold and be used to walk or climb on any solid surface at a speed of five yards per tick.

Artifact •• versions of this harness exist that are capable of being used in combat. They have Speed 6, Accuracy +1, Damage +4L, Defense +1, Rate 8 and require six motes to attune.

Shaft Speeder (Artifact •••)

Repair: 3

One of the fastest personal transports available in Autochthonia, this craft is a sleek conical design with stubby wings that protrude from its sides and six fins on top of the craft's aft end. As the craft tapers down to the nose, it flattens out to a blunt, grilled end. Along the underside, four spindly landing struts on each side retract against the hull like ribs during operation. The craft is large enough to fit three man-sized passengers, one in front of the other, inside its reinforced glass compartment. The speeder is a mass of whirring gears, moving pistons and revving engines.



Shaft speeders are propelled by powerful Essence engines on the aft of the vehicle and possess Essence panels on the underside that allow it to hover over solid surfaces. While powered, the engines emit a pulsing basso rumble and the Essence panels create a field of heavy visual distortion like heat waves directly beneath the vehicle. The Essence propulsion systems cause 8L damage to beings that stand within five yards of the rear of the vehicle and can ignite flammable objects.

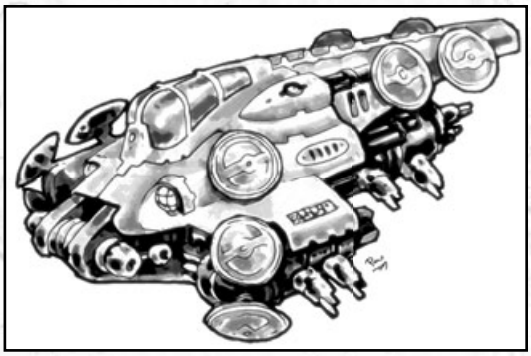
Designed for quick travel within Autochthonia, these speeders are often used either to explore the Reaches or to send out repair teams to fix pneumatic trams that have stalled between cities. They are rarely taken out into the Far Reaches or into battle, as they are only lightly armored and inefficient in combat. They are typically powered by either Essence capacitors or a commitment of 10 motes, though elemental cores are sometimes used. Most cities field only a score of these vehicles, reserving the resources used in their construction for more vital projects.

Speed: 35/70mph
Maneuverability: +2S (Lore 1, Sail 2)
Endurance: Requires the pilot to attune the vessel's Essence engine for a commitment of 10 motes or use an Essence capacitor or elemental core.
Crew: 1/1
Cargo: Two passengers or up to 500 pounds of cargo
Armor: 6L/6B
Health Levels: Ux4/Mx6/Cx3/Ix2/D
Weapons: None normally
Other Notes: None

Aerial Skiff (Artifact ••••)

Repair: 5

The largest free-moving transport vehicles in all of Autochthonia, an aerial skiff resembles a large shaft speeder, being twice as long and having arrays of yard-long horizontal tubes lined with Essence panels that run along the underside of the craft. It also sports eight shield-like guidance panels held by two-foot struts that stick out from the sides of the craft. The panels are equipped with force projectors that keep the transport from slamming into the walls of the tunnels as it travels throughout the body of the Machine God. These lift and propulsion systems glow with a soft blue light and project enough of a distortion field that all objects that are not made of the magical materials or anchored down are blown away from the vehicle up to a distance of 20 yards. Beings within this range suffer automatic knockback (see **Exalted**, p. 153), which can be resisted normally. These vehicles also have an oversized forward-mounted elemental lens (see **The Books of Sorcery, Vol. I—Wonders of the Lost Age**, p. 77) that is used primarily for defense against the dangers of the Reaches and can triple the distance of the Charms it enhances.



An exotic variant of the aerial skiff is the oil diver, which is fully enclosed, airtight and pressurized to withstand the crushing depths of the Elemental Pole of Oil but lacks the external guidance panels. These vehicles naturally float in the oil and contain enough air in the cabin for a full complement of passengers to breathe for up to four hours. They are equipped with dorsally mounted airlock hatches and echolocation devices that emit pulses that can read the oily environment up to a distance of half a mile in every direction. Running silent decreases the "visibility" down to 50 yards. Since sight would be completely useless within the Elemental Pole of Oil, these vehicles have a crystal display panel mounted in front of the pilot that projects an insubstantial map in the air before it, shaped from solid-looking light. The map provides for visual interpretation of the information gathered by the echolocation devices and the craft's natural sensory equipment.

Reconnaissance units of either transport are equipped with stealth systems that duplicate the effects of the Optical Shroud Charm (see pp. 156-157) when active. The vessels may move no faster than one fifth of their top speed to remain unseen. These stealth systems require a separate power source of their own, either an Essence capacitor or an elemental core, to function normally. Artifact ••••• battle-ready versions come equipped with two medium Essence cannons (see **The Books of Sorcery, Vol. 1—Wonders of the Lost Age**, p. 131) and an additional +10L/10B armor soak.

Aerial Skiff

Speed: 40/80mph
Maneuverability: -1S (Lore 2, Sail 3)
Endurance: Requires the pilot to either attune the vessel's Essence engine for a commitment of 15 motes or use six Essence capacitors or an Artifact ••••+ elemental core
Crew: 1/1
Cargo: 20 passengers or up to 5,000 pounds of cargo
Armor: 10L/15B
Health Levels: Ux3/Mx15/Cx5/Ix3/D
Weapons: One oversized elemental lens
Other Notes: None

Oil Diver
Speed: 20/40mph
Maneuverability: +0S (Lore 2, Sail 3)
Endurance: Requires the pilot to either attune the vessel's Essence engine for a commitment of 15 motes or uses six Essence capacitors or an Artifact ••••+ elemental core
Crew: 1/1
Cargo: 20 passengers or up to 5,000 pounds of cargo
Armor: 15L/20B
Health Levels: Ux3/Mx15/Cx5/Ix3/D
Weapons: One oversized elemental lens
Other Notes: None

Unique Technology

Some artifacts have never been mass produced in Autochthonia, either because they are resource-intensive, the methods for duplicating them are inefficient or the Divine Ministers have forbidden their duplication. Any way one looks at it, the following artifacts are one-of-a-kind pieces of technology, and the discovery of one of these great wonders could change the fate of nations. Wars have been fought for their possession.

Enduring Preceptor's Attractor (Artifact •••••)

Enduring Preceptor was an Alchemical craftsman who was Exalted nearly 1,000 years after Autochthon left Creation. When the spirits of the Machine God first turned against him, *Enduring Preceptor* was among the first to answer the call to arms. Long ago fallen in battle against the enemies of the Great Maker, his shield remains behind, kept in the arsenals of the metropolis of Jast in the nation of Jarish.

The Attractor is an orichalcum shield formed in the pattern of a great gear and engraved with pictographs calling for strength, stability and endurance. While the shield is large enough for a human being to hunch down behind and be completely covered, attuning to the artifact for a cost of 10 motes makes the shield lightweight and easy to carry.

This indestructible shield's true power comes from its ability to pull attacks onto itself. Once per action, for a cost of three motes and one Willpower, the Attractor has the ability to reflexively pull the swing of a weapon upon itself. Mechanically, this grants the bearer +25 Parry DV against that one attack. The shield also generates a constant magnetic field around itself that attuned bearers ignore. Normal weapons blocked by this shield are pulled out of their owner's grasp as if the shield's bearer had scored 10 successes on a disarm attempt (see **Exalted**, p. 158). Weapons made of the magical materials are also subject to this disarming effect, but the disarm is rolled as normal using a pool of (Wits + Resistance) with two automatic successes added to the roll.

Normally, the Attractor grants +4 DV against melee and martial arts attacks and +6 DV versus ranged attacks.

The Palladium Wyrm (Artifact N/A)
Repair: 5

Most automata in Autochthonia are crafted with a specific purpose in mind and overseen by the Tripartite or the Alchemicals themselves. The Palladium Wyrm is no exception. It was originally programmed to traverse the entire body of the Machine God and destroy or neutralize hostile entities, much like a white blood cell in the human body will fight off infection. Constructed by the best technicians of all Eight Nations under the close supervision of Domadamod, it was intended to house one of Domadamod's subroutine spirits so that it could work for the greater good of the Machine God. Although the subroutine, Idriandiont, was successfully installed in the Palladium Wyrm, it did not remain under his control for long. The beast was overwhelmed by a host of gremlins out in the Far Reaches several years after its construction, and the clever spirits managed to capture and corrupt Idriandiont over a period of decades. Domadamod has been unable to locate his wayward subroutine, his connection to it lost shortly after its capture. Now the Palladium Wyrm roams the body of the Great Maker, tearing a path of destruction through it like a worm eating through an apple. Custodians are often kept busy undoing the damage caused by this colossal machine-spirit.

Those who have seen the Palladium Wyrm and lived to tell the tale speak of a silvery, segmented construct that smashes through the components of the Machine God, creating its own tunnels of destruction. Its main body is over 1,000 yards long, has over 200 segments and creeps along, its body-plates constricting and pushing outward, scraping against the walls around it. Its head is a smooth ovoid with a dozen small, multi-faceted eyes set above a fanged mouth with two sets of pincers set on either side. The teeth inside revolve at high speeds, grinding anything it consumes into component parts that are later ejected from one of the creature's aft segments in compressed mineral cubes that can be melted down and used for new construction. The corrupted automaton leaves these cubes behind, which happens to aid the custodians in their efforts to reconstruct damaged systems, but the Wyrm is apparently unaware or unconcerned by such events.

In addition to its prodigious strength and gargantuan size, the Palladium Wyrm is equipped with four medium Essence cannons (see **The Books of Sorcery, Vol. I—Wonders of**

the Lost Age, p. 131) set into the head in a row behind its eyes. It often uses these cannons to shear through the toughest walls of the Machine God's body. It uses them in combat if it determines that something nearby poses a threat to it.

Alchemicals have been trying for decades to locate the lair of the Palladium Wyrm and capture it intact so that it can be returned to its original purpose. The beast has remained cunning enough to evade the Champions, however, and has proven to be only a nuisance to the systems of the Great Maker rather than a serious threat to the Machine God's survival. It simply has not been able to do enough damage to the Realm of Brass and Shadow, a fact that enrages the Palladium Wyrm… whenever it stops to think about such things. If the automaton should breach the Elemental Pole of Crystal and attack the Core, it could pose a serious threat to all of Autochthonia and everything inhabiting the Machine God's body. Thus far, it has stayed away from that pole, a fact that some savants theorize is due to some property about the Palladium Wyrm that gives it good reason to avoid either the design weavers that inhabit the Great Maker's brain or the thought-lightning that arcs all throughout the pole. Perhaps it is aware that should it breach the Great Maker's Core, it would end its own existence as well as that of the Primordial whose very existence it has come to despise.

The Palladium Wyrm is capable of speech, and it often commands lesser gremlins to do its bidding. It has also been known to communicate on rare occasion with Apostates it deems worthy of aiding it in its goals. Unfortunately for most Apostates who seek out the Wyrm, it finds them lacking in some unknown quality and consumes them. Since it seems to enjoy the "taste" of Apostates, the Wyrm is likely the primary reason that Apostates are a rarity in Autochthonia. In that regard, it still seems to serve Autochthon faithfully, although it doesn't realize it.

Motivation: To breach the Core of the Great Maker and destroy it.

Attributes: Strength 30, Dexterity 10, Stamina 30; Charisma 2, Manipulation 8, Appearance 5; Perception 15, Intelligence 12, Wits 10

Virtues: Compassion 2, Conviction 5, Temperance 3, Valor 5

Abilities: Archery 4 (Essence Cannons +2), Athletics 3, Awareness 5 (Detecting Ambushes +3), Dodge 4, Integrity 5 (Resisting the Goals of the Machine God +3), Linguistics 2 (Native: Old Realm; Autochthonic, Gremlinspeak), Lore 7, Martial Arts 5 (Pincer +2, Ram +1), Occult 4, Presence 5 (Intimidation +3), Resistance 5, Socialize 1, War 4

Backgrounds: Backing (Gremlins) 5

Charms: All spirit Charms for which the Palladium Wyrm meets the requirements.

Acidic Void-Maw—The Palladium Wyrm spends 10 motes and expels a mass of caustic liquids that melts all non-magical materials it touches, including flesh, like an acid bath (see **Exalted**, pp. 130–131).

Convictive Surge—Spending 10 motes and a Willpower, the Palladium Wyrm is able to channel its awesome might into a single focused task, be it fight or flight. For a single action, the automaton adds its (Essence + Conviction) to its dice pool or its movement rate. This Charm cannot be used more times in a day than the Palladium Wyrm has dots in Conviction.

Shockwave Burst—Spending five motes and slamming its tail down upon the floor, the Wyrm can cause a shockwave out to a distance of 30 yards that knocks all opponents off their feet as an enhanced knockdown effect (see **Exalted**, p. 153) that is difficulty 4 to resist.

Join Battle: 15

Attacks:

Bite: Speed 5, Accuracy 13, Damage 30L/6, Parry DV —, Rate 1, Tags N, O, P

Pincer Grab: Speed 5, Accuracy 17, Damage 20L, Parry DV 6, Rate 2, Tags C, N, P, R

Ram: Speed 4, Accuracy 15, Damage 30B/6, Parry DV —, Rate 1, Tags N, O

Acidic Void-Maw: Speed 6, Accuracy 12, Damage 10A, Range 10, Rate 1, Tags N

Essence Cannons (4): Speed 7, Accuracy 16, Damage 80B, Range 125, Rate 1*, Tags N (uses Archery)

* Costs 20 motes per shot.

Soak: 35L/50B (Armored Carapace: +20L/20B), Hardness: 15L/15B

Health Levels: -0x75/Incap

Dodge DV: 11 **Willpower:** 10

Essence: 8 **Essence Pool:** 210

Other Notes: Should some servant of the Great Maker be able to separate Idriandiont from his material form, it might be possible to restore him to his own mind. Yet, such an undertaking would be an epic quest that would require the aid of at least one, if not most, of the Divine Ministers to reformat Idriandiont. The Palladium Wyrm also has a hidden sanctuary that is protected by scores of gremlins and has remained undiscovered for centuries. The Palladium Wyrm orders it moved every few decades to prevent anyone from finding it. If the Wyrm is damaged, it can be repaired in its own sanctum in a matter of hours, as gremlin spirits swarm over their master, attending to his every need.

THOU KNOWEST THERE CAN BE NO PEACE BETWIXT OUR PEOPLES NOW.
IS THAT SO? THINGS SEEMED TO BE GOING SO WELL.
BY THY VOICE... FORGIVENESS. THE SUBTLETIES OF THY LANGUAGE DO ELUDE ME.
I INTENDED, PERCHANCE... "AT THIS TIME." OR, "NOT AT THE PRESENT."
AH, I SEE. OF COURSE, WHAT YOU SAY IS ONLY REASONABLE.
SO MUCH HAPPENED SO QUICKLY AND WE KNOW SO LITTLE ABOUT EACH OTHER.
PEACE COMES ONLY FROM UNDERSTANDING, AND UNDERSTANDING TAKES TIME.
VERILY. WOULD THAT WE COULD BUILD THAT UNDERSTANDING TOGETHER.
I HOPE THE SAME. NOW SHALL WE DISCUSS PRELIMINARIES?

As aforesaid, and with thy pardon, hostilities cannot be altogether curtailed.
Yet, in return for thy materials rendered, some return is due thee.
What wouldst thou?
I had in mind an exchange.
Aye. Thou wouldst that thine own be emancipated. Some accord.
No.
Forgiveness. Perchance I did misspeak myself.
I refer to those of thine impressed by us. Thy people, captured.
I know. But I'm not offering goods in return for their release.
I can't set a value on human freedom. That would make it a commodity.
It would open a door to too much temptation.
Dost thou not wish thine own returned?
I would rather have our allies release them than our enemies sell them to us.
As would I. Only, we are not allies, as aforesaid.
No, not yet. But I believe we can change that. Don't you?
...

CHAPTER SEVEN
STORYTELLING

Just as the **Exalted** storytelling section offers guidance on running games about the Lawgivers of the Unconquered Sun, this chapter offers guidance on running tales of the Champions of the Machine God. Although they are gifted with human souls and surrounded by humanity, the Chosen of Autochthon are not human and never were.

Getting Started

Once you have **The Manual of Exalted Power—The Alchemicals** in hand and are sitting with your group, discuss your reasons for running an Alchemicals game. The Alchemical Exalted are radically different from any other Exalt type, and Autochthonia is a separate world from Creation. A game set in the depths of the Machine God involves many of the same themes and situations as a game set in Creation, but with differences both subtle and gross. Alternatively, you might wish to run a series set in Creation with the Alchemicals as supplementary or antagonist characters. Do your players want their characters to debate on the floor of the Tripartite Assembly or to play the game of espionage, influencing the political structure of nations? Should they battle horrific machines in the Reaches or fight against their fellow Exalts in international wars? Or will their foes perhaps be the enigmatic Adamant Caste, hidden in their midst? Are the Alchemical characters as human as the men and women alongside whom they work, or do they not even consider themselves to be alive, but merely animate weapons and extensions of the Maker's will?

Short Circuits

Running a series featuring the Alchemical Exalted—and more specifically, a series set within Autochthonia—requires players and Storytellers to be aware of certain factors. Again, the Chosen of Autochthon are radically different from the Chosen of the Unconquered Sun or other Incarnae, both in nature and in the world they inhabit. Autochthonia treats its Champions differently than Creation does its Lawgivers, as Autochthonia is radically different from Creation.

As such, the Storyteller and players need to be aware of a number of thematic and mechanical changes to a standard **Exalted** series.

Smaller Essence Pools, Modular Charms

Storytellers should pay heed to the metaphysical differences between Creation's Exalted and the Chosen of Autochthon. Due to the modular nature of their Charms, the castes of the Alchemical Exalted do not lend themselves to roles as easily as the aspects and castes of Creation's Exalted. A Jade Caste character could be the primary combatant of the assembly at any one time just as easily as an Orichalcum Caste could. Nor do the roles have to stay the same between play sessions or scenes. Easy access to a vats complex can switch the styles of play for which characters are suited. A player seeking to outfit his character with combative Charms could install as many as the character's Charm slots and Personal Essence allow. Then, later that session, the same character could revert to using a mere fraction of his slots, freeing up his Personal Essence to allow for the activation of hidden Charms.

Players who are used to the other Exalted types might find it difficult to switch out their roles during the game. People often gravitate toward the styles of play that best suit them and adjust their characters to match, or at least choose a style of play that best fits them. With a quick trip to the vats, however, each Alchemical, is just as capable of being the drummer as he is of being the lead singer. It's important to remember that, while the character's capabilities (Attributes and Charms) can change at a moment's notice, the core of the character (Motivation, Intimacies and Abilities) does not, nor does the character's preferences. A blunt character will be equally at home around a goremaul as he will around heavy-handed arguments, while a character who favors subtlety and precision will typically select her Charm loadouts to match.

Heroism and Celebrity

All of the Exalted are heroes, in their own ways, lionized by gods and men. The Terrestrials are the only Exalted recognized across Creation as Princes of the Earth, while the Sidereals are respected in Yu-Shan for their power and experience. The Lunars exist in a vast network of social engineering and camaraderie with their fellow Stewards. The Solars are quickly returning to prominence in the Threshold, while even the Abyssals are figures who tower over the societies of the dead. The Chosen of Autochthon are not their society's leaders in the conventional, direct sense, but they are its Champions, both literally and figuratively.

Autochthonian society does not view the Alchemical Exalted as enlightened bodhisattvas, as the Immaculate Order and Realm society view the Terrestrial Exalted, but as public figures more akin to celebrities. The awe and respect granted to the Champions by the Populat is not ingrained, but earned time and again through highly visible acts of service. This ethic of community and sacrifice engenders gratitude, not

Five by Five

A weed-choked ruin abides on the western slope of the Imperial Mountain. Shadowed and forgotten, it was once some form of ancient memorial—a ring of jade-alloy statues of unknown and unnamed figures. Most of the statues have long since been broken apart and hauled off for their jade. Only a few stumpy feet and ankles remain, standing mute in a shallow stone depression. What the memorial commemorated, none can say.

A world away, the people of Autochthonia have their industrial champions. To them, the Alchemicals are simply *the* Exalted. They know of no other Chosen, although the most ancient volumes of *The Tome of the Great Maker* contain passing mentions of Exalts who do not conform to descriptions of Alchemicals.

The reality is that the Alchemicals were not simply the first Exalted, they were *prototypes*. The five castes are equals, but the excellence they individually display maps on to the hierarchies of Creation's Exalted. In the design of the Orichalcum Caste, for example, a canny observer can see the crude outline of the Solar Exalted. The same is true of the Moonsilver, Jade and Starmetal Castes.

The pieces of the puzzle are there. But for now, no one in Creation or Autochthonia is in a position to realize that the pattern does not match. Autochthon had no way to anticipate the possibility of the Abyssal Exalted… did he? Is it possible the Machine God intended another form of Celestial Exalt, one capable of attuning to soulsteel? If so, why? That dark material was all but unknown outside of Autochthon's own body at the time of the Primordial War. And if not, does that mean the potential for becoming their own antitheses was an *intentional* design element of the Solars?

The Adamant Caste further confuses matters. Even if the Soulsteel Caste could be somehow tied to the Abyssal Exalted, the Adamant Caste does not remotely map to *anything* with which Creation's Exalted are familiar. Were the Great Maker's plans more extensive than anyone has ever had reason to suspect?

The Contagion, the Usurpation and the Three Spheres Cataclysm erased great swaths of history. It is unlikely these mysteries will ever be solved. Certainly Authochthon, silent and dying, will shed no light on them. Still, no force is capable of destroying a Celestial Exaltation, so if the Soulsteel and Adamant Castes were prototype designs for yet more varieties of Chosen, *what happened to the missing Exaltations*?

envy, from the mortal population of Autochthonia. Again, the Alchemical Exalted themselves have never felt the effects of the Great Curse, and consequently, Autochthonians have not suffered depredations at the hands of the Champions as a whole. (Apostates are another matter, of course—one of growing concern to the Tripartite.)

The people of Autochthonia toil in a staid and monotonous existence, greatly alleviated by living vicariously through the Chosen. In many ways, the Champions are more akin to modern-day superheroes than classic heroes. Although they are possessed of abilities far beyond mortal ken, the Chosen selflessly work to improve their society and uplift the mortals alongside whom they stride.

Humanity

Despite the near-total lack of an intermediary between mortals and the Exalted—or perhaps because of that—humans are incredibly important to the proper functioning of Autochthonia and Autochthonian society. The Alchemical Exalted hold no actual rank in the Tripartite, only honorary titles, while the mortals of Autochthonia hold all the actual political power. Only mortals can create new Alchemical Exalts, a fact not lost on the Chosen themselves. Skilled mortal thaumaturges are often just as talented as the Chosen at designing and using the technology of Autochthon. Ultimately, the Machine God viewed humanity as a race capable of utilizing his most favored creations, and they are the recipients of his gifts. The Alchemical Exalted are beings that inspire humanity, not rule over and oppress it.

Patriotism and Nationalism

Nations in Creation are political constructs, lines on a map that delineate groups of people. These countries have their own languages and customs, but time and trade have blurred these borders. In the larger nations of Creation, the average citizen is only peripherally aware of who collects his taxes. In Autochthonia, the Eight Nations are much more rigidly defined, and nationalism is hardly a choice for the populace. Depending on the internal movements of the Elemental Pole of Metal, a nation could be all but cut off from outside contact for generations. Even when nations are close enough for convenient trade and commerce, the Reaches offer a deadly obstacle to all but the most courageous and prepared expeditions. To most Autochthonians, their nation is their whole world.

An Alchemical Exalt carries the memories of generations of life in this system. Not only has he lived many lives within one of the Eight Nations, but a Champion has also achieved glorious and heroic deeds during these lives. Diplomatic coups, military victories or even triumphs of civil engineering are all feats that

High Fidelity

Autochthonian heroic mortals are generated in the same manner as Creation's (see **Exalted**, p. 81, and **Scroll of Heroes**, pp. 25-28). In mechanical terms, the only practical difference between the two is that heroic mortals born in Autochthonia are connected to the Design of Autochthon rather than the Loom of Fate and may explicitly purchase Savant as a Background. It is worth noting that heroic mortals in Autochthonia still possess Favored Abilities, while Alchemicals *never* do. Training time for Favored Abilities is immediate. With minimal effort, a talented mortal can become a master of her craft. This means that mortals may quickly advance in certain Abilities, occasionally outstripping the Chosen, who must spend weeks and months learning new skills. This doesn't generate strife in Autochthonian society. In fact, it helps to bridge the gap between mortals and the Chosen, a form of imposed humility. Even with Charms and the raw might derived from incredible Attributes, the Alchemical Exalted can and often do find themselves less skilled, and in positions of lower authority, than the mortals around them.

might distinguish a soul for Exaltation. Accomplishing such works is likely to give a soul strong ties to its nation. These feelings tend to carry over through the Exaltation process. A soul that was once a great Yugash war hero might carry a lingering hatred for Claslat, even though Yugash and Claslat have been at peace for hundreds of years. Whether it's love for the nation in which she Exalted, wistful remembrance of a distant nation or Ages-old hatred, every Alchemical Exalt carries strong feelings for one or more of the Eight Nations.

Clarity

It is tempting to portray characters with high Clarity as robots dedicated to the extreme and abstract notion of pure logic. Clarity is neither logic nor sadism, however. If Clarity were to be reduced to a single word, the word would be *efficiency*. Logic is a method of thinking and a manner in which a character views and interacts with the world, not an end unto itself. Clarity, then, is an altered state of consciousness and a roleplaying challenge for a player. It moves the character ever farther from a human point of view.

Players should resist the temptation to portray a high-Clarity character as an immoral, inhuman monster. While it is true that as a character accumulates Clarity, he moves out of a human mindset and into a more calculating, mechanical mindset, that doesn't mean that the character completely abandons his previous identity. Like all characters, the Alchemical Exalted have interpersonal relationships and goals for themselves. These goals are not rational or irrational—they are *arational*, rooted in the will rather than in pure logic. The core goals, Motivation and Intimacies of the Exalt are not eradicated with an accumulation of Clarity. Compassion and emotion are, however, gradually replaced with aloofness and logic. An Alchemical architect who has accumulated a high degree of Clarity would approach his work with single-minded drive. If a mortal neighborhood lies in the path of a proposed construction, he would have no qualms about displacing the populace and demolishing the neighborhood to make way for his work. This does not mean that he would slaughter the populace, hunt down survivors or go out of his way to demolish outlying structures. It would be more efficient and harmonious to Autochthonian society for him to warn the people and perhaps even aid them in evacuating. Clarity would, however, make him virtually immune to emotional appeals from the displaced mortals. Heartless, perhaps… but not cruel.

Clarity does not turn a perfectly sane Champion into a monster. (Dissonance, however, practically breeds sociopathy.) Clarity should never be used as an excuse for excessive violence and sadistic behavior. An Alchemical general who has accumulated high Clarity will be keenly aware of the impact of her actions and will likely choose to make a single strategic blow instead of a landscape-destroying total war. Yet, she will not hesitate to sacrifice the lives of her companions or subordinates to ensure victory, no matter how dear they are to her. Intimacies can easily be eroded by a prolonged sequence of high Clarity, dismissed by the Alchemical as irrelevant to her life's goals. Particularly within the confines of Autochthonia, high-Clarity Exalts fit harmoniously with the Design of Autochthon but less so with the people they defend. They might cause friction with the mortal populace, but then, they are the Chosen, and a great deal of eccentricity is tolerated.

Game Styles

The main **Exalted** rulebook discusses a number of play styles (see **Exalted**, pp. 262–263) that are excellent suggestions for a Solar game but require major alterations for an Alchemical game. Not only do the Champions differ greatly from the Lawgivers, but Autochthonian life is radically different from any place in Creation. This section discusses how to adjust those styles for use in games featuring the Champions. Additionally, two styles of play—playing Apostate Alchemicals afflicted with Gremlin Syndrome, and playing characters of the Adamant Caste—deserve special consideration.

Styles Remix

"Vanilla" Exalted casts the players' characters as industrial heroes, seeking to defend their nation against enemies foreign and domestic. Besides defending the Populat against gremlin hordes and vast industrial accidents, the players' characters argue theology with the Theomachracy, work and deal with the Sodalities and engage in the Machiavellian manipulations of the Olgotary. After that, they might negotiate a favorable trade agreement with a nearby nation, followed

by sieges of gremlin hives in the Reaches. This series seeks to play up the nationalistic pride of the Alchemical Exalted and their roles as true heroes of the people, leading their charges indirectly by example rather than directly through force, acting as Champions of Autochthon while fulfilling their roles within Autochthonian society.

A Land Once Divided Must Unite allows Storytellers to detail the complexities of trade, diplomacy and resource management between the Eight Nations of Autochthonia. In this case, the lands divided were *never* united, but many of their problems could be solved if a true effort at unification were made. The histories of the Eight Nations are marred by war. Most recently, the Elemental War between Sova and Yugash was caused by excessive trade tariffs on the magical materials that led to the destruction of the Patropolis of Ixut. The nations themselves are separated by distance and the biotechtonic forces of the Machine God, but the peristalsis of a Primordial is no match for the determination of players' characters. Were the Eight Nations to become one, the decay of Autochthon could be stemmed—perhaps permanently—under an efficient resource-management system. Of course, the task of organizing such a vast imperial undertaking is an epic series of its own.

"And I'll Form the Head!" can be taken quite literally, as the Alchemical Exalted themselves *are* modular and may fill interchangeable roles in combat (not to mention combine in the greatest of super sentai fashion—see Synthesis of Divine Affiliation on p. 198 for details). This series focuses on the unique synergy of the Alchemicals and the highly advanced nature of Autochthonian magitech. Each Alchemical caste has a specific role in their ordered society, while hologlypic readers, wardrobes made of shifting spider-weavers and clockwork goggles that filter the light are everyday items. Descriptions of Autochthonian technology and aesthetics evoke powerful imagery of socialist states, steampunk devices and sprawling vistas of metal and magical materials. Storytellers are encouraged to paint these scenes to the best of their ability, in order to deeply impress the Autochthonians' truly unique way of life upon the players. Besides the look of the Alchemical Exalted themselves, the Chosen possess vast panoplies of artifacts, which adds a distinctive vibe whether the artifacts themselves are mundane or extraordinary.

Outlander involves the characters traveling to the varied regions of Autochthonia. They might seek a cure to Autochthon's coma in the Pole of Crystal, braving incredible flares of Essence as they literally pick the mind of their god. In a similar vein, enterprising Alchemicals could search the memory-cathedrals of the Pole of Crystal for memories of the Maker's healthier days. Or they might canvass the acrid Pole of Smoke for the source of the Machine God's illness. The Elemental Poles of Autochthon are just as alien and hazardous as any similar place in Creation, though Storytellers should be aware that this quality is itself overshadowed by the unique and strange nature of the Pole of Metal and the lives of the Autochthonians.

High Life—Playing the Adamant Caste

A game built around the enigmatic Adamant Caste is recommended to be one where *all* of the players' characters are members of the caste, avoiding interactions with the other Exalted save for scenes of loneliness and longing to be a part of a system from which they are forever set aside. Revealing the existence of the Adamant Caste would destabilize the delicate system upon which Autochthonia is built. The Tripartite relies on the *threat* of the Adamant Caste as a tool of order, but were the Populat and the Champions to discover that the Machine God really *doesn't* trust them, it could lead to widespread revolt and a surge of victories for the enemies of the Primordial.

Unless you're dealing with a game that already shakes the foundations of Autochthonian society—say, a game involving the breach of the Seal of Eight Divinities—it's best to let the Adamant Caste remain in the shadows of the Divine Ministers. The caste itself is best used as an antagonist for a vanilla Alchemicals series, as the Servitors of Autochthon battle against their fellows and remove what they believe to be rogue elements of society. On a similar vein, if your player's characters are getting their asses handed to them by a gremlin destroyer, have an Adamant Caste join the fray. The anima ability makes sure that your players' assembly will remember the event entirely differently, and astute characters might note the Adamant Caste subtly following the assembly after the battle is over, warring against the command to remain apart and her desire to share in their camaraderie. In this way, the angels of the Reaches could become angels for your players' characters too.

Otherwise, a game of Adamants serves to highlight the interaction between the Divine Ministers and the rest of Autochthonia. Much of the description in Chapter Two could be more easily conveyed to the players during such a game, granting them greater insight into the souls of the Machine God. If you and your players are willing to do the work, run a "side story" of the Operatives following the Alchemical players' characters of the series, shadowing your main protagonists and encountering the plot of the series from behind the scenes.

Assassination Protocols

The geas Autochthon placed on his ministerial subroutines prevents overt hostilities between the souls of Autochthon. Ironically, in placing the geas on his souls and creating the Adamant Caste—both results of sheer paranoia—Autochthon himself failed to learn the lessons of the Primordial War and granted his souls the tools to loose their bindings and strike against one another.

Each of Autochthon's souls is incredibly intelligent—intelligent beyond mortal comprehension and beyond the standards of most Exalted. They are, in fact, far more intelligent than even they realize, for each has used the Adamant

Caste against the other souls in various ways. The Divine Ministers cannot order overt violence and assassination against other souls—and would be suitably horrified were they to be directly confronted with the results of their passive-aggressive mission parameters—but each Minister frequently grants Operatives assignments that stymie the goals of opposing Ministers and ministerial subroutines. When passivity fails to garner an efficient result, experienced Servitors of Autochthon know the phrase, "Preserve Autochthon as I think is best," indicates a subconscious desire for an offending ministerial subroutine to be removed entirely. Thus, the Adamant Caste functions as a covert assassination arm for the Ministers, carrying out a shadow war between the souls of Autochthon—while the Ministers themselves have plausible and complete deniability.

In their temporary assemblies and quiet moments of self-reflection, the Adamants debate their role in the assassination protocols. Are they removing inefficient ministerial subroutines from the perfection of the Great Maker, improving his divine functionality? Or are they pawns of the Ministers (more so than they already are), following the subconscious whims and petty desires of powerful spiritual beings?

Gods and Demons

The beings Autochthonians refer to as the Divine Ministers and subgods are not, properly speaking, gods. The Ministers are Primordial component souls of the Third Circle, with the Core as the fetich soul. Autochthon himself made significant revisions to his soul hierarchies, changing them from their Primordial nature to a form more in line with the gods of Creation. In their current configuration, the custodians and ministerial subroutines would defy classification by Creation's demonologists (see Chapter Two).

Despite being component souls of Autochthon, they are not, properly speaking, demons. Autochthon's soul hierarchies were never declared enemies of Creation by the Unconquered Sun, and significant provisions woven into the structure of Creation's Exalted made sure that the Great Maker and Gaia would not be harmed by weapons intended to be used against their Primordial brethren.

Where Creation's magics make such distinctions, Autochthonian spirits are considered to be demons with the following exceptions: They are immune to all magic that summons or commands demons, and Holy effects do not recognize them as creatures of darkness. Yet, Alchemical Charms and weaving protocols, as well as the Charms of the Mountain Folk, treat Autochthonian spirits as gods.

Rage Against the Machine—Playing the Apostates

As with the Adamant Caste, playing an Apostate Alchemical works better when the character is surrounded by those like himself. Groups of all-Apostate Alchemicals are united in their shared hatred of Autochthon and their common desire to see the Primordial fall into the Labyrinth. Even now, these corrupted Alchemicals sweep the Pole of Smoke, seeking the source of the Primordial's sickness and a possible window into the Void. They have not, as of yet, succeeded—though some individuals in Creation and the Labyrinth display an odd obsession with mechanical themes. Still, a game involving the Apostates as anything other than obviously wicked antagonists—or even just as wicked antagonists—can be immensely rewarding.

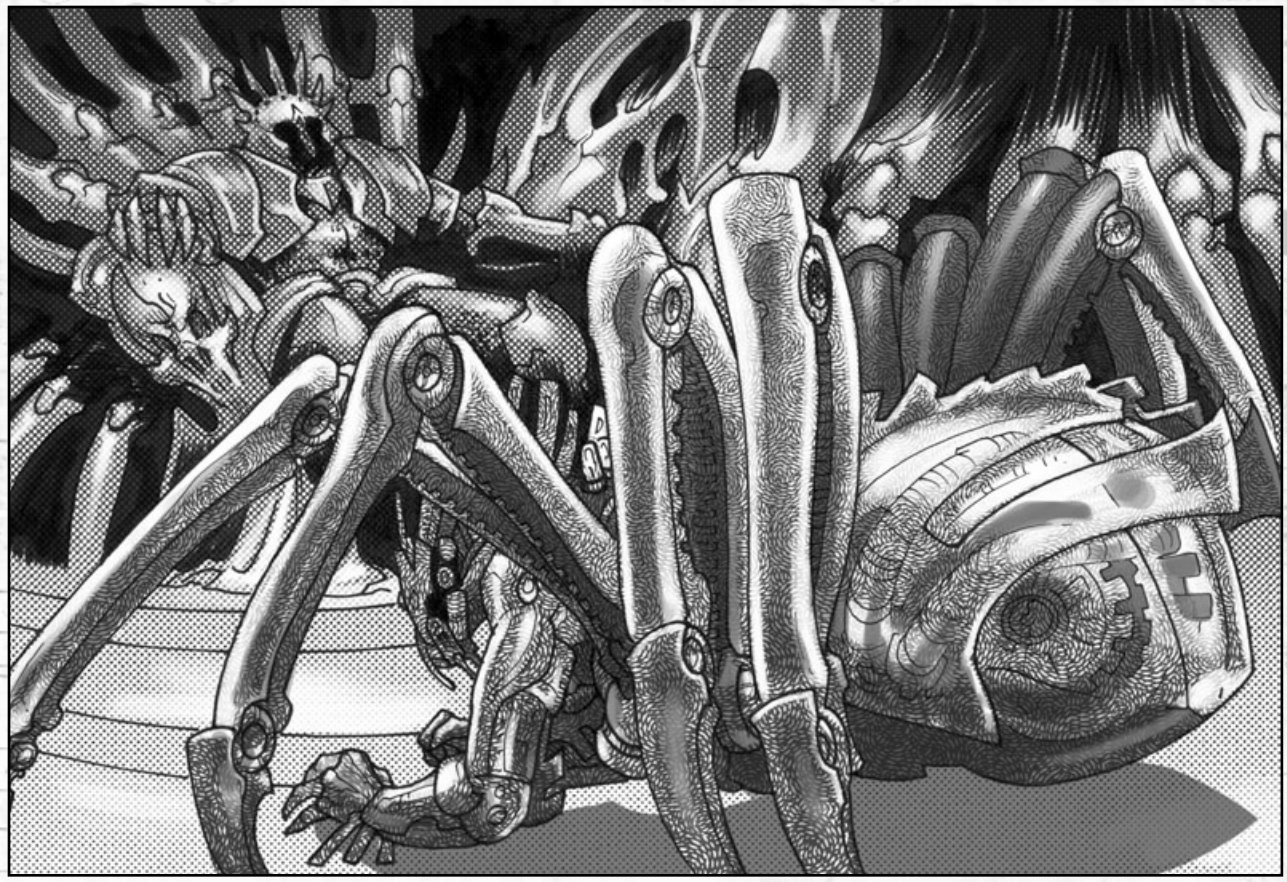
Such a series might involve planning the treachery and downfall of a city, while carefully recruiting dissatisfied members of the Populat to your cause, creating distraction cults and dodging Exalted assassins. Alternatively, a war-oriented game where the players join their corrupted brethren and lead their clicking hordes in battle against bastions of the subgods might be more up their alley. For a series involving the breach of the Seal of Eight Divinities, the emergence of the gremlins into Creation heralds the ultimate doom of Autochthon, as Apostates take up residence as advisors to one of the Deathlords, who crave the power of the Machine God. Perhaps they go one further, inhabiting the Labyrinth as ambassadors of the Engine of Extinction—the Neverborn who is yet to be.

Games focusing on Apostates need not be devoted to evil, though they are inevitably dark and tragic. The effects of Dissonance describe a slow descent into madness, but the Alchemical Exalted are heroes. A series featuring one of the noble Chosen, infected with Gremlin Syndrome, is an easy mine for pathos as the hero within the Alchemical struggles to fight the horrific and destructive urges that suddenly dwell within. While the fellows of his assembly risk alienating their mortal lovers and the citizens of the nation, the Apostate risks *murdering* them in a frenzy of chaotic and entropic lust.

Dissonance

Unlike Clarity, Dissonance actually *does* manifest itself as overt sociopathic tendencies. While Clarity seeks to preserve order and channels itself through the lens of the character's Intimacies, those afflicted with Gremlin Syndrome take a morbid satisfaction in torturing others and tearing down the society they once helped build. They need not be gross with these tendencies, however. Many a gremlin cult has been started when a Champion is corrupted into an Apostate.

Alchemicals infected with Gremlin Syndrome delight in bringing pain and suffering to others in horrid displays of inefficiency—ironic, in that if Dissonance possessed the same devotion to efficiency that Clarity does, the gremlins might



well have conquered the Realm of Brass and Shadow long before. Brief moments of lucidity, calm and regret only serve to punctuate the slide back into maniacal villainy. Players of Apostate Alchemicals should take great care that their characters' displays of sociopathy serve only to emphasize what horrific beings their heroes have become, and *not* seek to disturb other players unduly.

As stated before, Dissonance does not immediately make an Alchemical a villain, merely a tragic hero. The truly sad element of Gremlin Syndrome only comes to light when heroes gleefully abandon their ideals to embrace the Void.

Face to Face

If the Seal of Eight Divinities is breached, a new world—with ancient Exalted—will open before the people of Autochthonia, full of peril and opportunity alike. For the various Chosen who inhabit Creation, they will have to deal with a power that is as organized and efficient as it is unknown and deadly.

At this point in the game, individuals within the Tripartite Assemblies of the Eight Nations have decided that the Maker cannot be saved according to current national thought paradigms, and no few of the Champions have joined their voices to the chorus of doomsaying. Every day, more systems of the Machine God fail; every day, the forces of the gremlin hordes grow stronger. Something must be done, but—say these heretics—the answer does not lie within the Autochthonia.

Whosoever first breaches the Seal will come into a world they have never before seen or imagined. A patropolis—thrust into a foreign dimension—will deploy powerful sensory Charms and suit-clad encounter teams into the unknown land, seeking to establish a foothold in this strange new land. Whether those teams are led by generals or consulars depends on the individual nation.

A Tale of Two Cities

Each of the Eight Nations saw the horrors of the Elemental Wars, and each one heard of the destruction of Ixut. Independently, the Eight Nations began research into the mighty jade-and-adamant Municipal Charm that could breach the barrier between them and an unknown world. Yugash's Project Razor is an open secret among the Tripartite, but each nation has its own program. The debate over breaching the Seal continues to rage—secretly in some nations, openly in others—but once the invasion Charm is actually constructed and installed, the plans become available to every city in Autochthonia thanks to the noetic Charm archives. Once any nation dares to defy the will of the Great Maker, the others will follow suit, lest they fall behind in the quest for resources.

The Locust Crusade

Autochthon never *gave* his bounty to the men and women he took with him into exile. They learned to tap the

What Creation Knows About Autochthon

The Solar Exalted of the First Age held great reverence for Autochthon and ritually invoked his name during the creation of extraordinary artifacts, among other things. This reverence did not stop them from ruthlessly harnessing the Primordial's latent Essence and even attempting to force the Machine God back into Creation (see **Dreams of the First Age: Book Two—Lords of Creation**, p. 93). Despite recognition of their role in Autochthon's exile and their status as slayers of Primordials, the Deliberative justified its actions in the name of Exalted hegemony, for they would tolerate no threat to the Creation-Ruling Mandate.

Consequently, while common records of the First Age made note of Autochthon's many contributions to Creation, few mentioned why he sealed himself behind eight arcane sigils or gave any detailed history on the events leading to his exile. Relics such as the Eye of Autochthon were catalogued, even if they repeatedly escaped study. Those few Celestials the Maker allowed within himself could never have predicted a society would have arisen within the Machine God. The Usurpation, the revisionist Shogunate and the Great Contagion obscured historical records even further, leaving the true events of Autochthon's exile lost to time. While the Lunar Exalted maintain a fragmentary but comprehensive oral tradition, and the Celestial Bureaucracy keeps extensive written reports on the Primordial (as well as employing beings who knew him personally), the vast majority of references to the Great Maker have long since vanished from Creation.

Still, some information survives to the Age of Sorrows. Characters with Lore •••• or with access to extensive mortal libraries, such as those in Lookshy or the Heptagram, will know of references to Autochthon as the Great Maker or the Forger of Gods. Students of the Heptagram are puzzled by these titles, leading most to assume that they are archaic references to Pasiap and the Elemental Dragon of Earth. One esteemed geomancer of the Realm, Ledaal Chiska, cleverly hides icons and dedications to Autochthon in all of her designs, causing dozens of manses on the Blessed Isle to direct prayers and Essence to the sleeping Primordial. Approaching these references with a more secular mindset, or with a thorough knowledge of demons and Yozis, could easily lead a Terrestrial Exalt or mortal to divine the existence of Autochthon as an absent Primordial. Characters with Lore ••••• know that Autochthon is a surviving Primordial and the King of All Craftsmen, though only characters with specialties in Primordials or a higher Lore rating would know any specific details of his existence or exile.

Characters without access to libraries and surviving documents from the First Age have a significantly harder time discovering the existence of Autochthon, much less where he went and why. Exposure to a culture that worships Autochthon (see **Scroll of Fallen Races: The Mountain Folk**, p. 15) or study of a manse dedicated to Autochthon would reveal that the Primordial has long since left Creation for Elsewhere. Further investigations, a Celestial Exalt's memories of past incarnations or allies among the Mountain Folk would reveal the truth of the matter. For all that they know about Autochthon, though, almost no beings in Creation or out are aware of *Autochthonia*. Only the Incarnae and Lytek, God of Exaltation, are aware of the existence of the design of the Alchemical Exalted, and even they are unaware that the designs were ever implemented.

conduits of the Maker using trial and error, forging the Eight Nations with their sweat and blood. The connection to the Design of Autochthon gifted mortal men and women with supernal genius. They built their incredible society over five millennia, guided and spurred on by the Alchemical Exalted. Over the centuries, they have fought to survive against the sickness of their god, the indifference of their environment and the competing aspirations of one another. Given the slightest bit of resistance to achieving their goals, the first impulse of Autochthonians is to analyze the impediment. The second impulse is to annihilate the offending entity. A military campaign is an easy way to involve an Alchemical assembly with Creation, and vice-versa.

The first option for the intrusion of Autochthonia into Creation is for the Alchemical Exalted to begin stripping the land of raw materials and sending them back to Autochthonia, conquering resource-rich areas of Creation and creating beachheads. With their superior military technology, the Autochthonians could easily conquer a city-state or nation such as Cherak, Gem, Rubylak or the Wavecrest Archipelago. Naturally, the greater powers of the setting, such as Paragon, Lookshy, the Kingdom of Halta or the Skullstone Archipelago would take great exception to the invaders, fighting back with moderate to great success against the Champions, who have no concept of warfare outside the corridors of the Machine God. The Autochthonians might well suffer an invasion of their own from greedy Terrestrial heroes or Deathlords eager for the secrets of the King of All Craftsmen. Still, the Champions are Celestial Exalts and possessed of technology unseen outside the Low First Age. They are a match, and then some, for any military power besides the Realm, Lookshy and the various forces of the Deathlords.

Grasshopper Diplomacy

War is not the answer, however. Even the Locust Crusade settles into a détente with the new neighbors of Autochthonia, as both sides realize they have more to gain from peaceable trade than gunship politics. An assembly dedicated to peaceable relations with Creation has just as much, if not more, to gain from a Locust Crusade. Opening trade relations with a nation means that that nation suddenly becomes a powerful player on a Creation-wide scale. Chiaroscuro's presence on the international scene would rapidly grow in strength. Similarly, an alliance with Paragon means the Perfect could throw off the yoke of the Realm and lead his beleaguered people into prosperity.

And where the Exalted gather, more will come—Terrestrials seeking a new life in Autochthonia, Lunars curious as to whether the Champions are friend or foe, Abyssals and Infernals seeking to exploit their cousins, and Sidereals attempting to discern the mysteries of the Design of Autochthon. Lastly, the Solar Exalted will begin to interact with their cousins, using the technology of the Autochthonians to rebuild the glories of the First Age and to ward off the terrors of the Second, armed with a potent weapon against the Great Curse itself. Ultimately, a peaceable solution may be the best one. As soon as the Seal of Eight Divinities is breached, the destiny of the two worlds will begin to merge, whether they desire it or not.

Manna from Yu-Shan

The histories contained within *The Tome of the Great Maker* are vague on many points and confused on others, but dedicated researchers *will* uncover records of the Golden Exalted, and all of these records agree on one point: The Sunlit Heroes were without peer. In a concept particularly suited for mixed games, the Autochthonians may return to Creation not to colonize, exploit or even explore it, but to find help for their ailing god. But the world they come into is a tattered shadow of the one the Maker left. The Golden Age of the histories—just dawning when Autochthon went into exile—has long fallen. The Solars are scattered and nascent in their power, their Lunar mates alienated and divided and changed, their Terrestrial army in revolt and the Sidereals nowhere to be found. It matters little, for the Alchemicals are masters of mending that which is broken. If they must save the Solars before the Solars can save both of their worlds, or even reunite the Grand Exalted Coalition of legend, then so be it. No task is too daunting for the Chosen of the Machine God.

Beyond Electric Dreams

Storytellers with access to **Dreams of the First Age** might wish to explore stories in which Autochthonia makes contact with Creation not in the closing days of the Age of Sorrows, but at the apex of the High First Age.

Perhaps Autochthonia's resources run low much earlier than this book assumes, necessitating renewed contact with Creation. The Celestial Exalted of the First Age were well aware of where Autochthon went, so perhaps Twilight ingenuity not only locates the missing Primordial, but is able to force a breach of his supposedly impregnable Seal. Perhaps revolution during a period of social instability sparks off a mass national exodus, causing millions to attempt a return to the world of their origin.

Regardless, the deck in the First Age is stacked almost entirely in Creation's favor, at least in the military sense. Autochthonia has little hope if it attempts to make war upon Creation, having no technology to answer the Deliberative's Titan directional fortresses or enormous skyship fleets, and only mortals to send against a Dragon-Blooded Host better than a million strong. The Champions are mighty, but they are no match for a Solar Deliberative, Lunar Society and Fivescore Fellowship unified by a common threat.

Yet, the discovery of an entire industrial world filled with mortals and an unknown class of Exalted would shock, alarm and eventually delight the Solars. Alchemicals would be hard-pressed to maintain the stability of their culture upon exposure to Eclipse Caste diplomats and Zenith dignitaries, and would lack the might, even were the Eight Nations to unify, to hold out significant hope against daiklave-rattling Dawn Castes. Arguments would rage between the premiere Solars of the Age—could Autochthon be trusted? Should efforts be made to awaken the dormant Primordial or to seize control of his power and processes?

For Solars and Lunars, such stories would likely feature attempts to colonize and explore Autochthonia, to awaken or subjugate the Great Maker, and to incorporate Alchemicals into the mandate of Solar rule. For Alchemicals, they would focus on contact with forces more powerful than anything ever imagined, and a frantic struggle to maintain the integrity of their goals and way of life, or to integrate into a strange new world.

Human After All

By examining the Essence profiles of Creation's Exalted, using past-life memory recovery techniques and delving into Autochthon's own histories of the Primordial War, elder Alchemicals will realize that there is some persistent error in their reality-modeling scenarios, something absent from themselves and from Autochthonia. Worse, the forces of Creation seem unaware of and unconcerned with this anomaly. In order to save their world—or Creation—the Alchemicals might seek out the other Exalted to address this. Or, in a bold and dangerous gambit, an assembly attempts to breach the very gates of Yu-Shan to petition the Incarnae to address this Great Flaw directly. Assemblies pursuing this mission would doubtless become the targets of those who wish to keep "it" a secret—the Yozis and the Neverborn.

What stories might arise from this discovery?

Perhaps the two worlds might harmoniously unite in the end, heading off the Sidereal prophecy and the horrors it brings. Then again, the Fivescore Fellowship might incorporate the beleaguered and exploited Alchemicals into their plans for the Usurpation, bringing about an industrial Second Age of Essence-driven rail systems, factory-studded skylines and joint Alchemical-Terrestrial rule. The Chosen of Autochthon would be pressed into a role they were never meant for, and not even Autochthon can anticipate their actions. A game set in a clockwork Age of Sorrows, ravaged by war and the Great Contagion, is a fresh change from the standard **Exalted** setting.

Alchemicals and...

If contact with Creation is established, the Chosen of Autochthon will step out of their only home, onto verdant fields under a blue sky and a yellow sun… and, eventually, be met by the Exalted. The Champions were never fielded during the Primordial War and, thus, escaped the Great Curse laid upon their cousins. The precursor technology of the Alchemicals reawakens the ancient programming inside their Exaltations, placed there by Autochthon and the Incarnae. How the Exalted of Creation react to the Autochthonians depends on a great number of factors, but the interaction of the two groups of Chosen will bring out the best, most heroic qualities in one another—whether that interaction is peaceable or hostile.

Solars

Solars are fundamentally unlike Alchemicals in one major facet of their Exaltation protocols—they were designed to rule. Upon witnessing the fallen state of Creation, the Autochthonians might judge the Solars defective in this function and treat them as simply another powerful rogue element in their strange world. Alternatively, discovering that the Age of Sorrows arose due to the *absence* of the Solars could convince the Champions that the surest way to repair Creation's functionality is to support the return of the Lawgivers. (The fact that they make potent allies doesn't hurt, of course.) The Solars, for their part, are likely to find Alchemicals strange, but also oddly compelling. And if the Autochthonians aren't attempting to attack them, well, that's certainly a welcome change of pace.

An Alchemical's modular nature can be a blessing when it comes to working with a Solar circle. He will be far more versatile than the Solars, capable of adapting to changing conditions and objectives to actively assist the circle with whatever objective it finds itself pursuing. A Solar, by contrast, might feel a bit out of place working with an assembly. His boundless excellence is without Alchemical peer but might

not always be applicable to the assembly's mission. Still, the Solar's unvarying talents *do* serve against the one major bane of Alchemical existence—nasty, unexpected surprises.

Lunars

Lunar reactions to the Autochthonians are likely to be extreme. Many Lunars will find Autochthonia's stifling culture to be grotesque and offensive, while the alien Alchemicals themselves seem like yet another round of invaders looming menacingly over Creation.

Others, though, might find merit in Autochthonia. It is legitimately ruled by mortals, and it has marshaled its mundane and supernatural resources to survive threats from rogue gods and worse for thousands of years. If nothing else, it *works*.

Aside from the Winding Path adherents, Alchemicals have much to recommend them to Lunars. Autochthonians will find the entire notion of the Wyld abhorrent and terrifying, and their Axiomatic magic makes them natural allies for the Swords of Luna. Everything about the Champions is fascinating to the Crossroads Society. Finally, depending on their outlook on the Lawgivers, they may find boon allies or bitter enemies among the Sun King Seneschals.

An Alchemical traveling with a Lunar circle enjoys a more brittle flexibility than his Steward companions but benefits from a degree of custom specialization few Lunars can manage. A Lunar fitting into an Alchemical assembly gives it a new form of versatility, one that functions quickly and easily no matter how far from the vats the assembly travels. In either case, the two types complement one another very well.

Dragon-Blooded

As the Alchemicals make their presence known to Creation, they are likely to encounter the Terrestrials before any other type of Exalted. The Dragon-Blooded of the Realm might recoil at the potential threat offered by these otherworldly interlopers. There is no place in the Immaculate Philosophy for the Champions. The technological world of Autochthon and its artificial elements represent a radical departure from the domains of the Five Elemental Dragons. Yet, a shrewd Terrestrial might recognize a golden trade opportunity in the resource-hungry Chosen of Autochthon. Who knows what wonders of artifice Autochthonia might offer up in exchange for a shipment of jade or orichalcum? Finally, Dragon-Blooded mercenaries (or even *citizens*) open up an entirely new dimension of military and industrial possibility for Autochthonians.

A Champion could fit in with a sworn brotherhood as an adaptable asset with varying roles. The elemental paths into which Terrestrials are locked offer great power but require strictly focused training. A teammate with the ability

to change Charms virtually at will adds great flexibility to a brotherhood of specialized Dragon-Blooded. A Terrestrial joining an Alchemical assembly could use his abilities to stand out as the group's specialist in a particular role such as combat or espionage.

Sidereals

As with everything else, the Chosen of the Five Maidens are likely to view the Chosen of Autochthon through the lens of how the Champions affect their various faction goals. The Gold Faction, for its part, would note the significant infrastructure the Autochthonians are capable of constructing in a very short time, allowing a Solar Deliberative—backed by the Autochthonians—to quickly reassume First Age levels of Essence technology and motic theory. Those Solars trained in the Cult of the Illuminated would recognize the effect the Alchemicals have on them, reaffirming their ancient status as Lawgivers. While the Gold Faction might not be happy about burgeoning Solar independence, they are hardly ones to turn away aid.

The Bronze Faction is harder to predict. Not only are the Autochthonians agents and operatives independent of the Loom of Fate, but their very presence disrupts the status quo and adds another variable to an already dangerously unstable equation. Yet, Alchemicals are not only accustomed to serving external agendas, but *enthusiastic* about the prospect. Only a fool throws away a useful tool.

As the destiny of Autochthonia becomes more intertwined with that of Creation, however, both groups will encounter one another, whether they desire it or not. Sidereals might either act as mentors, guides and facilitators for Alchemicals in an alien world, or join an assembly to venture into Autochthonia as a Heavenly diplomat and spy.

Abyssals and Infernals

The Chosen of Autochthon share Primordial patronage with the Infernal and Abyssal Exalted, but this similarity only predisposes the lot of them to hostility. The army of Exalted shattered the natural order into the wretched cycle of Ages. The Neverborn and Yozis yearn to visit their own torments upon their hated brother and would savor the irony of using their own Exalted to do so, perhaps even joining forces out of mutual spite. Only the Alchemicals can defend the Machine God against these corrupt and alien Exalted, standing in opposition to the crusade of their cousins. This option reverses the concept of using Autochthonians as invaders. Instead, exploration is transformed into an apocalyptic war of survival for their world.

Not all contact between Primordial Exalted must involve immediate war, however. The vanquished Primordials might offer a truce of forgiveness in exchange for Autochthon's assistance in freeing them and stopping the Solars from rebuilding their cruel empire. Given the Great Maker fled Creation from fear of the Lawgivers, such entreaties might not fall on deaf ears. Autochthon was a traitor once; he might well become a traitor again. Diplomacy could go the other way as well, with Alchemicals seeking to liberate renegade Abyssals and Infernals from the tyranny of the Yozis and offering them asylum in the Realm of Brass and Shadow.

Apostates are a special case. Already, the gremlins seek an end to their Maker and the obviation of all things. Failing that, they desire to spread pain and suffering. Their nihilism and violence makes them natural allies of the deathknights, and together, these factions might birth the Engine of Extinction into the Neverborn pantheon, so that his knowledge might undo the work of Creation. By contrast, the Apostates' talent with torture and pain—and their penchant for doomed heroism—is attractive to the Green Sun Princes. Still, any alliance with the Infernal Exalted would be tenuous at best, as none of the Yozis would wish to risk exposure to their brother's illness, even as they recognize the tactical usefulness of rogue Alchemicals. The precursor technology of the Champions, Apostate or no, resonates strongly with deathknights and Green Sun Princes, a fact that is bound to complicate any plans formed by the Deathlords or the Demon Princes.

The Mountain Folk

Although they are not Exalted, the former chosen people of Autochthon deserve special mention when discussing Creation's interactions with the Machine God's newer Chosen. Put bluntly, the two groups are allies waiting to meet. Certainly, records of the Mountain Folk are restricted to mere tales, legends of jade that walked like men. Similarly, the Mountain Folk—though aware of the Primordial's location and his reasons for exiling himself—have no concept of the Alchemical Exalted.

Once the Autochthonians and the Mountain Folk encounter one other, the reaction of the Mountain Folk could conservatively be described as "restrained jubilation." Whether Autochthon built a loophole into the Great Geas (see **Scroll of Fallen Races: The Mountain Folk**, p. 38), intentionally or not, Alchemicals qualify as "Celestial Exalted" to the Jadeborn, who will gleefully accompany the Champions on sojourns into Creation. Artisans would be hesitant to inform the Chosen of Autochthon of the exact terms of their Geas and the fact that the Alchemicals could command them to create high-quality artifacts, but this nuance is irrelevant. Much of the Artisan nobility and Jadeborn society would galvanize itself toward aiding the Champions, freely providing them with service and materials. In return, the Alchemicals would gladly aid these forgotten scions of the Great Maker, providing weaving protocols and other technology for goods and services.

In the long term, interactions between the two groups would lead to widespread religious strife. After all, the Machine God left the Jadeborn behind, and he apparently didn't care one whit about abandoning them. Similarly, the Geas preventing the Mountain Folk from subjecting mortals to their authority prevents them from fully integrating with Autochthonian society. Yet, the Alchemicals carry with them the ultimate hope of Jadeborn freedom—the hope that the Chosen of Autochthon could remove the Great Geas and transform the Jadeborn into the People of Adamant once again.

Alchemical Akuma?

In a word, no.

The power of the Primordials is vast and uncompromising. The Exaltation, though mighty, cannot harmonize the energies of a living Primordial, a dead Primordial and a broken Yozi in any combination. A Primordial Exaltation (such as that of Green Sun Princes, Alchemicals and Abyssals) can sustain only one such template at a time. As a result, Alchemicals cannot become akuma. The power of the Dragon-Blooded is far enough removed from that of Gaia that they may be tampered with and transformed, but Abyssals reject the foreign Essence and may only be transformed into Green Sun Princes. The Investiture of Infernal Glory (see **The Manual of Exalted Power—The Infernals**, pp. 52-54) fails to work.

Infernal Exalted cannot inflict Gremlin Syndrome with their Desecration Charms unless Autochthon is somehow their patron. While they are indeed creatures of darkness, Infernals are not creatures of the Void. The Charms of the Alchemical Exalted are not the Charms of Autochthon. Unless the Green Sun Princes gain access to Autochthon's native Charms through some unlikely set of circumstances—which would require the Great Maker to willingly grant a single Green Sun Prince direct access—they do not have the potential to inflict his endemic sickness.

Experience

Functionally immortal and destined by the Design of Autochthon to become the cores of highly advanced city-demigods, Alchemical longevity produces enormously strong—but not overly talented—heroes. Additionally, their modular nature results in a broad spectrum of competency.

Alchemical Experience

Alchemicals train and increase Ability traits normally. They do not possess Favored Abilities and, therefore, must undergo the required training period when raising an Ability trait. The Sixth (Attribute) Augmentation (see p. 121) allows the Champions to have a limited alternative to this effort, at the expense of a Charm slot. Alchemical Attributes must be physically upgraded in the vats and upgrades in Essence—especially accompanying transformation to the Colossus form—must also be undergone in the vats. Alchemicals of Essence 8 or higher form their own chrysalises to reach greater levels of Essence and enlightenment.

Alchemical Charms, as explained in Chapter Five, differ greatly from the purely Essence-based patterns of magic normally wielded by the Chosen. Any installation time regarding Charm Slots must be spent inside the vats, installed by qualified technicians. Charms may be constructed *ex vitro*, but experience is still spent to harmonize the Charm. Construction of Municipal Charms involves vast city projects with hundreds of workers, comparable to building a manse. Protocols must also be learned in the vats, as the miracles of the Machine God are physically downloaded into the Champion. Martial Arts Charms need not be constructed or installed, but learning them does require that the character have the Charm Perfected Lotus Matrix (see pp. 170-171) installed.

Backgrounds and Experience

The **Exalted** main rulebook gives rules for purchasing starting Backgrounds, but does not discuss how to raise a character's Backgrounds once play has begun. See the free **Exalted** errata, which is available for download from *http://www.white-wolf.com/downloads*. See also the discussion of Backgrounds in **The Manual of Exalted Power—The Dragon-Blooded** or **The Manual of Exalted Power—The Lunars.**

Alchemical Experience Costs

Trait	Cost	Installation/Construction/Training Times
Caste or Favored Attribute	current rating x 3	(added dots) weeks
Charm Slot (General)	6	1 day
Charm Slot (Dedicated)	4	1 day
Charm Slot (upgrade)	2	1 hour
Charm	6	(Min. Attribute + Min. Essence) days
Martial Arts Charm	11	(Min. Ability + Min. Essence) days
Man-Machine weaving protocol	12	3 days
God-Machine weaving protocol	14	6 days
Essence	rating x 9	(current rating) months

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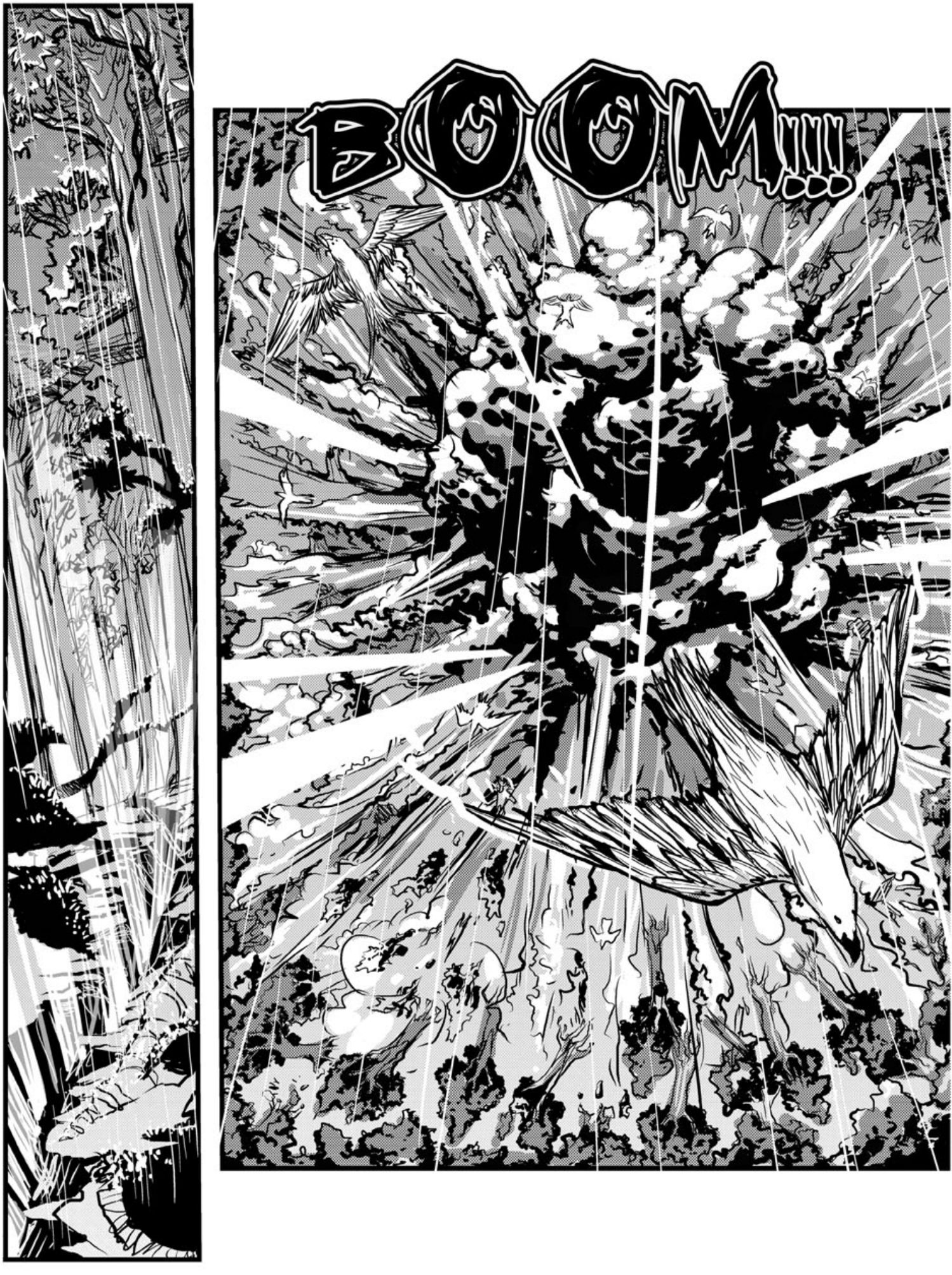
CROAK!
HSSSSS...
boom
boom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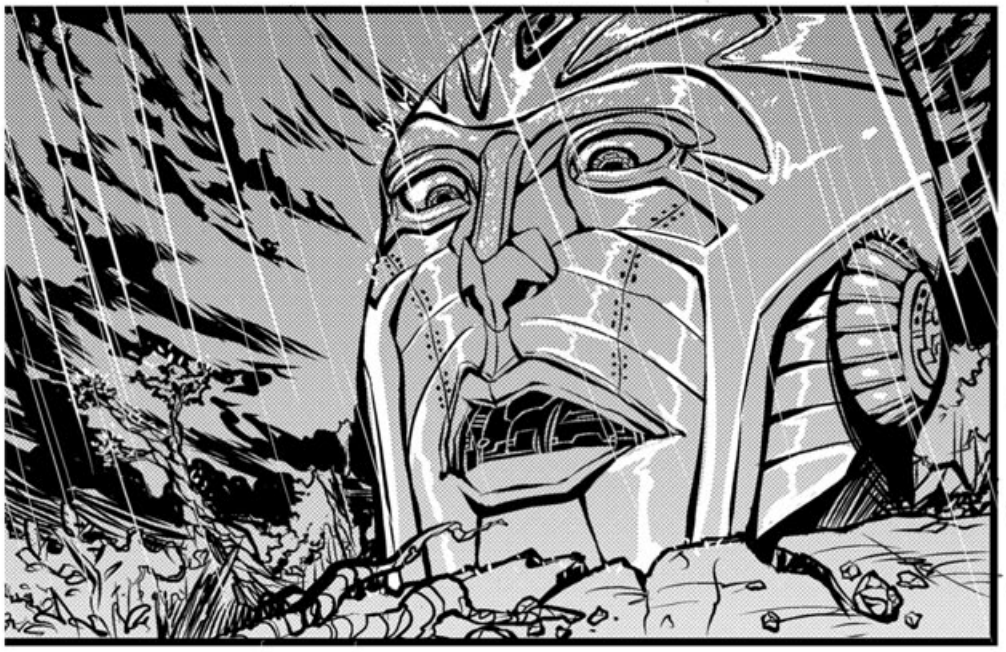

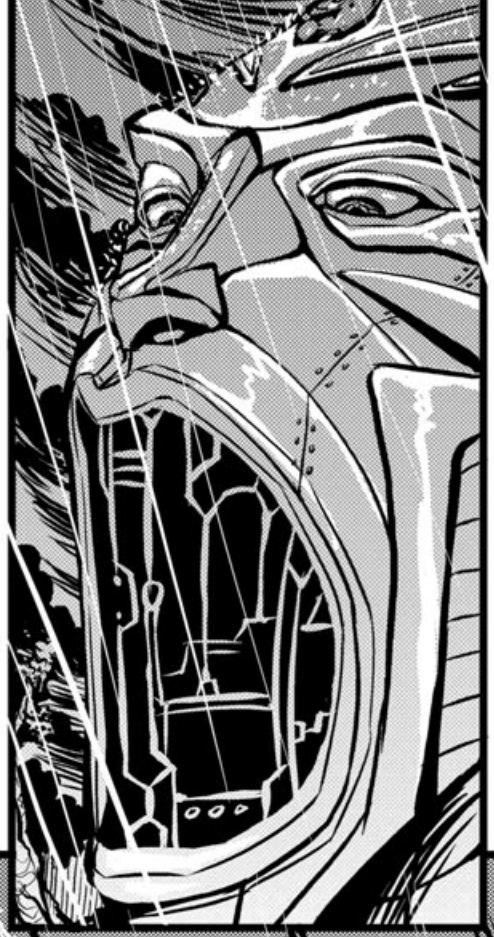

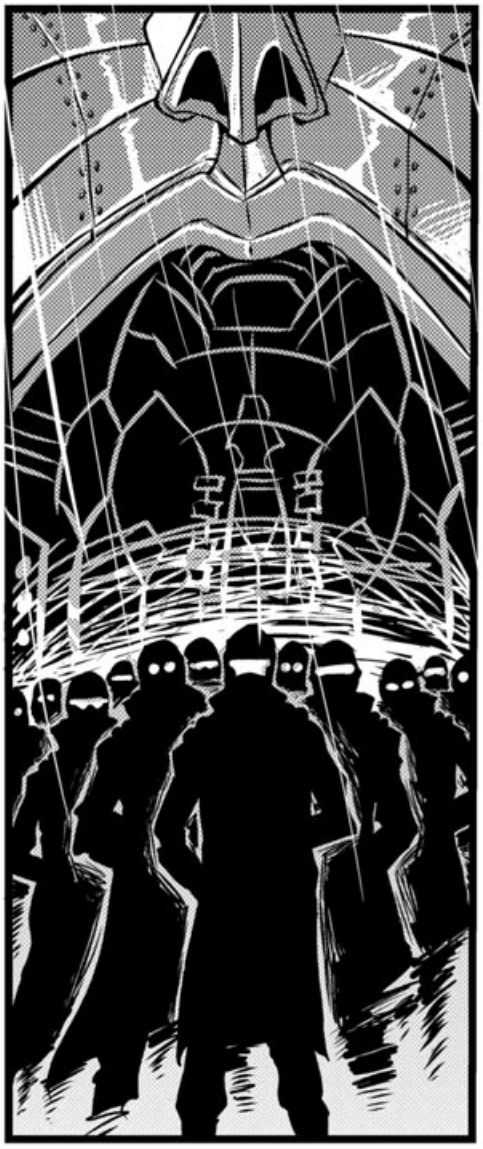

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ALCHEMICALS™

EXALTED SECOND EDITION

NAME: _____ CONCEPT: _____
PLAYER: _____ MOTIVATION: _____
CASTE: _____ ANIMA: _____

ATTRIBUTES

☐ STRENGTH _____ ●OOOO ☐ CHARISMA _____ ●OOOO ☐ PERCEPTION _____ ●OOOO
☐ DEXTERITY _____ ●OOOO ☐ MANIPULATION _____ ●OOOO ☐ INTELLIGENCE _____ ●OOOO
☐ STAMINA _____ ●OOOO ☐ APPEARANCE _____ ●OOOO ☐ WITS _____ ●OOOO

ABILITIES

WARFARE

ARCHERY _____ OOOOO
ATHLETICS _____ OOOOO
AWARENESS _____ OOOOO
DODGE _____ OOOOO
INTEGRITY _____ OOOOO
MARTIAL ARTS _____ OOOOO
MELEE _____ OOOOO
RESISTANCE _____ OOOOO
THROWN _____ OOOOO
WAR _____ OOOOO

LABOR

CRAFT _____ OOOOO
LARCENY _____ OOOOO
LINGUISTICS _____ OOOOO
PERFORMANCE _____ OOOOO
PRESENCE _____ OOOOO
RIDE _____ OOOOO
SAIL _____ OOOOO
SOCIALIZE _____ OOOOO
STEALTH _____ OOOOO
SURVIVAL _____ OOOOO

LEARNING

BUREAUCRACY _____ OOOOO
INVESTIGATION _____ OOOOO
LORE _____ OOOOO
MEDICINE _____ OOOOO
OCCULT _____ OOOOO

SPECIALTIES

_____ OOOOO
_____ OOOOO
_____ OOOOO

ADVANTAGES

BACKGROUNDS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

CHARMS

Name	Cost	Name	Cost

WEAPONS

WILLPOWER

O O O O O O O O O O

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

CLARITY/DISSONANCE

O O O O O O O O O O

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

VIRTUES

COMPASSION ●OOOO ☐☐☐☐☐
TEMPERANCE ●OOOO ☐☐☐☐☐
CONVICTION ●OOOO ☐☐☐☐☐
VALOR ●OOOO ☐☐☐☐☐

ESSENCE

● O O O O O

PERSONAL ____ | ____
PERIPHERAL ____ | ____
COMMITTED _____

HEALTH

SOAK

B_____ L_____ A_____

-0 ☐☐☐☐☐
-1 ☐☐☐☐☐ ☐☐☐☐☐
-2 ☐☐☐☐☐ ☐☐☐☐☐
-4 ☐
INCAPACITATED ☐

ANIMA

EXPERIENCE

Designed by the Great Maker Autochthon before the Primordial War, the Alchemical templates inspired the Exalts fielded by the Incarnae against their creators. Yet, during that war, Autochthon heard the Great Curse directed by his slain Primordial brethren. As the First Age progressed, he watched as that Curse twisted the minds of the Exalted. Knowing it was only a matter of time before the Solars' growing paranoia was directed at him, the King of All Craftsman gathered thousands of worshipers inside himself and fled to Elsewhere. Within his very body, these mortals built a highly advanced civilization, and to preserve it, Autochthon finally built his prototype Champions. Ever since, the artificial Chosen of the Machine God have kept the Eight Nations safe. But as the long-dormant Autochthon's health deteriorates, the threats the Alchemicals face grow ever greater. Can these Exalted save their world-god, or has Autochthon's flight to Elsewhere only ensured his demise?

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