

## DESIGN PHILOSOPHY ON 3E ALCHEMICAL CHARMS FOR THIS CONVERSION

- The rules and charms should be able to handle most, or at least 95% of situations. I tried to give them to the tools for the job, and while they may not be original my goal is that they should at least be able to do the job.
- I am not attempting to re-invent the wheel here. I am just giving Alchemicals many charms from the 2e and 1e Alchemical's book, attempting to make them as rounded as possible. Do not expect the hundreds of charms like 3e Solars, but expect to have a fairly well rounded and fleshed out option.
- I am trying to avoid giving Alchemicals solar duplicate charms when I can, but sometimes I can't figure out a good effect so I just throw them in there, such as social.
- In 3e there are quite a few solar charms that do many things. Alchemical charms are usually more narrow starting off, but get far more broad in scope with submodules.
- Charms will use distances in meters when referenced, not yards. I'm Canadian and I find the Imperial system a pain in the ass. Miles are still used, it's easier to say three miles than 4.8 kilometers.
- Installation costs are iffy I admit, and based off of a homebrew rule I used in 2.5e when running Alchemicals. I could redesign how Alchemical charm attunement works, but I don't feel the need to hash out something like that as I am lazy. Just note if you do that, Alchemical's become FAR more powerful, easily a step below Solars in combination with powerful charms and full mote pools.
- Many of the charms here are generalist. They are (hopefully) good, but a Solar specializing his field would be better. This isn't because of theme, but because I literally couldn't think of anything else.
- You may see me asking questions in bold on certain charms, be it notes for charms or things I'm concerned of. I'm leaving them anyways, as if anyone makes such things I'd be really grateful as I'm a lazy prick.

## Chapter 1: Character Creation

### ALCHEMICAL CHARGEN

#### **Step Zero: Notes**

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

- Manual of Exalted Power: Alchemicals Second Edition - This contains the relevant fluff for each Alchemical and discusses some things relating to their physiology.
- Exalted: Third Edition - Since this is a conversion to the third edition, you obviously want the rules mentioned in that.

- Shards of the Exalted Dream (Modern) - Take this if you plan on running a modern or Sci-fi game. It explains the concept of the settings.
- Compass of Celestial Directions: Autochtonia (Vanilla) - This book details a lot on Autochtonian society. While not essential, it really helps learning more in depth on each nation. Also, Clasat is the best nation. If you disagree, I will fight you.

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

Just like in Exalted 3e core, only this time the castes and their roles are a bit different than Solars. The castes are just the same as in Alchemical's 2e, and for more information on this section please read Manual of Exalted Power: Alchemical's Page 81. The Storyteller however will tell players what sort of Alchemical Mark they are before the game starts, as detailed below.

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

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

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

- Mark I - These are the traditional Alchemical's detailed in Alchemical's 1e and 2e. They are built from the state for the state and it's people, often relying on heavy infrastructure to support themselves. This is the standard for Vanilla Alchemicals.
- Mark II - A substantial upgrade from the Mark I series in terms of saving resources. Mark II's are more costly to make at the beginning, as they require even more resources than a Mark I Alchemical shunted into a specific place in elsewhere, but the end result in the long run is worth it to many. When a mortal places the Soulgem against her forehead, the anima banner of the new Alchemical flares to totemic as a giant pillar of light races to the sky while the soulgem immediately fuses to the head of the mortal while microscopic wires are injected into the mortal's nervous system, before the Soulgem begins to remake the mortal's body on a cellular level. Blacking out is uncommon during this step, as many Alchemical's can recall this as easily the most painful thing they've ever done. When the process is finished (Or the new alchemical wakes up), they find out they are completely converted over to a machine. Mark II's still need to attend VATS complexes in order to retrofit themselves with new charms or

upgrade their attributes. As a safeguard however, all new Alchemical's are preloaded with charms to ensure Champion safety in times of duress shortly after Exaltation.

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

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

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

## Step Two: Attributes

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

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

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

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

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

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

## Step Three: Abilities

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

## Step Four: Merits

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

- Alchemicals may spend 1 merit dot to gain one charm.

- Alchemicals in Vanilla games gain Class 3 for free. In case of Adamants, they may have Mentor 3 instead.
- Alchemicals get a lot of artifacts. Each merit dot spent buying an artifact counts as two instead at character creation only. This applies even to Modern or Sci-fi games, in which the Alchemical template is pre-loaded with specific artifacts.
- Alchemicals cannot take the Fountain of Power flaw if it exists later on (The one that merges your personal and peripheral pools)

### Step Five: Charms

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

Instead of a Supernal ability, Alchemicals have what are called **Overcharged** charm slots. While a charm is inside of an overcharged slot, the Champion's Essence is treated as Five for purposes of meeting the prerequisite in addition to treating all attributes as one higher for it and it's submodules. In addition any charm inside of an overcharged slot has it's attunement cost lowered by one mote, minimum zero. The only charms that can fit inside of Overcharged slots however are the ones relating to the Champion's caste, so choose wisely. You begin play with four Overcharged slots, and these do not need to be filled.

Additional charm slots, favored or general, may be purchased with BP or XP during play. However the amount of Overcharged charm slots do not change, so be careful what you install in these slots.

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

### Step Six: Intimacies and Clarity

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

Instead of Limit Break however, Alchemicals have Clarity. To see the fluff of Clarity, see page 112 of Manual of Exalted Power: Alchemicals. The crunch of Clarity will be detailed in this document later on. ...Assuming I didn't forget. I'm kinda jumping around here.

## Step Seven: Bonus Points

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

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

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

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

## Step Eight: Finishing Touches

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

- 5 dots of Willpower
- An Essence rating of 1.
- 1x -0, 2x -1, 2x -2, 1x -4, and one incapacitated health level. In addition Alchemicals automatically gain one -2 health level per dot of essence they possess. Meaning most of the time they will begin play with 3x -2 health levels which only goes up from there.
- An Alchemical's personal pool is equal to her (Essence x3) + 10 and her peripheral pool is equal to (Essence x5) + 40. WTF you may ask, why the hell do Alchies get more motes? See that personal pool? That will most likely be empty or near empty due to charm commitments.

### Step Nine: Character Advancement

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

Trait	Cost in Experience Points
Favored/Caste Attribute	Current rating x3
General Attribute	Current rating x4
Favored Ability	(Current rating x2) -1
Non-Favored Ability	Current Rating x2
Speciality	3 per speciality
Merits	3 per dot (if allowed)
Charms	6
General Charm Slot	4 per slot
Dedicated Charm Slot	6 per slot
Martial Arts Charm	10 per charm (Requires Perfected Lotus Matrix)
Evocations	10 per charm
Sorcery	10 per spell (Requires Man-Machine Protocols)

Willpower	8 per dot
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## Solar Experience

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

### Expression Bonus

In addition to the methods listed on page 207 of the Exalted 3e leak, Alchemicals may gain their expression bonus if they put themselves in incredible peril when acting on behalf of their state (or minister if Adamant Caste)

### Role Bonus

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

- **Orichalcum Caste:** Inspiring action by leading through example, pushing a new and innovative solutions to problems, serving as an inspiration to others, creating a lasting and meaningful work of mystical power in the world (such as forging a sorcerous working or artifact, or binding a demon to protect a valley until the end of the age), or solve problems by application of pure brute force.
- **Moonsilver Caste:** Being adaptable despite the situation and tools at hand (Such as defeating a Gremlin force with hungry Lumpen), gaining a significant advantage over a dangerous enemy through infiltration or stealth, protecting the Assembly or those the Alchemical holds a defining intimacy towards without them realizing there was a threat, solving a problem with quick thinking and wits on the fly, or removing a major impediment to the character's or Circle's goals through assassination, blackmail, or other underhanded means
- **Jade Caste:** Inspiring action through the power of unity and teamwork, take on burdens considered too large/dangerous for normal men and succeed (such as literally working all night on paperwork), being considered a critical component in some great work/project/task, risking one's life in order to protect a major or defining intimacy, enduring great hardship in the name of a Major or Defining Intimacy, or bringing two or more parties with a meaningful dispute to accords.
- **Starmetal Caste:** Using subtly or guile to solve complex problems, providing wise counsel that ends up being instrumental to the success of another, having a back-up plan or contingency plan prepared for some major event, removing a major impediment to the character's or Circle's goals through assassination, blackmail, or other



underhanded means; or solving a significant problem or crisis through the application of knowledge or through education.

- **Soulsteel Caste:** Being the “Bad” Cop, upholding or protecting a Major or Defining Principle and/or the state through “criminal” means (larcenous association, torture, robbery, poisoning, and so forth), hunting down and bringing those that violated Autochtonian law to justice (Organization the Alchemical is a part of in Modern), exploiting the law to your benefit and have your actions still be ‘just’ legal by the word, or striking fear or hesitation into the hearts of your foes.
- **Adamant Caste:** Using subtly or guile to solve complex problems, solving problems in dire situations with rational decisions, Removing a major impediment to the character’s/Circle’s/Minister’s goals through assassination, blackmail, or other underhanded means, providing cryptic or anonymous information that ends up saving lives or some organization, being the mediator being disputes, and finally helping to solve major problems when people are not aware of your involvement in said problem.

## Chapter 2: Traits

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

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

## **CLARITY**

*Executing Execution.exe*

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

### **Gaining Clarity**

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

- **Transhuman Essence:** Alchemicals gain one point of permanent Clarity for each dot of Essence they possess over five.
- **Suppressing Intimacies:** Whenever the Alchemical spends a willpower on a decision point to go against one of her intimacies, she then gains clarity equal to the intimacy if she didn't use a higher level intimacy to defend it, by doing so she gains one clarity. Once per scene, she may attempt to defend against a social attack that goes against the ideals of clarity treated as a defining intimacy, but she gains +2 clarity for doing this. Once her clarity track increases, she may do this a [additional Clarity/2] times a scene, to a maximum of her essence.
- **Emotions:** Seeing a loved one return home after a war, it's only natural for a human being cry. Whenever Alchemicals attempt to suppress their emotional state (typically from the instill action), they gain one clarity. This isn't a case of wearing your heart on your sleeve, but this is literally convincing yourself that you're not actually sad or happy.
- **Forsaking Humanity:** Alchemicals gain a point of temporary Clarity after spending a full week without meaningful, nonviolent human contact of any kind. Other Alchemical Exalted do not count as humans for this purpose.
- **Charms:** Charms with the Exemplar keyword bestow permanent Clarity while they are installed. Some Charms grant temporary Clarity when they are invoked, as well. See Chapter Five for more details.

### Losing Clarity

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

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

## Effects of Clarity

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

0-2:	The Alchemical's thought processes and behavior seem as ordinary and human as her traits and intimacies would indicate.
3-4:	The Exalt grows notably colder, though not inhumanly so. She seems faintly impatient with and disdainful toward mortal failings. In general, she has less time for people. All social rolls not pertaining to intimidation suffer a -1 <b>dice</b> (not successes) penalty, unless the Alchemical is interacting with an Autochthonian spirit, automaton or Alchemical of equal or greater Clarity. In those instances, the Exalt enjoys a +1 situational bonus die. At this range of Clarity, things that only have a faint attachment to the Alchemical just seem less important. Minor intimacies cannot be used for defense or for charms. Any minor intimacy that is tied or related to a defining intimacy is unaffected however. As are minor intimacies toward things that directly support her defining intimacies or are of regular material benefit or hindrance to the Alchemical remain unaffected.
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

	<p>the prompt filing of disciplinary reports with the defective mortal's superiors otherwise. The thrum and boom of distant gears sometimes impresses itself on the Alchemical in her dreams. All bonuses and penalties from the previous stage double at this level. The Alchemical may no longer gain benefits from Minor intimacies at all and Major intimacies may only be channelled if they related to a defining intimacy in some form. Such Intimacies may remain only if they are valued for strategic import alone. Antagonistic Major or Minor Intimacies at this level of Clarity may be sustained only if the subject of the Intimacy is a serious, ongoing threat to the Alchemical or her goals. Emotional Intimacies of friendship may be retained only if this friendship is of material benefit to the Alchemical.</p>
<p>8-9:</p>	<p>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 Attributes, and rolls involving memory, analytical deduction or dispassionate self-control. This does not count as a charm bonus. The Alchemical may now retain emotional Intimacies of friendship only if such ties directly support a defining intimacy. Major or minor intimacies based on love disappear at this range of Clarity unless the relationship is of material benefit to the Alchemical.</p>
<p>10:</p>	<p>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</p>

	<p>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 instill actions to inspire compassion or love at this level instantly fail unless aided by a three die stunt. The Alchemical may sustain no emotional Intimacies at all. Groups, objects, nations and individuals are valued only for their utility in fulfilling the Exalt's goals. Grand Autocrat Kerok of Yugash might be retained as an Intimacy, for example, but only because he is an unusually effective leader and policy maker, and extraordinary measures should thus be taken to see that he is preserved. Defining intimacies still maintain the strength they always had, and for Alchemicals who make friends with mortals to help rid them of clarity, an amazing deal of trust is seen in the friendship for the Champion to let the mortal see what she holds closest to him.</p>
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Gremlin Syndrome has the same 'benefits', only instead of clarity it can channel things related to the Void and Clarity is converted into Dissonance. A Clarity 10 Alchemical with Gremlin Syndrome is also treated as being in a permanent version of the limit break Deliberate Cruelty so long as he has that clarity level.

## VATS

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

## PREGNANCY (OR LACK THEREOF)

By default, all Alchemical's have the Sterile flaw. But if you want the ability an Alchemical to sire children somehow, go ahead. I don't care. Just remove the flaw.

## ALTERED AND NEW MERITS

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

## **ARTIFACT**

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

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

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

It is worth remembering that artifacts, like everything else, are considered state property. This includes even artifacts crafted by an Alchemicals own hands. "I made this, so it's mine" has never been a sanctioned mode of thought in Autochthonia. Still, players need not fear their artifacts being summarily revoked without good reason. Centuries of propaganda efforts have shown that Champions are more strongly identifiable to the Populat when consistently depicted wielding the same storied weapons and armor, or deploying their own cunning inventions on behalf of the state.

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

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

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

## **FAMILIAR**

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

## **STRONG LUNGS**

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

## **ANYTHING ELSE**

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

## **CLASS (NEW) (•-•••••) - STORY**

This Background denotes a character's place within the rigid society of Autochthonia. It subsumes the functions of Influence, because jurisdictional authority is incorporated directly into an Autochthonian's social class. It subsumes Resources, because although Autochthonia does see some bartering and trade, particularly between nations, it has no fixed monetary unit (unless you're from Claslat), and individual hoarding is strongly discouraged. It subsumes Followers, because cults of personality are outlawed as disruptive. A social class's administrative burdens dictate how many assistants and followers one of its members may requisition or appoint to assist in his labors.

While an observer from Creation might believe Alchemicals stand outside of this rigid system, the truth is that they are enshrined in a special position as state-sponsored heroes. Unlike Creation's Exalted, these industrial czars, technological innovators and mechanized warriors do not rule. Instead, they perform epic feats on behalf of their nation. Greater degrees of autonomy, luxury and authority to requisition goods and personnel are granted as they labor for the good of their mortal brethren. As such, all Alchemicals (save for those of the Adamant Caste) begin play with Class ••• for free and may raise it with bonus points to reflect a particularly illustrious service record before play begins. Autochthonian mortals exiled or born into outcast colonies do not use this Background and must scrape together a subsistence using Followers, Influence and Resources. As do Modern or Sci-fi Alchemicals. Sucks to be you.

None	This is the rating of the Lumpen underclass and, in games where the Seal of Eight Divinities has been breached, of slaves from Creation. Class 0 provides a tolerable standard of living equivalent to Resources 0, but imposes a -1 penalty on all social interaction with individuals of higher Class.
•	As a general laborer or aide of the Populat, your character enjoys a sparse but

	<p>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.</p>
<p>••</p>	<p>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.</p>
<p>•••</p>	<p>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.</p>
<p>••••</p>	<p>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</p>



	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.

### **EIDOLON (●-●●●●●) - INNATE**

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

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

## **ANIMA BANNER**

*\*Shonen Protagonist Yell\**

The anima banners of Alchemicals fade at the same rate as those of the Solar Exalted, following the same rules. Any Obvious Charm powered with Peripheral Essence physically crackles and glows with Essence discharges as indicated here during the action when it is

activated. These discharges continue throughout the duration of the Charm's use, if its effect persists for longer than one action.

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

	through vents in powered armor, gears boom with the unmistakable grinding of metal. This display recedes when the Exalt's DV next refreshes. It occurs automatically the first time in a scene that the Exalt spends Essence at this level, but for the remainder of the scene, such displays only occur when the Alchemical's player deems it dramatically appropriate.
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Wondering what anima powers Alchemicals have? Well I tried wracking my brain for them, and there's what I got after some naval gazing.

### **CASTES**

- Orichalcum
  - +ESS to all withering damage when Burning anima level.
  - +ESS to FoS.
- Moonsilver
  - "Phantom" initiative. For purposes of turn order, Moonsilvers are counted as having (3 or ESS, whichever is higher) additional initiative for purposes of turn order only when at burning level or higher.
  - +ESS to DEX+ATH rolls, or anything that emphasizes quicksilver speed.
- Jade
  - +ESS to soak and +ESS/2 hardness (stacks) when at burning level or higher.
  - +ESS to Resistance rolls when flaring, or anything to represent enduring toughness.
  - Gain +ESS/2 additional dice when attempting to use the instill action.
- Starmetal
  - +ESS/2 to join battle, Accuracy, and damage when at burning level or higher.
  - Attuned to the fabric of reality with starmetal itself, Starmetal's gain +2 resolve against illusionary effects or those that would warp their memory.
- Soulsteel
  - The best and most ruthless detectives in Autochtonia. +ESS to rolls of investigation when flaring. In battle, you may use intimacies you know of the opponent against their defense as if it were their resolve. Against beings that know no fear or intimacies treat them as having a minor one.
  - The Soulsteel is considered to always be able to threaten or intimidate someone, being made of ghost metal does that to you.
- Adamant
  - Upon reaching Burning anima level in combat, the Adamant's emit a special radiance that lasts for the rest of the scene, causing their memories of the scene to be distorted. Instead of the Champion they may have seen a god, spirit,

another champion, or that they did everything themselves. Anything to rationalize it as something else. This effect is automatic and any attempt to remember for what it was needs something to jog their memory (such as revisiting the scene) AND invoking a defining intimacy, once that is completed the victim may spend three willpower in a decision point to properly remember what happened, including the caste and identity of the adamant. In modern games capturing the Champion on film is of no use, as the footage or pictures will always be too blurry due to the Champion's natural distortion effect, even with charm based recording methods. Adamants are warned however, that if someone catches them rooting around the Autocrat's office, they will still remember \*something\* rooting around in the office, just not \*what\*.

- When the Adamant's banner goes burning in combat, any weapon they have is considered to have the piercing tag.

## Chapter 3: Charms

### ON CHARM INSTALLATION AND COSTS

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

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

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

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

Unlike Solars, who treat their charms as enhancement of their natural technique, charms for Alchemical's are external, tangible things that are well known. However despite similar operations, each charm is unique to each charm. It could be as small as having the size adjusted between champions, or it could be as completely different as having Piston Driven Megaton Hammer being a sonic pulse that pulverizes matter instead of a large piston. It's

important to note that despite these distinctions both versions of the charms function the same, however it could lead to other custom charm ideas or custom submodules depending on the version.

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

Submodules, unless listed otherwise, have a cost of 6 XP.

### **NEW KEYWORDS**

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

## **GENERAL**

### **FIRST (ATTRIBUTE) AUGMENTATION - ESSENCE INTEGRATED**

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

**Keywords:** Stackable

**Duration:** Permanent

**Prerequisite charms:** None

For areas of endeavor integral to an Alchemical's designated legend, temporary boosting via mote expenditure is too inefficient. This Charm may purchased for any of the Alchemical's

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

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

## **SECOND (ATTRIBUTE) AUGMENTATION - ESSENCE IMPRINTED**

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

**Keywords:** Internal

**Duration:** Permanent

**Prerequisite charms:** None

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

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

### **TRANSPUISSANT (ATTRIBUTE) UPGRADE**

**Cost:** 0m [1m]; **Mins:** (Attribute) 5, Essence 2; **Type:** Reflexive

**Keywords:** Dual

**Duration:** Instant

**Prerequisite charms:** None

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 up to (Essence/2) dice into automatic successes for which the Alchemical has a speciality in whenever they apply to an action using that Attribute. This includes natural specialities as well as any conferred by Charms or other sources. If the action is a physical attack, the total number of successes added by the charm converts into post-soak damage into successes against creatures of the void on a *withering* attack and for *decisive* attacks adds an amount of dice from threshold successes against the target's defense to a maximum of successes given. If the action consists of a social attack of some sort, then the Alchemical's influence costs an additional willpower to resist.

#### **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 any rewards stunts may bring in case of other charms. 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

**Keywords:** Dual

**Duration:** Instant

**Prerequisite charms:** Any Attribute Augmentation

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. **I have included this charm for legacy reasons, but I do wonder whenever it should be removed for being potentially too overpowered.**

### **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 1; **Type:** Supplemental

**Keywords:** Withering only

**Duration:** Instant

**Prerequisite charms:** None

*The straightest route, the shortest path!*

This Charm takes the form of a soulsteel-capped piston ringed with Essence injection vents in one of the Alchemical's limbs. Upon making a close combat attack with the selected limb, the piston may be triggered with a terrible whistling shriek of steam and an explosive bang, an explosion of force multiplying the force of a blow many times over so that the slightest nick will rattle the opponent many times over. When an unarmed **withering** attack is used with this charm the Champion may double up to Strength extra successes on the damage roll.

### **Submodules:**

*Optimized Demolition Vibration* (Essence 2, 2 XP): A thin coating of Starmetal aligns the Alchemical's fist, allowing him to transmit vibrations from his fist to other brawling aids, such as Tiger claws or smashfists to be treated as brawling aids for the purpose of this charm.

*Chaos Defeating Algorithms* (Strength 4 Essence 3): The damage in battle is chaotic and unknowable. A timer built into the piston not only times the moment when a strike would be most beneficial, but also the most damaging. Reroll all 1's on damage rolls and keeping rerolling until they fail to appear. When this submodule is installed, Piston-Driven Megaton



Hammer gains the dual keyword and can apply this submodule, and only this submodule, to **decisive** attacks.

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

### **EXPLOSIVE KINETIC FORCE AMPLIFIER**

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

**Keywords:** Dual

**Duration:** Instant

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

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

Adamant chronometers inside of the Alchemical's arms are calibrated so that whenever the Champion throws a weapon with the thrown tag, the piston is fired off at the exact moment needed to optimize distance, allowing the Alchemical to make distances of long range. An aim action is still needed to attack enemies from medium range onwards however.

#### **Submodules:**

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

*Pressure Bolt Burst (Essence 2, 3 XP):* A single simple bolt can explode out with enough force from a bursting pipe to blow through a man's head with ease and almost impossible to notice. This submodule attempts to replicate this phenomenon, by ejecting a thrown weapon with more force and greater speed. When using a thrown attack at short range then the opponent's defense is considered one less.

### **ELECTRIFICATION ONSLAUGHT DYNAMO**

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

**Keywords:** Dual

**Duration:** One Scene

**Prerequisite charms:** None

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

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 Champion's body hums and crackles with arcs and blasts of lightning in hues characteristic of his anima. When making

an unarmed **withering** attack, electricity snaps and crackles off of the Alchemical and into that of the opponent. For the rest of the scene, the Alchemical's minimum damage becomes that of his Strength +1, so a strength 6 Alchemical has a minimum damage of 7. Secondly all damage done by the Alchemical is considered lethal.

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

You don't like this informal language? Too bad. It's me, unprofessionalism.

### **Submodules:**

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

*Superconductive Current Flow* (2 XP): This submodule adds a dynamo directly into the palm of the Alchemical's hands, allowing him to flood a weapon of his choice full of electricity. The weapon then gains all the benefits of Electrification Onslaught Dynamo.

*Omni-Conductive Energy* (Essence 2): This submodule allows the Alchemical to ignore any mundane metallic armour, as the electricity generated by the attack allows the Alchemical to cut straight through and mundane armour.

*Overcharged Elemental Mode* (Strength 6 Essence 3): The Alchemical focuses deeply, bringing out his inner reservoir of power. His arms then erupt into a torrent of power, those watching unable to tell where the electricity begins and his arms end as he becomes the element endowed in question. When activated all of the Champion's attacks reroll all 10's on the damage roll. Additionally they embody the unrelenting fury of lightning as well, gaining a single automatic success on any attack roll against an opponent with lower initiative.

### **Gain more damage/accuracy when in good health via Pain Suppression Nodes?**

#### **IGNITION NOVA DISCHARGE**

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

**Keywords:** Decisive Only

**Duration:** Instant

**Prerequisite charms:** Electrification Onslaught Dynamo

*BURNING! BBBBRRRRRREEEEEAAA KKKKEEERRRR!*

An expansion of the pathways that the dynamos contain allow for additional, explosive bursts of power when the Champion's of Autochthon deem it most necessary. This charm may only be

used when Electrification Onslaught Dynamo is active, exploding into a torrent of elemental energy for the briefest instant in a **decisive** attack with a base damage of the Alchemical's (Strength). Damage done by this attack does not include the Alchemical's initiative, nor does it reset her to base initiative afterwards.

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

### **Submodules:**

*Anima Energization Blast:* Upon activation of the charm, the Alchemical may sacrifice up to three anima levels, each one sacrificed adding one automatic damage to the attack and turning one post soak die into an automatic success.

*Patriotism Roar Engine (3 XP):* It's the champions who embody the best of their god and state that roar ahead of the others. The damage of the decisive attack is increased by an amount equal to the (stunt level x2).

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

### **MAXIMUM ACTIVATION MODE**

**Cost:** 13m 3a 1WP; **Mins:** (Any Mental Augmentation) 5, Essence 4; **Type:** Simple

**Keywords:** None

**Duration:** One Scene

**Prerequisite charms:** Electrification Onslaught Dynamo

*Trans-AM! Kidou!*

This charm is a direct modification to the Champion's Essence Core, called "MAX-ACT mode" for short. Normally the essence core of the Champion produces essence at a present rate while excess amounts are stored for later use. Upon use of this charm, the champion releases all of his essence at once in a fountain of power, unleashing the maximum potential of Autochtonia's champions while pushing their bodies to the utmost limit. This charm is activated by reflexively accepting one point of clarity, which instantly causes the Alchemical to flare not only to his Totemic and remain there for the scene, but also cause his very skin to glow in the same color of his anima. When activated this charm provides a number of benefits. First all damage for the

rest of the scene (**withering** or **decisive**) gains an additional +3 raw damage, an additional non-charm success to any roll whenever at least three 7's appear in the roll, attack rolls and **withering** damage rolls count 3's as successes (4's, 5's, and 6's do not), may rush opponent's up to three range brands away from them (and move up to two range brands if the opponent is at long distance or higher) and when using Disengage may move an additional range brand (two total) if an opponent attempts to close the distance with them again. Lastly, the Alchemical may use Ignition Nova Discharge's anima levels without actually consuming her anima.

This amount of power comes at a cost, for after the charm is over the Alchemical's anima banner immediately muted and he loses all motes in all pools he has. Furthermore, he cannot recover motes *from any source* for a total of (His natural Permanent Essence + 1) hours, his essence core struggling to replenish it's vital systems. Any and all non-permanent charms are also immediately terminated.

### **Submodules:**

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

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

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

## **ESSENCE IRRADIATION CORONA**

**Cost:** 2m; **Mins:** Strength 2, Essence 2; **Type:** Supplemental  
**Keywords:** Dual  
**Duration:** Instant  
**Prerequisite charms:** None

Four collapsible prongs are housed in one of the Exalt's limbs. When activated, they rise up and arc forward, bathing his attacking limb or weapon in an unstable Essence field that explodes upon contact with an enemy. On a **Withering** attack, one die of it's post-soak damage converts into an automatic success. On a **decisive** attack, the damage roll is counted as having double 10's.

**Submodules:**

*Optimized Trauma Upgrade* (Strength 3, 3xp): A red jade coating applied to the Charm's emitter arrays render its Essence field especially volatile. A **withering** attack adds one die to it's post soak damage while a **decisive** attack allows one threshold die of damage to be applied to the raw damage.

*Field Stabilization Fins* (Strength 4, 3xp): Retractable white jade fins adorn the Charm's emitter prongs, stabilizing its Essence field. A **withering** attack enhanced by this submodule adds three dice to its raw damage. A **decisive** attack adds one die to it's raw damage.

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

**CALCULATED PRECISION STRIKE**

**Cost:** 3m; **Mins:** Dexterity 2, Essence 1; **Type:** Supplemental  
**Keywords:** Dual  
**Duration:** Instant  
**Prerequisite charms:** None

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

A small scanner built into the Alchemical's eye scans an opponent for weakness, while accelerator's in her arms allow her to make sure her next strike is the most optimal it can be. This charm allows the Alchemical to reroll up to (DEXTERITY) 1's in her attack pool, and may keep rerolling them so long as she has dice left to roll.

**Submodules:**

*Moonsilver Streamlined accelerators* (Essence 2, 4 XP): This submodule allows the Alchemical to reroll 2's as well, but the cost to reroll such dice count as two 1's.

*EX: Archon the Spymaster attacks an opponent with her Adamant short beamklaives. She has Dexterity 5 and rolls two 1's and one 2 in her withering attack pool. She decides to use three of her (dexterity) one's to reroll the two 1's and single 2. In her reroll she rolls 10, 2, 1. Archon may reroll the one as she still has 2 dice left for rerolling, however she cannot reroll the 2 as that is the same as two 1's, thus needs to leave it be. If she rolled another 1 in the reroll, she would not be able to reroll that either.*

### **DIAMAGNETIC SUPERCOLLIDER DRILL**

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

**Keywords:** Dual

**Duration:** Instant

**Prerequisite charms:** None

**Original Author:** The Demented One

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

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

#### **Submodule:**

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

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

*Maximum Penetration Overcharger* (4xp): Adamant saw-teeth line the grooves of the drill, grinding down anything that the orichalcum drill cannot pierce itself. For a surcharge of one mote, attacks enhanced by this Charm ignore (Strength/2) hardness.

*Oscillating Excavation Press:* When used to enhance an attack against an inanimate object, this Charm doubles the raw damage of the attack for a surcharge of one mote.

*Relativistic Cyclotron Accelerator* (Essence 2, 4xp): For a surcharge of one additional motes, attacks enhanced by this Charm ignore all soak from non-magical armor and any artifact armor with a rating less than the Alchemical's Essence. Armors created by Charms, spells, and other magical powers whose creator has a lower Essence rating may also be ignored. For a 1WP surcharge, the Champion may ignore things of equal essence.

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

### **TOROIDAL SHOCKWAVE CATALYST**

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

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** None

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

#### **Submodules:**

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

*Disorientation Strobe Lights* (3 XP, Essence 2): Anyone who is blasted back by this charm and wishes to engage the Champion in close range again has three dice subtracted from the roll to do so due to disorientation. This counts as a penalty.

*Order-Asserting Pulse* (Strength 4, Essence 2, 5xp, Non-Lethal Subjugation Protocols and Disorientation Strobe Lights): The Axiomatic energy released by the Charm is especially

disruptive to creatures of the Void, increasing the duration of the Crippling penalty caused by Disorientation Strobe Lights is increased to two actions instead of one. Beings penalized this way also cannot rise from prone as part of a flurry and must devote their full effort to struggle to their feet. This submodule may be installed a second time at (Strength 6, Essence 3), removing the Axiomatic keyword by extending its benefits to all adversaries.

*Holocaustic Fury Device* (Strength 4, Essence 3): If the Alchemical pays an extra Willpower, the Charm's energy burst is also superheated. The entire radius of effect can be spotted from 10 miles away barring obstruction and blazes as a white-hot bonfire of smoldering plasma, burning victims caught in its energy once before they are hurled to the smoking edges with the same traits as that of a bonfire (Exalted 3e leak pg 279). These flames last a minute before going out, though objects taken outside the radius immediately cease burning. Once ignited, the fire will not burn the Champion or his personal possessions until the end of his next action, giving him a chance to escape unscathed. Hardier Alchemicals may use the burning zone as a sniper nest or to roast a grappled opponent alive. Using Shockwave Catalyst this way will not blow back the grappled target.

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

*Kinetic Recycling Program*: If the Alchemical succeeds in blasting everyone around him, he may immediately make a free **withering** or **decisive** attack against any enemy that was blown back. This cannot be used with Shock and Awe Cannonade Delivery.

**Higher power version out to short? People need to actually rush to try and get to Alchemical?**

### **SHOCK AND AWE CANNONADE DELIVERY**

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

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Toroidal Shockwave Catalyst

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

**Submodules:**



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

### **PROTOSYNTHETIC AMMUNITION REPLICATOR**

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

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** None

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

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

#### **Submodules:**

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

*Tactical Reloading System* (2 XP): The reloading systems are given a few minor tweaks, and now the charm is capable of reloading ammo that doesn't even come from this charm reflexively, so long as the Alchemical has ammo available on him. A second purchase of this submodule at Essence 2 for 4 XP allows the Alchemical's fabrication matrix to design magazines of ammo for pistols or assault rifles. Large ammo boxes are too large for the Alchemical to print off, but instead he can attach an ammo belt from his fabrication matrix to the weapon to print off rounds as needed. Even strafing attacks or covering fire only cost him a single mote this way.

### **AIM-CALIBRATING SENSORS**

**Cost:** 3m [1m]; **Mins:** Perception 2, Essence 1; **Type:** Supplemental  
**Keywords:** Uniform  
**Duration:** Instant  
**Prerequisite charms:** None

*Target: Rock-On*

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 penalties to the enhanced attack. Things such as thick fog or high wind are automatically compensated when making the shot. Cover bonuses still remain.

#### **Submodules:**

*Laser Range Finder* (Perception 4): Advanced pathfinding allows the Champion to make a shot up to medium distance without requiring an aim action. If the champion's weapon has the range, they may even attempt a range up to long. A repurchase of this charm at Essence 2 allows targeting at a range of extreme, but the Champion must take an aim action as normal and pay for this charm again for every additional range band after extreme.

*Pinpoint Accuracy System* (Perception 6 Essence 2): For a surcharge of 2m the Alchemical may treat the accuracy of her weapon as the most beneficial range possible (Close for thrown, short for bows) when making **withering** attacks. If this charm is used when the target is already at that range, their defense suffers a -1 penalty. This does not enhance melee, brawl, or non-ranged martial arts attacks.

*Probability Lock-On Analytics* (Perception 5 Essence 2): The inside of the Alchemical's retina is covered in a thin film of starmetal, allowing him to see the paths a target will most likely take. For a surcharge of 1WP an Alchemical may take an aim action as a reflexive action.

#### **RECURSIVE FRACTAL TARGETING CALCULATIONS**

**Cost:** 7m 1WP [1m]; **Mins:** Dexterity 5, Essence 2; **Type:** Simple  
**Keywords:** Decisive Only  
**Duration:** Instant  
**Prerequisite charms:** Aim Calibrating Sensors

*ORAORAORAORAORAORAORAORAORAORA...*

A web of hair-thin wires stretches across the Alchemical's cheek from the corner of her eye, disappearing beneath her skin at the 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 Calculation creates a series up to (Lower of Dexterity or Wits, maximum 5) attacks and must be directed against a single target or battle group. The Champion divides the damage of the attack as evenly as possible and all attacks must have at least one initiative applied to it. The Champion does not reset to base initiative until all attacks have been resolved and only loses initiative for base attacks if *all* attacks fail to connect. In addition, for every attack that misses the Champion gains +1 aim dice as she zeroes in on her target to a maximum of 3, losing all aim dice upon landing a successful attack.

#### **Submodules:**

*Nova Blitz Bombardment* (Essence 3, 4 XP): The damage of the attacks increases with what attack it's on, +1 for first, +2 for second, etc... A repurchase at Dexterity 6 allows the Alchemical to add whatever aiming bonus she has to the damage as well.

*Enhanced Mind/Body Synapses* (Dexterity 6 Essence 3, 4 XP): The Alchemical may now launch an additional attack and uses the higher of her Wits or Dexterity.

*Blitzkrieg Assault System* (Dexterity 6 Essence 3): Instead of a limited number of attacks, the Alchemical may continue making attacks until she either misses or crashes her enemy.

#### **ALL-INCLUSIVE TARGETING CALCULATIONS**

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

**Keywords:** Decisive Only

**Duration:** Instant

**Prerequisite charms:** Recursive Fractal Targeting Calculations

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

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, only blocked. This attack is usable once per scene and may be reset by incapacitating a strong or noteworthy opponent.

#### **Submodules:**

**Withering attack addition?**

#### **COILGUN BOOSTER SYSTEM**

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

**Keywords:** Dual

**Duration:** Instant

**Prerequisite charms:** Aim-Calibrating Sensors

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

#### **Submodules:**

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

#### **SUBLUMINOUS ONSLAUGHT MISSILE**

**Cost:** 10m 1WP; **Mins:** Strength 7, Essence 3; **Type:** Simple

**Keywords:** Decisive Only

**Duration:** Instant

**Prerequisite charms:** Coilgun Booster System

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

When powered down, this Charm simply adds additional mass and girth to one of the Alchemical's forearms and connecting to a ranged weapon in his possession. Upon activation, panels split aside, and a heavy, tube-shaped mechanism folds out and extends its telescoping barrel just over his wrist. Tubes and wires connect this machine to the underlying supports and bulbous Essence capacitors housed inside the arm itself, carrying power and high-pressure steam. An activated system hisses from venting pressure valves and thrums ominously as it charges, making it extremely obvious to all onlookers that it is a highly dangerous magical weapon. The Exalt makes an attack with his archery or firearms weapon as normal, however the range of the weapon is now one mile total distance, but at least out to extreme (whenever the Exalt can actually spot targets from this distance is another matter altogether). The Champion adds (Essence x2) dice of damage to the **decisive** attack that halves any defense that may be

applied to it. The velocity of the shot is incredible, enough to borrow straight clean through multiple targets. If the missile successfully damages anything it hits, then apply the remainder of any dice that did not show up as a success on the last damage roll. Finally, a wave of displaced air and thunderous, concussive force follows the projectile, knocking victims of human size or smaller back by an amount of distance as if they were hit by Heaven Thunder Hammer if they hit an object out to medium range rather than skidding across the ground, all others within close range of the line of travel are blasted back a range brand if they fail a (Stamina+Resistance) roll with a difficulty of the Champion's essence to remain standing. This damage may be lethal if the shockwave blasts the victim into a sharp or otherwise deadly surface.

### **Submodule:**

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

**Another submod that makes it so only one die is lost upon punching through objects**

**Another submod to see if you can keep up to TAP's damage**

**Another submod to make a decisive that doesn't reset once per scene or something.  
Reset upon hitting three people in a row with normal decisive**

### **TRANSMODAL RAPID TARGETING SYSTEM**

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

**Keywords:** Decisive Only

**Duration:** Instant

**Prerequisite charms:** Aim-Calibrating Sensors

*Blow it out your ass.*

This Charm takes the form of an advanced lattice of synthetic neural clusters and psychokinetic vector modulators painstakingly wired into an Alchemical's arms, spine and brain. Externally, this nerve-lattice appears as a set of geometric tattoos and filigree that glows when powered with Peripheral Essence. Upon activating this charm the Champion may make ranged attacks up to (Essence +1) times attacking either the same opponent or multiple opponents, provided so

long as each attack as three initiative and the attack is spread as evenly as possible between all opponents. The Alchemical's attack ricochets between each target, either punching clean through them or bouncing off of them before heading to the next target. In addition, every 10 on the attack roll adds one damage to the damage of the final attack.

#### **Submodules:**

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

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

#### **DEDICATED HARMONIC TARGETING**

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

**Keywords:** Dual

**Duration:** Instant

**Prerequisite charms:** Aim-Calibrating Sensors

The Alchemical locks onto a single target she can currently perceive. Through the resonant Essence nodes of this Charm located on her wrists, she imprints an echo of that signature on a single projectile as she fires or throws it. The projectile dissolves into a harmless and intangible Essence bolt, passing through even dematerialized beings on the way to its target. This 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 3): For an increased activation cost of two additional motes when making a **withering** attack, the enhanced attack is unsoakable. Armor created by Charms, protocols and other magical powers whose creator has a lower Essence rating may also be ignored unless they soak the unsoakable.

#### **ELECTRIC ATTRACTION GENERATOR**

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

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** None

*I vill break you!*

This charm takes place as small Orichalcum conductor coils around the Alchemical's arms, allowing her maintain a grip on even a slippery Oloorong. This attack supplements a grapple gambit, allowing the Alchemical to add (Essence + number of First Strength Augmentation installed) initiative.

### **Submodules:**

*Hydraulic Crushing Press* (4 XP): For each turn an opponent remains in the Alchemical's grasp, the Alchemical adds +1 **withering** or **decisive** damage for each turn the opponent remains in the champion's grasp, to a maximum of the Alchemical's (Strength).

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

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

*Non-Lethal Restraining Protocols* (3 XP): A small manual of non-lethal holds and takedowns are installed into the Alchemical's brain, allowing her to incapacitate targets without causing too much lasting harm. If the Alchemical decides to deal a bashing **decisive** attack, then the damage will never spill past the incapacitated level or spill into lethal damage. A repurchase of this charm allows the champion to use a grapple gambit against a battle group. While the battle group will not be grappled and is only good for making a single ravage/slam **withering** or **decisive** roll, all the targets the Alchemical's engage suffer the same non-lethal injuries.

*Magnetic Attractor Arrays*: The magnets inside of the Alchemical's arms are calibrated to attract things precisely at range. The Alchemical may target an opponent out to short range, attracting them towards the Alchemical provided the Alchemical's clinch lands. The opponent is only pulled towards the Alchemical if the grapple gambit succeeds. If the target is too large or heavy to be feasibly lifted, the Alchemical instead speeds towards them.

*Magnetic Repulsion Arrays*: The magnets inside of the Alchemical's arms can now be triggered to repel matter violently away when they were energized. When the Alchemical decides to release their opponent by throwing them, they calculate the rounds spent holding the target in a

clinch as the amount of turns forfeited. A repurchase at Essence 3 allows the Champion to sacrifice up to two to four rounds of turns held to increase the distance the object may be hurled, throwing her foe to medium or long range and forcing them to contend with any falling damage they may sustain... if the Champion was kind and didn't hurl them into an incinerator.

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

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

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

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

*Polarity Reversing Procedure* (Strength 5 Essence 2): The Alchemical may activate this charm in defense of an opponent's grapple. Any 1's on the opponent's control roll adds a single success to the Alchemical's result and if the Alchemical wins, they may immediately grapple the opponent in retaliation instead of escaping.

*Shock Adjusting Grips* (Stamina 3, 3 XP): If a champion is hit when he has grappled an opponent, he may pay 2m to keep the round of control he would've otherwise lost.

## **SHOCKWAVE DRIVER BARRAGE**

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

**Keywords:** Decisive Only

**Duration:** Instant

**Prerequisite charms:** None

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



Oscillating bands of orichalcum wrap around the Alchemical's fists, magnifying the force of his blows. Upon a successful decisive attack, the opponent is flung back one range band and is knocked prone. The speed of the impact is not enough to actually cause damage.

### **Submodules:**

*Collision Magnitude Upgrade* (Strength 3, 1 XP): The force of the Alchemical's blows are increased exponentially, allowing the fighting fist of the Alchemical to send his opponents to the stars! This submodule may be purchased up to (Essence) times. Each purchase allows them to knock an opponent into an object with the same destructive force as Heaven Thunder Hammer (Exalted 3e leak Pg 341) per step. For example purchasing this submodule twice allows the Champion to access the four damage option from Heaven Thunder Hammer.

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

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

**NOTE: Submodule to allow for miles long punching distance.**

### **BUSTER OVERCHARGE MODULE**

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

**Keywords:** Dual

**Duration:** Until released

**Prerequisite charms:** None

High efficiency Adamant transfer cables are linked up to the Champion's arms along with small soulsteel collector panels under his skin. Upon purchasing his charm, the Champion gains the ranged or melee variant, allowing him to make charged melee attacks or ranged attacks respectively, but the charm can be repurchased to account for the other. This charm supplements an aim action, allowing the Alchemical to add three damage to the raw damage of a **withering** attack or one to a **decisive** attack. The use of this charm is more obvious than normal however, for when the Alchemical charges his attack he absorbs all of the ambient essence in the air around him, large clusters of visible motes being absorbed into his body as he fuels his attack, spoiling stealth like a glowing anima banner. This light is discharged immediately when the Alchemical fires his weapon. Note that charms that automatically generate aim dice on opponents, such as Blazing Bullseye Attack (Shards pg 180) do not add damage for the charm, the Champion must actually spend his time aiming the attack.

## **Submodules:**

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

*Auxiliary Overcharge Technique* (Strength 5 Essence 2): This charm allows the Alchemical to continue aiming his attack, charging his attack into a mass blast of power or a strike capable of splitting the heavens. The Alchemical may spend an additional (Essence/2) actions aiming. The Champion doesn't gain any extra dice to his attack roll, but it still adds to the damage of the attack.

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

## **ACCELERATED RESPONSE SYSTEM**

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

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** None

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 defense equal to the character's (Dexterity). The upper body option permits this enhancement to apply to the character's Parry, while the lower body enhances Dodge. Installing both variants at once allows them to trigger simultaneously for two motes, without the need of an Array. The Alchemical need not commit a mote for the second installation.

## **Submodules:**

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

*Offense Positioning Calculations* (Dexterity 5): Whenever the Champion parries or dodges an attack, the opponent loses one initiative. A repurchase at essence 2 grants the Alchemical this initiative.

*Live Wire Writheing:* The Live Wire is not also dangerous, but just as elusive as vapor. Any attack that meets the Champion's defense instead misses.

### **CELERITY ENABLING MODULE**

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

**Keywords:** None

**Duration:** One Turn/One Scene

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

Implants on the Champion's joints connect to his Accelerated Response System, allowing his body to take greater advantage of his boosted nervous system. This Charm has two modes of function, which may be employed simultaneously.

Used as a one-turn Charm, Celerity Enabling Module costs five motes and performs identically to Bulwark Stance (see Exalted 3e, p. 453), save that it enhances only the DV types matching the character's current Accelerated Response System installations and does not use the opponent's 1's as a penalty against them.

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 defense corresponding to current Accelerated Response System installations when defending against this opponent and reduces the cost of Accelerated Response System by 1m. As always, defense inapplicability is not a penalty. Should the Alchemical wish to change designated opponents, she must terminate and re-invoke this Charm.

#### **Submodules:**

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

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

*Footwork Cornering Prediction Engine:* For each turn an opponent selected with the single target Celerity Enabling Module remains close range of the Champion and does not hit the Champion, either due to the Champion evading/parrying her blows or them not attacking, the Champion gains one initiative. If the Champion is Essence 3 and no one aside from the

selected target is within close range of the Alchemical nor has anyone else attempted to strike the Alchemical, this bonus increases to 2 initiative per turn.

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

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

### **IMPENETRABLE REPULSOR FIELD**

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

**Keywords:** Perilous, Decisive Only

**Duration:** Instant

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

Bulky brass power couplings in the Champion's shoulders are routed through her upper body Accelerated Response System, powering crystalline repulsor arrays in her hands. This charm functions the same as Heavenly Guardian Defense (Exalted 3e Leak, pg 454) except that it costs 2i per health level removed and 6m for the incalculable damage defense.

#### **Submodules:**

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

### **PRECALCULATED EVASION SYSTEM**

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

**Keywords:** Uniform


**Duration:** Instant

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

This Charm takes the form of a line of starmetal wires and nodes climbing the Alchemical's spine. It connects to an adamant calculating array inside his skull and to his Accelerated Response System. Faced with an attack or a form of threatening environmental damage, this array calculates a perfect evasive position and automatically shifts the Alchemical's body with clockwork precision to avoid harm. In response to an attack, the Alchemical immediately regains his full dodging capabilities, clearing all penalties to dodge and applying a full free

excellency to it. This charm is only usable once per battle, but may be reset upon dodging three **decisive** attacks with Accelerated Response System. Against environmental damage, the Alchemical simply applies her dodge defense in automatic successes against the trauma of the hazard.

### **Submodules:**

*Emergency Reality Distortion:* By paying an additional 1 WP surcharge when activating Precalculated Evasion System, the Alchemical momentarily dematerializes, making it so that he is capable of evading any sort of attack without a contest 

*Grazing Protocols* (Celerity Enabling Module, Dexterity 6 Essence 3): Upon using Precalculated Evasion System to dodge an attack by a target selected with Celerity Enabling Module's secondary feature, the Champion immediately gains an amount of initiative equal to the Essence of the opponent or size/might of a battleground (whichever is greater), maximum of 5. Furthermore, if the Alchemical has Live Wire Writhing submodule for Accelerated Response System and successfully executes it, the Champion gains (her Essence) in initiative, which does not stack with any other initiative gain any other submodules would give.

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

### **OMNISITUATIONAL EVASIVE EQUATION**

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

**Keywords:** None

**Duration:** One Scene

**Prerequisite charms:** Precalculated Evasion System

This enhancement takes the form of small starmetal wiring being laced along the Alchemical's Precalculated Evasion System, adding a new function do it while greatly expanding its form. Upon use these lights glow a soft colour related to the champion's anima with traces of purple, before they finally collapse inwards. The Champion himself now appearing to flicker in and out of reality itself. This charm replicates the Solar charm Living Bonds Unburdened (Exalted 3e leak pg 384). Rather than seeming to retroactively dodge attacks, weapons just seem to phase entirely through the Champion, and only a large enough hit can restore her to reality.

### **Submodules:**

*Reality Phasing Protocols* (Manipulation 4): When Omnisituational Evasive Equation is engaged the Alchemical may pay 4m per turn to treat herself as dematerialized when interacting with the

local environment when she pleases. This does not make her immune to attacks, as fast moving assaults can disrupt the weaving in place, but the Alchemical can use this to entirely bypass things such as doors if she desires. It is cautioned that wards against spirits can stop such entry. Additionally the Alchemical can use this to take objects that may be in a person's pocket, without having needing to actually unlock or open the pocket.

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

### **GEAR-DRIVEN REFLEX AUTOMATION**

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

**Keywords:** Counterattack, Decisive Only

**Duration:** Instant

**Prerequisite charms:** None

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

#### **Submodules:**

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

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

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

*Split-Second Interception Process* (Essence 3): Upon detecting that harm is inevitable to the Champion, the champion lashes out against the opponent's own weapon. By paying an additional 1m 1WP this submodule allows for a special withering counterattack that takes place after the attack roll but before damage is rolled. This charm blunts the oncoming attack, then allows the Alchemical to make an immediate counterattack, using the initiative gained in addition to her base initiative, which then resets her to base initiative. The charm gains the dual keyword. If the Alchemical owns this submodule and Automatic Interception Protocols, she may then activate both at the same time for only a surcharge of 4m 1WP.

### **CASUALTY-MINIMIZING EQUATION**

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

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** None

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

### **Submodules:**

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

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

### **INTEGRATED ARSENAL SYSTEM**

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** None

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

#### **Submodules:**

*Auto-Maintenance and Repair Function* (Essence 3, 2 XP): The weapons stored by this charm automatically repair and maintain themselves, even if completely shattered.

#### **CHEMICAL FOG GENERATOR**

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

**Keywords:** Stackable

**Duration:** Instant

**Prerequisite charms:** None

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

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



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

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

### **Submodules:**

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

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

*Vectored Toxin Deployment (Strength 3, Essence 2):* By paying two motes and one Willpower, the Charm can gather plumes of smoke into a tight ball around the projectile of a ranged attack. Wherever the Alchemical's projectile hits, the smoke concentrate billows out to fill an area of everywhere close to the impact point. Attacking the ground to catch many enemies in the radius is often easier than attacking one of them directly, as the Exalt needs only a single attack success to place the projectile where desired. Additionally this may be used to instantly fill an area with smoke around the Champion, useful for escaping or hiding.

*Nerve Gas (Essence 4):* This deadly green haze has these traits upon opponents in initiative crash: (1L/minute, 8 minutes, -4, inhalation).

*Transmutational Catalyst Gas (Nerve Gas, 1xp):* This silver-gray toxin has the same statistics as nerve gas, but only affects beings composed of actual flesh (Alchemicals are immune). Anti-Shaping magic also stops the toxin, as it kills by converting the victim's body into a statue composed of various non-precious alloys (worth Resources 2 for a human-sized cadaver).

Another submodule variant catalyzes the tissue into a ruddy gas, ultimately vaporizing the resultant corpses without a trace.

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

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

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

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

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

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

## **MASS COMBAT**

### **HUNDREDFOLD STRAFING METHODOLOGY**

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

**Keywords:** Uniform

**Duration:** Instant

**Prerequisite charms:** Aim-Calibrating Sensors

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

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

### **Submodules:**

*Siege Devastation Mode* (Strength 4 Essence 3, 3 XP): The amount of carnage a Champion can unleash upon the unworthy is the material of legend. Double the effective raw damage for determining how much damage to apply to a battle group. Additionally the Champion may apply this charm to warstrider sized or large single opponents, doubling 9's on **withering** attacks and doubling 10's on **decisive** attacks. At Strength 6 Essence 4 this submodule can be repurchased, allowing the Champion to triple it instead and may apply the **decisive** damage rule to warstrider sized or large opponents, adding one automatic level of damage for every four dice of damage but do not double/triple raw damage for determining how many levels of automatic damage to inflict.

*Might of the Populat Hero* (Strength 4 Essence 3, 4 XP): If a single blade cannot turn aside the hero of the Populat, then neither will 10,000. Ignore any sort of Might bonuses to defence or soak.

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

### **TARGET PAINTING RETICAL**

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

**Keywords:** Uniform

**Duration:** One turn

**Prerequisite charms:** None

**Original Charm:** The Demented One

*I'd rather kiss a pig!*

This charm often takes the location of a small laser pointer on the Alchemical's shoulder or inside of her eyes, allowing her to shoot out a beam of light that highlights a target for the group to effectively attack. This charm works by making a **withering** or **decisive** roll against a target. So long as the Alchemical hits the target she highlights an opponent (even if she does no damage), adding one automatic success to the roll and instantly spoiling the stealth out of any target, lightning up the target as if they had a burning anima banner. Even though the turn is one action, the Alchemical and his allies can gain any benefits of the submodules this charm contains so long as they attack before the beginning of the Alchemical's next action.

#### **Submodules:**

*Holographic Targeting* (Essence 2): Upon lighting up a target, anyone who attacks the target gains the Champion's (Essence/2) dice that count as aim dice. Additionally the target may now be targeted by ranged attacks out to medium range without requiring an aiming action so long as the charm is active.

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

*Onslaught Rush Approach* (Manipulation 3 Essence 2): The laser now highlights the target a special red colour, causing a moderate amount of heightened aggression on all who behold him. The target now takes double the normal amount of onslaught for the duration of this charm.

### **SEMIOTIC FLARE PROJECTOR**

**Cost:** 4m 1WP; **Mins:** Charisma 4, Essence 1; **Type:** Simple

**Keywords:** None

**Duration:** One Scene

**Prerequisite charms:** None

A pair of telescoping orichalcum fins extends from the back of the Alchemical's shoulders. When charged with Essence, these hum audibly and agitate the Champion's anima banner to the totemic level once at least burning level is achieved. The anima display is either projected high into the air or, in more cramped environments, distributed along the ground as a vast, roiling fog that creeps back in among the Exalt's troops. When the Alchemical relays orders, his anima flashes pictographic images that are intuitively understood by all soldiers fighting under his command and encrypted against opponents. This charm insures that the Commander's orders are understood clearly and double's all 9's in any sort of roll for orders.

#### **Submodules:**

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

*Rally Gathering Hope Beacon*: The banner of a champion gives hope to otherwise hopeless situations. When attempting a rally action, the Champion gains (Essence) automatic successes as rerolls all 1's.

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

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

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** None

Memory crystal nodules are inserted into ports on the back of the Alchemical's head, containing thousands of years' worth of collected tactical insights on how to maximize the potential of close-formation troops fighting in cramped environments. This charm has a few effects. First, the Champion and the unit he leads gains the speciality of "Fighting In Cramped Environments." Secondly, the drill of any units. Secondly the drill of the Champion's army increases by +1 when fighting in cramped environments. Elite groups gain instead a +1 success to any command rolls. Lastly the Champion and his units reduces any penalites that may arise from fighting in dark, cramped corridors by an amount equal to the Champion's (Charisma/2).

### **Submodules:**

*Close-Quarters Vector Compensator* (Wits 4, 3xp): While fighting in narrow locations, a unit in which the Champion is a is the leader of treats all terrain obstacles from narrow space and limited access as open terrain for the purposes of movement rate, while retaining cover bonuses for the terrain's actual state. The submodule does not adjust for other types of obstacles. A second installation at (Wits 5, Essence 3) also negates terrain-based cover advantages when

attacking enemy units in cramped terrain, effectively rendering all but the most creative barricades pointless.

*Tactical Sub-Noetic Transmitter* (Intelligence 5, Essence 3): Units fight in narrow spaces in which the Exalt is the leader of gain the best advantages of multiple formations at once without any of the drawbacks, helping deal with problems such as area of effect attacks. Area of Effect attacks are forced to use 8 as their target number for damage rather than 7 and cannot confer any additional advances a wide spread area of effect attack may gain. Such units also get +1 Might.

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

### **CLOCKWORK SOLDIER PATTERN PROJECTOR**

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

**Keywords:** None

**Duration:** One Scene

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

Gridwork patterns of Essence-conducting wire stretch across the surface of the Champion's face, linking his Tunnel-Fighting Tactical Omnibus Implant to his soulgem. When activated, this Charm radiates a pulse of Essence throughout a complementary unit 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 gains +1 size. In addition the Alchemical duplicates the effects of Immortal Commander's Presence (Exalted 3e leak, pg 562) so long as this charm is active.

#### **Submodules:**

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

*Populat Militia Drive* (Essence 3, 4xp): If the unit is fighting within a city and the bulk of the unit members have lived in that city for at least one year, the unit gets +1 Might, +1 Drill (Which turns into perfect morale if the unit has elite drill already) and the unit commander adds the Champion's (Essence ÷ 2, rounded up) in bonus dice to all order rolls.

*Precision-Tuned Coordinator* (Charisma 7, 4xp): While a unit enhanced by this Charm is engaged with an enemy unit, the enemy commander must pay one Willpower to issue any order other than to disengage, as the Champion's unit moves to counter such tactical adjustments. A second installation also requires this surcharge from enemy commanders when attempting to disengage their forces from the Alchemical's soldiers.

*Sleeper Tactics Activation*: The Alchemical tasks and words seep into the minds of his soldiers, unconsciously preparing them for orders that only become fully realized when the opponent least expects it. When this charm is activated, the Alchemical may immediately choose a stratagem that makes sense for the battlefield and reflexively roll to activate it at any time she chooses. A second purchase of this charm at Essence 4 allows the Champion to perform this trick twice per battle.

### **STRATEGOS-COMMANDER SYNERGY CIRCUITS**

**Cost:** 4m [2m]; **Mins:** Intelligence 5, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** None

This Charm appears as a coin-shaped node on the left temple, formed of a gold-shifted rainbow alloy of starmetal and orichalcum. This coin is a database filled with all of the knowledge from some of the greatest minds of warfare that have ever existed within Autochthonia. While the Champion himself focuses on one Stratagem, the processor itself can turn out several more. When making a roll to develop stratagems before a battle, the Alchemical may choose to split her successes into multiple stratagems. The Champion may deploy no more than her (Essence/2) stratagems.

### **Should this be costless like 2e Alchemicals?**

#### **Submodules:**

*Expanded Processing Core* (Intelligence 6, 3 XP): The amount of stratagems increases to (Essence).

*Clarity Insight Formulations* (3 XP): The Champion may add an amount of dice equal to her (Current clarity/2) to all stratagem rolls. Upon purchasing this submodule, the charm gains Exemplar 1.

*Legendary Commander Insight* (Essence 3): Failure isn't an option, it just isn't efficient. Reroll up to (Intelligence) 1's on any war roll and keep rolling these dice until 1's no longer appear. A repurchase of this submodule at Intelligence 6 makes it so that the Champion may also reroll 10's in addition to 1's while keeping the successes for 1 WP.

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

### **OMNIPRESENT GUARDIAN DIRECTIVE**

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

**Keywords:** Uniform

**Duration:** Instant

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

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

A gimbaled assembly is installed around the Alchemical's Tunnel-Fighting Tactical Omnibus Implant, allowing for limited prescient situational modeling, assisted by a supplementary connection to the Design of Autochthon. When activated, this Charm allows the Alchemical to more efficiently defend a complementary Battle Group for which the Champion is at least in close range to. The Champion is a blur, sweeping arrows from the air with his blade or allowing blows intended for terrified soldiers to bounce off his mighty armor. His soldiers will return alive even it kills them! This Charm makes sure that the overwhelming majority of soldiers shed by a unit due to damage or Size loss survive the experience. Their fate is diverted from death to disorganization or flight, allowing them to be collected or rallied for numbers later.

If this Charm faces a conflicting effect that guarantees that defeated soldiers within the Exalt's unit die, it adds the Alchemical's relevant intimacy in automatic non-charm successes to the contested roll (+4 for Defining, +3 for Major, +2 for Minor).

### **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 before the attack is rolled.

### **UNIFYING RESURGENCE ASSEMBLY**

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

**Keywords:** None



**Duration:** Instant

**Prerequisite charms:** Omnipresent Guardian Directive

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

**Submodules:**

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

## **SURVIVAL**

### **STRAIN-RESISTANT CHASSIS MODIFICATION**

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

**Keywords:** Stackable

**Duration:** Permanent

**Prerequisite charms:** None

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

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

Essence 6+ Alchemicals gain access to more extensive modes of reinforcement and can reconfigure all installations of this Charm to provide an additional health level of the lowest amount (For example if a Colossi has Stamina 7, then she will gain 1x -0 and 3x -1 health levels instead).

### **PAIN SUPPRESSION NODES**

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** None

*I ain't got time to bleed.*

The Exalt has crystalline amulets inserted into major nerve clusters, designed to regulate and mute pain signals as necessary, though he retains full tactical awareness of his injuries. This Charm reduces all wound penalties by (Stamina ÷ 2, rounded up).

#### **Submodules:**

*Emergency Damage Compensators* (Essence 3): 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 any non-reflexive physical actions for a cost of 3m. This bonus counts against Charm dice limits.

*Pain Determinism* (Stamina 6, Essence 4): 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.

#### **IMPACT DISPERSION MODULE**

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

**Keywords:** Dual

**Duration:** Instant

**Prerequisite charms:** None

*Maximum Armour*

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

#### **Submodules:**

*Subdermal Dampeners* (3 XP): This submodule places the dampeners beneath the skin of the Alchemical, making it not immediately obvious it has been in use. People will convince

themselves that an attack was a near miss or something under his coat stopped the attack. A repurchase of this charm makes it so that Impact Dispersion Module gains the Mute keyword so that it no longer contributes to any sort of anima banner display, should the Alchemical wish. This charm is often desirable amongst champions who are placed in deep cover, allowing them a chance to defend themselves against most small arms.

*Energy Neutralizing Buffer* (Stamina 3): Orichalcum wiring is added along with the Starmetal, allowing for an even faster response time. For an additional mote, the Champion may remove up to (Essence/2) dice from both **withering** and **decisive** attacks. A repurchase at Essence 3 allows the Alchemical to instead remove up to (Stamina/2) dice from a **withering** attack and up to (Essence/2, round down) successes on a **decisive** attack. All damage must be to a minimum of one. At Stamina 7 this may be repurchased again, allowing the Alchemical to reduce the post-soak damage of any non-magical **withering** attack down to zero. As a reminder, magical attacks are anything enhanced with charms, artifacts, and all attacks by beings with a permanent essence rating of 3 or higher.

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

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

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

*Armour Adaptability Protocols* (Stamina 5 Essence 2, Energy Neutralizing Buffer, Reactive Armour Skin Weave): The armour's systems now adapts to repeated attacks used against it for a specific period, potentially making the user nigh invulnerable to such attacks. If the Champion uses this charm against an opponent using the same source of damage that assaulted him earlier after his turn, she gains an additional (Essence/2) soak against **withering** attacks and +2 hardness against **decisive** attacks with no limit to how high this bonus can go. Additionally, once an opponent has made up to her (Essence) attacks using the same weapon against the Champion, then the opponent cannot roll any minimum damage against the Champion. This submodule is incompatible with Extended Duration Module. You may still install both, but you cannot gain any of the benefits of Armour Adaptability Protocols while Extended Duration Module is active.

*Kinetic Recycling Protocols* (Wits 3): Upon getting hit with a **decisive** attack and if that attack rolls no damage, the Alchemical instantly gains a reflexive attack and a single mote, maximum

of once per opponent until her next turn. Against a **withering** attack the Alchemical gains a single mote and initiative instead once per turn. The attack must actually have a chance to damage the Alchemical, otherwise this charm provides no benefit. A repurchase of this submodule grants the Alchemical initiative equal to the amount of 1's and 2's in the opponent's **decisive** damage roll.

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

*Essence Flooding Defense* (Stamina 5 Essence 3): This submodule allows the Alchemical to half the total amount of **withering** damage taken post soak for one tick is halved for a surcharge of +2m.

### **MAXIMUM ARMOUR EFFICIENCY BUFFERS**

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

**Keywords:** None

**Duration:** One Scene

**Prerequisite charms:** Impact Dispersion Module

Adamant wiring is added to the Impact Dispersion Modules, allowing the system to handle larger energy loads for longer durations. The Alchemical may spend an additional 2m when activating Impact Dispersion Module, rolling (Stamina + Resistance) and adding (Essence) automatic successes to gain that amount of soak against **withering** attacks and (Stamina) hardness against **decisive** attacks. During this time, the skin of the Alchemical glows a bright blue, the Adamant wiring underneath the Alchemical displaying itself through her skin or systems. However the Adamant wires are sensitive of the attunement towards other armours and will not function if the user wears any sort of armour. Mundane armours do not work either, as this charm toughens the skin of the Alchemical and not her belongings. The Alchemical does not gain access to any submods that Impact Dispersion Module has when using this scene long benefit.

The Alchemical may not stack this charm multiple times to get additional soak, but she may still activate Impact Dispersion Module and gain access to it's various submods and the cost of the charm is discounted by 2 motes, to a total of 2m.

### **Submodules:**

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

*Instant Analysis and Adaptability Systems* (Essence 3): Upon being hit with an attack by an opponent, whenever or not it does damage the Alchemical may pay one willpower. In doing so, the Alchemical's systems are set to better intercept a specific type of damage. All damage against that specific type is lowered by one die post soak for **withering** and one die **decisive**, minimum one. Only one such profile may be running at a time, such as resisting a certain brand of crossbows that a Gremlin Raiding party may use. Magical attacks are always treated as their own unique sources of damage, meaning that resisting one daiklave is completely different from resisting another one. At Stamina 7, the Alchemical may hold a total of (Ess/2, rounded up) different profiles with one activation.

### **SUBCUTANEOUS/EXOSKELETAL ARMOR PLATING**

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

**Keywords:** Stackable, Dual

**Duration:** Permanent

**Prerequisite charms:** None

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 +2 soak and +2 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 + soak and +1 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.

This charm is incompatible with Impact Dispersion Module.

#### **Submodules:**

*Instant Analysis and Adaptability Systems* (Essence 3): This submodule is the same as Maximum Armour Efficiency Buffers.

### **LIGHT-ETCHED INTERCEPTOR BARRIER**

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

**Keywords:** Uniform

**Duration:** One Scene

**Prerequisite charms:** Subcutaneous/Exoskeletal Armor Plating OR Impact Dispersion Module

## *PROTECTOR SHADE!*

This Charm's outer appearance depends on the prerequisite upon which it builds. When attached to external plating, it takes the form of a bulky gauntlet around one of the Alchemical's wrists. For internal assemblies, a spiral pattern appears to have been seared into the back of the Exalt's arm, centering on an orichalcum nodule. In either case, the Charm hums and crackles upon activation, projecting a shaped potentiality field that appears as a slender wedge of radiance. When presented with an incoming hazard, this field telescopes open into a shield etched from solid light that provides any weapon the Alchemical is holding the shield tag. Unexpected attacks bypass this protection. The active shield disrupts stealth like an anima banner at the Glowing anima level.

### **Submodules:**

*Emergency Overcharger* (3xp): Whenever the Alchemical attempts to block or dodge an attack but fails, she may activate this submodule to increase her defense by an amount equal to her (Essence) before damage is rolled. This ignores dice limits. Doing so does not require a Charm activation, and even unblockable attacks may be stopped. Although parrying an attack this way overloads the shield, involuntarily deactivating the Charm and preventing reactivation until the Exalt spends an hour recalibrating it as a diceless dramatic action. Essence 4+ 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 2, 4xp): If the shield is deployed against a damage source composed entirely of fire, lightning or other raw energy or Essence discharge of any type, the Alchemical also regains a number of motes equal to (his Essence x 2) or the raw damage of the attack, whichever is less the first time in a scene and one mote every time once per turn. 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.

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

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

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

### **TRANSITORY INVULNERABILITY ENGINE**

**Cost:** 10m [1m]; **Mins:** Stamina 5, Essence 3; **Type:** Reflexive

**Keywords:** Decisive-Only

**Duration:** Instant

**Prerequisite charms:** Subcutaneous/Exoskeletal Armor Plating x2 OR Maximum Armour Efficiency Buffers

This Charm takes the form of a complex brass assembly surrounding the Alchemical's Essence reservoir. Wires connect it to a pentagonal plate mounted on his chest, formed entirely of one of the magical materials and etched with a depiction of the Champion's iconic anima banner. When activated, a flash of Essence washes out of the plate, briefly transforming the Exalt's entire body into a solidified, living mass of his caste's magical material. the Alchemical may apply her full (Stamina + armor soak) to a **decisive** attack. As this Charm is a counter to **decisive** attacks, the weapon's overwhelming damage does not apply without a Charm. This effect is incompatible with Charms that increase soak except for Subcutaneous/Exoskeletal Armor Plating or Maximum Armour Efficiency Buffers, and Transitory Invulnerability Engine can't be invoked against an ambush attack. When used against things immediately, momentary damage sources such as falling damage or incalculable damage, the Champion takes no damage.

### **Submodules:**

*Kinetic Energy Recycling Device* (4 XP): Whenever hit by an attack, any 1's that appear on the attack are gained as initiative, to a maximum of (Stamina) initiative. A repurchase of this submodule allows the Champion to add 2's to this effect as well. A third repurchase allows the champion to gain a similar amount of motes once per turn.

### **ESSENCE FIELD PROTECTOR**

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

**Keywords:** Dual, Perilous

**Duration:** One action

**Prerequisite charms:** Transitory Invulnerability Engine

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

forcing her to unleash a **decisive** attack every round or use Transitory Invulnerability Engine on a **decisive** attack once again.

### **Submodules:**

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

*Motic Field Stabilizers* (Wits 6): As soon as the Champion acts in battle, this charm immediately activates. In addition the charm is no longer obvious, completely invisible to normal senses until a deadly strike causes it to momentarily flare into splendor.

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

*Overcharged Impact Modulator* (Stamina 7): So long as this charm is active, the charm Impact Dispersion Module may be activated for free.

### **ALLOYED REINFORCEMENT OF FLESH**

**Cost:** -; **Mins:** Stamina 5, Essence 2; **Type:** Permanent

**Keywords:** Internal

**Duration:** Permanent

**Prerequisite charms:** None

*I'm not DONE YET!*

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

### **Submodules:**

*Tireless Pneumatic Musculature:* 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 6): The Charm provides its defense against (character's Essence/2) instances of catastrophic injury per scene. A repurchase of this submodule allows the Alchemical to instead halt all damage from spilling into her next levels of health. (For example, if a character has 1x -0 and 2x -1 health levels and suffers 3 levels of damage, then by activating this charm it will stop the damage from spilling into her -1 health levels).

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

*Nanomachine Repair Overclock* (Body-Reweaving Matrix): Once per scene, the Champion may automatically recover (ESS/2) health levels upon activating this charm to stop her from being incapacitated.

### **BODY-REWEAVING MATRIX**

**Cost:** 10m 1WP [1m]; **Mins:** Stamina 5, Essence 2; **Type:** Simple

**Keywords:** Perilous

**Duration:** Until Healed (See below)

**Prerequisite charms:** Alloyed Reinforcement of Flesh

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

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

This charm may only be activated if the Champion is hurt, as in actual health levels damaged. Until the champion is fully healed, she recovers -0 health levels at a rate of (10-stamina) rounds. Increase this by an extra round for every step down, meaning -2 health levels take (12-Stamina) rounds. Amputation and Crippling effects can be healed as well, which take a total one hour per crippling or amputation effect cured, with amputated charms and limbs disintegrating as Body-Reweaving Matrix replaces them. This charm can be activated while unconscious.

**Submodules:**

*Accelerated Healing Nanobots* (Essence 3): Healing time is instead reduced to (7-Stamina) rounds, minimum 1. Note that damage health levels will add onto this minimum (So -1 health levels take 2 turns to heal, even at Stamina 15).

*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, even when it comes to others if the Alchemical has Beneficence Programming (As a rare exception). Gremlin Syndrome cannot be cured this way.

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

*Backup Medical Generator* (3 XP): This submodule ensures that the attunement to the charm does not end when the Champion goes into initiative crash. It does not function, but the champion does not need to repay the cost of the charm upon leaving initiative crash.

*Core Function Life Support Mode*: This charm is able to automatically stabilize and restore the Alchemical even when she's at her dying levels of health, without need of a doctor.

## **FORCEFUL RESOURCE ACQUISITION MODULE**

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

**Keywords**: None

**Duration**: Instant

**Prerequisite charms**: Aim-Calibration Sensors

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

There are those who withhold vital assets from the Champion's of Autochthonia, this charm allows the Alchemical to take such things by force. This submodule takes the form of Soulsteel energy absorption conduits in her arms, in which upon the destruction of a non-extra mechanical being with a brawl or melee attack, be it a simple automaton or an machine spirit and reduce them down to the incapacitated health level or lower, than the Alchemical may pay two motes the instant they're considered dead by the Storyteller. In an inhuman blur of precision speed, the Alchemical slices open the target, rips out their internal energy core (or the closest equivalent to such a thing), and crushes it in their hand. The Alchemical's eyes flash briefly as

the vital resources of the Champion are restored, allowing the Alchemical to fight with renewed vigor. The Champion instantly regains his (Opponent's essence) in motes and recovers one lethal health level or two levels of bashing damage. In the case where the Alchemical destroys multiple opponents with this charm in one action (such as with an area of effect melee charm), she only gets the benefits from the highest essence opponent that she destroyed.

The drawback of this charm is that the energy absorbed must be fresh, even a few seconds after death will be too late. Thus this charm cannot be used on opponents if the Champion did not finish them off themselves.

### **Submodules:**

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

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

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

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

### **BODILY INTEGRITY FIELD**

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

**Keywords:** None

**Duration:** Permanent

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

Psychoreactive crystalline structures are laced throughout the Alchemical's skeleton. Upon suffering a Crippling effect that inflicts an amputation, the Alchemical may pay one Willpower to charge this telekinetic array, forcing it to hold his body together. Visible flickers and bolts of crackling violet Essence will hold a limb or organ in place, even if it has been completely severed from the body, until the Exalt's superior healing reattaches it in a more lasting manner. The 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.

*Magnetic Charm Attractor* (4 XP): All of the Alchemical's charms are laced with tiny magnets that only take effect when they are separated from the body. If someone attempts to use a crippling effect or amputate a charm, then the Alchemical may pay one willpower to stop the crippling effect.

**AEGIS-INTEGRATION SYSTEM**

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

**Keywords:** None

**Duration:** Indefinite

**Prerequisite charms:** None

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

**Submodules:**

*Attunement Resonator Pins* (Stamina 4, Essence 2): When the Exalt attaches artifact armor of any scale requiring Essence commitment, that commitment may be released as the armor remains attuned via the power of the Charm regardless of its attunement cost. Additionally, the commitment cost of Aegis-Integration System lowers by an amount equal to (Essence).

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

*Pristine Shell Upgrade* (Essence 3, 4xp): Suffused with the Great Maker's Essence, 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 1; **Type:** Simple

**Keywords:** 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 adds three automatic successes to all attempts to overcome illnesses afflicting him, in addition virulence and morbidity. The bonus also applies to anyone's efforts to treat his illnesses.

### **Submodules:**

*Purification God Shrine* (4 XP): A minor god of purification is also added to the shrine, allowing this charm to target poisons as well, applying the relevant successes to toxicity and any submodules to it as well.

*Dedicated Shrine Warrior Protocols* (Essence 3, 3 XP): Decrease the duration of any illness affecting the Champion by one. A repurchase of this charm at Stamina 5 Essence 3 makes it so that the morbidity of any incurable disease is treated as 5.

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

*High Powered Treatment Option:* The amount of automatic successes increases to  $2+(\text{Stamina}/2)$ .

## **INDUSTRIAL SURVIVAL FRAME**

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

**Keywords:** Dual

**Duration:** Indefinite

**Prerequisite charms:** None

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

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

### **Submodules:**

*Crystal:* The character is immune to environmental damage from "natural" or mineral sources, most of which may only be found in Creation. Examples include landslides or cave-ins, bone-storms in the Underworld, thorny plants or being stepped on by Mount Mostath. Additionally, the Champion gains the effects of Integrity-Protecting Prana (see Exalted3e leak pg 389) 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. This only stops poison from entering. Once poison inside, it will naturally run its course.

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

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

*Attack Assimilation Mode* (Environmental Dominance, Stamina 6, Essence 3): 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 3+. If the Exalt changes which permutation is active through reactivation,

this submodule temporarily overloads and provides no benefit for the rest of the scene. Yes, this does mean that using Metal will make you immune to swords.

### **BIO-FUNCTION INHIBITOR**

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

**Keywords:** Internal

**Duration:** Indefinite

**Prerequisite charms:** None

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

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

#### **Submodules:**

*Regenerative Torpor Catalyst* (Stamina 4, Essence 2): 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.

*Machine Mind-Body Processing* (Intelligence 3): Only the flesh needs to rest, the machine does not. When this submodule is installed, the Alchemical reduces the amount of sleep she needs per night by (Clarity) hours. If the Alchemical reaches Clarity 8, then she no longer needs to sleep in order to function, however she will not get her point of Willpower. Purchasing this submod adds the Exemplar 1 keyword to the charm

### **SUSTENANCE REPLICATION ENGINE**

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** None

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

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

### **Submodules:**

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

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

### **Ability to lace food with drugs?**

## **INERTIA CANCELLATION DAMPENERS**

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

**Keywords:** Stackable

**Duration:** Instant

**Prerequisite charms:** Subcutaneous/Exoskeletal Armor Plating or Impact Dispersion Module

Soulsteel struts in the Alchemical's bones and inside of his armor plating absorb and disperse incoming knockback from an assault, ensuring that the Champion will not be budged. This charm may be activated whenever the Alchemical is subject to any sort of involuntary knockback or knockdown, completely negating them both. In regards to knockback, the charm may be stacked to resist a number of zones knocked back equal to the amount of times activated.

### **Submodules:**

*Inertia Redirection Device* (Stamina 7, 4 XP): Coils of Starmetal are lined around the soulsteel, allowing the redirection of any knockback directly into a surface the Alchemical is touching. Quite often this results in Cratering the ground below the champion or other uses can include using a foe to help blast a makeshift hole in the wall. Repurchasing this submodule will allow



Inertia Cancellation Dampeners to be used counterattack for a +2m surcharge that only needs to be paid once. This counterattack is unblockable and undodgeable and uses the Champion's (Stamina + Resistance) to hit. Upon a hit, calculate the amount of damage the target may have taken using the same amount of damage dice as they used for their attack but actually take no damage, rather they are flung a distance equal to the knockback they would've inflicted upon the Champion and face impact damage equivalent to Heaven's Thunder Hammer if they make contact with a solid surface. This does not reset the Champion's initiative. A third purchase makes it so the Champion can decide the direction of the knockback. Another Alchemical using Shockwave Driver Barrage on the Champion may be surprised if she suddenly shoots straight up or to the side upon impact.

*Inertia Landing Dampeners:* This charm may be deployed at a reduced cost of 2m per zone in order to resist any sort of natural falling damage, meaning not impact damage generated from charms like Heaven Thunder Hammer. Once the Champion pays 10 motes, she becomes immune to falling damage from any height.

**Dive Bomb Submodule?**

## **SPEED AND MOBILITY**

### **TACTICAL RETREAT ALGORITHMS**

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

**Keywords:**

**Duration:** Instant

**Prerequisite charms:** None

*The Joestar secret technique... RUN AWAY!*

A small computer inside of the Champion's head constantly calculates the best course of retreat for nearly any circumstance. The solutions may not always be elegant, but they always seem to work. When making a disengage roll on an enemy, add one automatic success and reroll up to (Dexterity) 1's.

**Submodules:**

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

*Reactionary Caution Programming* (Dexterity 4 Essence 2): For an additional mote, the Alchemical may attempt a disengage action from short range.

*Sparking Wire Recoil* (Dexterity 5): This charm may be invoked after a successful disengage action and if the enemy moves towards the Exalt, allowing the Exalt to potentially move another range brand away.

*Line Drawing Advantage* (Essence 2): In addition to retreating, this charm attempts to draw those the Alchemical retreated from bit by bit into a leading advantage for the Champion. Upon making a successful Disengage action, the opponent loses one initiative.

*Desperation Analyzing Tactics* (Dexterity 4 Essence 2): When disengaging from a foe with lower initiative, gain double 9's. If the Alchemical has Celerity Enabling Module installed, a repurchase of this charm for 2 XP makes it so that the target of Celerity Enabling Module's secondary form is always treated as having lower initiative.

*Grand Escape Options*: The Exalt gains 3 bonus die when attempting to figure out the safest escape route out of a building, a safe spot for the eruption of a supervolcano, or other such hazards. This generally does not help in battle or with disengagement rolls.

## **KINETIC ACCELERATION DRIVE**

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

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** None

**Original Author:** The Demented One

*You're too slow!*

This submodule takes place at the bottom of the Alchemical's feet, coating them in what could be special moonsilver shoes with frictionless surfaces, enabling jet boots and carry the Alchemical off the ground, or even devices such as rollerblades and skateboards. Any way the result is the same, a substantial boost of speed for when the Alchemical needs it. This charm functions the same as Lightning Speed (Exalted 3e leak pg 321) only just 6's are rerolled. Descriptions of players casually using their jet feet or other devices to replace normal movement aesthetically (Like skating everywhere) are encouraged and can be done for free.

### **Submodules:**

*Speed Pad Accelerators* (Dexterity 5 Essence 3): By paying a +2m 1WP surcharge and when successfully completing a rush against a target, the Alchemical may move one range brand closer to the target on her next two turns in addition to normal movement.

*Sonic Speed Rollers* (Essence 2, 3 XP): The Alchemical gains the ability to move and rush while crouched.

*Rail Grinding Grooves* (2 XP): Special grooves are inserted into the soles of the Alchemical's shoes, allowing him to basically travel on wires or rails at an increased speed, rerolling all 5's in such a roll. In Creation, things such as tree vines can substitute instead, or anything the Storyteller allows so long as it makes use of the environment somehow.

*Jetstream Speed Cruise* (Dexterity 4 Essence 2): In a contest of speed against an opponent, the Alchemical may select up to (Dexterity) 1's and 2's rolled by the opponent and keep rerolling those dice until 1's and 2's fail to appear so long as the Alchemical is behind. By paying an additional +2m surcharge, the Alchemical can use this charm even when ahead.

*Peel-Out Acceleration* (Dexterity 6 Essence 2): The Alchemical gains double 9's on all tests of speed or rushing actions.

*Homing Attack Steering* (Dexterity 5 Essence 2): Guidance instead of the devices for speed automatically speed towards a target while leaving the Alchemical free to attack. For an additional +1m 2i surcharge, the Alchemical is able to rush and attack an attack without need for a flurry.

*Sonic Speed Burst* (Dexterity 7 Essence 4): The champion may take an additional move action once per scene so long as this charm is installed.

## **PERSONAL-GRAVITY MANIPULATION APPARATUS**

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

**Keywords:** Stackable

**Duration:** One Scene

**Prerequisite charms:** None

This Charm is housed as a set of reinforcing components and Essence capacitors in the lower legs. When activated, the device allows the Alchemical to twist gravity's pull in one of two ways. Each mode of the Charm must be activated separately if the two are to function concurrently.

In the primary mode, the Exalt controls the orientation of "down" in relation to himself. Doing so allows the character to walk or run along any surface that would be capable of bearing his weight if it were down, including walls and ceilings. Moving the soles of his feet more than one zone from a surface results in gravity reassuming its normal properties but does not end the Charm, allowing all manner of improbable acrobatics such as somersaulting off 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 reroll all 10's on all movement and jumping actions, but it also doubles penalties due to high wind, adds one zone flung back when

subjected to knockback and imposes whatever other effects the Storyteller deems appropriate for the change in weight.

**Submodules:**

*Weight Enhancing Dynamos:* This submodule reverses the polarity on the Personal Gravity Manipulation Apparatus, allowing the Alchemical's weight to effectively double. This reduces any sort of knockback by one zone and gives an (Essence/2) penalty for all attempts to move past the Alchemical, as she is simply too hard to pass. This only applies for moving *past* the Alchemical, so a disengage action moving away from the Alchemical will not face any penalty.

*Reduced Landing Impact (3 XP):* So long as the Alchemical takes the action to jump, any sort of impact from medium onwards is negated. This has no effect on distances further than long, as terminal velocity will have already happened.

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

**GYROSCOPIC STABILITY SYSTEM**

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

**Keywords:** Internal

**Duration:** One Scene

**Prerequisite charms:** Personal Gravity Manipulation Apparatus

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

**Submodules:**

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

*Stabilizer Beacon (Charisma 3):* By paying five motes when activating the Charm, an Exalt with this submodule telepathically broadcasts autonomic telemetry impulses and gravity inhibitor waves in a radius of 10 yards for the Charm's duration as a Shaping effect. These signals disorient those who mean the Alchemical any harm, imposing a -11 penalty to all Athletics actions and a -1 dice penalty to non-reflexive actions using other abilities. Friendly and neutral characters in range benefit from the usual effects of Gyroscopic Stability System and

may substitute the Alchemical's Essence rating for their own Dodge ability for the purposes of calculating their Dodge defense.

### **PARABOLIC LEAP OVERCHARGER DEVICE**

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

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Personal Gravity Manipulation Apparatus

Expanding the function and design of the Personal Gravity Manipulation Apparatus with components behind each knee, the Alchemical gains the ability to perform gravity defying leaps, her anima erupting in brilliant contrails from the base of her feet to color the air behind her. It is identical to Monkey Leap Technique (see Exalted 3e leak page 319). If the prerequisite is also active as well, the Exalt to double 9's on jumping rolls.

### **MOMENTUM-REDIRECTION PULSE INJECTOR**

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

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Parabolic Leap Overcharger Device

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

### **PLASMA THRUSTER ASSEMBLY**

**Cost:** Varies; **Mins:** Strength 4, Essence 3; **Type:** Reflexive

**Keywords:** Dual

**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 an two range brand in a single burst once per action. Doing so normally costs 4m. 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 damage of a **withering** attack or adds the Champion's strength to a **decisive** attack. In conjunction with charms that provide multiple attacks, 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 **withering** crush attack and adding strength dice to a **decisive** attack. If the Exalts attack an opponent in the air, the jets also allow for a smooth landing.

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 three range brands per turn, 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.

### **Submodules:**

*Emergency Blast Off Defense* (Tactical Retreat Algorithms): Upon successfully using a disengage action, the Champion can immediately activate this charm to blast straight back away from the target three range brands. This can be done once per scene, but may be reset by successfully rushing an opponent three times.

*Vectored Thrust Nozzles* (Essence 3, 3 XP): The Champion may move an additional range brand, allowing him to fly nearly three range brands at once.

*Efficient Vernier Thrusters* (3 XP): If the Champion uses this charm to attack an airborne target then she may remain in the air so long as attacks once per turn and remains within close range of the target.

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

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

*Giga Impact Force* (Essence 3, 5 XP): When hitting an enemy with a **decisive** attack the Alchemical may instead double the final damage dealt instead of adding Strength dice.

*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 a **decisive** attack with added force and hits, that enemy is also hurled back the remaining number of zones the burst could conceivably have carried the Exalt and suffers automatic knockdown. If the enemy hits a barrier before skidding to a halt, she suffers damage as per Heaven Thunder Hammer (see Exalted 3e leak, pg 341). This does not stack with other knockback adders, only the highest is applied.

*Tactical Flight Upgrade* (Wits 5, Essence 3): The Alchemical's flight system does not shut off when the character enters combat. The character still moves at full speed at two zones a tick, though, and must plan accordingly, especially as crashing as a result of a failed maneuver roll or failure to move at least one zone per turn results in a in a crash, which is treated as falling from long distance. The character gains the usual combat advantages of flight in addition to rerolling all 1's on any roll involving speed. 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 1; **Type:** Reflexive

**Keywords:** None

**Duration:** Indefinite

**Prerequisite charms:** None

Retractable jet modules, fins and propeller housings slide out of hidden compartments on various parts of the Alchemical's body when this Charm is activated. While powered, the device sucks liquids through intake valves and pumps it out of thrust nozzles at high velocity to aid swimming. The Exalt retains neutral buoyancy regardless of weight and can maneuver in combat at his normal movement speed and otherwise act without penalty while under water or other liquids up to the viscosity of heavy oil.

**Submodules:**

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

### **PARAMAGNETIC TETHER BEAM**

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

**Keywords:** None

**Duration:** One scene

**Prerequisite charms:** None

*Psychic... BURST!*

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

This beam may be used to remotely manipulate inanimate objects with a miscellaneous action, substituting the Alchemical's Essence for Strength and Dexterity. It provides three automatic successes on all attempts to recall loose weapons or hurled projectiles, and may be used to make disarm attempts at 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 out to medium rather than a fixed range. Actions even at long range can be attempted but suffer a -2 penalty. Extreme range actions can be attempted if the exalt has some method of increasing distance akin to what he'd need with an archery attack. An aim action is needed for distances of medium or higher when attempting to do something against an individual, but not for retrieving weapons at medium range. Lastly, against an inactive opponent, the Alchemical may use this charm to suspend a target in midair or hang them somewhere for a total of (Strength or Essence, whichever is higher) hours for free



and regardless of distance. Some champions who actually wish to avoid the spotlight often hang up criminals for the Perceptors to retrieve for later.

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

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

### **DYNAMIC REACTION ENHANCEMENT SYSTEM**

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

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** None

This Charm takes the form of a complex mechanical assembly in the Alchemical's spine. When activated in battle, it immediately allows the Alchemical to make her action regardless of her place inside of the initiative order. In actions such as social influence it allows to act before she would be able to (In case you're keeping order of actions) or complete and address her point faster than she would otherwise be able, completing a speech that would take an hour in several seconds. Physical actions become highly precise and efficient, cognition occurs with the mind briefly cleansed of all distractions, and speech becomes clipped and slightly rushed as the Alchemical makes his points quickly and concisely.

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

### **Submodules:**

*Cluster Action Hyperprocessor* (Wits 3, 4 XP): This submodule now allows the Alchemical to automatically move one range band before attacking the target.

*Subsynaptic Accelerator* (Dexterity 5 Wits 5 Essence 2, 3 XP): Upon activating the charm, time seems to slow for the Alchemical, allowing him much more time to get hits in and making it so his opponents are already at a disadvantage as soon as he approaches. By paying a +1 WP

surcharge to the charm, the Alchemical strips (Essence or 3, whichever is higher) initiative from the attack and adds it to the Alchemical before the attack is even made.

*Thought As Action Node* (Wits 5, 4 XP): When using this charm to take actions, any penalty that may apply to either defense or the Alchemical's dicepools is reduced by one for a +1m surcharge. A repurchase of this submodule at Essence 3 reduces the penalty by 2.

### **INCOMPARABLE EFFICIENCY UPGRADE**

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

**Keywords:**

**Duration:** Indefinite

**Prerequisite charms:** Dynamic Enhancement Reaction System

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

Relay crystals implanted throughout the Champion's nervous system optimize her ability to perform extended, complicated tasks. While active, the Charm quickens all dramatic actions using Attributes for which the character has an Augmentation installed (AKA: At least one excellency in or any general augmentation in). Depending on the situation, this charm has a variety of effects, but the general rule of thumb is that if an action has some sort of specified time that is not mentioned here, the speed of the action is sped up by (Exalt's Essence x2) times. Specific variations of the charm in specific situations are as follows:

- When making a Strategic Maneuver roll, the Exalt is able to do so in far less time and always has time to make one. So long as the exalt is able to prepare before battle, any amount of time is enough to let him prepare at least one strategy.
- When making a profile of someone by crime scene evidence or reading reports, she does so at an accelerated rate. If the time is five minutes, then the Alchemical will often learn it in seconds. If the proper sense modules are used, the Alchemical may not even need to touch anything.
- When undergoing a project (either sorcerous or otherwise, and everyone seems to love projects these days) the Alchemical's speed and efficiency always counts as an additional means.
- When undergoing crafting actions, time intervals are decreased by one. A millennium into a century, a century becomes into a decade, a decade into a year, 1 year becomes a season, a season becomes a month, a month a week, a week a day, a day an hour, and an hour a minute. Crafting at this increased speed does not make crafting any more difficult, but the Alchemical must still meet the amount of successes needed by the terminus. Materials and tools are still needed.
- Any time needed to complete a Leadership or long-term Bureaucracy action is reduced in a degree as mentioned for crafting above so long as it makes sense.

- When doing medical rolls, any roll of an hour is treated as being done in a minute instead. However for things such as treating a patient's illness this roll can only be done once a day. The patient still needs rest!
- Yes, you can activate this for bedroom activities too, you perverted bastard. In which case each minute of such activity is treated as an hour and each second is treated as if it were a minute. An hour is treated as a day, but it is very rare to find someone with the stamina for this!

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

### **Leander Evans investigation example**

#### **Submodules:**

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

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

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

### **TRANSHUMAN EFFICIENCY RELAYS**

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

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Dynamic Enhancement Reaction System

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

In combat, immediately upon making a **withering** attack that lowers the opponent's initiative to a value less than the Champion's own, the champion may activate this charm to make an immediate follow up attack which is either a normal **withering** or **decisive** attack.

Upon making a social attack that successfully places an intimacy on the target, the Alchemical may use this charm to make an immediate follow-up social action on the target. This is useful for when time is an issue or if the person wants to get away.

#### **Submodules:**

*Quicksilver Flowing Attack* (Wits 5 Essence 2): For a +3m surcharge, the Alchemical may treat her initiative as three more than what it actually is for the purposes of activating this charm.

*Superkinetic Synthesis Engine* : For an additional cost of 1WP, the Alchemical may use this charm to make an additional attack per scene, even if she already attacked. This can be used once per scene, but may be reset upon incapacitating an opponent.

*Hyper Cortex Acceleration Module*: This charm can be activated upon taking a flurry, in which this case the Alchemical does not suffer a penalty for either action in the flurry.

### **MAGNETIC JOINT BEARINGS**

**Cost:** - (1m); **Mins:** Dexterity 3, Essence 1; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** None

*Morph Ball acquired!*

The Alchemical's joints receive a special anti-friction magnetic coating, with additional installations representing more comprehensive and refined formulas. This allows the Alchemical's body to contort in frightening and unexpected ways. This charm provides the two dot version of the Ambidextrous merit. In addition the Alchemical's body can contort and morph to fit in spaces no longer than a foot in diameter, while still maintaining the Alchemical's full speed and sensory awareness. The Alchemical can only do this if she has no armour,

otherwise the added bulk makes it impossible to contort. For Colossi, this charm does not allow them to fit in one foot spaces but still significantly smaller ones.

**Submodules:**

*Morph Sphere Modification* (3 XP): By shunting the body of the Alchemical into elsewhere for the duration, the Alchemical is able to turn into a small ball that can fit in spaces no more than a foot in diameter, regardless of armour.

**LIMB EXTENSION ARMATURES**

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

**Keywords:** Uniform

**Duration:** One Scene

**Prerequisite charms:** None

Depending on configuration, the Alchemical features complex telescoping articulation in all limbs or stretching moonsilver implants. Upon activation, the Alchemical's limbs surge and crackle with

Essence, unfolding or softening in preparation for extension. For the rest of the scene, the Champion may reflexively extend or retract his limbs out to short range in addition to giving all of his attacks the R tag. Any close combat counterattacks against the Champion must also target the limbs if they are called shot at a -2 external penalty unless the counterattack has similar reach.

**SOCIAL**

**UNCONDITIONAL IMPERATIVE PROGRAMMING**

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

**Keywords:** Internal

**Duration:** Instant

**Prerequisite charms:** None

A coating of red jade in the Alchemical's throat infuses his words or instrument with Essence-driven psychological intensity, drilling them into the minds of listeners. For the rest of the scene after activating this charm, the Alchemical gains an additional success to all social influence towards any ability for the rest of the scene.

**Submodules:**

*Additional Memetic Intensity* (Any First Attribute Augmentation): In addition to the normal amount of successes the Alchemical converts any dice that are added by the First Attribute

Augmentation as non-charm successes instead. This applies to any attribute that has the First Attribute Augmentation installed.

*Incarnate Law Speaker* (Charisma 6): The Exalt may an additional 1 WP surcharge when activating this charm, allowing him to apply it to any valid social action for the rest of the scene.

*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.

*Tangible Encouragement Protocols*: The gifts of the Champion's of Autochthon are not turned down lightly. When using this charm to make a bargaining action, add an amount of non-charm die to the bargain action equal to the resources of the item the Champion is using. If the Champion finds out the exact one thing the target wants and is able to supply it, then treat the resource value of the object as 5, regardless of whenever or not it is actually worth that. If it is already worth resources 5, add an additional non-charm success to the roll. This is intended to be used for physical goods only, but if the Storyteller wishes it can apply to services as well.

*Conviction Affirmation Stance* (Charisma 4 Essence 2): By using her very passions of what and those she cares about, the Champion can melt the iciest of hearts. The Champion may use an intimacy to give an amount of non-charm bonus die to a social roll equal to the value of the intimacy. However by doing so the Champion cannot use the same intimacy for defense later on, and this gives an single automatic bonus success on attempting to figure out the intimacy the Champion used on such an attack, which can still be targeted later on in the scene.

## **PATRIOTISM-PROVOKING DISPLAY**

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

**Keywords:** Internal

**Duration:** Instant

**Prerequisite charms:** None

Luminescent artificial glands are implanted beneath the Alchemical's skin. When this Charm is used to supplement a social attack, the glands divert a trickle of power from his anima to transform the way light and shadow play across his body, producing deep shadows and bright planes. He looks both inspiring and intimidating, like a commemorative statue or propaganda poster. Few are able to resist the dictates of such a starkly heroic figure, only staring in awe.

This charm can be used for any social action, such as a monologue or musical performance. It guarantees that no one will interrupt the Champion so long as he's addressing his point. People can refuse the Alchemical and even use intimacies and spend willpower to resist this effect, but to interrupt the Alchemical during his action costs a single point of Willpower.

## **Submodules:**

*Didactic Legend Display* (Appearance 3, 3 XP): Projectors along the back of the Alchemical light up to show the exploits of him and the nation he represents, showing that he is not a friend to you, but for the machine god himself. Upon the purchasing of this submodule, people automatically become familiar with the Alchemical and who he is. Additionally, people are much more likely to look over minor cultural errors or mistakes, subtracting a single point of penalty an Alchemical may have to unfamiliar cultures. A repurchase of this submodule allows the Alchemical to use this for other assembly mates for a cost of 3m on their action.

*Righteousness Reaffirming Cause* (Essence 3): If a target spends a point of willpower to resist the champion's logic with a decision point, then the Champion gains that point of willpower. In the case of many people spending willpower to resist an argument, the champion only gains a single point.

*Friend to All Methodology* (Charisma 5 Essence 2, 4 XP): The Champion is your friend, he is here to help you. Upon purchasing this submodule, Patriotism-Provoking Display can be activated for an additional WP in order to apply all its effects for the rest of the scene. In combat, people cannot attack the Alchemical without spending a point of willpower or having a defining intimacy directly against the Champion or his nation that would allow him to do so. Additionally, all actions to knowingly lie to the Champion carry a penalty equal to the Champion's (Essence).

*Star of the Nation Icon* (Charisma 4 Essence 2): All those in the nation regard the Champion as a source of awe, someone to look up and aspire to. Whenever the Alchemical uses this charm, any and all members of his home nation are automatically counted as having a minor intimacy of awe or reverence towards him which he can exploit. Another submodule of this kind called *Ever Watchful Sentinel of the Nation* can be purchased for Manipulation 4 Essence 2, and treats everyone from the Alchemical's home nation as having a minor intimacy of fear to exploit. A repurchase of this charm at Charisma 7 allows the Champion to treat already existing intimacies of him as one higher when asking something of people who belong to his state.

*Grand Glorious Gathering of Hope*: Whenever the Alchemical makes an inspire action, she may reroll (charisma) non-successes in her roll.

*Exemplar Idol Stature* (Charisma 6 Essence 3): The Alchemical is everything you could possibly look for in the Champion of Autochton, and that alone gives him all the leverage he needs. Once per scene, the Alchemical may make a social roll as if he were exploiting a defining intimacy.

## **PERFECTED UNION PATTERNING**

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

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** None

Bands of the Champion's magical material are injected into the skin of her face, forming hypnotic patterns reminiscent of war paint. When suffused with Essence, the pattern asserts a minor calming effect on all those who witness, looking past any faults the Alchemical may have. Upon using this charm to supplement a social roll, the Alchemical rerolls up to (Charisma) 1's in her roll and keeps rerolling until they fail to appear.

**Submodules:**

*Oscillating Light Patterns:* The Alchemical may also double 9's on a roll as if they were 1's.

*Flaw-Capitalizing Procedures* (Charisma 4 Essence 2, 5 XP): If the opponent attempts a presence or performance roll against the Alchemical, then the Alchemical may treat any 1's the opponent rolls as one's to be rolled on the Alchemical's next social action in the scene.

*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.

*Rage Soothing Colours* (Charisma 6 Essence 2): The face paint on the Alchemical's face switches to that of cool or calm colours, calming hearts from the sudden shock of even the most outrageous offers. For a surcharge of one willpower whenever the Alchemical makes an instill, bargain, or persuade action, the offer sounds completely and perfectly reasonable. Those listening need to pay a willpower themselves in order to take offense. This does not mean the action automatically succeed, but it does make it much harder to offend others.

## **INDUSTRIAL CHAMPION ICON**

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

**Keywords:** Axiomatic, Exemplar 1

**Duration:** Instant

**Prerequisite charms:** Unconditional Imperative Programming

A rosette pattern of the magical materials surrounds the Exalt's soulgem, signifying her identity as an ordained Champion of faith and hierarchy, elevated above the forces of chaos and entropy. Upon using this charm to make a successful social influence roll against a creature of the void but before a decision point has been made, the Alchemical may pay 4m to increase the cost of resisting the social attack to two willpower.

**Submodules:**



*All Heretics Yield to Truth* (Charisma 6, 4 XP): This submodule makes it so that all targets are viable for this charm, not just creatures of the void. In addition if a Creature of the Void does pay willpower to resist the attack, they take a -1 penalty to their resolve against the Champion's next social attack.

*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 when the attack is declared. If the attack hits, filaments of light flash outward in every direction like spider webs, and the target becomes a creature of the Void as a Shaping effect, drawing a momentary red glare from all machine spirits who spin fate in the target's current realm of existence. The heretic can remove this label with a full month spent in penitent and rigorous observance of the Great Maker's laws as revealed to Autochthonia or the Jadeborn, a mercy not available to beings inherently associated with the Void.

## **ROGUE CELL ISOLATION PROTOCOLS**

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

**Keywords:** Exemplar 1

**Duration:** Instant

**Prerequisite charms:** None

Inappropriate sentiment is disruptive to the routines of the Realm of Brass and Shadow. Lumpen should not be unduly pitied, heretics should not be coddled, and personal sentiments must never be placed above the well-being of god and state.

This Charm takes the form of a chrome and soulsteel plating surrounding each eye and extending just beyond the edges of their sockets. When charged with Essence, these hard and pitiless surfaces create a hall of mirrors effect in which the victim's reflection joins the flickers of tortured souls that seem to extend to infinity. Upon using this charm to supplement an Instill, Persuade, Bargain, or Threaten action the Alchemical may treat an intimacy used to bolster resolve as one lower than what it normally is, while Minor intimacies only provide a single bonus point of resolve. Intimacies used at decision points remain unaffected. Only intimacies directly representing hatred towards the Champion or those magically boosted (Such as those protected with Heretical Dogma Lock) are immune to this. Additionally the Alchemical may use this charm on herself to rid herself of minor intimacies automatically, no roll is needed for this.

## Submodules:

*Morale Draining Gaze*: Even the most hotheaded of people take pause when the cold gaze of the Soulsteel caste washes over them. When being targeted by an attack that uses its intimacy to provide some sort of damage or bonus, the Alchemical may activate this charm after the attack has been declared to lower the intimacy intensity by one.

*Enhanced Threat Database* (Manipulation 5): If the Alchemical fails a threaten action, he may then attempt to threaten the target again without needing to reset whenever she uses this charm. This can be done once per opponent per story.

*Instructive Fear Resonator* (Manipulation 4, Essence 2, 4xp): Whenever a instill action supplemented with this charm lowers an intimacy by a single step or gets rid of a minor intimacy, it also leaves behind a minor intimacy of fear towards the alchemical if none existed previously or increases the amount of fear a target had toward the Alchemical previously by increasing its intensity from minor to major and major to defining. As a Compulsion, the victim cannot remove this Intimacy by spending scenes attempting to overcome his fear and must apply her resolve and spend Willpower to resist all external influence that would cause him to lose it as a normal intimacy its level. Removing the Intimacy ends the Compulsion.

*Emotional Irrelevance Systems* (Manipulation 5, Essence 3, 4xp): Characters who have either lost an Intimacy from the Charm or have their intimacy lowered by a level remain affected by a Compulsion requiring one Willpower to have their own actions in a given scene count toward rebuilding the Intimacy. The Compulsion ends once the Intimacy is rebuilt and does not affect others' attempts to rebuild it through persuasion or other means.

*Flash Neuralyzer Device* (Manipulation 5 Essence 2): Sometimes it is necessary for the Alchemical's to remove evidence for the good of the state, and sometimes spies need to leave witnesses alive. Rogue Cell Isolation Protocols may use this charm with an instill action, treating memory of the last scene as a minor intimacy. If she succeeds, the target is dazed and susceptible to claims, and will automatically believe them if the claim is believable, such that the crash site isn't an advanced enemy war drone, but a crashed weather balloon. A rule of thumb is that the victim will believe claims that'd give -1 social penalty automatically, but more outlandish tales require the proper evidence or convincing by a social roll. This dazed state lasts for 15 seconds normally, allowing the Alchemical to give a brief statement of what the victim believes and possibly gently tell them to leave the room after. If the victim is attacked during the daze, the daze immediately ends and their belief is reasserted.

## TRANSCENDENT BRUTALITY PROGRAMMING

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

**Keywords:** Internal

**Duration:** Instant

**Prerequisite charms:** Rogue Cell Isolation Protocols

This dreadful Charm consists of a set of retractable soulsteel hooks set into the fingertips, subdermally wired to its prerequisite. The hooks may be extended for use or retracted by “drawing” them as weapons without activating the Charm. When drawn, the hooks cease to be internal and have the traits of mundane tiger claws with the Piercing tag. When Transcendent Brutality Programming is activated to enhance attacks made with its physical components, however, the hooks become terrible instruments of torture and will breaking. If a **decisive** attack hits using this charm and claws, the target loses one Willpower as long as they take one level of damage and during the next night of sleep, the victim must roll willpower with a -1 penalty to actually regain willpower. The difficulty of this roll is 1 one, but the penalty may make things difficult, as the roll is accumulative, adding another -1 penalty that stacks with the previous one. If the victim has no Willpower point for the Charm to drain, she temporarily loses a dot of Willpower instead (to a minimum of Willpower 1). Lost dots return at the rate of one per day of restful (i.e., non-penalized) sleep.

**Submodules:**

*Confessional Scream Extractor* (3xp): Whenever this Charm takes a dot of Willpower, the victim reveals an Intimacy of her choice to her torturer by screaming it in her native language. This is a Compulsion costing only one Willpower to resist, but this cost is generally moot given that she has no Willpower to spend. The victim may not choose to reveal an Intimacy she has previously revealed to the Alchemical this way unless she has no secret Intimacies left.

*Lingering Horror Scars* (4xp): Targets who lose any dots of Willpower from this Charm automatically gain or reassert an Intimacy of fear and associated Compulsion as described in the Instructive Fear Resonator for Rogue Cell Isolation Protocols.

*Torturer Satisfaction Engrams* (Essence 3): Whenever this Charm takes a dot of Willpower from a victim, the Alchemical regains one Willpower point. In addition, all time the Exalt spends actively and deliberately inflicting suffering to those who have broken the laws of the Great Maker is considered meditation for the purposes of Essence recovery. Apostates respire the screams and sublimated tears of those faithful to the Great Maker instead.

**PHEROMONE REGULATION SYSTEMS**

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

**Keywords:** Internal

**Duration:** One Scene

**Prerequisite charms:** None

A set of micro-pumps and artificial glands implanted beneath the Exalt’s skin allow her to synthesize and exude psychoactive biochemical fragrances that accentuate particular emotions.

The Alchemical may make an inspire roll to generate any specific emotion against everyone within medium range of the Alchemical or (Appearance x10) meters (if exact measurements are desired) adding an additional (Essence) dice to the attempt. If successful, then any social action made to exploit the emotion takes a -1 penalty in addition to whatever penalties the emotion normally brings. Mortals are especially vulnerable to this, forcing them to use a major intimacy or higher to defend against the influence, minor intimacies simply cannot be used. The Alchemical can also use this charm in battle, attempting to inspire calm in an opponent then them attacking causes all of their attacks to have a -1 penalty so long as they remain within medium range of the alchemical.

Alternatively, the Alchemical may use this Charm to mask her own scent entirely. Doing so causes mundane attempts to track the Alchemical via scent to automatically fail. Charms that enhance scent or creatures with strong scent capacities (such as wolves) treat this as a -1 penalty instead.

### **Submodules:**

*Instinctual Aversion Formula* (4xp): As desired, the Alchemical may exude chemical repellants. Natural animals in range experience a subliminal unnatural to leave the radius of effect and not return for the rest of the scene unless they pay one Willpower to remain. Such beings will not generally resist without a very good instinct-driven reason, such as to protect their offspring or mates. Mortals are less affected, suffering a -1 penalty to all non-reflexive actions if they don't resist.

*Biochemical Lozenge Machine* (Essence 2): The Exalt can distill a specific emotion into a single gelatinous pill as an alternative to normal activation. This pill emerges from a port just below the Exalt's stomach and retains its potency for one month. Anyone who consumes the capsule gets the benefit of the Charm as though she activated it but can only apply the one emotion. These Poison effect pills cannot be tasted or smelled by human-range senses when dissolved into beverages. Doses do not stack in either case, and both types of pills are worth Resources •• apiece/

*Unnatural Emotion Strengtheners* (Manipulation 5 Essence 3): The intensity of emotions generated by this charm go above and beyond normal emotions, making it crack even the strongest of poker faces. Before the Alchemical rolls the social attack against someone affected by this charm the affected influence costs an additional willpower point upon using a decision point. In addition, they take a penalty to their Guile equal to the Essence of the Alchemical.

### **UNOBTRUSIVE REPARTEE BAFFLES**

**Cost:** - (2m); **Mins:** Manipulation 2, Essence 1; **Type:** Permanent

**Keywords:** Internal

**Duration:** Permanent

**Prerequisite charms:** None

This Charm takes the form of a series of Essence-draining soulsteel coils linking the Exalt's Essence reservoir and her throat, interspersed with red jade filtration baffles. While this device is installed, the Alchemical may pay an extra two-mote surcharge when invoking any Social Attribute Augmentation or social influence charm to prevent any Essence spent on it from adding to her anima banner display, effectively adding the mute keyword.

### **MOTIVATIONAL VOCODER**

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

**Keywords:** Psyche

**Duration:** Instant

**Prerequisite charms:** Any two of the following: Unconditional Imperative Programming, Patriotism Provoking Display, Perfected Union Patterning

This Charm takes the form of a delicate half torc anchored by a rivet in the throat. The Champion makes a social attack against a single target within one yard using ([Charisma or Manipulation] + Presence), in which he extols the virtues of one of his defining intimacies or his state to a target at close range. Those who fail are treated as if they have a defining intimacy towards the Champion and will do what they can to help accomplish his goals or those of his state. This does not stop them from hating the Champion, but it makes them grovel, beg, or do other behaviors as otherwise mentioned. A character can act against this influence for a scene by using a defining intimacy that goes against the Alchemical with a decision point, and can be used once per day per intimacy in this regard. This condition last for (Essence) days. This charm cannot be used while in battle.

#### **Submodules:**

*Faithful Servant of the Populat:* Those who witness the Alchemical performing some sort of activity on behalf of his state. Upon completing some action on behalf of the state or helping others, such as vanquishing a Gremlin or repairing a boiler, the Alchemical may activate this charm with a discount of (Champion's permanent essence) motes. Furthermore when used in this method the greatness of the champion is unquestioned as it is demonstrated before their very eyes. The target takes a penalty of (Champion's Essence/2) to this Resolve. Lastly, the Alchemical may use this charm in battle now so long as he activates it with the method above.

*Noetic Signal Booster* (Essence 3): The Charm may be used at standard speaking range for a social attack. A second installation of this submodule at Essence 5 allows it to be used in conjunction with a Performance based attack, but an area-effect use wears off on its own after a day, even if unresisted.

### **PERSONALITY OVERRIDE SPIKE**

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

**Keywords:** None

**Duration:** Until Released

**Prerequisite charms:** None

This Charm constitutes a spike mounted in one of the Alchemical's limbs, which can be extended or retracted at any time for free just like a normal weapon. The probe may be stabbed into a victim as a stiletto (stats of a mundane light weapon) or inserted without damage into a willing or restrained subject (including those held in a clinch). The spike is not intended to serve as a weapon, however, but rather as an instrument of mind control.

This charm may be invoked when declaring a grapple gambit. If successful, the spike enters the body of the victim and unleashes hundreds of Essence-sculpted microscopic automata that rapidly thread their way through nerve bundles to the spine and up into the brain, forcing his victim immediately into a mindscape. From here on out the action is resolved as a normal clinch, only the Alchemical uses her ([higher of Manipulation or Wits] + Presence) to control and the defender uses (Wits + Integrity) in an attempt to resist.

If the Exalt wins, she may deploys the psychic equivalent of a hold action, forcing the victim into an empty mindscape marred only by his own psyche and a vague awareness of the Alchemical's presence, or it can be whatever the Storyteller wants for coolness factor for Inception style stuff. A victim trapped in his own mind still perceives the outside world, as they can still move somehow and if in danger (such as being targeted by an attack) then the brain will make a metaphor of the attack in his mind so they can dodge it in the real world. If the victim wins, they immediately leave the psychic landscape and may use physical attributes again as normal (In case of a clinch reversal). Crush actions against the victim in the psychic landscape are also possible, and they can be of whatever shape the Alchemical wishes. However the damage in the real world body will be of only bashing.

### **Submodules:**

*Mind Crush* (Strength 3, 3 XP): This submodule allows the Alchemical to perform lethal crushing actions against her target.

*Reinforced Spike*: This submodule coats the mindspike in a material relevant to the caste of the Champion, giving it the stats of a light artifact weapon and allowing her to use it as such.

*Adamant Optic Efficiency Wires* (Manipulation 6 Essence 3): This replaces the materials of the nanobots and wiring used by the personality spike into thin strips of adamant, greatly increasing the efficiency of the Spike. When used once in a scene, the cost of using it against mortals for the rest of the scene is reduced to a single mote.

*Collective Memory Implantation* (Essence 2): The Alchemical only needs to pay the cost of Personality Override Spike once if he wishes to use this on a selected group to all have roughly

the same memories using other charms up to a maximum size of her (Essence/2). How the Champion actually accomplishes this is left up to her own ingenuity.

### **IDENTITY RECALIBRATION SIGNAL**

**Cost:** - [1m]; **Mins:** Manipulation 5, Essence 2; **Type:** Permanent

**Keywords:** Psyche, Internal, Stackable

**Duration:** Permanent

**Prerequisite charms:** Personality Override Spike

This Charm expands its prerequisite, allowing the Alchemical to laden successful crush attack with powerful influence that reprograms the opponent's mind. By taking an action that is basically a crush, this works whenever the Alchemical makes a successful gambit at a difficulty of the opponent's Essence, maximum 5. There is no need to roll to hit, only the initiative needed for the gambit needs to be rolled. Success allows the Alchemical to apply the following modifications, once per successful gambit:

- *Intimacy:* One minor intimacy may be added or removed at the Alchemical's leisure, which the Alchemical knows what was removed. A minor intimacy may be brought up to a major intimacy after two successful gambits in a row or a major brought down to a minor with the same effort. Defining intimacies cannot be altered at this level, but they can be socially attacked in the landscape if the Alchemical wishes.
- *Memory:* The victim can be made to forget a specific contiguous period of memory covering as much as five years or all memories associated with an Intimacy the Charm has excised. The Exalt does not learn the details of the memories she deletes. This is counted as an illusion effect.
- *Willpower:* The victim gains or loses a dot of permanent Willpower (maximum 8, minimum 1). This is a training effect.

When the Exalt is finished, the spike slides painlessly free. The effects are permanent as applied to mortals, who can recover lost dots of Willpower by spending the requisite experience and a month per dot to heal their torn psyches. Essence users can pay four Willpower at any time they are reminded of lost memories to restore a diminished memory to its original rating instead and can pay this cost in installments. Adding Willpower dots is a Training effect for mortals, but Essence users can choose to apply a Training effect or a one-day temporary boost when they gain a dot. Essence users can recover lost memories by seeking out reminders of them or otherwise spending scenes building an Intimacy to the memory. Once the Intimacy forms, it dissolves as the memory returns.

### **MIND-RIPPING PROBE**

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

**Keywords:** Psyche, Internal, Stackable

**Duration:** Permanent

**Prerequisite charms:** Identity Recalibration Signal

This Charm expands its prerequisite, adding the following options to the list of actions the Alchemical may take while crushing a victim's mind:

- *Essence Drain*: 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 3; **Type:** Permanent

**Keywords:** Psyche, Internal, Stackable

**Duration:** Permanent

**Prerequisite charms:** Mind-Ripping Probe

This Charm expands the function of Identity Recalibration Signal, adding the following options to the list of actions the Alchemical may take while crushing a victim:

- *Craft Memory*: She may alter the victim's memory by dedicating consecutive **gambit** 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.

- *Restore Memory*: The Alchemical may restore false or deleted memories she has located. She does not have the option of previewing the truth behind such mental alterations before returning them to her patient, although the option of altering them again remains available if they prove inconvenient.

### **Submodules:**

*Mind-Pattern Restoration Algorithms*: This submodule allows the Alchemical to not only search for broken memories, but also for any sort of unnatural, magical, illusionary, or otherwise sorcerous mental influence the subject may be under. Upon finding evidence of some supernatural mental influence or any other sort of effect. The Alchemical may then pay 5m 1WP to cleanse all unnatural effects on his target that he has discovered. Illusion effects may or may not be restoring depending on what the storyteller believes, but at the very least the target will realize the extent of the illusion she was previously under. A repurchase at Manipulation 7 allows the Alchemical to cure any mental mutations except for Gremlin Syndrome as a shaping effect.

### **SUBSIDIARY PERSONALITY IMPLANT**

**Cost:** - [1m]; **Mins:** Manipulation 5, Essence 4; **Type:** Permanent

**Keywords:** Psyche, Internal, Stackable

**Duration:** Permanent

**Prerequisite charms:** Identity Recalibration Signal

This Charm expands its prerequisite, adding the following option to the list of actions the Alchemical may take while modifying a victim:

- *Defining Intimacies*: The Alchemical may now add defining intimacies or lower them down by one by four consecutive gambits. A major can become a defining and a defining can become a major one. This damage can be undone by spending a point of willpower for a scene when presented with evidence support the intimacy. It is broken when (Champion's essence) willpower are spent.
- *Hidden Self*: The Alchemical may design a new suite of Intimacies, then implant them subliminally into her victim. This new personality will emerge for the duration of one scene at some point in the future, replacing the victim's real Intimacies in response to a pre-set stimulus. Examples of potential stimuli include sunrise on the first day of Calibration, when you receive orders to attack the Lap and upon hearing someone ask if

it snows often in the summer. The victim must be aware of a stimulus in order to react to it. In the preceding example, the effect would not trigger at dawn on the first day of Calibration if the victim were locked in a lightless oubliette without a calendar. It takes five consecutive gambit actions to complete this. Victims have an opportunity to spend four Willpower to resist the effect when it triggers.

### **SAFE MODE REBOOTING PROCEDURE**

**Cost:** - [1m]; **Mins:** Manipulation 5, Essence 3; **Type:** Simple

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** Personality Override Spike

It's a sad fact that even the Champion's of Autochton are sometimes swayed by honeyed words of enemy nations or lies of the Gremlin menace. To combat this, this charm adds an additional function to the Champion's Personality Override Spike, allowing them to use the charm on themselves. To do this, the Alchemical activates Personality Override Spike with an additional willpower and immediately falls into a controlled coma. The Champion is completely ignorant of any events happening in the outside world and is considered inactive in it. What happens to the Champion however is that all of her systems reboot, but only in a special mode which allow the most essential components of the Alchemical's soul. This then allows the Alchemical to not only notice any influence that is unnatural/magical/sorcerous, but allows her to terminate it at her leisure. Additionally she is able to do other alterations to herself based on whatever other charms enhance mindspike can do, only needing actions and time to do so, not needing any gambits. The Alchemical could craft completely false memories for herself or make a new identity so real that she herself could possibly never know she was a Champion, though it is advised to make triggers that will make her recall her old memories if needed. No force can stop the Alchemical from using this charm. This charm may be used once per story, but may be used again if the Alchemical makes an entirely new identity for herself or gives complete amnesia. Storytellers are encouraged that if players try to shortcut the system (Such as making a trigger that the rest of the group knows to use whenever the Alchemical makes false memories after only being in this charm for an hour) to make any purged influence also return.

### **THOUSANDFOLD COURTESAN CALCULATIONS**

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

**Keywords:** Internal

**Duration:** One Scene

**Prerequisite charms:** None

*I'm just a love machine*

Yes, it's the charm you've been waiting for.

A tiny crystal nodule wrapped in hair-thin filaments of red and green jade is implanted in the Exalt's brain. When tapped, this vast database of sexual techniques and provocative innuendo allows the Alchemical to project a subconscious impression of focused carnal intent, making her an object of intense desire. When this charm is active, seduction against a target are always a valid option, needing no intimacy or emotion to key off of when using instill, bargain, persuade, or if you can somehow pull it off as a seduction, threaten. Furthermore if the Alchemical has more appearance than the target, than an amount of dice equal to the amount of times the (First Appearance Augmentation) is installed are automatically converted into automatic successes. If it isn't installed or the opponent's appearance is higher, than the Champion gets one bonus success that counts towards charm limits. Just remember the Red rule kids, and if a player is being a creep with this charm the storyteller is free to hit the player up the side of the head with the nearest rulebook. No, I'm serious, they're allowed to do it, but I'm sure as shit not accepting responsibility for either party.

In addition to radiating sexuality, the Exalt becomes peerless at the art of lovemaking. Hypnotic body rhythms, exotic sex organs, and inhuman muscle control first entrance partners during the act of consummation, then bring them to exhausting climax, leaving them smitten and easily influenced. Any social attack by the Alchemical whispered in the ear mid-coitus or up to one hour following worms deep into the target's psyche, doubling nine's on any social action against them. If the action involves the Alchemical (Such as attempting to instill an intimacy towards the Alchemical or Read motive to know if they like the Alchemical), then double 8's as well. If the Exalt imposed unwanted sex on the target through physical force, none of these benefits apply. ...Unless they're a masochist.

### **Submodules:**

Get a snack, you'll be here a while.

*Synthetic Bliss Engrams* (4xp): The Alchemical's Thousandfold Courtesan Calculations enhance any post-coitus social attack meant to build an Intimacy of lust or infatuation towards him, causing the target to automatically form the Intimacy at Defining strength for (Essence or Appearance days, whichever is higher) if he fails to defend or resist. At Essence 3 a repurchase this increases from days to weeks.

*Ultimate Ador Upgrade* (Appearance 6 Essence 3): Instead of giving up to (First Appearance Augmentation) dice into successes, this charm makes it so that the Alchemical applies the full appearance difference as dice if that is preferred. Furthermore the Alchemical may still spend up to (Appearance) motes on the action, and if she hits her dice cap she is then able to turn any leftover added dice into automatic successes. Post-coital influence doubling numbers drop by one (Meaning double 8's on any social action and double 7's on things directly involving the Alchemical). Lastly the duration of the charm changes to indefinite.

*Instinctive Lust Resonator* (Manipulation 4 Essence 2 4 XP): This submodule is the same as Instinctive Fear Resonator from Rogue-Cell Isolation Protocols, but instead of an intimacy of it makes an intimacy of lust and is activated whenever the target gains an intimacy of lust towards the Alchemical when Thousandfold Courtesan Protocol's is activated. If the Champion already has Instinctive Fear Resonator then this submodule only costs a single experience point.

*Courtesan's Pillow Talk Download* (Personality Override Spike) - With this submodule, the Alchemical may use Personality Override Spike in a more discreet and intimate fashion. Personality Override Spike may be used during a sexual encounter discreetly, a person only realizing the Alchemical was attempting to manipulate their memories if they break free from the mindspike. Secondly, when using Mindspike in this measure, the Alchemical may use her (Appearance + Performance) if that is beneficial. To gain initiative to use the Mindspike, the Alchemical makes (Appearance + Performance) rolls against the victim's Resolve, with their Wits as "soak" and may do once per action. If the victim orgasms, then the Alchemical gains initiative as if the target crashed.

*Noi Emulation Programming*: The Alchemical's movements during lovemaking are further refined in emulation to the Alchemical god of Noi, her motions and touches as fluid as the Minster of Oil himself. The Alchemical may use her Appearance in any roll assisted in lovemaking, from social attacks, resisting poisons, longevity, and sexual performance. In addition may turn any speciality dots and stunt rolls involved in Lovemaking into automatic successes.

*Temptress Protocols*: Many who have slept with a champion even forsake their own nation in exchange for the Champion's own. If the mid-coitus influence is triggered, then the Alchemical may treat any social attack promoting her state of some agenda which she is a part of as if she is installing an intimacy of lust within her target.

*Kunoichi Assassination Program* (Tympanal Receptor Nodes): Champion's with his charm are loved by those intimate with them and hated by their enemies. The Champion's bodily fluids are infused with microscopic machines that attach to the erogenous zones of those they are currently intimate with, greatly expanding their sense of touch. Aside from being one of the greatest lovers, this allows the Alchemical to apply the benefits of Keen Touch Technique to his loving making sessions, adding two bonus successes to the act, in which the partners climax erupts to the strongest they've ever had in their lives. If the Alchemical has Expanded Input Processor, then she may also add four bonus successes on her roll, which can be used for social attacks against a target once per story (Though if wishing to measure performance it always remains active). Mortals are in active danger if this charm is used on them however, for if the Champion wishes they may kill their lover by overloading their nervous system. If the Alchemical scores more than (Mortal's stamina x3) successes on the roll, the mortal immediately dies. Those attempting to determine the cause of death suffer an external penalty of (Alchemical's Appearance) to the medical roll, and failure merely shows up as a heart attack or stroke. Even if this option isn't used, mortals are left numb after the encounter, with a -2

penalty to all actions for a day. This charm will not double the successes for Courtesan's Pillow Talk Download.

*Harem Sorting Functionality* (Appearance 4 Essence 2): The Alchemical's Thousandfold Protocol Technique is upgraded to include things such as multiple partners. The Alchemical may deliver social attacks post or during coitus to every single member in a social group, provided the Alchemical has sex with all of them. This may be a part of a dramatic action.

*Biological Beneficence Rewarding Technique* (Manipulation 4): The Alchemical may encourage members of the state for a reward if they work hard enough. This submod enhances Thousandfold Courtesan Technique, in where the Alchemical can promise a mortal belonging to her state a reward for their actions, which if successful gives them an additional (Manipulation/2) successes that may be used on any actions promoting the state for (Manipulation) days. If the Alchemical has direct intercourse with them, this bonus is increased to (Manipulation) successes. The total amount of successes a mortal may apply on his actions may not be more than the mortal's (Attribute + Ability/2). At Essence 3 the Exalt may use this charm on Exalts in a way, in where the bonus the Alchemical gives is only a one time bonus of dice with the amounts and conditions listed above, and may roll these dice after an action has been rolled. If used on an Exalt which strongly resonates with their material, such as an Orichalcum caste with a Solar or another Orichalcum caste, then the Exalt gains (Champion's Essence/2) successes to any actions for (Manipulation) hours that may be spread around as mortals use them, but only once per day and only when performing actions on behalf of the Exalt's state of some agenda she promotes.

*Masochism Protection Buffers* (Stamina 3, any Survival charm, 4 XP): The Champion's body is lined with a special skin which greatly increases the champion's durability within a bedroom setting. Any sort of sexual action, no matter how intense, will not cause the Champion harm so long as Thousandfold Courtesan Calculation's are active so long as the target is not attempting to inflict some sort of intentional, long lasting harm to the Champion on purpose. A furious romp room to room while smashing through walls will trigger no damage, but making love then having a bolt of Lightning Strike from a nearby panel would hurt. Making love to a Terrestrial in full anima flare would not hurt the champion however, nor would attempting to make love to an Oloorong who is instead made of acid. At Essence 3 the Alchemical may even take objects inside of them that would skewer or split them apart. If a target is too feasibly large enough to take, the Alchemical will still be able to somehow sexually satisfy them so long as the remotest possibility exists.

*Perpetual Lovemaking Engine* (Stamina 5 Essence 2): The Alchemical's lovemaking routines are upgraded so that the action takes almost no effort whatsoever for the Alchemical. When it comes to having sex, the Alchemical can continue making love indefinitely if she felt like it. Furthermore, it is so effortless that she may even do things such as reflexively make lovemaking rolls, taking no penalties for making up policies in her head while doing the act. A second purchase at Essence 3 allows the Alchemical to treat sex as if she is sleeping in terms of sleep

needed and essence respiration and even as substance for food, treating each hour of lovemaking as two hours of sleep and one for essence regeneration. Only one willpower point may be gained per day of 'rest' as usual however. At Essence 5 these bonuses (except for the reflexive rolls) also apply to her partner.

### **RADIANT ICONOGRAPHY ARRAY**

**Cost:** - (1m); **Mins:** Appearance 3, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** None

Orichalcum field emitter studs curve across the Alchemical's ribs and back, wired directly to her Essence reservoir. This Charm is identical to Phantom-Conjuring Performance (see Exalted 3e leak page 471), save that it may enhance uses of any Social Charm.

#### **Submodules:**

*Chromatic Lies* (Manipulation 3, 3xp): No stunt is necessary to use phantasms for deception purposes, but the Illusion effect has no physical substance and cannot exert any force (as normal). Witnesses presented with definitive proof that the illusions are false or who either spend one Willpower for a day or have a Guile higher than the Alchemical's (Manipulation + Performance/2) recognize the phantasms as such, though they still perceive them. Those fooled act accordingly.

*3D Drawing Procedure* (Dexterity 3): For a cost of 3m, the Alchemical may use her Radiant Iconography Array in any method she pleases. She could use it to draw up a three dimensional map, show a patient where they are hurt, or give video playback of events she can recall from memory.

*Intrinsic Evocation System* (Essence 3, 1xp): The radius of effect extends to long range or 100 meters if measurements are needed, and phantasms may be invoked at will without accompanying use of an Augmentation. She may use them in stunted actions like using multiple clones of herself as a means to escape.

### **EMOTIVE AESTHETICS OF THE BODY ELECTRIC**

**Cost:** - [1m]; **Mins:** Appearance 4, Essence 2; **Type:** Permanent

**Keywords:** Internal

**Duration:** Permanent

**Prerequisite charms:** None

The Exalt's body and movements have received exacting calibration, enabling her to communicate intentions and have a profound impact on others without saying a word. She may

make social attacks and otherwise communicate without speaking or taking any obvious action, providing the targets of such attacks can perceive her with at least one of their senses. 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:** 3m [1m]; **Mins:** Perception 3, Essence 1; **Type:** Supplemental

**Keywords:** Internal

**Duration:** Instant

**Prerequisite charms:** None

A/N: I'll be completely honest, this charm and the next two are me throwing darts blindly and hoping they're good enough. If you have comments on these, I'm interested in hearing them.

The Alchemical has an artificial complex implanted into her brain, attached to a tiny transmitter diode located just above her ear. When activated it whirs into action, quickly and rapidly putting together any sort of behavior patterns the Exalt may see in anyone she views. This charm supplements a read intentions action. This grants a single success on the read motivation action. Additionally the Champion gains another dice every time her target's Guile is raised by two points by any means.

### **Submodules:**

*Rapid Reactionary Analysis* (Perception 4 Essence 2, 3 XP): For a +1m surcharge, the charm allows the Exalt to select up to (Perception) one's in her roll and keep rerolling those dice until they come up as successes. A repurchase at Perception 6 allows the Champion to treat 6's on her roll as successes which come from the same pool as rerolling one's.

*Adaptive Searching Algorithms* (Perception 4, 3 XP): Whenever the Alchemical successfully uses a read motivation roll on a target in the scene, the target takes a -1 penalty to his Guile. This penalty stacks up to the Champion's (Essence).

*Body Language Analysis Function* (Perception 6, 4 XP): The Alchemical no longer needs verbal communication to read the motivation of his target, able to rely on body language alone for a surcharge of on willpower at no additional difficulty, which can be used once per scene. A repurchase at Essence 3 allows the Champion to keep trying using this method, but every failure imposes a -1 penalty on all Read Motivation actions using this method for the rest of the scene.

*Wide Spectrum Calculations* (Perception 5 Essence 2): The Alchemical may use this charm to read the motivation of everyone present in the scene that she is aware of for a surcharge of +3m, but otherwise functions as the charm Wise-Eyed Courtier Method (Exalted 3e leak, page 526). This charm does not count as a failure for purposes of reset, and may only be used in this way once per scene (unless the scene changes significantly in some way, like the Viator of Nullspace suddenly teleporting into the party).

*Persistence Enduring Method* (Perception 5 Essence 2): If the champion fails a read intentions action against a target, she may treat herself as immediately satisfying the reset condition for a surcharge of +4m. This can be used once per scene.

## **CONCEPTUAL ENTROPY MODULE**

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

**Keywords:** Internal

**Duration:** Instant

**Prerequisite charms:** None

*Ha! I was only pretending to be retarded!*

The Alchemical has a spiked gland of soulsteel and starmetal wires buried in her brain, attached to a tiny transmitter diode located just below her ear. It emits a corrosive subliminal pulse when triggered, tipping popular thought away from what the Exalt wishes the opponent to know subliminally.

This charm may be activated whenever an opponent attempts to read motivation action against the Alchemical. The Alchemical's guile increases by one and applies a -1 penalty to the opponent's roll.

**Submodules:**



*False Enamorment Deception* (Manipulation 5 Essence 2): Upon successfully defending against a read motivation attempt, the Champion may tell the target a false reading instead. Be it a different emotional state, a minor intimacy that doesn't exist, or reversing the polarity of a major intimacy (Saying you hate your nation instead of love). The Alchemical knows what deception the opponent has 'learned' of automatically.

*Proximity Alarm* (Perception 5): Upon purchasing his submod and using this charm on an attempt the Alchemical knows just who exactly in the room was using a read motivation action on her. The Alchemical may use this charm on those she cannot even see. This does not give her knowledge of such people, but allow a reflexive (Perception+Awareness) roll to find out where they might be.

*Defense Empowering Feedback Loop*: The Alchemical subconsciously takes pride in keeping the secrets of his mission and state a secret. When the Alchemical successfully repels a read intention action when using this charm, they gain an amount of motes equal to the resolve bonus the intimacy would give if the charm had failed. Treat anything not an intimacy (Such as reason why the Alchemical is at the event or emotions) as a minor intimacy.

*Misleading Deception Trap* (Manipulation 5 Essence 2): The Alchemical's mind is akin to his own nation. The deeper and harder one attempts to go, the more they ensnare themselves into their own trap. Upon using this charm to defend against social influence, the Alchemical gains up to (Manipulation) 1's and 2's from the opponent's roll and may use them as non-charm dice on her next social action for a surcharge of +3m. A repurchase submodule at Manipulation 7 makes it so that the opponent loses an amount of 7's as 1's and 8's as 2's on their roll for a surcharge of 1 WP.

## **HIERARCHICAL DOGMA LOCK**

**Cost:** -; **Mins:** Intelligence 4, Essence 2; **Type:** Permanent

**Keywords:** Internal

**Duration:** Permanent

**Prerequisite charms:** None

White jade circuitry imprinted onto the surface of the brain circumvents its logic centers to automatically reject certain lines of argument. This charm functions like Righteous Lion Defense (Exalted 3e leak page 388) with the following exception: The Alchemical may only select a defining intimacy that represents his service to something larger than larger than himself. This duty may be to a society, an organization, a social class or even a mission, but it cannot be an individual and must not originate with the Exalt. The greater good reinforced by this Charm can benefit the Alchemical, but only as he is a component of that good. If society prospers, the Exalt may prosper, but this Charm affords no protection if he seeks his prosperity over the good of others or ignores his duty in order to pursue selfish ends.

**Submodules:**

*Multimodal Duty Integrator* (Intelligence 5 Essence 3): This submodule may only be installed once. Once installed, it allows the Alchemical to pick a second defining intimacy to protect.

*Herald Infuser* (Intelligence 5 Essence 3): As a diceless miscellaneous action, the Champion may touch a character who shares the reinforced Intimacy and commit four notes. That character also gains the benefits of the Charm for as long as it remains installed in the Alchemical.

### **PROGRAMMED CATECHISM REBUTTAL**

**Cost:** 6m 1WP [1m]; **Mins:** Charisma 5, Essence 3; **Type:** Simple

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Any two Charisma charms with at least one Essence 2 submodule installed in each

A series of etched and programmed red memory crystals are implanted in the logic centers of the Champion's brain. These crystals contain an exhaustive catalog of doctrinal arguments and dogmatically orthodox Autochthonian moral parables. When confronted with heretical blandishments, the Exalt automatically locates and presents the correct justification for denying such requests. This charm replicates the Solar charm Doubt-Sowing Contention Method (Exalted 3e leak page 522). I know you're looking bullets at me, but there so many damn solar charms that trying to be original is a gigantic pain in the ass. I'm trying believe me.

~~When someone is making a social influence roll, this charm may be activated in kind. Roll the Champion's (Charisma/Manipulation + Presence) adding (Essence) automatic successes, which is treated as a penalty~~

### **EMPATHY SIMULATION ENGINE**

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

**Keywords:** Exemplar 1

**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 TRANS-MOGRIFIER**

**Cost:** 5m [1m]; **Mins:** Appearance 1, Essence 1; **Type:** Simple

**Keywords:** Internal

**Duration:** Indefinite

**Prerequisite charms:** None

As a complex system of artificial flesh patches and other mechanisms, this Charm betrays no outward signs of its presence. It is designed to physically conceal non-Internal Alchemical Charms, 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. Be warned that if the opponent clashes the Alchemical then any activated charm the Alchemical has can be a valid target if it was used during the clash.

As a final benefit, if all of the Alchemical's Charms have the Internal keyword (whether naturally or from use of this Charm) and she is human-sized, she may transmute her claylike flesh and blood into a perfect simulacrum of human physiology and counter-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 2, 2xp): If the Alchemical activates the Charm in Creation or another realm of existence governed by the Loom of Fate, this Axiomatic submodule can send an autonomic prayer to the pattern spiders to indicate that he, a fellow servant of Autochthon, wishes orderly integration. The machine spirits then spin tattered strands from the broken constellation of the Mask around the Champion, bringing him fully into fate with an innocuous and unremarkable destiny for as long as the Charm remains active. He returns to the Design of Autochthon upon conclusion. This charm functions just the same in Modern Creation settings, where the Alchemical's are also out of Fate by default.

[NB: This submodule will not exist until Alchemicals encounter Creation and discover the horrifying fact that their unregistered presence disrupts the local weave, indirectly (and unintentionally) strengthening the Void. In Modern it's unlocked immediately.]

*Essence-Muting Baffles* (Essence 2, 4xp): While the Charm is active, all Internal Charms the Exalt has are invisible to Essence sight and other means of supernatural detection unless they are active and Obvious. If no Charms are eligible for detection this way, the Alchemical may choose to cloak the fact that she is an Essence user, in which case she appears to be a normal mortal. Toggling the Essence cloak on and off is a reflexive action, but the cloak drops automatically and can't be maintained while her anima banner is flaring at all or is revealed by obvious Charm use. If opposed by an effect that cuts through disguises, the Alchemical adds (Appearance) dice to her roll to oppose the enemy magic. The Alchemical can still use her Appearance excellency to boost this roll, but instead of adding more dice she may convert up to (Appearance) dice into automatic successes at a rate of 1m per die.

*Deep Cover Mode* (Appearance 5, Essence 3, 3xp): The Charm's activation cost decreases to two motes.

### **TRANS-CHOSEN EMULATOR**

**Cost:** -; **Mins:** Appearance 3, Essence 2; **Type:** Permanent

**Keywords:** Internal

**Duration:** Permanent

**Prerequisite charms:** Integrated Artifact Transmogifier

This Charm enhances its prerequisite. While using the Integrated Artifact Transmogifier, the Champion can reflexively alter her anima banner to resemble any other specific caste or aspect of Exalt she has personally witnessed and clearly remembers seeing. Even non-Alchemical animas may be copied this way. In effect, the character uses the appropriate anima banner table in lieu of her own, meaning she gains a caste mark and no longer leaks magical materials if disguised as a Celestial and radiates anima flux while copying a Terrestrial, et cetera. Caste- or aspect-specific physical features are also copied, such as Terrestrial aspect markings or the predominant magical material used in the construction of a visibly Alchemical body. The character's specific iconic anima at the totemic level remains distinctive to her soul, however, which could spoil the disguise depending on its appropriateness to her feigned anima type. The operation of Charms does not change, so a "Solar" whose body whips out a pneumatic cannon will certainly raise eyebrows from those who know that that is not how Lawgiver magic works.

Use of this Charm changes only anima display, not anima power.

### **Submodules:**

*Metatotemic Calibrator* (Appearance 3, 2xp): With this submodule, the Exalt may choose how his iconic anima manifests each time it does so, as long as the display is thematically

appropriate to the caste his anima is currently emulating. He may even use this power when not disguised in order to personalize the expressions of his own awesome might. This benefit also applies to Solars with Phantom Conjuring Performance and Essence 3+.

### **HUSK-SCULPTING APPARATUS**

**Cost:** 6m 1WP; **Mins:** Appearance 3, Essence 1; **Type:** Simple

**Keywords:** None

**Duration:** Indefinite

**Prerequisite charms:** Integrated Artifact Transmogifier

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 Resolve bonus against all seduction-based social influence), overall physique, build, race, voice modulation and pigmentation (including introducing inhuman hues and adding or removing tattoos and scars).

The Exalt cannot modify his new body's final height or weight by more than 10 percent of its unmodified measurements. Virtually any body that a human being could have is fair game for the Charm, even body types that are crippled, deformed, unhealthy or otherwise damaged. Disguising oneself as a character with a lower or higher Appearance rating does not adjust the operation or effectiveness of Charms based on that Attribute, though it affects reactions normally (such as social combat modifiers). Use of this Charm's prerequisite is still necessary to avoid having visibly implanted Charms spoil the disguise. Generally speaking, the changes wrought by the Charm result in a difficulty 1 for the disguise roll or 2 if attempting to copy a specific person.

The effectiveness of a disguise created by Husk-Sculpting Apparatus is based on the threshold generated by the roll as normal, but the Charm is imperfect. Witnesses with a (Perception + Awareness) total of 11+ or who have any superhumanly acute senses automatically recognize him as an imposter upon encountering him without need for a roll or suspicion. Although many animals have superhuman senses, few are intelligent enough or well trained enough to care about a disguise when determining how they react. The Charm is even weaker against Essence sight or comparable Charms, as witnesses with such powers automatically perceive the Alchemical's true form overlaid on the disguise. Of course, failure to use Integrated Artifact Transmogifier 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. When combined with Safe Mode Rebooting Procedure, it's possible to become an entirely new person.

*Identity Distortion Mirage* (Appearance 4, Essence 2, 3xp): Moonsilver microtech pigmentation further refines the visual details of the Exalt's disguise, preventing superhumanly acute 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 2, 5xp): A chrome rivet in the Exalt's throat with wires threaded through his voice box allows him to mimic any types of sounds he has heard before. While the Charm is active, his vocal precision blocks superhumanly acute hearing from automatically piercing its disguise. 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 3, 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. A repurchase of this submodule at Appearance 6 upgrades the rolloff to function akin to Essence-Muting Baffle's effect.

*Biochemical Synthesizers* (Appearance 5, Essence 3, 4xp): Artificial distillation micropumps provide pheromones and other natural scents, blocking superhumanly acute smell or taste from automatically piercing the disguise. The character can instead choose to exude a pungent biochemical irritant, imposing a -1 penalty to all mortals and natural animals with a sense of smell within close range as an obvious Poison effect.

*Body Cell Replicators* (Appearance 5, Essence 3, 3 XP): If the Alchemical is able to get a DNA sample from the target then the champion is able to actually use the original of whom she copied's blood for purposes of involving biometrics or other uses. Additionally if the Champion

presses her hands against the target she wishes to copy she can also steal his handprint. This may have more use in modern or sci-fi, but it could be used in vanilla too.

*Metamorphic Physiology* (Appearance 7, Essence 3, 3xp): While Husk-Sculpting Apparatus is active, the character may continue to shift his body by reflexively paying an uncommitted cost of two motes per change, causing him to morph as though he had reactivated the Charm. These changes do not actually count as a Charm activation.

### **OPTICAL SHROUD**

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

**Keywords:** None

**Duration:** Indefinite

**Prerequisite charms:** None

A lattice of sand-sized crystals studded through the 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, rush or Jump actions, etc.) and does not move more than zone per turn, she remains invisible and impossible to detect via sight, regardless of acuity. She can be detected by any of the other senses 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:**

*Rapid Cloak Technology* (4 XP): This upgrades the Champion's Optical Shroud, allowing a much faster transition in and out of stealth. If the Alchemical reactivates Optical Shroud after it has been breached (such as an attack) the Alchemical may immediately make a stealth roll without needing cover and without any additional penalty.

*Dynamic Cloaking Module* (4xp): Each installation of this submodule increases by one the maximum number of zones per turn the Champion can move without disrupting the camouflage. Once Dynamic Cloaking Module has been installed a sufficient number of times to travel out to

extreme in a single turn, it is not disrupted by any movement, even much faster methods available via Charms or other effects. Each purchase of this charm also reduces the penalty for moving while cloaked by one per purchase.

*Kinetic Compensator* (4 XP): The Alchemical's cloaking device takes in perfect pattern awareness of the surroundings while shock cushions on his body help. This applies a penalty equal to the Alchemical's (Essence) to any awareness roll to find him. A repurchase at Essence 3 increases this to the Alchemical's (Appearance) if higher.

*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.

*Essence Veil* (Essence 3): With this submodule installed, the character is no longer automatically spotted by Essence sight, meaning any form of Essence Sight the opponent has doesn't apply any bonuses beyond being actually able to spot the Alchemical.

*Error Compensating Methods*: Whenever Optical Shroud is active, the Alchemical may reroll up to (Essence or appearance, whichever is higher) dice that failed to turn up as successes on stealth rolls. A repurchase of this charm at Essence 3 adds an amount of die equal to the 1's on the last awareness roll to spot the Alchemical. In case of multiple rolls simultaneously, the Alchemical selects what one she'd prefer.

*Careful Repositioning Tactics* (3 XP): Reflexes help for determining who acts first, but it's the one with better positioning that is more important. When Optical Shroud is active upon rolling Join Battle, the Exalt may use her Appearance instead of Wits.

## **ADVANCED STALKER PROTOCOLS**

**Cost:** 4m or 2i [1m]; **Mins:** Appearance 5, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** Optical Shroud

The Alchemical becomes an unseen hunter. The kind of horror that Gremlins whisper in hushed awe and cause the corrupt Tripartite members to constantly look over their shoulder for. Whenever the Alchemical attacks a target, they may immediately make a reflexive stealth roll for concealment adding (Appearance) additional dice. Additionally, if the Alchemical incapacitates his target (Usually **decisive**, but the opponent falls so far into negative initiative with a **withering** attack then that's fine too) then she immediately gets the cost he paid for this charm back.



I don't care if this is Hidden Snake Recoil. I made this years ago for my own game god damnit.

### **Submodules:**

*Efficient Killer Subroutines:* The Alchemical is always sure to use the exact, proper amount of force needed to execute a target. Upon using a **decisive** attack and successfully re-engaging stealth the Alchemical gains an additional amount of initiative equal to the 9's and 10's in her damage roll on her next reset.

*Split Second Reactionary Attack (Wits 4):* If the Alchemical uses this charm with a **decisive** attack and manages to kill or incapacitate an opponent, she may immediately activate this charm again to make a second **decisive** attack against a target at least in short range. The damage for this attack is equal to any dice that did not show up as successes in her last damage roll plus an additional amount of damage equal to the 10's on the last roll.

*Maximized Ambush Processor (Essence 3):* Whenever an Alchemical makes an unexpected attack in close range, he counts (Appearance) attack threshold successes twice for the purposes of determining **withering** damage or add (Appearance) threshold dice to **decisive** attacks. This also works with ranged weapons, provided they attack within close range. This attack deactivates the cloak normally.

*Stalker Protocols:* Whenever someone attempts to find the actively while is actively hidden, the Alchemical gains an amount of initiative equal to the amount of 1's and 2's in the opponent's roll. Each additional opponent that attempts this only gives 3 extra initiative. If, somehow, the opponent(s) have no 1's or 2's, then the Alchemical gains (3 or Opponent's Essence, whichever is higher) initiative per turn. For each turn doing this, the Alchemical takes an additional -1 penalty, and if spotted she loses half of all of the initiative gathered from this method.

*Unstoppable Shadow Killer (Appearance 6):* The Alchemical is seen as a ghost, striking from the shadows and making people disappear one by one. Upon attacking an opponent and successfully engaging stealth once again when there are other opponents left in the scene, the Alchemical may roll join battle once again using her Appearance in place of Wits and add that value to her initiative after landing a successful **decisive** attack, once per scene for a +3m 1WP surcharge.

### **HIDDEN ASSEMBLY CONCLAVE**

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

**Keywords:** Stackable, Internal

**Duration:** Indefinite

**Prerequisite charms:** Optical Shroud

The Exalt has a sensor built into his fingertip connecting to his Optical Shroud. By touching another being and activating this Charm, the Champion may attune that character to his cloaking system. Separate activations can concomitantly apply this blessing to up to (Appearance + Essence) individuals by paying 2 WP then one mote per target. Whenever a character tagged this way is within medium range of the Alchemical and Optical Shroud is activated, the 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* (Appearance 6): The Alchemical may attune an entire military unit with Size equal to or less than his (Essence/2, round up) rating in lieu of an individual, paying five motes and five Willpower to do so. For the unit to enjoy the benefits of cloaking, the unit must have Average Drill and it must remain closely together (meaning the majority of members need to be within close range of each other). Once any member breaks out of the cloak via attack, changing formation or the like (including actions by special characters), the entire unit appears and requires reactivation of Hidden Assembly Conclave to hide again.

### **AURA-DAMPENING COMPONENT**

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

**Keywords:** Mute, Internal

**Duration:** Permanent

**Prerequisite charms:** Optical Shroud

This Charm expands upon the technology of the Optical Shroud, diverting Essence through white-jade baffles that dampen the resulting display. With the Aura-Dampening Component installed, motes spent on Stealth and Disguise Charms gain the mute keyword. The Storyteller should also extend this benefit to any effects from other Charms deemed solely applicable to stealth or disguise purposes. The effects of this Charm may even be extended to all Excellency and General Charm use, but doing so adds a one mote surcharge to the activation (That is +1m total, not +1m per additional die)

### **STORMWALL INTERRUPTER CIRCUITS**

**Cost:** 1WP-2WP; **Mins:** Appearance 3, Essence 2; **Type:** Simple

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Aura-Dampening Component

An array of lead plates, black jade baffles and Essence redirecting adamant coils deploy, forcibly suppressing the Alchemical's anima banner. It flickers like a failing circuit and then disappears altogether. The process is briefly but intensely painful. The Exalt's anima is truly dampened out but will flare again with further expenditure of Peripheral Essence. This Charm costs two willpower the first time it's used in a scene, and 1 WP for every time after that.

**Submodules:**

*Nova Flare Flash:* This upgrades the Adamant coils, allowing them to vent extreme bursts of light and sound. This attack takes the place of a special gambit at difficulty 2 upon using Stormwall Interrupter Circuits. The Alchemical does not need to roll to hit, but rather uses an amount of initiative equal to (levels absorbed x3). If successful, the targets are blinded for a total number of actions equal to 1+threshold successes. If the enemy is somehow cannot be blinded, the Alchemical may do the same gambit to render them deaf instead.

## **ANALYTIC AND COGNITIVE**

### **ANTICIPATORY SIMULATION PROCESSOR**

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

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** None

This Charm connects its prerequisite(s) to a core of tangled starmetal monofilaments buried in the center of the Exalt's brain. This core autonomously collates and processes sensory data in conjunction with precognitive modeling of future events using Autochthon's Design. Use of Anticipatory Simulation Processor against an unexpected physical attack removes the "unexpected" label and allows normal defense. Against a physical attack the character knows coming, the Charm instead negates all environmental penalties that may hinder the Alchemical's defense. 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. In Modern/Sci-fi, an Alchemical may always defend against another Alchemical for 2 motes.

**Submodules:**

*Recursive Pattern Modeling (Wits 4, Essence 2):* Once the Alchemical activates this Charm, the cost of all subsequent activations on that tick is reduced by two motes (minimum zero).

### **OPTICAL ENHANCEMENT**

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** None

*If I could use Predator Vision here, I would.*

A wide array of ocular implants and enhancements have been developed over the centuries, of which the following upgrades constitute only a small sampling. Purchase of this Charm grants 12 experience points worth of submodules whose trait requirements the Champion meets. Others may be acquired normally.

**Submodules:**

*Ultra High Resolution Receptors* (4 XP): High Resolution inputs ensure the Alchemical is indeed seeing what he is actually seeing. The Alchemical gains 2 dice on all awareness rolls.

*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 Nova Flare Flash from Stormwall Interrupter Circuits 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 medium range. A second purchase of this submodule improves it to function in other realms of existence. In Modern/Sci-fi, this applies in Creation/Normal reality first, then a repurchase followed into other realms of reality.

*Light-Intensification Filters* (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. A repurchase allows the Alchemical to see in total darkness.

*Ultrapерipheral 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 and double 9's on Perception rolls to examine details about specific objects and structures. The Storyteller should also supply appropriate magnified details when narrating sensory information.

*Telescopic Lens*: The Exalt gains the ability to clearly focus on objects up to a mile away, taking no penalties for doing so. This submodule does not increase the absolute effective range of ranged weapons, but it enables the Exalt to fire them accurately at targets within their upper range limits without any range penalties, treating the first extreme band as Long range the Archery and Thrown tables. Additionally for viewing objects far away, the Alchemical gains two automatic successes and doubles 9's on perception rolls.

*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 2): Faintly luminous ruby lenses fitted in the Exalt's eye sockets allow him to see heat in place of conventional light, sliding over his eyes like a second eyelid when needed. Switching between normal and thermographic vision is a reflexive action that the Exalt can perform once per action tick. All heat sources appear to glow while in this vision mode, so warm-blooded creatures stand out against cooler backgrounds, but being within (Perception) yards of a powerful radiant heat source at least as hot as a fire blinds an Exalt using thermal vision unless he has flash shutters. The Alchemical cannot see conventional light while using thermographic mode, so he cannot perceive visual data based on color, pigment contrast (i.e., differentiating between shades of the same color) or brightness. This mode also applies a -2 penalty to the difficulty of all rolls to notice or physically attack anything that is very close in temperature to its surroundings. Storytellers should assess Perception bonuses and penalties to this vision mode at their discretion, taking care to reward creativity on the part of both the Alchemical and his opponents.

*Soulgem Transponder Overlay* (Perception 4, Essence 2): Soulgems attached to living beings or holding a soul light up within a frame of bright, multicolored geometric symbols when viewed by a Champion with this submodule. The palette and orientation of these symbols makes soulgems within medium range are automatically visible to the Exalt's senses, allowing him to perfectly negate all mundane Stealth actions taken by beings with the devices installed. Charm-assisted stealth of any kind renders a character's gem undetectable, as does the (highly illegal) practice of capping soulgems with lead. Absent such shielding, the Exalt ignores intervening matter to see the precise distance and vector to each soulgem in front of him (or all around, with Ultraperipheral Awareness). Once per turn, he may reflexively analyze a soulgem he can perceive in order to learn its geometric configuration and associated social rank, as well as whether that artifact is presently installed in a living being or housing a disembodied soul.

*Essence Sight Oculars* (Perception 5, Essence 3): An Alchemical with this submodule may reflexively pay one Willpower and commit (10 – Essence) motes to open her eyes to the higher-order truths of the universe for an hour. Using this power causes her eyes to glow brightly in the colors of her anima, inhibiting concealment like a glowing anima flare. The implanted adamant lens reveals the glorious symbols and interwoven patterns by which the Great Maker understands and categorizes the universe. Much of this data is incomprehensible to minds so much less advanced than the Primordial's. The small fragment of useful information gleaned duplicates the effects of All-Encompassing Sorcerer's Sight (see Exalted 3e leak page 466), but the roll to analyze magic uses ([the Alchemical's lowest-rated Mental Attribute] + [lesser of Awareness or Occult]) as its dice pool. A second installation of this submodule downgrades the associated telltale eye glow to nothing at all and makes it so that the Alchemical can use the higher or each stat.

*High Spectrum Visors* (Perception 5, Essence 2, Modern): The Alchemical is now able to see within the UV and radio spectrums. This allows the Alchemical to literally see transmissions from wireless devices and radio devices. Other charms are needed if the Alchemical wishes to know what the transmissions contain, but at least they can see if their hotel room is *actually* clean (Hint: It's not).

*Mass-Penetrating Scan* (Perception 5, Essence 2): By reflexively spending one mote, the Exalt may selectively see through solid matter until his next action. This vision can penetrate up to (Essence) yards of solid obstructions at full power, but it can also be reflexively adjusted to lower settings. The Alchemical can see into a person's pocket, observe the individual's skeletal structure or peer all the way through the person and the wall behind him with equal ease. This submodule cannot see through the magical materials unless the Alchemical has Essence 5+, and wards against scrying block this vision regardless of Essence rating.

*Recording Systems* (4 XP): The Alchemical's eyes now function as a recording service, in where the Alchemical can record everything she sees and hears. The Alchemical can record up to her (Essence) days in footage and store it on board with her and provides a flawless memory of everything she has personally experienced. No roll is needed to recall an event in the past (essence) days, only a few minutes as she searches her logs. Past video memory is admissible evidence in any court inside of Autochtonia, but it may be tampered with as if they were normal memories if another Champion uses Personality Override Spike. Sensitive data can be stored at the Vats complex, which the Alchemical may store an infinite amount of recording data there, but any attempt to search through would need normal investigation rolls. Propaganda of the Alchemical's sometimes consist of live shows of declassified actions the Champion's personally took part of, which causes some Alchemicals to needlessly showboat. In Modern, Heaven's Reach, or any other part where video playback is commonplace, this submodule only costs a single experience point. Additionally, if the Alchemical has access to an internet connection she may stream whatever she's experiencing live. Instead of uploading things to a Vats complex,

Modern Alchemical's can upload it to whatever device they wish, provided they can somehow directly interface with it.

*Tactical Analysis Engrams (Wits 3):* The Alchemical's Optical Enhancement allows him to discern the Archery, Brawl, Martial Arts (Including which ones), Melee, and Thrown ratings of any character that he can perceive, calling up a visual read-out displaying a relative assessment of their combat capabilities. He also learns any specialties that they have in those Abilities. If one wishes to hide these stats, they may defend against as a Read Intentions action using their Guile. A second purchase of this submodule adds War to the list of Abilities the Alchemical can detect, and reveals the Drill, Current Magnitude, Might, and Morale of any unit he can perceive in mass combat.

### **CLARITY-TINTED SCREEN ENHANCEMENT**

**Cost:** 0m or 3m; **Mins:** Perception 4, Essence 2; **Type:** Simple

**Keywords:** None

**Duration:** Indefinite

**Prerequisite charms:** Optical Enhancement

Tiny adamant filaments tipped by crystal gangue riddled with starmetal extrude from the Alchemical's body, infiltrating windows or similar viewing ports in an object that is not owned by another Essence user. The starmetal buds sprout, sending invisible tracers through the glass they encounter. A brief sheen is the only clue to the outside world that the nature of the windows have changed. While it remains in effect, this Charm affords those on the same side of the window as the Alchemical the benefits of a selection of the submodules she has learned for the Optical Enhancement Charm. These submodules include: Flash Shutters, Cross-Phase Scanner, Light-Intensification Filters, Thermal Vision, and Mass-Penetrating Scan. In the case of submodules like Thermal Vision, it is up to the Alchemical to turn them on or off.

The Alchemical must stay within three yards of the enhanced object, or else the Charm ends. Clarity-Tinted Screen Enhancement costs 3m normally, but its cost falls to 0m when the Champion uses it on an artifact vehicle to which he committed notes to attune.

### **Submodules:**

*Battlefield Report Overlays (Wits 4):* The perceptual node from which the filaments emerge is overhauled, granting it additional dedicated processing power so that it can make detailed, enhanced information available to all who see through windows enhanced by the Alchemical. Readouts from other of the Alchemical's submodules become possible, including those that require concerted effort on the part of the observer to be of any use. In those cases, passengers must perform the necessary action individually to gain the benefits, as if they were the Alchemical using the submodule. The additional submodules that this Charm extends into the vehicle's windows include: Microscopic Lens, Telescopic Lens, Motion-Tracking Targeting Glance, Soulgem Transponder Overlay, Essence Sight Oculars.

## SECONDARY SENSORY UPGRADES

**Cost:** 4m per sense type [1m]; **Mins:** Perception 3, Essence 1; **Type:** Reflexive

**Keywords:** None

**Duration:** One Scene

**Prerequisite charms:** None

When this Charm is installed, the Alchemical chooses 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 3e leak page 330-331) except that the Alchemical may not use it in the indefinite mode.

*Tympanal Receptor Nodes:* The Alchemical's ears have been fitted with invasive cochlear implants covered in hundreds of flexible needles, along with a lacy structure of pressure-sensitive wires beneath the skin. While active, the submodule functions identically to the hearing and touch version of Keen (Sense) Technique (see Exalted 3e leak page 333) except that the Alchemical may not use it in the indefinite mode.

*Echolocation Navigation Systems (Tympanal Receptor Nodes, Perception 5, Essence 2):* The Champion's brain models spatial contours through precision mapping of echoes, allowing vectored analysis sufficient to cancel blindness penalties and bypass visual-only concealment such as smoke or fog. True silence is as "blinding" as true darkness, but such conditions occur only when they are magically imposed. In all other situations, the faint rumble of the Alchemical's Essence-charged physiology generates enough sound, though purely visual data remains undetectable in darkness as per the limitations of the Thermal Vision submodule for Optical Enhancement. Unlike that submodule, Echolocation Navigation Systems functions in addition to other senses rather than replacing them, so the lack of visual data only really matters when the character's sight is obscured in some way. Storytellers should assess Perception bonuses and penalties to this exotic sense at their discretion, taking care to reward creativity on the part of both the Alchemical and his opponents. If the Champion is rendered blind by a



crippling effect with a duration longer than a scene, this submodule is always considered active without needing Tympanal Receptor Nodes. Lastly, if the Champion is hit by a MASSIVE burst of sound (whenever from an enemy, herself, or the environment), deafness effects are negated automatically and the Alchemical doubles all 9's on perception rolls to locate objects.

*Expanded Input Processor* (Perception 6, Essence 3): Whenever a basic sensory submodule is active, this submodule also boosts the enhanced senses further with effects identical to the appropriate Unsurpassed (Sense) Discipline.

## **DECEPTION RECOGNITION SYSTEM**

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

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** None

This Charm takes the form of a pair of metal nodules in front of each ear, just above the jawbone. Depending on configuration (and the prerequisite Charm selected to build upon), subdermal wires link the devices to the ears or across the cheeks to the nose. Based on design, the Champion can either hear the telltale vibrations and distortions when a scrutinized target speaks a lie or else smell the biochemical signature produced by willful deception. Alchemicals with both prerequisites installed may use either mode of detection at their discretion. This Charm is identical to Judge's Ear Technique (see Exalted 3e leak page 395), save that it gains no bonus to contested effect rolls.

### **Submodules:**

*Hyper-Sensitive Chemical Detectors* (Chemical Analysis System, 4 XP): The Alchemical may add (Perception) test to any effect that contests Judge's Ear.

## **PERSONNEL DATABASE SCANNER**

**Cost:** 0m - 5m 1WP [1m]; **Mins:** Perception 5, Essence 1; **Type:** Simple

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** None

The innocent and guilty alike of Autochtonia faithfully labelled by the Regulator Forces and the Divine Ministers. This charm takes the place of a database linked to the Alchemical's visual input centers, which gives the Champion information about anyone who she is focused on. A single success on a (Perception + Investigation) roll can tell the Alchemical what crimes and warrants a person is guilty of, their name, address, caste, and workplace for 0m. Crimes that one has committed and not yet been caught are not entered into the database. Those who live

outside of nations and are generally unknown may not be scanned in this way. If people try to hide their information, treat the Alchemical's attempt as a special Read Intentions action that can be defended against using Guile and costs the Alchemical an additional mote. Otherwise this charm functions the same as Evidence-Discerning Method, save that the target must be physically in front of the Champion and may be called up again by paying the single mote reflexively whenever he feels a case scene or profile character action involving that character comes up again (Such as whenever someone interacted with said profiled target). Dissonance of the scene is instead treated as the dissonance of the character themselves, and whenever the target is currently disguised as someone else. The Alchemical can hold a maximum of (Essence or 3, whichever is greater) profiles at once.

In Modern Creation, this works so long as the Alchemical has something to a Police Database uploaded to his memory, and may hold as many as he wishes. How he gets access to such things is left up to the Alchemical.

### **Submodules:**

*Ruse Spotting Method:* The Alchemical is able to tell if a profiled target used his Guile or Resolve against a social attack, allowing her to spot simple yes men from those setting up a conspiracy.

*Personality Construction Simulators (2 XP):* This submodule allows the Alchemical to investigate a person's motivations when he is not even physically at the location. The storyteller may assign external penalties depending on how old or damaged the crime scene is. Other sensory charms may allow the Alchemical to gain new clues that normal senses cannot pick up.

*Expanded Profiling Database (Essence 2, 4 XP):* The Alchemical can now hold up to (Perception x2) profiles at once. In addition, any profiles she knows can be stored into the vats complex for safe keeping, provided she has them when she enters. Additionally, the Alchemical may keep a limitless supply of profiles and only pay the point of willpower the first time she uses this charm in a scene, but such profiles beyond what she can keep will vanish at the end of the scene. A repurchase at Essence allows the Alchemical to profile up to (Essence) targets at once who cannot use magic to raise/alter/protect their Guile. At Essence 4, the Alchemical may store (Perception x3) profiles.

*Cultural Profiling Database (3 XP):* This upgrade allows the alchemical to profile a social group as if they were an individual.

*Correlation Induction Protocols (Essence 2 4 XP):* The Alchemical's mind races as she attempts to find psychological correlations of a target she is observing. A profiled target's Guile is reduced by an amount equal to (Perception/2 or essence, whichever is less) against Read Intentions action, even if they take no action to prompt it. Additionally, if a target is a member of her state, is a well-known criminal wanted by her state, or the Alchemical has an active profile

then she may immediately and reflexively roll her (Perception + Investigation) as a read intentions if an intimacy of her target is within the same area as the same difficulty of the opponents Guile any may be done even if the Alchemical failed on a read intentions action previously in the scene, which on a success tells her what the intimacy is. If the Alchemical fails the reflexive roll, he cannot try again for the rest of the scene.

*Psychological Profiling Analysis* (Essence 2): The psychological profile of the Alchemical's target is so complete that she is able to see the original habits of a criminal even if he is an incredibly talented actor. If one has a personality profile on a target, then any mundane disguise the target uses is automatically negated. The Champion simply sees through it as if it didn't even exist. Against magical disguises, the Champion gains an additional (Essence) bonus dice that do not count towards caps on all rolls to attempt to see through the disguise as if she had All-Encompassing Essence Sight.

*Personality Flaw Analysis* (Essence 3): When the Alchemical has profiled a person, she may increase the stunt value of any action against that target by one so long as the profile stands. If the Alchemical gains a natural 3 die stunt, then she get four successes as her stunt die. This submodule is not compatible with Transpussiant (Attribute) Upgrade, the Champion can only use one or the other.

*Crime Simulation Protocols* (Perception 7 Essence 4): The Champion knows their targets better than they know themselves. If one of the people the Champion has profiled is planning an attack, the Champion may roll her (Perception + Investigation) against a difficulty of the subjects Guile, even if they are not present. On a success, the Alchemical will be able to deduce a crime the character is planning within the next month. Minor crimes are things like petty theft and rarely endanger or cause serious harm to one or more people. Major crimes are things that involve murder or serious harm to the Alchemical's state, Autochton and Autochtonia, her Agenda, or her assembly. Note this does not stop impulsive or accidental crimes. If Bob the Troubleshooter walked to his shift one morning, and accidentally spilled his morning beverage on important cooling panels which caused an entire district to be covered in deadly molten metal, then this charm would not provide anything beyond telling the Alchemical Bob the Troubleshooter really shouldn't be working at his job with how clumsy he is (And can give odds of what accidents he can cause) and why he's outside of Alpha Complex. Likewise if Gear Rusty, the famous robber, decided to head to a hot dog stand and see a truck containing priceless jewels is open and spontaneously decides to rob the truck, this charm would also not spoil the action.

*Truth Detecting Algorithms* (3 XP): The Alchemical becomes highly resistant on attempts to lie to him, as high speed computers look for any subtle changes in posture, tone, and change in skin temperature to see if something is different than normal.. The Alchemical automatically gains (her essence) to her Resolve if a profiled subject is knowingly lying.

*Support Structure Analysis:* Once the Alchemical has profiled a target, the Alchemical may attempt separate investigation rolls to determine the support structure a target has. This includes things such as the Influence, Class, Resources, Backing, Followers, and any other backgrounds the storyteller deems valid. This is treated as a Read Intentions action with a difficulty of the opponent's Guile.

*Flawless Locator Device:* The guilty may run, but they can never hide. Any mundane tracking attempt against an opponent automatically succeeds, while magically enhanced attempts automatically add an extra (Essence) autosuccesses to the roll which may exceed dice cap and count as a supernatural tracking attempt.

*Personality Emulation Systems (Manipulation 4):* This charm allows the Alchemical to flawlessly imitate anyone who she has profiled and spent at least several hours studying. While this charm does not even aid the Alchemical a physical disguise, it allows her to know exactly how her target would think and react in certain circumstances, making it so that any mundane inspection to determine her identity will automatically fail. The Alchemical adds (Manipulation) dice to any roll that is supported by magic. The Alchemical may also use this to impersonate the handwriting of a subject flawlessly, but impersonating a member of the Tripartite is a very serious crime.

*Psychology Analysis Subroutines (Perception 6 Essence 4):* This submodule allows for the Alchemical to closely analyze anyone to see if they are under the influence of magical, sorcerous, or unnatural social or mental influence. The person must be someone the Alchemical has profiled and also one he has an intimacy towards. Upon succeeding at a Perception+Investigation roll with a difficulty of the Guile of the person who put the social attack on the character in question, with an external penalty of that users (Essence). Successes doesn't tell the Alchemical what the magical social or mental influence does, but it does allow them to notice the abnormal behaviors in one's personality, allowing them to take steps as they deem fit. Note this even works even if the Alchemical's clarity forbids emotional attachments, as the knowledge of the intimacy is drawn on the familiarity of the subject on a personal level.

*Analysis Overclocking Device (Perception 8 Essence 5):* Once per day, the Alchemical can turn every dice on an investigation roll into an automatic success.

### **VIRTUAL MAPPING PROGRAM**

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

**Keywords:** None

**Duration:** Indefinite

**Prerequisite charms:** None

This charm takes this place of a delicate sensory apparatus inside of the Alchemical's earlobe, composed of both Orichalcum and white Jade. This causes what appears to be a three

dimensional map to appear over the Alchemical's vision in one of the corner's of his vision. This map can be expanded or dismissed reflexively as need be. While the map does not show what the room contains, it does map out the interior of the room as well as any entrances or exits that may exist inside of it. Upon entering a room for the first time, the room is instantly mapped out in full. In case of truly large areas, such as a dome which is miles wide or in the open wilderness inside of Creation, this maps out areas out to the (Champion's Perception x100) yards and to however far the Alchemical can physically see. The map will include things such as buildings or trees as well, but will not show the inside of them unless the Alchemical physically enters the building. Secret exits or pathways will not show up on the map. Secondly if an area has been updated, such as significant debris or entire rooms shifting (as what happens often in the shifting Authochtonian reaches), then the map will not show that updated information until the Alchemical physically travels there or gets it within range of this charm once again. Wards against scrying also block this charm, appearing as a wall on the mini-map.

If there is an area to where the Alchemical wishes to go to and the pathway to it, the Champion is able to plot the shortest available path to the location without any roll needed. If the route is cut off or alternated and the Alchemical cannot retrace his steps, new survival rolls will be needed. By default, this charm is pre-uploaded with a map of the city the Champion hails from. Areas the Alchemical may not have the authority to access may not appear... or things the state doesn't wish her to know.

In Modern or Sci-fi games, may also store maps from the internet by downloading them or a subway terminal just by staring at it for a few seconds. Maps can also be made for the Alchemical provided one has a computer and Map Making software or AutoCAD.

### **Submodules:**

*Obstacle Scanner* (2 XP): The Virtual Mapping Program is now able to scan out various sorts of obstacles in a room, such as dressers, weapons not in use, barrels, and other details. This charm cannot detect moving objects, but it does allow the Alchemical to effectively navigate in the dark or without sight, provided there are no moving objects that could stop him. If he combines this submodule with Motion Scanning Personnel Tracker, is able to see moving objects as well.

*Threat Tracer* (2 XP): Projectiles that target the Alchemical have their trails automatically highlighted and have estimated origin area added to the map, adding (Essence) dice to any attempt to notice a ranged attack against the Alchemical. If the Alchemical has reached his dicecap, he may reflexively pay 1m to turn one dice into one success to a maximum of how many dice she'd still be able to get.

*Motion Scanning Personnel Tracker* (Essence 2, 4 XP): The Virtual Mapping Program is upgraded to account for actual moving targets. People on the map now show up in range if they are either moving or the Alchemical can see them. People who are actively trying to remain

hidden don't show up, nor will the map track them if they successfully hide once again from the Alchemical. The map will show different colours for people such as allies, Assembly members, VIP's, and enemies. At Perception 6 Essence 3 this submodule can be purchased again, which will allow the Alchemical to see anyone in range who is not attempting to actively hide, even if they are not moving and will also inform the status of any friendly units automatically. Inactive Automatons will not show up on this charm. This charm effectively eliminates any penalties from firing blindly behind cover.

*CPS Coordinate System* (1 XP): This charm allows the Alchemical to access the Creation Positioning System, or CPS system. This will be able to tell him exactly where he is located in Creation. This submodule exists in Exalted Modern by default, but can exist in other settings if there is a similar system.

*Structural Mapping Device* (Perception 4 4 XP): High powered emitters on the Alchemical's hands allow him to vibrate with such intensity that he is able to see the inside of an entire structure without physically entering it. This allows the Alchemical to instantly map out a building with the area of a large skyscraper. Additionally, this charm can be used to detect things like underground caverns or tunnels.

*Enhanced Frequency Receptors* (Perception 6): This greatly expands the radius of the passive mapping feature, enabling the Alchemical to map out (Perception) miles.

*Autolabe/Compass Function* (3 XP): This upgrades the map with a small compass that will always point the Alchemical towards the Pole of Crystal or some sort of civilization she has personally visited. In other Realms, it will point to what is considered the center of the Realm.

*3-D Shifting Deduction Algorithms* (Perception 5 Essence 3): This charm allows the Alchemical to keep a semi-complete map, even in amidst the shifting areas of the Great Maker, the impossible Geometry of the Wyld, or the nightmares of the Labyrinth. If a room that the Alchemical has mapped shifts in location, then the map function will automatically track where the room is located no matter where it goes. In addition, the Alchemical is much better equipped to traverse such lands. Up to (Perception) dice on any roll to find her way in such places are automatically turned into successes and ignore any difficulties that may arise from failed rolls. In Malfeas, this points to the center of the layer the Alchemical is currently on.

*Void Alignment Array*: This charm adds the Void keyword to the charm. The Apostate automatically maps out a blighted area around him equal to double the distance the charm provides and is able to see inside of any buildings. The Apostate still doesn't know the location of any secret doors.

*Substance Scanner Arrays*: This submodule updates the map to show the location of anything that could be considered edible on it, adding (Essence) bonus dice for any attempt to forage for food and water, either personally or enough food for up to (Perception) people. Food and water

conduits show up on the map properly as does any other meal or foodstuff. The Alchemical will automatically know whenever such food is safe for either him or for a mortal to eat. In Creation this helps find the location of fresh water, fish, fruit, or anything else that can be considered edible. If the Champion has Perception 6, then this charm even works in strange places such as Malfeas, the Underworld, or the Wyld.

### **IMPRINTED DATA CLUSTER**

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

**Keywords:** Stackable

**Duration:** Permanent

**Prerequisite charms:** None

**Ideas provided by:** Plague of Hats

The Champion has an ornate set of adamant polyhedral memory crystals implanted in the frontal lobe of his brain. A complicated network of neural wires connects these nodes and links the entire assembly to the prongs of his soulgem. Each installation of this charm contains up to three specialities as dedicated by the Alchemical at the time of installation. The storyteller may veto any specialities that are considered too broad or deemed impossible. Waive the commitment cost of this charm after the first installation.

#### **Submodules:**

*Downloaded Knowledge Speciality (3 XP):* At the end of a story, if the Alchemical made heavy use use out a selected speciality by succeeding on a moderate/extremely difficult roll to challenge or make a fact or if the speciality was somehow instrumental in the story, then the Alchemical may add that speciality at no cost and may select a new speciality to put into the blank slot of Imprinted Data Cluster.

*Ignorance Obliterating Dynamos (2 XP):* The Alchemical may treat any purchases of the First Intelligence Augmentation as additional dots of Lore for the requirements of having enough Lore to validly make or challenge a fact.

*Parallel Approach Simulator (Essence 2, 4 XP):* Stripped-down slivers of memory crystals are installed in auspicious patterns around those of the Exalt's Imprinted Data Cluster. This submodule sparks to life when certain subjects tantalize the Alchemical's mind, subtly mirroring his thought patterns to try to solve the problem or synthesize the information from a different angle. Each time the specialties either naturally or from Imprinted Data Cluster apply to a failed knowledge check, the Exalt may reflexively reroll that action at the beginning of his next turn or dramatic action and allows him to ignore any penalties to retrying.

*Knowledge=Power Conversion Formula:* As the Exalt pursues theories and memories that end up failing to unveil the truth of a matter, the vibrant Essence of these coils is excited. This

boosts both his intellect and enthusiasm in searching for the answer. Whenever the Exalt succeeds on a roll to introduce or challenge a fact, he gains an amount of motes equal to the threshold successes, to a maximum of (Essence). This submodule adds the Exemplar 1 keyword.

*Lucid Dream Calibration* (Intelligence 6, Essence 4): The Exalt may reassign a specialty contained in the Charm by spending one hour in meditation and paying one Willpower without needing to return to a vats complex.

### **CLARIFIED DATA ASSIMILATOR**

**Cost:** 4+m; **Mins:** Intelligence 3, Essence 2; **Type:** Supplemental

**Keywords:** Exemplar 1, Internal

**Duration:** Instant

**Prerequisite charms:** None

This Charm takes the form of thousands of microscopic automata scuttling through the Exalt's entire nervous system. When powered with Essence, these creatures link their spindly legs in artificial neural chains that vastly upgrade the interconnectivity of thought and memory. As they combine, the automata resonate in perfect synchronicity with the psychic emanations of the Machine God.

Upon activation, the Alchemical gains a point of temporary Clarity, and this Charm replaces the natural rating of any single Ability with the Exalt's total Clarity for one action. The Ability's rating does not change apart from determining the number of dice contributed to the one roll or static value calculation. Actions benefiting from this Charm cannot also benefit from any sort of intimacy bonus. The base cost to activate Clarified Data Assimilator is four motes, but each invocation also adds a cumulative one-mote surcharge to future use until the Champion spends an hour meditating to reset his mind.

### **INTERPOLATIVE SYNTAX EMULATOR**

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

**Keywords:** Internal, Stackable

**Duration:** Indefinite

**Prerequisite charms:** None

#### *Beep*

Artificial synapse webs installed in the Alchemical's brain allow him to render any form of communication into raw numeric data and reconfigure it to mesh with currently understood modes of expression. After spending at least an hour listening to or attempting to read an unfamiliar language, the Alchemical may learn to speak or read it himself, paying five motes to do so. He must pay for languages individually and pay separately for spoken and written



fluency. When speaking a language provided by this Charm, the Exalt's accent is thick with distinctive inflections and idioms taken from Autochthonic, enough so that anyone listening can tell he is not a native speaker of his assumed tongue. This accent does not inhibit communication, however. Conferred aptitude remains as long as the Exalt leaves Essence committed to the language. Emulated languages may be permanently integrated with no training times, if desired, letting him get the relevant Merit to speak the language.

### **Submodules:**

*Infallible Fluency Vocoder* (Intelligence 4, 3xp): The Exalt speaks with any accent he has overheard, allowing him to pass as a native speaker of that dialect.

*Programming Language Eloquence* (Intelligence 5, 4xp): The Exalt 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 3e leak page 520). Another version of this submod exists called *Organic Language Elegance* that requires Charisma 5 and may be applied to all living beings for 6 XP.

*Language Code Decryption*: The Champion is now able to use this charm on any sort of hidden code as if it were a language. Additionally, the Champion may spend up to one hour as a dramatic action to think up a new code by rolling (Intelligence + Linguistics), with successes being the difficulty people need to roll. The Alchemical may select an audience or individual who can read the code, as such code is tailored to be readable to only them. This means the Alchemical can hide social influence in a message and only be activated by it's target audience. An additional 3 XP surcharge makes it so that the Alchemical's code is uncrackable by mundane methods.

### **ABSTRACT ABACUS IMPLANT**

**Cost:** 3m; **Mins:** Wits 3, Essence 3; **Type:** Reflexive

**Keywords:** None

**Duration:** Instant

**Prerequisite charms:** Interpolative Syntax Emulator

Miniscule orichalcum neurons fire a scrambling signal through the Alchemical's Interpolative Syntax Emulator, momentarily encrypting a language so that he cannot understand it. Activated in response to a spoken or written social influence action (or other mental influence conveyed through such media), the Charm adds the Champion's Guile to his Resolve or visa versa. This charm can only be used once per story, but when first activated in a scene it can continue being activated until the scene is over. This charm can be reset if the Alchemical puts herself into serious jeopardy protecting her state or a defining intimacy.

## **MOBILE SENSORY DRONE**

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

**Keywords:** Mute

**Duration:** Indefinite

**Prerequisite charms:** None

One of the Champion's eyes is replaced with a remote drone, outwardly identical to his other eye. When this Charm is activated, the eye slides out of its housing and a clearly prosthetic duplicate pushes its way forward from the back of the socket, preserving the Exalt's binocular vision. The disembodied eye unbraids its optic nerve into spindly leg-tendrils ending in needle tips (with the traits listed in the accompanying sidebar). The drone has no volition or memory and must be issued a constant stream of telepathic orders to know where to go and what specific actions to take. Controlling the drone thus requires a diceless miscellaneous action from the Alchemical each action, which is extremely distracting while in combat and gives a -2 penalty to defense while controlling it, 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. If the Alchemical already has the playback module from Optical Sensors, this feature only costs a single point of experience.

*Autonomous* (Intelligence 3): The drone has an Intelligence rating of 2 and can remember instructions, allowing it to operate without ongoing input. At the start of each turn, the Alchemical

must choose whether to open the link to receive sensory input and potentially transmit new orders. Doing so provides those benefits but also imposes a -1 penalty to all of the Chosen's non-reflexive actions until his next turn from the strain of multitasking. Although they are intelligent enough to accept complicated instructions, the drones have no ingenuity or true independent initiative and never do anything they have not been tasked specifically with doing.

*Communication* (Charisma 3 or Manipulation 3): The drone can receive and transmit the Alchemical's voice. Alternatively, it can telepathically broadcast the Exalt's words to anyone touching it, preventing the transmissions from being overheard. Social attacks made this way use the Alchemical's own traits as if he were present at the drone's location, and he may enhance them with his own Charms normally. Unless he possesses the Autonomous submodule, however, he must make those attacks as part of a flurry following an action to control the drone.

*Hovering* (Dexterity 3): An antigravitic capacitor allows the drone to fly and hover at the same rate as it can crawl, spinning its legs on a rotary engine for dashing thrust. A second installation adds the double 9's and rerolls all ones on disengage and rush actions.

*Kamikaze Assassin* (Strength 3): The drone may be commanded to overload its internal Essence battery and pounce on an enemy within close range, stabbing with its electrified needle legs. This submodule gives the drone a close combat **decisive** attack that has 10 accuracy and uses an amount of initiative on the attack roll equal to (Health levels expended x3). Since the drone is destroyed at the conclusion of the attack, it's suggested to dump all health levels into the damage.

*Upgraded Senses* (Perception 5): The drone's own senses are upgraded by all Charms the Alchemical has active.

*Stealth* (Essence 3): The drone can camouflage itself with a permanent effect duplicating the Charm Optical Shroud (see page XX). Attacking deactivates this effect until the drone's 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.

Here are the traits for the drone:

### **Mobile Sensory Drone**

**Essence:** 1; **Willpower:** 3, **Join Battle:** 10

**Health Levels:** 1x -0/1x -1/1x -3/Incap

**Actions:** Senses: 10 dice; Join Battle: 10 dice; Rush/Disengage: 10 dice, Gymnastics: 10 dice; Stealth: 10 dice

Appearance 1, Resolve 1, Guile 1

**Combat:**

See Kamikaze Assassin  
Combat movement: 10 dice  
Evasion 5; Parry N/A (Cannot parry)  
Soak/Hardness: 1/1 (Metal Chitin)

The Drone is considered an automaton and has perfect morale. It cannot be intimidated.

### **BATTLE DRONE CONFIGURATION**

**Cost:** - (+1 WP) [1m]; **Mins:** Perception 5, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** Mobile Sensory Drone

### *FUNNEL!*

This charm takes the place of an external dock somewhere on the Alchemical's body, upon which activated the small machine of war unfolds into a lethal killing machine. This charm expands its prerequisite, in which upon paying a single point of willpower when activating Mobile Sensory Drone, the Alchemical may activate its Battle Configuration instead. In addition to whatever submodules the drone has from its prerequisite, the mobile drone acquires a melee attack with an accuracy of 10 and a damage of 8. The form of this attack is described by the player upon purchasing this charm. Additionally submodules purchased here allow the Alchemical to further customize her drone into a more effective killing machine.

### **Submodules:**

*Drone Mascot Decals* (Appearance 3, 1 XP): This submodule allows the Alchemical to add decals to their drones. As as one female airheaded Alchemical's battle drone turning into a cute pink ball that parrots what's told to it while another Alchemical may use it to give an intimidating appearance to the drones. This charm does nothing other than make your drones look cooler.

*Extra Drone Template* (5 XP): This submodule adds another drone for the Alchemical to customize. Basic features, such as armour and health additions remain, but the weapon will need to be repurchased as do submodules such as Aim-Calibrating Sensors, Light-Etched Interception Barrier, and Manifold Transhuman Implants.

*Elite Drone Fighting Protocols:* This charm increases the strength and Dexterity capabilities of the drone, increasing the accuracy of it's attacks by 3 and its damage by 6.

*Ranged Attack Option:* This submodules replaces the drones melee attack with a ranged attack, which may be thrown or archery. In this case the drone's accuracy is that of its ideal range for that attack type (So short for archery, close for thrown). Damage remains the same.

*Additional Health* (4 XP): The Alchemical may add an additional 1x -1 and 1x -2 health level for every time this submodule purchased, up to a maximum of the Alchemical's Essence.

*Additional Armour* (4 XP): The first time this submodule is purchased it sets the drone's natural soak to (3 or essence, whichever is high). Additionally every addition purchase after the first costs 2 XP and gives the drones armour akin to mortal armour on page 875 of the Exalted 3e leak. For each purchase of armour, the drone's hardness value increases by 2 each.

*Aim-Calibrating Sensors* (5 XP): This submodule gives the drones the charm Aim-Calibrating Sensors on page XX, which must be paid for by the Alchemical herself. If the Alchemical has Aim-Calibrating Sensors installed already, she may also then benefit from any submodules it has installed.

*Light-Etched Interception Barrier* (5 XP): This submodule gives the drones the charm Light-Etched Interception Barrier on page XX, which must be paid for by the Alchemical herself. If the Alchemical has Light-Etched Interception Barrier installed already, she may also then benefit from any submodules it has installed, even if it is not installed. In addition, purchasing this submodule gives all drones the ability to parry with a value of 5.

*Manifold Transhuman Implants* (5 XP): This submodule gives the drones the charm Manifold Transhuman Implants on page XX.

*Drone Swarm Storage* (Stamina 3): This submodule replaces the single drone on the Alchemical's back with that of an Elsewhere container, allowing the Alchemical to store and deploy several battle drones at once. When activated for a +3m surcharge, the drones may be deployed as a Battle Group instead of as a single target. The drones have a size of 1, Average Drill, Might 1, and considered to have Perfect Morale. A repurchase at Essence 3 greatly expands the elsewhere space allowing the Champion to deploy dozens of drones at once with far greater battle prowess. The size increases to 2, Drill to Elite, and Might of 2. However destruction of these drones is harder to replace than a single one, either requiring a week to restore one size to the drones or a trip to the VATS complex.

## **CORTEX ACCELERATION MODULE**

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

**Keywords:** Internal

**Duration:** Instant

**Prerequisite charms:** None

Six jade cylinders are surgically implanted in the Alchemical's occipital lobe, each one housing a chemical pump filled with synthetic neurostimulants. When the Charm is activated, these chemicals flood the Champion's brain, making time seem to stand still for him as his perception

hyper-accelerates. This Charm can enhance any roll, adding the lower of (Perception or Wits) automatic successes to the roll, which is allowed to break the dice cap but no more dice may be added if the limit is already hit.

The Champion's distorted perception of the flow of time allows him to plan out his first move, adding a single additional die to the first attack or social attack he makes in that scene. This bonus is not considered dice from Charms, but dice from Aiming when attacking or single non-charm die on a social attack, as appropriate. The Alchemical must make the attack on his first action to receive this bonus.

### **Submodule:**

*Hyperfocus Concentration* (4xp): The bonus on the Alchemical's first attack increases to two dice. If he received more successes on the initiative roll than any other character, the bonus instead rises to three dice.

*Sustained Release Formula* (4 XP): The successes provided by this charm turn into bonus successes, not counting towards the dicecap. A repurchase of this submodule at Essence 2 makes it so any excellency spent adding new dice does so on a 1m per 2 dice added basis.

*Perceptual Awareness Enhancement* (3 XP): Upon using this charm to join battle, the Alchemical may make reflexive roll to search for anyone in stealth before the battle begins. A repurchase of this submodule allows the Alchemical to add a number of dice equal to the amount of autosuccesses this charm gives to her awareness roll. These dice do count towards dice caps.

*High Potency Release Formula* (4 XP): This charm allows the champion to reroll all 10's on a join battle roll, keeping the successes they give and potentially allowing for more.

*Overclocking Cortex Module* (Wits 5 Essence 2): By paying an additional +1WP surcharge, this charm may be activated again in the middle of battle, allowing the Champion to roll Join Battle and add the initiative to her total score. This may only be done once per story. A repurchase at Essence 4 allows the Champion to use this twice per story.

### **METANEURAL UPLINK NODE**

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

**Keywords:** Internal, Modern

**Duration:** Permanent

**Prerequisite charms:** None

A series of starmetal discs implanted in the Alchemical's visual cortex house microscopic mechanical gods, the least divinities of digital signals. While this Charm is installed, the

Alchemical becomes capable of accessing the Internet mentally, viewing it as though it were superimposed over his field of vision. He can provide any needed user input simply by willing it so, “clicking” links or typing out text with thought alone. Viewing the Internet with this Charm does not impede the Alchemical’s normal vision or his ability to take actions, although he must still flurry normally if he wishes to take actions online and in the real world simultaneously. The Metaneural Uplink Node is not capable of being hacked, but the user can be traced. Lastly, the Alchemical is able to access the internet in any Realm of existence.

The instant and intuitive nature of mental control adds two successes to any computer-based action the Alchemical takes via his mental uplink. He can spend a point of Willpower to increase this bonus to his (Clarity) dice that ignores dice cap if it is higher, as a machine-like mind is better suited to interface with computerized systems. Other benefits of constant and instantaneous access to the entire Internet are left to the player’s creativity in stunting.

### **Submodules:**

Machine Override Authorization (Intelligence 3, 4xp): When using the digital connection of his Metaneural Uplink Node to hack into computers, the Alchemical is treated as accessing them from the same network for determining the penalty he suffers as long as he is within (Essence x 10) meters of them or medium range in combat. If he is within (Essence) meters or close range of them, he is treated as having physical access to them.

### **UNIVERSAL INPUT RELAYS**

**Cost:** 4m [1m]; **Mins:** Intelligence 3, Essence 2; **Type:** Simple

**Keywords:** Modern

**Duration:** Instant

**Prerequisite charms:** Metaneural Uplink Node

Moonsilver panels on the Alchemical’s torso conceal an extensive array of adaptive slots, universal serial ports, and scanning devices. When this Charm is activated, these panels slide back, allowing the Alchemical to insert any form of digital data storage medium into one of these receptacles. CDs, flash drives, smartphones, and even hard drives can all be accessed with this Charm, as are even more exotic forms of digital memory. Once inserted, the medium is processed over a span of ten minutes, allowing the Alchemical a general knowledge of all of its contents.

While this scanning does not provide sufficient detail for the Alchemical to quote specific pieces of information or to learn any Charms or spells stored in the medium, it is sufficient to provide a general overview of the contents and nature of the data contained within it. Universal Input Relays cannot translate text or audio that is in a language that the Alchemical does not know, nor is it capable of decoding any data that has been encrypted.

# LABOUR AND UTILITY

## **EFFICIENT MANAGEMENT PROTOCOLS**

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

**Keywords:** Internal

**Duration:** One Project/One Scene

**Prerequisite charms:** None

This charm is a complication of some of the greatest works and shortcuts, both legal and illegal, written by some of the brightest minds in all of Autochtonia, allowing the Alchemical to tap into this information in time of his greatest need. This charm supports a Bureaucracy roll on behalf of a state she's a part of. The Champion adds (her essence) in dice to all Bureaucracy, Investigation, or Socialize actions related to the project.

### **Submodules:**

*100% Efficiency Routines* (Essence 2): Wasting perfectly good resources in Anathema to the bureaucrat. This submodule replaces the wiring inside of the Management Protocols, allowing the flow of data to not only be near instantaneous but also incredibly efficient. If the bonus die afforded by this charm run into the Champion's dice cap, then she may convert dice on her roll into automatic successes at a rate of 1m per die. The amount of dice to successes the Alchemical can produce is equal to however many dice the alchemical had left over after her dice cap to a maximum of intelligence. At Essence 5, the Alchemical may instead pay 1m per 2 successes. Successes added this way do not count towards dice cap. (EX: If an Intelligence 6 Essence 4 Alchemical spent 6m on an excellency while Efficient Management Protocols were active, she may spend an additional 4m to turn four dice into automatic successes)

*Utilitarian Calculus Apparatus* (4 XP): This submod factors accordings involving Utilitarianism protocols without sacrificing her overall productivity, resulting in a great boost to morale. When a project is finished on behalf of some group, those people in the group automatically gain an minor intimacy of respect or love towards the Alchemical or some sort of social group which she belongs.

*Inefficiency Buffering Dynamos* (Intelligence 4 Essence 2): The Chaos of the void is to be avoided at all cost, but that doesn't meant one shouldn't account for it. This submodule is a database of innumerable contingency plans, allowing the champion to avoid up to her (permanent essence) of penalties on a project.

*Resource Allocation Protocols* (5 XP, Essence 3): Lessons from the Recyclers show that every little thing has value, allowing the Alchemical to put every single resource to use multiple time over as a cost saving measure. When this charm is activated, the Alchemical is counted as having  $(\text{Intelligence}/2, \text{rounded up})$  extra dots of resources for a project she has permission to



run, maximum 4. This is not actual cash or excess resources, but using what she has creatively. The Alchemical with Intelligence 6 could not bribe a Glot Boss with a resource 3 bribe of glots, as the Alchemical physically lacks that wealth. However the Alchemical does have the resources or favors to hire an artist that could make a piece of art worth Resources 3.

*Long-Term Planning Tamper Proofing* (Manipulation 4 Essence 2): Upon finishing a project with this charm, the Alchemical places numerous redundancies for said plan. Any action attempted to sabotage or somehow damage the project that the Alchemical has taken part in suffers from a penalty of (Intelligence/2 or Manipulation/2, rounded up). In order to get rid of this penalty without magic, the owner of the group must take a separate action in order to dig out any sort of backup plans the Champion has planned. The Intelligence or Manipulation from the Alchemical is at when she completed the project, not what it currently is.

*Army of Bureaucrats Functionality* (3 XP): A single Alchemical is said to be worth a hundred men, and with this submodule the Alchemical can indeed substitute for an entire branch in times of crisis. The Alchemical may ignore any penalties that may occur from being understaffed involving Bureaucracy, Investigate, and Socialize rolls.

*Hunter Seeker Algorithm*: The effects of the void are rendered null under the Champion's watchful eye. This submod supplements an action to rid any sort of corruption that exists within an organization the Alchemical owns or represents. If successful upon finding them, the Alchemical pay 4m 1WP to instantly cleanse an organization of any sort of hostile magic that may be targeting it. If the Alchemical discovers that a member of the community is suffering from some sort of magical induced illness that the Alchemical does not have the authority to deal with, she will be able to pass on the proper instructions to the local authorities. This charm cannot pinpoint anyone suffering from Gremlin Syndrome, unless she can find evidence.

*Deep Cover Bureaucrat Mode* (3 XP): Soulsteel emitters around the Efficient Management Protocols allow the charm to be used without contributing to any sort of anima flare.

*Authority Bypassing Measures* (2 XP): This submodule is a soulsteel add on to the Protocols, detailing information of confessions from some of the greatest criminals known to Autochtonia. The Alchemical is able to ignore the penalties from having insufficient authority for a given action.

*Bartering Modelling Engine* (3 XP): This submodule upgrades Efficient Management Protocols to properly know the exact value of any sort of item, mundane or magical, even if she's completely unfamiliar about an item. This can be used as a rough approximation to other goods and services, or it can be converted into currency such as glots if desired.

*Precognitive Bartering Simulation* (Intelligence 5 Essence 2): This submodule allows the Alchemical to investigate a community in order to determine what that community not only desires, but will desire in the near future with almost precognitive skill. In order to perform this,

the Alchemical must make a proper investigate action against the target in question with a difficulty of the leaders (Wits + Bureaucracy)/2, even if it is her own nation, as even with compliance there are too many variables. If successful, it reveals what that community wants most at that given time or what they will want by the time the Alchemical's trading convoy arrives at the location. Or she may purposely deny the thing that the city or group wants most. If the Alchemical performs any sort of action against the organization exploiting this gap in the market, she gains +(Essence) dice to any action designed to exploit this gap. This gap lasts until the gap in the market has been somehow fulfilled or one season after this submodule was used.

### **SYNERGY-PROMOTING UPGRADE**

**Cost:** 10m 1WP; **Mins:** Charisma 5, Essence 4; **Type:** Simple

**Keywords:** Stackable

**Duration:** Indefinite

**Prerequisite charms:** Efficient Management Protocols and any two other social charms

The Exalt has a cluster of Orichalcum threads tangled around a jade nodule behind on neck, and when issuing proclamations this jumps to life, making the Alchemical's words and issues on the matter contain the entire power of his state. This charm replicates Taboo-Inflicting Diatribe (Exalted 3e leak page 361) with the following exception: The champion can only use this on matters relating to his state. If he split off to start a rogue company, then this charm does nothing. Additionally, if under orders from Autochthon or his Ministers to oversee a task, this charm also functions.

Look I tried.

### **OMNITOOL IMPLANT**

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

**Keywords:** None

**Duration:** Indefinite

**Prerequisite charms:** None

This Charm fits into an Alchemical's hands. Upon activation, the character's hands dissolve into a churning of pulleys, gears, bars and bits to reconfigure themselves on the fly into any combination of tools desired. These utilities range from basic screwdrivers, hammers, and pens to advanced Essence calibration devices such as hyperion keys and valgrind couplers. This tool can be used with the statistics of a light weapon, but that's not it's true purpose. The Alchemical suffers no penalty to working without tools on any action where he'd need one, and amongst one of the finest tools ever made, giving an additional two die equipment bonus on any check that involves using the tools (aside from attacking people).

Cosmetic details, such as using the a feature of the Omnitool to do a Champion's fingernails while she listened through a boring speech, are encouraged.

## **Submodules:**

*Ultra-Fine Precision Adjustors:* Devices in the Alchemical's hand stops any minor movement from the Alchemical and allows him to make pinpoint operations with ease. When using the Omnitool, the Alchemical may reroll up to (Essence) non-successful die per roll. If the action is craft related, it gains double 9's. A repurchase at (Intelligence 5 Essence 2) allows craft actions to double 8's if a gold point and a willpower is also spent before the roll, or double 9's on any other tool related action for a point of willpower. A third repurchase at (Intelligence 5 Essence 3) allows for the Alchemical to double 7's on crafting rolls if a willpower and one white point is spent.

*Benediction Reward Program (Intelligence):* If the Alchemical accomplishes a craft action behalf of his a state, an organization he is a part of, a non-Alchemical Celestial Exalt, a Minister, or for a defining tie then the Alchemical gains an additional gold point on any project so long as two out three criteria are met.

*Expert Basic Repair:* Alchemical's don't read the manuals, they write them. When making a crafting roll for a minor project, each silver experience spent adds on additional non charm success, up to a maximum of (Essence).

*Blueprint Scanning and Tutorial Function:* Autochton is the king of all craftsman, and while his chosen may not know how to build everything consciously, they at least unconsciously know how. So long as an item is not actually vaporized outright the Alchemical is able to repair it using craft by paying an additional 4m and 1WP before starting the rolls. It cannot rebuild metaphorical concepts like a broken heart... unless the Alchemical makes them a new heart that expresses the infinite wisdom of clarity of course.

*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.

*Biological Reconstruction Tools* (Intelligence 5, Comprehensive Surgical Systems): This submodule allows the Alchemical to knit flesh as if it were clay. The Alchemical may take a dramatic action lasting no less than an hour in order to completely remake a person. Skin tone, height, weight, and voice may be changed at the Alchemical's whim. Even the sex of the subject may be changed, complete with functioning reproductional functionality. Otherwise the rest of the charm functions as Husk-Sculpting Apparatus with none of its submods, but uses Intelligence instead of appearance and the Alchemical pays 6m 1WP before the surgery as a surcharge. This effect only works on mortals, but a second purchase at Intelligence 5 Essence 3 allows the Alchemical to use this on willing essence users, though Alchemicals still remain infertile. This effect is permanent once performed, and can only be undone by another surgery.

*Secondary Telefactor Assembly* (Intelligence 3, Essence 2): Whenever the Exalt successfully crafts a mundane item with his Omnitool Implant (that is non-magical works for both major and minor tasks), that item is automatically exceptional regardless of threshold.

*Systems Integration Interface* (Modern): The Champion's Omnitool Implants extend wires from her arms and fingers, entering the interface ports of a computer. The starmetal prongs and locks on the ends of these flexible wires are compatible with any device. Since the Alchemical need not resort to crude methods like typing on a keyboard, moving a mouse, or tapping a touchscreen, her commands to the device are executed instantaneously. This affords relevant Lore actions a two-die equipment bonus, and speeds them by a factor of (the Exalt's Wits). Alchemicals using this submodule can transfer data between the computer and their own minds, without any indication on display devices. The only limitation in this regard are the data transfer rates of the computer, which will rarely be slow enough to matter, unless the Champion attempts to download a culture's entire library of knowledge. Knowledge gained this way is present in the Exalt's mind, but it was not learned normally and so is not yet assimilated into her thought processes. Relying primarily on this information requires an Investigation roll rather than an Academic Knowledge check, though the Exalt should be allowed to stunt knowledge she otherwise would lack, based on the amount and broadness of data she downloaded.

*Wireless Interface Modality* (Intelligence 5, Modern): With this submodule, the Alchemical can use her Omnitool Implant to extrude antennae to access wireless networks. This acts the same as Systems Integration Interface, above, except it does not speed actions. To access communication networks directly, the Exalt will likely need to hack them, though if the network is accommodating they may provide Alchemicals with access codes and frequencies for their personal use.

## **CREATOR FUGUE CONSTRUCTION ENGINES**

**Cost:** - [1m]; **Mins:** Intelligence 5, Essence 2; **Type:** Permanent

**Keywords:** Exemplar 2

**Duration:** Permanent

**Prerequisite charms:** Omnitool Implant

This Charm enhances its prerequisite, allowing it to extrude clusters of tool-tipped tentacles, dexterous armatures, 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 supplied by Excellencies to Craft actions, as well as doubling the cap on Charm bonus dice to better take advantage of this boost. Exalted with this Charm installed cannot lose Clarity from interacting with mortals.

### **Submodules:**

*Architectural Army of One* (Essence 3): While Omnitool Implant is active, that Charm allows the character and his extruded equipment to act as a unit with a Size equal to his Essence rating for the purposes of counting as labor for large-scale construction projects such as manse building. He need not be in charge of the project to apply this benefit toward its completion.

*Triage Zone Situation* (Comprehensive Surgical Systems): The charm now expands to deal with multiple patients, allowing the Alchemical to take care many at a time. The Alchemical may treat up to (Intelligence x2) people at once with no additional difficulty. At Essence 3 this increases to (Intelligence x3)

*Enhanced Project Scale Methodology* (1 XP): No task is too big or too small. Each purchase of this submodules grants the Alchemical one major slot, and may be purchased up to (Intelligence + Essence) times.

*Efficiency Enhancing Methods*: The cost it takes to purchase major crafting slots is reduced to 3sxp per slot.

*Core's Divine Inspiration*: This charm creates a connection to The Core at ultra-low broadband, but even the tiniest connection is enough to flood the Alchemical's mind with ideas on what to make next. Once every day the Alchemical gains one gold point and (Intelligence) Silver points. Another repurchase grants the Alchemical an amount of gold points up to the amount of permanent major slots she has, then once again at the end of every story. A third repurchase of this submodule when Technological Analysis Engrams and at Intelligence 7 Essence 4 are purchased increases the bandwidth, granting an immediate 3 white points upon being purchased than an additional 1+(Essence) white points at the end of each story along with one gold point.

*Cautious Scaffolding Construction*: Despite the size, the construction equipment the Alchemical emits can easily write calligraphy on a teacup. The difficulty of any action to repair anything is reduced by 1.

## **TECHNOLOGICAL ANALYSIS ENGRAMS**

**Cost:** - [1m]; **Mins:** Intelligence 6, Essence 2; **Type:** Permanent

**Keywords:** Internal, Exemplar 1

**Duration:** Permanent

**Prerequisite charms:** Creator Fugue Construction Engines

A metallic sub-lobe is added to the top of the Alchemical's brain, providing an intuitive database of mechanical and magical engineering principles. This lowers the difficulty of all craft actions by (Ess/2, round down) minimum 1. In addition any prerequisites needed for the crafting are likewise reduced.

### **Submodules:**

*Genius Terminal Construction* (Intelligence 7 Ess 3): This submodule permanently increases the terminus of all superior craft slots by one. A repurchase at Essence 5 increases this by another one, giving 7 terminus rolls total.

*Creative Spark Passing:* Upon completing a superior project, the Alchemical may enact a full excellency with (Essence) additional bonus dice either beginning a new crafting roll or using it on a superior project already in place.

*Accelerated Rushing Procedures:* Sometimes the Alchemical needs a job done *now* rather than sooner. The Alchemical may spend gold experience before making a roll, with each gold experience spent adding an additional non charm success, up to a maximum of (Essence).

*God Forge Multitasking Program* (ESS 3): This submodule allows for an additional superior slot, and may be repurchased up to (Essence) times.

*Enhanced Kitbashing Methodology* (Essence 3): It is said that Autochton could make a daiklave fit for a Champion amongst champions just by using the objects around him. This submodules allows the Alchemical to make an artifact 2 object within minutes only using the objects around him once per scene, which may or may not need the help of other players (Such as asking an assemblymate to get a nearby merchant to part with seven chickens). This device, regardless of how it works, does indeed function as an artifact 2 selected by the player for up to (Essence) days or one scene in combat. After which the part breaks down and shatters, becoming a useless mishmash of parts once again. If the artifact was used as a critical component in saving the Alchemical's state/organization, Autochton, or one of his defining intimacies then the Alchemical is rewarded (Essence) gold points immediately. At Essence 5, if the Alchemical can procure proper ingredients she may then attempt to make the item into a full fledged artifact, such as the inanimate carbon rod that sealed the door to the Grand Autocrat's bunker becoming an Inanimate Orichalcum Rod, and the crafting project is already considered half completed. Additionally at ESS 5 the Alchemical may also make artifact 3 objects. This can be done once per story.

*MAX-ACT Safeguard Removal (Maximum Activation Mode):* Only in times of dire peril is the MAX-ACT mode used, and when every option is exhausted only this option remains. If the Champion activates the charm Maximum Activation Mode then this submodule can be activated, which allows the Alchemical to add as many dice as she pleases on a crafting roll *without any cap whatsoever*. The champion can, and is encouraged to spend all the motes she has on this attempt. If the Champion fails to complete the project in this roll then she automatically fails it as if the terminus was exceeded, regardless of the amount of rolls she had left. Additionally all other superior projects the Alchemical may be doing else at the time have all of their terminus's filled by one, as if the champion rolled but did not make any progress on her works. Activating Maximum Activation Mode does not automatically harm the crafting projects the Champion has however, only if she makes use of this submodule.

*Magitech Functionality Enhancement:* This submodule allows the Champion to add a magitech enhancement to an item without harming its evocation limit. In games without magitech, this allows the Alchemical to instantly learn and use two evocations on an item.

#### **RESOURCE ALLOCATION METHOD**

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

**Keywords:** Internal

**Duration:** Instant

**Prerequisite charms:** Creator Fugue Construction Engines

(Fluff) This charm allows the Alchemical to use the charm Sublime Transference on page 363 of the Exalted 3e leak.

#### **CHAMPION NETWORK NODE**

**Cost:** -; **Mins:** Intelligence 5, Essence 2; **Type:** Permanent

**Keywords:** Exemplar 1, Internal, Modern

**Duration:** Permanent

**Prerequisite charms:** Omnitool Implant (Wireless Interface Modality)

A sturdy box installed beneath the surface of the Exalt's neck, the Champion Network Node acts as a wireless computer networking hub. The Alchemical can also act as a computer on the network, at his option, providing access to his knowledge to other computers on the network. The range of the network is limited to (Essence x 5) yards. The Exalt has control over which computers may access his personal network, and whether they may access other networks to which he is connected with Wireless Interface Modality.

#### **TECHNOMORPHIC INTEGRATION ENGINE**

**Cost:** 1m or varies [1m]; **Mins:** Intelligence 2, Essence 1; **Type:** Simple

**Keywords:** Stackable

**Duration:** Indefinite

**Prerequisite charms:** None

Autochthon is the Machine God, and the works of his materials are paradigmatically his body. This Charm takes the form of a complex engine mechanism built into the torso adjacent to the central Essence reservoir. It can be activated in one of two ways. For a cost of one mote, the Exalt can internalize an artifact he owns and is touching. The artifact in question can't be notably larger than the Exalt and must predominantly consist of the same magical material as the Alchemical's caste (or an artifact with no material-based permutations). Internalizing a device causes it to fold up with a distinctive whirring-clicking noise and slide into hidden compartments within the Exalt's body. This process bypasses conventional laws of conservation regarding mass and volume, such that each internalized artifact adds no more than a pound to overall weight. In Modern games Alchemicals may digitalize artifacts instead, drawing them up or down into a 3D wireframe floating in midair, either way the charm functions the same.

While internalized, the artifact is as inaccessible and immune to the passage of time as if it were stored Elsewhere. Ending the one-mote commitment causes the artifact to emerge from the body unattuned, but unlike most Charms, the act of releasing an artifact this way is not reflexive and instead requires a zero-mote activation of Technomorphic Integration Engine. The death of the Alchemical causes all internalized objects to emerge from the smoking carcass.

Alternatively, the Alchemical may activate this Charm by paying the standard mote cost to attune an internalized artifact (such as five motes for a daiklave). In this case, the artifact unfolds out of the Exalt's body attuned and immediately available for use as the prior one-mote commitment lapses. Weapons unfolded to hand are drawn and otherwise readied as part of extruding them. Armor cannot be unfolded as immediate protection, but it may be donned normally. This Charm can't be swapped out while any objects remain internalized.

### **Submodules:**

*Precursor Technology Absorption* (Wits 2; 4xp): The Alchemical can internalize non-magical items of appropriate size and ownership as if they were valid artifacts for one mote each. No cost is required to attune them on extrusion, as this is not required to use such items. The death of the Exalt does not release such objects. Instead, they are destroyed. A second installation of this submodule reduces the cost to store mundane objects to zero motes, but the cost to activate Technomorphic Integration Engine to extrude them is one mote (uncommitted). In Modern, this can be used to hold ammo.

*Endodiagnostic Analytical Routines* (Perception 4): The Alchemical perfectly understands all properties, powers and other characteristics of any object in the moment of internalizing it. This knowledge remains even after the item is extruded. Through comprehensive empathy algorithms that harmonize with new technology, the Exalt also can internalize objects that lack



an owner (claiming instant ownership in the process). Finally, the cumulative difficulty to make a copy, improve a copy or make an improved version of any internalized object via appropriate Craft rolls is halved, rounded up. The example must remain internalized for the entire period of crafting for this benefit to apply.

*Pattern-Mending Integration* (Intelligence 4): The Exalt can perform maintenance or repairs on internalized items by meditating or sleeping instead of spending the same time on actual fixing tasks, with his player making any appropriate rolls for him to do so and requiring the usual trait minimums. Every hour of meditation/sleep counts as (Wits) hours of repairs. This unusual repair process does not require any other tools or expendable materials and restores Essence normally.

*Instant Aegis Upgrade* (Stamina 5): Artifact armor extruded in an attuned state grows into place for immediate protection, as long as the Exalt is not already wearing armor.

*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 1; **Type:** Simple

**Keywords:** Stackable

**Duration:** Indefinite

**Prerequisite charms:** None

A complex assembly of alloyed magical material matching the Champion's caste is woven across and throughout most of her body. When charged with Essence, it reconfigures itself in a clash of pivoting joints and clicking gears, taking on the form of an artifact-template stored within the Charm. This artifact is directly attached to the Alchemical's body—unless such attachment would obviate its primary use (such as thrown artifacts)—and is impossible to disarm without amputating appropriate portions of the Exalt. Ranged-attack artifacts such as gyroscopic chakrams may be automatically and reflexively drawn back to the Exalt through Elsewhere for one mote. The Transcendent Multimodal Artifact Matrix may take on the form of any artifact, with the following restrictions:

The artifact's template must be stored in the Charm. The 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. The artifact cannot learn any evocations. Finally, the artifact may not be notably larger than the Alchemical.

This Charm's activation cost is the attunement cost of the desired artifact configuration, or one mote if the artifact does not require attunement. It begins with a single Artifact •• template of the Exalt's choosing. Additional templates are downloaded as submodules from the vats for a cost of three experience points per dot rating of the template.

### **Submodules:**

*Clockwork Companion Template* (3xp per dot): The Matrix may be loaded with the templates of a mechanical servant. The cost to deploy such a familiar is two motes per dot rating. Slain familiars are transported back to the Exalt through Elsewhere and prevent the Charm from being reactivated to spawn a familiar for 25 hours.

*External Surge Connector* (Essence 2): Templates for artifacts that depend on hearthstones or equivalent power sources may be installed, though the character must supply this power by plugging in appropriate Essence sources once an artifact is deployed. Plugging in a power source uses the same action as drawing a weapon.

*Magitech Advancement* (Essence 4): Templates for artifacts with a magitech rating may be installed, provided they do not have an artifact rating more than (the Alchemical's Essence). If an integrated artifact falls so far behind on maintenance that it would be irreparably damaged, it remains at its current state without further deterioration but does not operate until fixed. Champions with Pattern-Mending Integration installed in a Technomorphic Integration Engine (above) may use that submodule to repair integrated magitech. Essence 5+ Alchemicals may install miniaturized versions of artifacts normally larger than themselves, provided their function is not intrinsically dependent on their larger size (such as vehicles or warstriders). Miniaturized artifacts function normally, such as a cannon in the arm duplicating a light implosion bow or a storm hammer.

*Essence Pulse Cannon* (Artifact 3): This installs an Essence Pulse Cannon onto the champion, since you all won't shut up about it. The Essence pulse cannon fires blasts which, upon contact with a target, suppresses the quantum field strength of the 'gluons' that hold together atomic nuclei. The matter violently tears itself apart, leaving hydrogen, deuterium and a burst of free neutrons. (Guess where I stole that from). It takes the place of one of the Champion's hands with the traits of a light archery weapon with the tags Archery (Medium), Crossbow, Lethal, One-Handed, Piercing (no initiative cost against mundane armour), and Powerful tags and anyone killed with this has their body outright vaporized. An artifact 4 version installs a hands free version, either on the shoulders of the champion, his eyes, fingers, or anywhere else you please. Additional modifications to the item, such as a bashing mode.

## HYDRAULIC MUSCULATURE REINFORCEMENT

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** None

Reinforcing pneumatic musculature is threaded throughout the Champion's body, connected to her Essence reservoir by tubing routed through her veins. This charm allows the Champion to reroll up to (Strength) 1's and 10's on all feats of strength, allowing her to keep all successes. In addition if the Alchemical actually meets the success total needed to lift the object, she increases her strength by one to meet the minimum strength requirement. Note this does not actually increase the amount of dice rolled, but rather the required Strength target.

### Submodules:

*Superior Strength Augmentation* (3 XP, First Strength Augmentation): The Alchemical doubles the amount of dice gained from First Strength Augmentation when attempting Feats of Strength that do not count towards dice cap bonus.

*Reinforced Hoisting Struts* (Strength 6 Essence 2): The Alchemical may now double 9's on her strength roll, using the same pool as rerolling dice to determine the amount she can double. Additionally it increases the Alchemical's Strength by (Essence) when determining how many rerolls to use at Essence 3.

*Enhanced Pneumatic Musculature* (Essence 2): The dice cap for feats of strength of the Alchemical is increased to her (Strength x3), in addition if the Alchemical has Strength 6 or higher she adds (Strength) additional die to each roll for a cost of 4m.

*Thruster Jet Assist System* (Strength 6 Essence 3): This submodule permanently reduces the minimum strength requirement for feats of strength by one point.

*Orichalcum Muscle Fiber Lace* (Essence 3): The Champion's muscles are laced with Orichalcum, making them far more efficient at the transference of energy. This charm makes the attunement cost of the charm 0m and 1's no longer count towards the (strength) limit to reroll.

*God-Crushing Press Enhancement* (Strength 8 Essence 5): The Alchemical now counts all 6's on her roll as successes. For 1m 1WP, she will count all 5's as successes and automatically meets strength minimum for a feat of strength, regardless of what it might be.

## MANIFOLD TRANSHUMAN IMPLANTS

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

**Keywords:** 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 typically filled with supernatural merits or other such features. Many of these packages, having been selected again and again over the centuries by Autochthonia's industrial Champions, have developed discrete names and identities as Charms. 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 contains 5 dots to use. The Alchemical may purchase supernatural merits with it, or they may purchase animalian traits. These animalian traits cost the same as a Solar purchasing a familiar and the Alchemical selects an animal, then gains those traits with storyteller permission and a few cravats. First the animal selected must be roughly the same size as a human give or take a few feet, and secondly they only gain non-latent non-magical special attacks of the selected animal not any of the merits or any other statistics. If these purchases make the Alchemical notably inhuman (such as replacing the arms with tentacles) then the charm carries the exemplar 1 keyword.

All mutations acquired with this Charm must have a mechanical appearance and rationale appropriate to the aesthetics of Alchemical Charms, as approved by the Storyteller. Claws could be installed as whirling drill bits or vibrating saws, hooves as reinforced piston feet, et cetera. The Alchemical is free to concurrently install as many iterations of this Charm as his Essence reserves can sustain.

### **MULTIFUNCTION HYPODERMIC APPARATUS**

**Cost:** 6m [2m]; **Mins:** Intelligence 4, Essence 1; **Type:** Simple

**Keywords:** Internal

**Duration:** Instant

**Prerequisite charms:** None

A slender tentacle slides out of a compartment in the Alchemical's torso, tipped with a long, hollow needle. The transparent tendril can reach and touch targets up to two 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 a brawl gambit with a difficulty of 3, with success giving the desired poison effect. The Alchemical may also inject himself internally.

At the time of purchase, the Exalt gains two of the templates listed as submodules. Additional formulas from the thaumaturgical Art of Alchemy may be downloaded as submodules at the vats for two experience points each. Such arts should have an effect no broader or no more powerful than any thaumaturgy spell. Any alchemy formula with a medicinal application may be adapted and loaded into this Charm, unless expressly vetoed by the Storyteller for balance considerations. Storytellers should encourage players to design submodules of their own. ...Or not if 3e doesn't have thaumaturgy medicines.

### **Submodules:**

*Anagathic:* When injected into a patient, this glittering white gel duplicates a dose of age-staving cordia.

*Antiseptic:* This clear fluid sizzles and burns but prevents wounds from becoming infected. Established infections remain.

*Coagulant:* This luminous blue injection automatically stanches bleeding from a wound. Wounds reopen if the patient botches a strenuous physical action.

*Essence Infusion:* Rather than distill Essence into alchemical formulae, the Alchemical can inject it in a pure state, giving the patient five motes.

*Great Maker's Mercy:* This injection replicates a dose of sweet cordial. Like that drug, the infusion cannot heal aggravated damage, and its narcotic haze imposes a one-die penalty to non-reflexive actions as a Poison effect for a number of turns equal to the Champion's Essence.

*Metabolic Accelerator:* This golden injection allows a mortal patient to recover from injuries as Exalted do, with its effects lasting for a number of days equal to half the target's Stamina.

*Technoetic Infusion:* This crimson fluid is a powerful painkiller and euphoric, allowing mortal patients to ignore wound penalties and are considered to have Clarity 10 for a single scene. Those with an Essence score ignore up to three points of wound penalties and also gain clarity 10. Patients with a Clarity or Dissonance track gain one temporary point. Patients cannot channel Virtues while under the influence, and they suffer a penalty of -2 to Stamina when it wears off. Each day of complete rest removes one die of this penalty.

### **UNIVERSAL PILOT KEY**

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

**Keywords:** None

**Duration:** Indefinite

**Prerequisite charms:** None

The Alchemical has two pairs of retractible tendrils coiled in ports mounted on his forearms and inner calves. When he activates this Charm while piloting an artifact vehicle, these needle-tipped tentacles extend and interface directly with the essence-powered workings of the vehicle, letting the Champion bypass the need for physical controls. While directly interfaced into the ship or vehicle, the Alchemical can make piloting rolls to control it as a reflexive action, and adds +2 to the Maneuverability of the vehicle. The Alchemical can still take actions normally without it interfering with his control of the vehicle, but moving from the spot where he activated the Charm (as with a Move or rush action) forcibly disconnects the tendrils of this Charm, causing it to deactivate.

**Submodules:**

*Electroneural Control Spurs* (Charisma 3, 3xp): This submodule is obsolete with the extinction of Estasian riding rats, but may find new uses should the Seal of Eight Divinities be breached. It enables the Alchemical to interface with living mounts using this Charm (dealing a single level of unsoakable lethal damage as its needles penetrate the flanks of a steed). Interfaced mounts unlock all latent abilities instead of receiving a Maneuverability bonus. Should the Alchemical wish to interface with an unwilling mount, he must roll (Dexterity + Martial Arts) as an attack to implant the tendrils. A repurchase of this charm allows the Alchemical to use magical attack so long as he trains with his interfaced mount as if it were a latent power.

*Attunement Resonance Couplings* (Wits 4, Essence 2): This submodule upgrades the Universal Pilot Key. Once the Alchemical has used that Charm to interface with a vehicle, any mote commitment needed to attune to the craft is reduced to one mote for its duration.

*Autonomic Maneuvering System* (Dexterity 4, 3xp): This submodule upgrades the Universal Pilot Key. Once the Alchemical has used that Charm to interface with a vehicle, he is treated as a passenger rather than the driver for calculating the Hazard rating of any Activate Charm or Attack chase actions he takes.

*Industrial Forerunner Adaptation* (1xp): This submodule upgrades the Universal Pilot Key. The Alchemical may use it to interface with mundane vehicles as long as they contain some form of mechanical or electronic controls. Cars, motorcycles, helicopters, and so on are all valid forms of vehicle, but sailboats or hang gliders would not be.

*Parameter Enhancing Nanomachines*: When directly interfaced with her mount, the Alchemical may use any Speed or Mobility charm on behalf of her mount and the charm Impact Dispersion Module. This does not make the animal or mount magically grow wheels, but can be fluffed as the Alchemical carrying her mount as she uses Plasma Thruster Array. It does cost XP to

include which charms however. The first charm is free, and each repurchase allows a new charm to be used for 2 XP a piece.

*Remote Piloting Controls* (4 XP): Whenever the Universal Pilot Key is used, the Alchemical may snap off the charm, leaving the key embedded into whatever mount or vehicle it's currently in costing 1 lethal health level which heals normally. So long as the key remains inside the Alchemical and the Mount/vehicle share a bond. The Alchemical may issue orders to a mount or remotely pilot a vehicle. In addition the Alchemical is able to see whatever the mount sees.

## **INTEGRATED GENESIS SYSTEM**

**Cost:** - [2m]; **Mins:** Stamina 3, Essence 4; **Type:** Permanent

**Keywords:** Internal

**Duration:** Permanent

**Prerequisite charms:** None

An Integrated Genesis System is nothing less than a miniaturized, functional womb-sarcophagus. An Alchemical must be female (or at the very least hermaphroditic) to install this Charm, though the Husk-Sculpting Apparatus makes this a fairly trivial hurdle to overcome. This charm allows the Alchemical to produce, mundane human children. They may either have another male help with with the act or they may attempt to artificially inseminate themselves by using a past life as a genetic template. Additionally, the Alchemical takes no penalties that may be normally associated with Pregnancy. This charm has a very bad reputation however, as stories of the Apostates using this charm to birth unholy monsters is well known. The Alchemical may only install the non-void version of this charm if she knows about it's existence or has seen another Alchemical with it installed. Considering many Alchemicals or their Propaganda agents take great pains in hiding or 'disposing' these bastard children if they exist, few Alchemicals are willing to admit they have such a thing installed.

This charm cannot be uninstalled so long a child is inside. Additionally, the non-void version only exists if the Storyteller wants it to.

## **SPIRITUAL**

### **AUXILIARY ESSENCE STORAGE UNIT**

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

**Keywords:** Internal

**Duration:** Permanent

**Prerequisite charms:** None

This Charm increases the storage capacity of the Alchemical's Essence reservoir by adding various strategically placed essence tanks around her body. When this charm is installed, the Alchemical gets an extra motepool for 10 motes. This motepool cannot be accessed normally, but rather whenever the Alchemical uses a scene long or indefinite length Alchemical charm, the Alchemical may transfer any commit those charms may have over to the extra motepool. This does not refund the motes in the Champion's other motepools, but it does allow the opportunity to regain those motes back in battle (Good luck). Attunements to artifacts and the commitment cost to charms cannot be shunted this way.

#### **Submodules:**

*Ammo-Replicator Battery* (Photosynthetic Ammunition Replicator, 4 XP): This submodule allows the Alchemical to use the motes in the spare motepool as ammunition needed for Photosynthetic Ammunition Replicator.

*Expanded Essence Reservoirs* (Essence 3, 1 XP): This charm expands the Reservoirs of the charm and may be purchased up to (Essence x2) times.

#### **MULTIPHASE DIVINITY REGULATOR**

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

**Keywords:** None

**Duration:** One turn

**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 2): Once upgraded with this Axiomatic submodule, Multiphase Divinity Regulator may be activated for a cost of five motes after the attack of whenever an Alchemical's attack against a creature of the Void results in that target dying or becoming mortally wounded. The target is not merely slain by the attack, but pulverized into component motes until nothing remains but fading wisps of acrid smoke and whatever indestructible items it carried. This death is permanent for spirits. Exalted with insufficient total Clarity cannot use Void Hammer Engine.



### **THERMIONIC ORTHODOXY ARRAY**

**Cost:** 0m-8m 1WP; **Mins:** Intelligence 4, Essence 2; **Type:** Simple

**Keywords:** Axiomatic, Exemplar 1

**Duration:** Indefinite

**Prerequisite charms:** Any mental charm

The Alchemical Exalted embody the rightness of the Great Maker's artifice. When this Charm is activated, an array of glowing vacuum tubes slides out of ports in the Exalt's back and shoulders. The character radiates the stability of the Machine God out to a radius of (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 (Exalted 3e leak page 241). The cost to activate this Charm is (10 – Essence) motes.

### **MAN-MACHINE WEAVING ENGINE**

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** None

This Charm takes the form of an adamant ring implanted around the Alchemical's soulgem, inscribed with hundreds of tiny Old Realm glyphs. When activated, the crystal rapidly spins in its socket and the runes inscribed along its rim light up in patterns consistent with the protocol being invoked. At the consummation of the casting, sparks jump from the ring into the Exalt's soulgem before discharging with a brilliant display of power. This Charm may never be removed once installed.

This charm allows the Alchemical to learn and shape Terrestrial Circle sorcery in addition to workings, and automatically learns one free sorcery charm upon installing this charm. Because this is not a traditional swearing into of sorcery, the Alchemical does not need to make a sorcerous pact and indeed cannot the traditional way. "Pacts" are made as part of the installation processes, what the charm is made out will influence whatever pact like benefit the Exalt gets.

In vanilla games, demons cannot be summoned until the Seal of Eight Divinities is broken.

### **GOD-MACHINE WEAVING ENGINE**

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** Man-Machine Weaving Engine

A second, larger ring of adamant surrounds the Alchemical's lesser Weaving Engine. While weaving a God-Machine protocol, both rings turn in opposite directions, with a brilliant storm of sparks jumping between them and arcing into the Exalt's soulgem. This Charm may never be removed once installed. This charm cannot be installed into an Overcharged slot.

This charm allows the Alchemical to learn and shape Celestial Sorcery and workings and automatically learns one free sorcery spell upon installing this charm.

### **PERFECTED LOTUS MATRIX**

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** None

This Charm fits into a circular port at the base of the Alchemical's skull, with 10 memory crystals housed in a wheel at its edges, each painstakingly cut to contain one thousand facets. The device enables the Champion to learn, invent and use martial arts Charms by physically housing an infinite capacity library of martial techniques and transcendent epiphanies. Upon installing this charm, the Alchemical may learn her first martial arts charm in a style for free. Like a Weaving Engine, this Charm may not be placed in an Array and can't be removed. If this charm is installed into an Overcharged slot the Champion may treat her Essence as one higher for purposes of meeting charm prerequisites. The Champion may use non-excellency charms in combat with martial arts charm, but not with any of their submodules.

#### **Submodules:**

*Lotus Filament Conduction* (Essence 4, One Complete Martial Art, 16 XP): The Alchemical gains access to the Mastery Keyword for all charms selected of her mastered style. However the Alchemical is now forbidden to use attribute charms to boost the performance of her martial arts charms.

### **IRON-SOUL UNIFICATION COUPLERS**

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite charms:** None

This charm takes the place of a small ring around the Alchemical's soulgem made from each of the six magical materials, with section of the ring carved with prayers asking for Autochton's

blessing and thanks for this tools, for without them all would be lost. The devices enables th champion to learn and invent new Evocation charms with the charm being a bridge to the Alchemical and his soul. When the champion uses an artifact made predominately of a magical material that aligns with his caste, this charm allows him to learn evocations of any level. With artifacts made of other magical materials he can only learn charms with an essence of 1-3.

### **Sidebar: Alchemicals and Evocations**

Now some of you may be going “WTF, why do Alchemicals need a charm for evocations? They’re the chosen of Autochton, the person who MADE artifacts!” That may be true, but the Alchemical’s soul is locked inside of what is a synthetic body so in this logic it has trouble attuning to the outside world. But if you think the chosen of the Machine-God himself should be able to use evocations innately, feel free to ignore this charm.

#### **TO DO:**

- Magitech section
  - How it works
  - Beam weapons
  - Chainklaves
- Evocations
  - Symphonic Harmony (Light Armour)
  - Xiophos: Shield of Champions (Shield)
- Martial Arts
  - Ironheart Destroyer Style
  - Crystal Chameleon Style
- Sorcery
  - See about translating certain protocols from 2e to 3e

**Cost:** -; **Mins:** (Attribute) 1, Essence 1; **Type:**

**Keywords:**

**Duration:**

**Prerequisite charms:**

- *Nova Blitz Bombardment* (Essence 3): The damage of the attacks increases with the onslaught penalty the Alchemical's target is currently suffering from, to a maximum of (Strength x2). **Decisive Attack option?**
- A charm to cut off limbs in exchange for less damage dealt?
- SOCIAL
  - Essence 3 submodule that gives people of other nations the same sort of intimacy they have towards the Alchemical's state or social group he belongs to. Includes negatives. Pg 521
  - **YOU MUST HAVE A VERSION OF BATTLE ANTHEM, AT ALL COSTS**
- Profile charm letting you get bonus on knowing what intimacies you instilled on a target?

Trans-Motonic Essence Drill

Cost: – (+1m) [1m]

Mins: Strength 5, Essence 4

Type: Permanent

Keywords: Obvious, Shaping

Duration: Permanent

Prerequisite Charms: Diamagnetic Supercollider Drill

By: The Demented One

A battery of essence capacitors are mounted on the adamant rings of the Alchemical's Diamagnetic Supercollider Drill, discharging an ionized motonic plasma that reverses the polarity of essence flows, allowing the drill to pierce through magics. This Charm upgrades Diamagnetic Supercollider Drill. Whenever the Alchemical activates it, they may pay a surcharge of one mote to trigger total capacitor discharge, causing their drill to radiate unstable essence. If the attack deals any levels of damage to its target, any non-Permanent Charms, spells, or other magical powers that enhance the target's soak or Hardness are negated as a shaping effect, so long as the Essence rating of their creator is lower than the Alchemical's own.

Submodules

Charm Override Pulse (Essence 5): If a character whose Charms have been negated by the Trans-Motonic Essence Drill attempts to activate a canceled Charm later in the same scene, he must pay a surcharge of (Essence) motes, as a shaping effect.