Exalted: The Alchemicals

By Kilanon

Greetings Champion. The Tripartite has commissioned your creation due to dire times. This world is that of the Great Maker, Autocthonia. Many years ago he saw fit to take his mortal followers, leave Creation and seal himself off from it. This seal is The Seal of Eight Divinities. We, the Tripartite, are the ruling class of Autocthonian society. We set the guiding principles and laws of our respective nations with the help of others like you Champion. You are an Alchemical, a glorious mechanical Exalt given life through the Great Maker's power and form through the magical materials found within him. Autochthonian society is strictly class regulated and depends on industrial production and resource nodes found within the Great Maker's body. There are issues that plague our society, some of which are quite pressing. Quite simply, we are slowly running out of resources, our stockpiles of magical materials are running low with which to make new Champions and tragically we are running out of souls. For millennia we have used soul gems to preserve our limited supply of souls but each passing century sees less people being born as a body without a soul will be stillbirth. Most terrifyingly of all is the sickness of the Great Maker of which those afflicted by Gremlin syndrome seek to tear down civilized society. There are plans to breach the Seal of Eight Divinities to enter Creation for resources but those are solely in the theoretical phases at the moment.

Champion. You need not be concerned with the will of the mortal institution known as the Tripartite. They are far to set in their ways regardless. I am Noi component soul of the Maker focused on experimentation, made in Moonsilver and Chief Regulator of the element of Oil. I will be speaking to you about matters this simulation of the Tripartite will not cover.

While you are an unknown factor, the current situation means unknown factors are a necessity. I have been assured by an entity of unknown nature that you will provide useful data and might be beneficial for repairing the Maker's failing functions. This entity has seemingly convinced the Maker in his dreams to provide the means with which to empower you. Given the limited resources of the realm, I can only provide you with a certain amount of benefits.

Your Budget is 1000 CP

Origins

As per the Great Maker's wisdom we will form you a holy body of your choice. Each magical material yields different benefits when a soul integrates with the body. The apparent age and sexual characteristics can be chosen by you but be mindful it is quite unusual to choose an apparent age below that of a young adult.

Orichalcum Caste [Free]

Ahh.. yes the first of the castes of the Champions are the Orichalcum Caste. The Champions of golden Orichalcum are the epitome of what many look to the Champions for. The Orichalcum caste are referred to as Archons. They act as trailblazers, innovators, and inspirational icons for the average man. They make great generals and strive for progress. Unlike most of society who are expected to be conformist, the Archons possess great brilliance with which to advise the course of society. This brilliance can also cause them frustration, as policies that may be sensible to them can be rejected by the Tripartite or their nation due to their absurdity. Their bodies powerful in all respects possess impeccable Strength, Intelligence and Charisma. The animas of the Archons blaze forth as storms of golden fire and actinic vortices of white lightning. Metal brought into this firestorm often sparks and dances with traces of energy for minutes afterward. They can expend motes of essence in order to empower their strikes with their formidable energy.

Moonsilver Caste [Free]

With bodies of mercurial substance the Moonsilver Caste fill an innately valuable role. These Proteans are peerless spies, infiltrators, assassins and saboteurs. They report directly to the local Tripartite though there have been quiet rumors that all Moonsilvers work with each other and report to the elders of the caste, all without founding of course. They are adaptable to many situations though they take comfortably to fighting on the frontlines; just as they are capable of melding into the background of a conspiracy to topple it from within. They are quick in body and mind, possessing exceptional Dexterity and Wits, their grace enhancing an already appealing Appearance. Their animas radiate out as shimmering ripples in the air like agitated quicksilver, rhythmically flickering between pale silver and white. Any object that passes through this field becomes cold and wet to the touch for some time afterward, though no visible moisture collects on it. They can spend motes of their essence in order to accelerate their movements and slow their perception of time, moving with unnatural speed, fluidity and grace.

Jade Caste [Free]
Champions of the Jade Caste tend to be heroes of the Populat, even in comparison to their peers they tend to be immensely popular. The Executives are firm warriors, labor czars and titans of industry. They are capable of easily doing the work of tens as many men and make their name in doing the dirty jobs that other laborers would not be able to do. Built to be heroes of the working class they are universally Charismatic, their bodies being durable and surpassing the Stamina of most other Champions. Unfortunately labor plans do change and occasionally civil projects may not be found possible as intended, as such the Jade Caste must keep their Wits about them to meet quotas. The animas of this caste express the colors of the predominant types of jade used in their Charms and typically incorporate layers of intersecting polyhedrons in a geometric lattice. They may expend motes of energy in order to increase their already exceptional durability further hardening their clay bodies into stone.

Starmetal Caste [Free]
Whispers, Champions of the Starmetal caste are subtle in ways other castes are not. They are information experts, social engineers, data interpreters, theorists and advisors. Their duty is to correlate data few consider and create ever expanding webs of connections forming vast networks that make them the greatest of spymasters, coincidentally this gives them excellent public relations. They often don't take the spotlight but participate heavily in assemblies assisting a more charismatic figurehead from behind. Occasionally information leaks and what facts are "need to know" can be called into debate but on the whole, they are not liars. They prefer to control where, when and how much of the truth is disseminated, but their primary concern is with maximizing productivity and effectiveness in their endeavors. Operating with impeccable precision and Dexterity, they are skilled Manipulators working their Intelligence from the shadows. The animas of this Caste are deep blue, shot through with lines and bursts of prismatic static. By spending motes of energy they can align themselves with the natural movements of the universe, attaining noticeably more damage, precision and initiative than normal as a reverse after-image forms in front of them, predicting their future movement but also throwing off understanding of their current actions.

Soulsteel Caste [Free]
Gaze into the abyss and the abyss gazes back. The Unblinking Eyes of the Soulsteel caste perform an often thankless but necessary job. They are secret police, interrogators, and the final guardians against external and societal corruption. They perform actions with a variable mixture of two traits, discretion and brutality, acting the sledgehammer in combat as easily as traveling unseen from manufactory roofs. The Unblinking Eyes possess impeccable Perception due to their eternal vigilance, chasing their foes with unwavering tenacity and Stamina. Despite this they are also excellent motivators, while not subtle their blunt words make them excellent at Manipulating people for their own good. The animas of this caste appear as shadowy clouds of smoke streaked with black and blue lightning. By spending motes of essence they may cause the imprints of distendended faces and features to appear and write on their frame producing a terrifying effect that unnerves even normally emotionless automatons.

Drop-In / Adamant Caste [Free]
The Adamant, from which you may be formed, were devised after the other castes. These Champions are referred to as Operatives as they have a special role in the Maker. Created from the inability of the Maker to understand mortals and reasoning they might rise against him. They are created from the souls we components deem appropriately loyal and possess bodies of crystal. They are equipped to be able to expend motes of essence in order to conceal them from the memories of those whose thoughts and spiritual presences are not advanced enough to equal the operative. They are to act with subtlety and to guide mortals within to prevent damage to the Maker and his functions. They possess great physical Strength and advanced Perceptive capabilities. Mortal functionaries have also frequently described them as beautiful in Appearance. The anima of Adamant Operatives are piercing white with purple tints and highlights, glowing prismatic like back-lit stained glass. Crystal and glass subjected to the anima of an Adamant Caste becomes hard as steel for minutes afterward, though this has never impeded the escape of a Servitor of Autochthon.

You need not be worried about relying on the great nations to provide you modification and maintenance as that is the job of us components.

Location

Now then Champion, your first task is to choose a great nation. That is, a place to start your stay here and from whom you will receive Sponsorship. Wherever you choose, we here at the Tripartite appreciate your service. You may roll 1d8 to determine your starting location, or pick one

1: Claslat: First Among Equals the nation of Claslat is the largest, most populous, and industrious of the nations. It can seem like anything is possible here and that ambition is endless, best exemplified in the "glot". The "glot" takes the form of bits of industrial scrap glass, cut and colored to certain specifications to indicate value by a bureau of the Olgotary. Not only does this give Claslat a fully unregulated economy that rewards exceeding quotas with additional amenities, but also a government backed currency, a trait unique to Claslat. Ultimately, driven by competition and economics Claslat will do nearly anything to retain its position as First Among Equals.

2: Estasia: Possessed of strong military discipline and tradition, Estasia is the most militaristic of the nations. It would be an oversimplification to state that Estasia is the work of a single champion, however that is the case. The nation of Estasia was formed from the Champion *Luminous Exarch*'s dream to unite all of Autocthonia under one banner. Currently, Estasia is the only nation with a standing army, the Militate. All Champions are allowed to join the Militate at any time and roughly half have done so. Geographically, Estasia is situated near the Pole of Metal and much of their production is dedicated to weaponry.

3: Gulak: The nation of Gulak presents something of an issue to more traditionalist Champions. It is a nation of social and religious freedom with many subcultures, creeds, and ethinic groups. Depending on the Champion this can either promote annoyance or relief based on how they feel about the average citizen being given their otherwise unique privileges. This nation is built on the back of pilgrim trade and due to this immigration is extremely common, overall it is a deeply devout nation. While the nation is as fervent as any other nation in punishing heresy they can't punish the religious difference of traveling pilgrims and as such religious schism is a constant threat.

4: Jarish: The smallest and weakest of the eight nations, Jarish has many disadvantages compared to their peers. At a glance they can seem backwater compared to the more industrious nations but what they lack in industry they make up for in extreme faith. This faith lets them work far harder, outcompeting an individual worker from Claslat, despite the outdated tools that Jarish makes use of. While their policies do alienate some, for now they are the soul of the eight nations.

5: Kamak: Being situated near the colder section of the Pole of Metal, Kamak has some unique geographical advantages. Kamak, despite being the second smallest of the nations, has an abundance of magical materials and as a direct consequence has the highest ratio of Champions to citizens. The skewed ratio of champions to citizens causes the average Kamaki to be a bit too casual in regards to the average Champion. The Kamaki are a people of extremes, ruled by their code of privacy in public, while privately obsessed with family and romantic love. With their wealth and pride, the Kamaki people may need to break their isolationist tendencies in the current crisis or fall along with everyone else, or too everyone else.

6: Nurad: Once the most progressive of the nations, Nurad is now but a shell of its former self. Geographically closest to the elemental Pole of Steam, it used to be famous for its exceptional air travel. After Perygra was destroyed by a theurgic experiment gone horribly wrong in 2309 DA the nation has since suffered continual decline. Ever since the Perygra disaster the nation has grown increasingly passive, only being able to defend and never able to retaliate against invasions from their fellow nations. Now with the Blight encroaching upon the nation, resources dwindling and ever stricter policies the nation is currently at its breaking point. It needs their Champions more than ever.

7: Sova: The nation with the third highest population but simultaneously the smallest geographically, Sova is packed dense. Sova is an incredibly hot nation, with many of its cities needing climate control, as such they have developed means for their patropoli and metropoli to expand their reach into a massive sprawl. A nationalistic people, the patriots of Sova have become up in arms due to recent affairs with calls to arms being made after the destruction of the patropoli of Ixut.

8: Yugash: Currently the most progressive and expansionist of the nations, Yugash has had to struggle greatly to reach their current situation. The location of the nation's Patropoli and Metropoli are in flux and due to this they have had to resort to unorthodox means of acquiring material. Yugash is a nation that has gotten rich off of exploring the depths of the Reaches, nearly all material gain has come from a life and death struggle. This continued success in the face of struggle is a point of pride for the citizenry. It is currently public knowledge that Yugash is working on a method to breach the seal the Autochthon has placed in order to reach Creation and acquire a new source of resources.

Perks

As a Champion, your actions will be instrumental to the state. As part of new insight from the Great Maker your soul seems to be especially receptive to his blessings and as such some additional enhancements to your holy form can be made.

Alchemical Exaltation [Free]
There are some basic benefits to which all Champions benefit from when their bodies are made. The most notable of which are that they do not suffer from mundane disease or the need to breath. Likewise, Champions do not need to worry about death by starvation or dehydration, however they do suffer some performance issues when going for days without nutrients needed for a healthy adult. Champions need not age like mortals do and may only suffer death from injury or misadventure; in the event that an Alchemical loses a limb or is killed the removed limb or destroyed body turns to sludge leaving a fraction of the numerous resources used to construct their body.

Every Champion can benefit from artificial charms created using the wisdom of the Great Maker. These charms are placed into specific slots manufactured into the Champion. These charms can be placed into an array reducing their expense but when placed into such an array can't be removed from said array. Charms and arrays can be installed or uninstalled in a vats complex. All of these artificial charms require a steady stream of essence in order to function. The capabilities of these artificial charms can be expanded with submodules without increasing the required amount of essence required for operation. When the anima of a Champion is at sufficient intensity they may use their caste-specific ability at no cost.

At certain stages of development, Champions are able to evolve their essence reservoir to contain denser concentrations of essence. This culminates into two transformations. The first transformation is the Colossi form, a glorious giant machine form that is capable of much more than the more human sized form. The second and final transformation is into that of a Patropoli or a Metropoli, a giant city body where the lives of many can be safeguarded by the Champion's watchful sensors.

Due to your unique circumstances I urge you to look at the manual in the notes section especially regarding the Colossi and the Patropoli/Matropoli form.

Savant [50/100/200]
The Great Maker is undeniably beyond brilliant. His supreme craftsmanship is such that merely being inside their body is enough to spark inspiration. Not merely a learned ability; Savants in Autochthonia are a unique breed, of which Sodalities and some Alchemicals are part of. This breed of individual possesses an exclusive talent for instinctively understanding magical and scientific theory. This gifts them a particular aptitude to the repair, operation and maintenance of magitech adding on top of whatever skills the user has for determining their ability to attempt this feat. This does not actually aid in the execution of such functions, effectively acting as understanding without skill in creation.

At the 50 CP Tier this is a mere glimpse into the wonders of the Great Maker. Gunzosha Armor, Light Implosion Bows and other such artifacts of power are understandable with a professional education.

At the 100 CP Tier this manifests a moderate understanding of magitech. At this level extremely potent machines like Warstriders or Lightning Ballista can be operated and repaired with even greater ease than the artifacts mentioned in the tier prior.

At the 200 CP Tier one is capable of understanding extremely advanced magitech theory as easily as your average socialite understands basic mathematics. As it stands right now, only such magitech as the Realm Defense Grid is beyond your understanding and even that could be understood with light study.

Aesthetic Optimizing Procedures [100/200]
Both a useful and an appealing new feature you can be blessed with. This increases your base appearance equivalent to “Essence Integrated - Fourth Appearance Augmentation” while being of separate design and as such not counting toward your total capacity for Fourth Appearance Augmentation. This also lets you change your visual appearance to different themes like that you might encounter in this world or others. Not quite a disguise, the appearance you take with this is still quite obviously you. However, you can disguise certain charms such as accursed void charms as regular charms. Upon actual maintenance, diagnostics, or closer magical inspection, the material would be apparent as it would otherwise be. But from just casual appearances they are indistinguishable. You can revert this cosmetic change at-will or even apply it to organic forms.

For an additional 100 CP, your base appearance is further improved by this such that the bonus you gain is thrice that what it was. Being as potent as three Essence Integrated - Fourth Appearance Augmentations. Enough to take bland forms to that of beauty or to take forms that rival the most beautiful of mortals to something matched only an incredibly small selection of gods or Alchemicals. Truly, you have been blessed by the Autochthon.

Machine Weaving Engine [100/200]
For a small investment of budget you will be able to start off innately capable of weaving protocols. Protocols occupy a strange middle ground between prayers and what might be thought of as programs. They operate in any setting with cause and effect, but may even affect beings outside those bounds after shaping the protocol for twice as long and for twice the cost. The shaping of Protocols normally requires the Champion to possess a certain level of clarity depending on the Protocol but this is waived for your use. By purchasing this here you need not commit motes to the installation of the charm.

For 100 CP you will become capable of using the Man-Machine Protocols. In terms of power it is between Terrestrial and Celestial circle Sorcery, it is the most common form of Protocol Shaping among the Champions.

For 200 CP you will become capable of using the God-Machine Protocols. In terms of power it is between Celestial Circle and Solar Circle Sorcery. Such Protocols are only shared with the Champions of the Autochthon and no others.

Paradoxical Ordered Apostate [400]
This is quite peculiar, the Void is a blight upon Autocthonia and the Champions are no exception. Corrupted Champions are known as Apostates, they possess charms of great power, exceeding that of other Champions by a noticeable margin but that power makes them sadistic and cruel, driven by the Void. You have grown a Transorganic Desecration Cyst, a Void charm that lets you grow others upon your body. However, it appears the first that you grew allows you to control the effects of Gremlins Syndrome on your body. While not immune, you are an asymptomatic, non-transmissible carrier. You are able to install Void charms but your possession of them does not affect your mental state nor does it make you suffer as if you were normally afflicted, such as a vulnerability to Axiomatic charms. If you wish you can instead switch from Clarity to Dissonance and back again. Further should you truly be so cruel you may infect others with Gremlins Syndrome, though whether it be your controlled version or the original is your discretion. An unusual boon, and one I do not recommend but no tool should be ignored in these trying times.

Elder Champion [200/500]
My apologies Champion, I did not realise you were an Elder, well with the facilities we have available we will be able to immediately ascend you to the appropriate level of evolution should you so wish.

At the 200 CP Tier we can immediately ascend you to the rank of Colossi, a 20 to 30ft behemoth capable of providing essential services across a Patropoli. They act as powerful siege engines, mobile factories, far reaching sensory towers and more. With this they can install Colossus charms.

At the 500 CP Tier you will be far greater. Being capable of ascending your body into that of a vast Patropoli/Metropoli. This would make you an industrial powerhouse or nigh-impenetrable fortress made of your magical material. Such vast cities complexes are invaluable within Autochthonia. With this they can instal Municipal charms.

Multi-Faceted Exalted Demiurge [400]
The secrets of the Alchemical Exaltation are granted only to the chosen Demiurges of the Autochthon and no other. Not even the Alchemical Champions or the Solar Host are privy to the secrets of their creation. Normally, in the creation of an Alchemical you need five Demiurges, each privy to merely one-fifth of the Exaltation process and imbued with the Autochthons power bound only to that specific step. Such precautions were taken to prevent the betrayal of his children, such was the Great Maker's fear, anger and wisdom. You are not from this realm however, and are not at fault for the sins of the mortals, gods, and chosen of Creation.

A mortal mind may only be able to understand one step of the Alchemical Exaltation process but what of the Chosen. They perhaps could understand far more and so you shall. I can grant you a spark of the Autochthons primordial energy with which you can enact the miracle of Alchemical Exaltation. You will be able to understand and initiate the entire process and even innovate on it. If you were to find new Magical Metals in your travels it might be possible to create new castes of Alchemical with their own unique qualities and traits.

It might even be possible to not merely use the soul gems of the dead but to be able to uplift the living like that of other Celestial Exaltations. Sufficiently advanced automatons or heroic individuals will be able to be converted into Alchemicals, however they may not be suitable to all castes, but the invention of instruments to determine their compatibility with a Magical Material would not be difficult given the wisdom that the Autochthon has seen fit to grant you.

Assembly Lifting Presence [100, free Orichalcum Caste]
The Orichalcum Caste are first among equals, pushing the boundaries of what is possible such that it might be hard to believe. Those that fail tend to find that this is because they personally lack the people skills to properly convey their message and the delegation skills to find the right individual for the job. Thankfully, you have an increased aptitude for presentation. A political professional, you are now far more capable of getting outlandish proposals approved and funded. These skills also assist you when arguing about the benefits of ideological and philosophical beliefs, helping to convey your revolutionary ideas in more efficient ways. Lastly, you find no difficulty in finding individuals who possess excellent group chemistry that possess the talent you need for your projects assuming you are working through official bureaucratic channels.

Transhuman Enlightenment Methodology [200, discount Orichalcum Caste]
Every Champion of the Orichalcum Caste looks at the world and feels the instinctive need to improve and innovate. But far too often, the people who look up to these mighty Champions scarcely remember that the first place they often look to innovate is within. The strength of these mighty Champions come from their bodies of wondrous artifacts and as such it is not odd for some to find interest in this field. You are a magnificent crafter of magitech, one of the best in Autochthon, with this it is possible to design your own charms just as potent as those most commonly found in your peers. But magitech is not merely charms but such wonders as implosion bows, warstriders and celestial battle armor are also within reach, barring the lack of magical materials and time.

Experimental War Champion Frame [400, discount Orichalcum Caste]
Not to be constrained by intellectual or political pursuits, the Orichalcum caste are no less capable generals in war. Each Orichalcum Champion is keen on wielding the most experimental of ideas and technologies with strange properties that make them overwhelming threats. When wielding such prototype ideas and equipment they shall find their first use never goes awry and instead their potency increases. A destructive essence blaster that should by all means be unable to fire due to the insufficient durability of the frame might last for a single shot to break down an essential wall. An unstable prototype wing system will enable you to easily keep pace and combat hostile fliers and then fail when you finally reach ground.

<u>After having achieved the form of Colossi,</u> this changes and instead of merely one sortie as long as the technology is installed on or used by the Colossi it will last a few battles, degrading slowly after each one. The experience of their use will enable the creation of far more stable versions later.

Revolutionary Practices Pursuit [600, discount Orichalcum Caste]
Anything but conventional, the Champions of Orichalcum are expected to not merely to improve, but completely reshape the fabric of society. It can be difficult to imagine what the world of tomorrow might look like, but for the Orichalcum Caste this is as clear as day. Such supreme innovations flow from your soul the way great majesties are birthed throughout history. Once every two years, a revolutionary concept can be conceived by your mind. Such miracles can be applied to any field of your choosing and are superior to ordinary ideas you conceive. They are of such potency that a military doctrine might turn a grinding war into an overwhelming victory with minimal losses, an industrial plan might see two additional zeros added to the net production of a vital mundane good, and an artifact conceived by the Champion would be of far greater efficiency and power than normal. The benefits in a competitive setting are immensely useful but nothing inherently stops others from learning of, copying, and adapting to these innovations even if they are not executed as wisely. You can keep up to five miraculous innovations in reserve at any one time.

Upon the ascension to a Patropoli or Metropoli, these miracles become even more common at least in regards to yourself. The expanded understanding your city form grants you shall see an additional miracle every two years to be enacted solely within or on the outskirts of your bounds.

Moonsilver Motion Responder [100, free Moonsilver Caste]
Endlessly graceful, the Proteans are some of the swiftest Champions in all of Autochthonia. Due to a particularly fluid musculature this puts you above most others in your caste. Already easily capable of enhanced agility and acrobatics this capability has been expanded. Notably, your motions flow into each other, the momentum of each enhancing the next. While this is incremental in nature, bursting into a run will see each step faster than the next; alternatively when used for combat purposes every swing of a blade will be more difficult to avoid as it picks up speed. Unfortunately, this does eventually reach a limit at twice your normal speed.

Protean Mental Wiring [200, discount Moonsilver Caste]
Fieldwork as a Mirrorblade comes with unique circumstances that can stress the human mind and force even Champions to make unwise judgement calls. Those of the Moonsilver Caste though feel comfortable in such situations as they are inherently adaptable. Due to sophisticated mental wiring you are capable of enhanced creativity and making split-second judgement calls as if you had pondered them for hours in high stress situations.

Ethereal Contact Initiator [400, discount Moonsilver Caste]

Acting as extremely valuable scouts and serving as a means to secure valuable field data, the Moonsilver Champions are often the ones to make contact with anomalies. As a forward scout, you are capable of stealth at an exceedingly high level and are a prominent navigator. On top of this, you are a potent offensive commander, you understand guerilla strategy at an innate level specializing in offensive action. Lightning raids, ambushes, hit and run attacks, long range bombardment from concealment, all such things when executed well are extremely damaging, in your hands they are damning.

After having achieved the form of Colossi, your strategic offensive ability will become an exemplar among Champions. As both a mobile siege and strike base the quality of offensive actions you take will skyrocket. Extremely fortified rogue elements could be destroyed in singular attacks and an engagement against another Patropoli or Metropoli would see you spearhead a crippling blow to its functionality even if retreat is ultimately necessary. Such strategic genius may be necessary should all-out war break out due to changing times.

Endlessly Reflecting Mirrorblade [600, discount Moonsilver Caste]
The primary purpose for which the Moonsilver caste are made can vary depending on the intent during their creation, but more often than not, it is because matters of espionage are being considered. As a spy, you truly live up to the sobriquet of Mirrorblade. When infiltrating a society, it becomes a matter of triviality to disguise oneself as actually whom a person wants to see. Whether that be an easily passed over laborer, a notable member of the Tripartite, or an assistant to a scholar working on a national project. Such reflections of the mind are also useful for situations of counter-espionage and social situations, giving others fake facial cues or projecting a respectful or friendly disposition to win trust from even the most paranoid. You also possess the extremely adaptable ability to learn skills at a much faster rate when interacting in a role. Going undercover as a scholar will see you quickly pick up the necessary knowledge to fit the role.

Upon the ascension to a Patropoli or Metropoli, the citizenry can rest assured knowing that you are standing watch. An ever mindful presence you will be able to see nearly all that goes on within your walls. Such things as information leaks shall be a thing of the past whether through the assassination, conversion or misleading of rival spies. Even should a team of Mirrorblades try to infiltrate your walls, assuming you had some young Champions aiding you, ousting them or making them disappear would hardly rank as a difficult task. Lastly, your ability to pick up skills will expand to that of others, such that you shall be able to gain the experience of the best professionals within your walls.

Populat Inspiring Work Ethic [100, free Jade Caste]
The lives of the Populat are undoubtedly repetitive and tiring but they perform a vital service to their nation. Pulling a heavy lever thousands of times a day in the boiling heat? Who would do a thing like that? Who could do a thing like that! Why you Champion of course! Your work ethic will now be ceaseless and an inspiration to your peers. When it comes down to bolts and cogs you need not feel like your effort is wasted on lesser tasks and indeed performing such trivialities will only inspire those who follow to perform such invariably menial tasks with increased vigor and productivity. This will remove all boredom from such menial tasks as the satisfaction of production and duty shall keep you content.

Iconic Unity Symbol [200, discount Jade Caste]
Noble Champion, your body of Jade is a vibrant beacon that draws people to work together. Standing together a great many can accomplish what the strong alone can not. When working with others, you shall find a great camaraderie forming within the group, both to yourself and with their fellows. Aided by such close comrades you shall find they never hinder your efforts and only aid them so long as they remain loyal to your cause. Given your line of work, assuming you do good by the people it would not be unusual for you to quickly grow into your nation's most popular Champion.

Nationalistic Defender of the People [400, discount Jade Caste]
Sadly, the Populat are not in the best position to fend for themselves. It is not unusual for there to be cave-ins, wars, incidents and assaults from the reaches. As their Champion, it is your duty to defend them at every turn. Rescue operations go smoothly when you arrive, those who did not die before you arrived on the scene will hold on as you carry them to safety. You need not worry about causing secondary incidents putting others in harm's way like causing a building to collapse by lifting debris or setting off a ruptured essence container. You shall also be an amazing captain of self defense forces, the people fighting under you becoming even more effective when serving in defense of their home such that mortal men could hold back a force of mortal soldiers ten times larger than their own.

<u>After having achieved the form of Colossi,</u> you will only become more capable in defense of those you care for. Having attained this form you will become a monument, a pillar of safety for which others depend. The more the citizenry believe in you as their savior the more effective you shall become. Should a Municipality truly believe that you would not fail to hold back an assault by three Apostate Colossi alone then you would not fail to meet that expectation.

Industrious Jade Core [600, discount Jade Caste]
The Stonehands are said to do the work of tens of men. But what if they could do more? The ceaseless pounding drum of industry burns in your heart and from that fire comes the creation of goods for the common people. You are a true industrial titan, while perhaps not the creator of the greatest wonders, you are by far one of the most capable of mass production. Mundane crafts flow from your hands with the extraordinary speed even for a Champion, where it might take a team of ten mundane laborers a day of labor to make five units, they might see you make as many as one hundred units alone without the use of Charms to assist in labor. More potent items like that of Artifacts are far more difficult but you can still expect thrice as many for the time it would take an equally skilled craftsman to make one of similar quality.

Upon the ascension to a Patropoli or Metropoli, there will be no contender in the realms of production in all of Autocthonia barring the Maker himself. The people will rejoice as you combine the work ethic of Jarish with the most advanced of mechanical mass-production tools. Your Patropolis alone is of such industrial production that it would make a small nation like Jarish rich beyond belief or sustain half a large nation like Claslat. This is before the mortal workers toil away within your walls or you invoke the strongest of Municipal charms. The Populat need not worry about cloth or sustenance ever again with such excessive bounty flowing through your nutrient veins. Should you use your enormous industry to expand yourself, it may one day be possible to provide for all of Autochthonia or perhaps even more.

Motor Function Stabilizers [100, free Starmetal Caste]
While most certainly not the most powerful of the Champions, the Whispers have their own way of serving the state. Those of the Starmetal Caste are surprisingly delicate in ministrations operating at a very fine scale when enacting their methods. Your motor control will be impeccable even for the peers of your caste. When wielding particularly long ranged weapons or crafting incredibly small components you need not worry about your hands shaking and can make imperceptibly minute movements. This is a great aid when providing fire support to your fellow champions or moving without being noticed.

Resource Preservation Calculator [200, discount Starmetal Caste]
The existence of available resources in Autochthonia is ever depleting and this critical limitation has led to the preference of certain crafting techniques and domestic policies. As a Champion of Starmetal, the rarest of magical materials, you understand this need for minimalism all to well. When crafting or overseeing a project personally you can use half the material resources on a project then you would have otherwise estimated despite your skills. This alone might be sufficient but you still need the resources in order to perform your work. Thankfully, you are gifted when it comes to the development of recycling and salvage procedures.

Auspicious Data Compiler [400, discount Starmetal Caste]
While the Loom of Fate might not reach into the realm of Autochthonia, you have something far better, statistical analytics. While boring to those of less patient dispositions, these charts and graphs are invaluable to the efficient running of any nation. Given access to data you can form impeccable long-term plans and projections with high degrees of accuracy. Given data on production capabilities, surveys of worker morale and birth rates it would be only far too easy to plan out the next ten years of development. This is invaluable in the theatre of war as it lets you determine whether a war would be acceptable in terms of gains and losses. This isn't completely flawless but it would take dedicated work by multiple Champions to derail your plans for better or worse.

<u>After having achieved the form of Colossi,</u> your data compilation abilities will ascend to even greater heights. Now, not only will you be able to plan for the future but even glean insight from completely unrelated data. The level at which this operates is truly precognitive such that to even exceptional minds it might not even make sense. Such predictions require vast stores of data on the scale of a municipality or greater, as you need to triangulate from observed events a tiny glimmer of the primordial will inherent to the Great Maker's design. A slight decrease in production of cloth as small as ten units might see you predicting the existence of a cult within the city. Another possibility might have you deduce that a poor score on an aptitude test is proof the failing prospect actually possesses the ideal traits for a general within an upcoming war. The war that you knew was coming due to public reports of birth rates from a rival nation and innovations in the making of dirigibles.

Starblessed Network Optimization [600, discount Starmetal Caste]
Like the Pattern Spiders of Creation, the Whispers find themselves endlessly weaving intricate webs necessary for the working of their nations. Most often such webs are those of information feeding back into the Champion for use in their invaluable data models. But they are not merely exclusive to data, often they are also webs of infrastructure, trade, relationships, and resources. The building of ever expanding networks comes naturally to you with some dedication. A scant few months might be enough to set up surveillance and spies across the entirety of a municipality and a bit further into the reaches with dead drops scattered appropriately. An equal amount of time could also be spent refining logistics, making invaluable roads and exceedingly fast public transportation for the transfer of goods across a similar area enabling the creation of several entirely new lines of production.

Upon the ascension to a Patropoli or Metropoli, you will not only be capable of the mere construction of such networks but acting as an immense hub for them and manipulating them on the fly. The closer to your Patropoli any point on a network is, the larger the influence you may have in either a positive or negative way. Valuable information within your Patropoli will reach you instantly but might never arrive to others within should you will it. If your nation were at war with a nation close to your own and an invading army were to march against you, you could delay them for months on the road while your army could arrive at their capital within the day. Such control will enable the prosperity of your people when used wisely and ensure that you are the center of their world.

Presence Reduction Modifications [100, free Soulsteel Caste]
While the Soulsteel Caste is often direct and lacking finesse in their methods, what they don't lack is discretion. Intimidating without words and quiet in approach, those criminals caught alone by the Sentinel don't have time to scream before being dispatched or incapacitated. They can silently stalk gantries and walls without notice, or stand alone in a room only to be discovered by a passing lookout but never have the alarm be raised for quiet fear as the criminal writes the enterprise off as doomed and flees. When the Sentinel goes to ground and purges an illegal cult, the citizenry either doesn't notice or never speaks of it; to the population at large, it might as well have never existed.

Enforced Brutality Directives [200, discount Soulsteel Caste]
The Soulsteel Caste does not have time for pleasantries, they are unflinching in their duty, and when they are called it is for extreme measures. Far from elegant or tactful, when a Sentinel engages in combat it will be direct, efficient, brutal and short. Going into a battle you can choose whether to fight normally or with extreme brutality. While hardly good for morale or public relations, fighting with such shock tactics increases your combat potential and terrifies onlookers or those victim to collateral damage. Those terrified by such actions will often be scared into good behavior knowing that they do not wish to be next to suffer the Sentinel's wrath.

Criminal Analytical Patterns [400, discount Soulsteel Caste]
The criminals of a city are a threat to the stability of a nation. Such lawlessness is non-permissible, such times are when the Sentinels step into play. As a proponent of the law you are skilled in all of the facets of its enforcement. You are an excellent investigator and forensics specialist. While maybe not quite the best at deductive work as some of your more data oriented peers, you are by far the best at finding evidence whether that be reaching into corpses to check cause of death or detecting trace bits of firedust with enhanced optical sensors. This even extends to interrogation and torture, of which you are especially suited due to your grim presence and propensity for brutality. None may escape your watch.

After having achieved the form of Colossi, the capability at which you can enforce the law will vastly increase. Should you position yourself in a city in which you have never been, it would not be strange to say that crime would quite literally disappear overnight. The criminals in question having been dealt with appropriately and would-be criminals questioning their decision to attempt acts of crime under your watchful gaze.

Corruption Killing Sentinel [600, discount Soulsteel Caste]
There is no greater issue in Autochthonia than the Void. The great horrors that lie at the fringes of society are always an existential risk to the civilized people of your nation, that is simply unacceptable. But such a thing as the Void is not so simply destroyed, it is a corruption of the soul and mind just as it is of the body, no matter it must be cleansed. You are able to sense the corruption in others and determine the nature and severity of the corruption; whether that be spiritual and bodily like the gremlins or selfish like politicians. When it comes to fighting the unclean, your strikes burn their spirit as much as their body, inflicting a great spiritual pain of which agonizing is mere understatement. This does not affect those of moderate purity, even if their ideas are misguided, only those who are truly lost are cursed to suffer such torments. You are likewise immune to this corruption yourself, as it would not do for the protector to turn into the enemy.

Upon the ascension to a Patropoli or Metropoli, you shall find yourself a bastion against corruption in all forms. Simply put corruption can't approach your Patropoli, this includes both political corruption, moral corruption, physical corruption, mental corruption, and spiritual corruption. As long as the Patropoli stands none shall penetrate its walls. This blessing applies to the citizenry as well, should they have lived within your walls for a year, they are immune to corruption so long as they return to your city at least once a year, their strikes as well burn the corrupt. It is time to cleanse the Autochthon of his sickness.

Mortal-Clarity Correction Processor [100, free Drop-In/Adamant Caste]
This is a new invention, personally devised thanks to the aid of that mysterious entity. The champions of Autochthon experience clarity which while glorious appears to cause some of them distress and impede social functions with the general populace. To prevent this there was a charm devised named the Empathy Simulation Engine which solved the issue when it came to social functions, however this treated the symptoms not the cause. Clarity in particular affects Adamants with much more severity due to their isolation. This correction processor solves this issue, it allows the Champion to not merely simulate but choose what level of their mortal inefficiency and empathy to operate at and quickly switch back to glorious efficiency and clarity as appropriate to the situation. Charms that enforce clarity through their installation can also have this enforced clarity nullified by this engine. This does not tax the essence reservoir of the Champion as it is attached to the soul, due to this even an organic body can benefit.

Elsewhere Body Preservation Module [200, discount Drop-In/Adamant Caste]
As solo agents the Adamant caste need to be able to operate independently of the eight nations. However, due to the nature of the Alchemical Exaltation the Colossi and Patropoli/Metropoli form may be inconvenient for their purposes. Thankfully, the Great Maker dreamed of another possibility and has bestowed such wisdom unto me for making this modification. With the Elsewhere Body Preservation Module, the Champion will be able to refine and expand their Essence reservoir without a Vats Complex or being forced into the next stages of evolution. In addition, this lets them place charms they possess into reserve in Elsewhere ending the mote commitment and then retrieving them for later use. Thus allowing retrofitting in the field as if you were at a Vats Complex. This also lets the Champion swap out cybernetics or other mechanical augments in the field.

Deus Ex Principle [400, discount Drop-In/Adamant Caste]
The Operatives of the Great Maker are merely myth to the people of Autochthonia, even most of the Champions themselves only have serious doubts as to their existence. Regardless of this lack of recognition, they are guardian angels always striking at just the right moment to keep the stability of Autochthonia intact. You shall find this also applies to yourself as when someone is in need of saving or a crisis is time sensitive you shall always be in just the right place at just the right time.

After having achieved the form of Colossi, you may expand the reach of this effect. After all, what good is it being the internal affairs officer of the Autochthon if you don't have people to do your work. Now it is far easier to get other heroes to be at just the right place at just the right time.

World Emphasis Framework [600, discount Drop-In/Adamant Caste]
It is quite a shame really, it is arguable that should the eight nations come together they could have easily pushed back the Void. The ideological and nationalistic differences are what give each nation their individual strengths but they also lead to conflict which mitigates those strengths. That is where you come in, when you seek to unite the nations of a world together to fight against an existential threat it becomes increasingly easy to get past their biases and diplomatic issues. Such an alliance of nations will also be empowered by the stability of this alliance, such that a world fully united before the existential threat would be able to fight back at triple its combat power.

Upon the ascension to a Patropoli or Metropoli, you may find that while operating on this scale you might face threats that not even the nations of the world can tackle. The Adamant caste rarely ascend to this venerated form but those who do tend to be home to various machines taking care of their fellow Operatives. Such a collection of heroes perhaps contain the densest amount of power packed into a small group and sometimes that is necessary for the stability of the world. Every being that resides within your walls shall grow into nothing less than a hero. Mortals shall form the lowest level becoming heroes but those already heroes will find themselves even higher than that. Should all inhabitants be united as one and as numerous a people as the smallest of nations, they could even combat an alliance of the all the nations of Autochthonia.

Artifacts

As a Champion, your actions will be instrumental to the state. As part of new insight from the Great Maker your soul seems to be especially receptive to his blessings and as such some additional enhancements to your holy form can be made. These will be repaired or replaced a week after they have been destroyed or lost. You may import your own Artifacts into these if they are of the appropriate form. **You shall receive a stipend of 500 CP for this section.**

Vats Complex [Free/200]
A Vats Complex is a magitech marvel, it acts as a stationary base of operations for many Champions. Every Champion has charms they are bound to, when a charm is spiritually bound to them it is solely theirs alone; they can't be loaned out to another Champion. A Champion often has many more charms than charms slots and Vats Complexes are where inactive charms are stored and installed.

Vat Complexes come with all the means to assist a Champion in modifying their body. Most notably this includes a universal database which is accessible from any other Vats Complex; this database has blueprints for every Alchemical charm ever designed and the facility itself can be used to build these charms. You can even add new charm designs into the database. In the event that a charm is destroyed an Alchemical can regrow them using their own body at a Vats Complex and in the event of the destruction of the Vats Complex all of the Alchemicals charms are still accessible from other Vats Complexes. Due to your special nature, if you wish then you can separate the database of your Vats Complex from that of the universal database of the Autochthon, while keeping all of its current contents. After your ten years here it will be manned by generic human workers or automatons capable of swapping out your charms for you or it can be manned by your previous support personnel assuming they wish to join you. Bare in mind their weakened connection to the Autochthon prevents them from Exalting new Alchemicals. With a 200 CP surcharge this connection can be strengthened back to the levels in Autochthonia, allowing them to create Alchemicals, but only in the traditional way rather than that which a Multi-Faceted Exalted Demiurge could create.

Alchemical Materials [200, free with Multi-Faceted Exalted Demiurge]
The construction of an Alchemical exalted requires a number of rare clays, exactingly machined brass parts, carefully cultured crystals and alchemically treated glass, exotic oils and prodigious quantities of the magical materials, plus many chemicals and mystic reagents. While this alone does not include the magical materials, this provides enough of every other resource to craft two Alchemicals. You receive a similar amount of supply every year.

Reagents of the Autochthon [50]
The material bounties of the Autochthon are numerous but often paling in comparison to the surplas found in Creation. By purchasing this you get a stock of exotic materials possessing moderate power. This power is enough to make modestly useful artifact tools but not enough too make true wonders. While these materials can be obtained in future worlds without this option by purifying and refining the essence of various objects, these are a valuable shortcut. Likewise these materials can be refined and combined through a manufacturing process, allowing for the creation of better reagents. The reagents you recieve from this are determined by one of the elements of Autochthonia: Lightning, Oil, Metal, Steam, Smoke, and Crystal. Any single purchase can net you exotic materials of a single element every week. You receive twelve of such exotic materials of moderate potency and six of higher potency every week. These would be sufficient to craft six useful artifact tools and two powerful wonders a week assuming you had a primary magical material. Alternatively, this can be used to make a greater wonder every week if you were to refine all the materials into higher grades. Lastly, if you wish to stockpile, you would be able to make a true marvel after twenty weeks. That being said, the exact amount of resources it takes to make any particular artifact will vary, but on average this is how long it will take. This can be purchased multiple times

Autoklave [100]
A weapon with wicked, rotating metal teeth strung between them on rotors. It possesses a motor which hums with potential, but only roars into action when the wielder joins a battle. Their razor sharp teeth bite into flesh and metal, tearing excessive gouges in both. By default this Autoklaive will be made of a magical material of your choice and will take the form of a Daiklaive. You can of course choose a different form for it if you wish such as a Grand Grimcleaver or Slayer Khatars.

Monofilament Scourge Whips [100/200]
Whips constructed of a single magical material with an automated coiling system that activates at the touch of a button. It has numerous segmented blades that are incredibly sharp capable of cutting through objects with great ease. The blade is flat on the sides enabling grappling. In addition, these can release a shockwave of essence along its length causing magical burns. You receive one whip per 100 CP you spend; up to a limit of two whips of the magical material you choose.

Beamklaves [200]
A weapon that projects a beam of essence emitting tremendous heat and pure force. Lightweight and powerful, they are the iconic weapon of the Alchemical Champions. The heat of the blade cuts through most non-magical armor and weapons permanently damaging them. By default this Beamklaive will be made of a magical material of your choice and will take the form of a Daiklaive. You can of course choose a different form for it if you wish such as a Grand Daiklave or Beamlances.

Shaft Speeder [100]
One of the fastest personal transports available in Autochthonia, the craft is large enough to fit three man-sized passengers, one in front of the other, inside its reinforced glass compartment. It hovers slightly above the ground and possesses powerful essence engines, like jet engines that incinerate anything directly behind them, specifically within five yards. It can carry up to five-hundred pounds and moves at 35 to 70 mph with deft handling. This particular Shaft Speeder does not require the commiting of motes of Essence but does require attunement.

Aerial Skiff [300]
One of the largest free-moving transport vehicles in all of Autochthonia, an aerial skiff resembles a large shaft speeder, being twice as long. It has a powerful engine which knocks back everything behind it within twenty yards. For self-defense it wields an elemental lens suited for Alchemicals, doubling the damage and tripling the range of their energy-based charms; and two essence cannons. This one is special in that it also doubles as an Oil Diver with a pressurised compartment and echolocation/sonar capabilities. The Aerial Skiff also comes with an optical cloak that works at one-fifth its top speed. It is heavily armored, can carry twenty people and up to five-thousand pounds of weight. It does require attunement but does not require motes to be committed.

Encounter Suit [300]
A humanoid construct designed to carry the awareness of the suit's owner and function as a secondary body. While attuned to the suit you can choose to enter a comatose state in order to pilot it. It has physical capabilities equal to the strongest of mortals. The greatest strength of this suit is its immutable durability: being immune to all environmental effects, the effects of the Wyld, and capable of taking massive amounts of damage without impairment. While Alchemicals and other Exalted can normally use their charms through Encounter Suits, they tend to be unable to use artifacts this suit is exempt from this limitation allowing one to wield artifacts through it.

Great Maker's Prototype Warform [500]
A great Warstrider, rare in Autochthonia due to most resources being diverted to the creation of Champions. This mighty warstrider was wrought forth during the First Age before his departure and was a useful experiment in determining the limits of what would be the Alchemicals. As such this Warstrider is uniquely tied to the Alchemical Exaltation and resonates with them strongly.

With a body of Jade, muscles of Soulsteel, joints of Moonsilver, nerves of Starmetal, an Orichalcum core and an Adamant mind. Not capable of independent operation, this Warstrider still has its own mind, bound to duty and synchronizing with the endlessly expanding database of charms of the Alchemicals. Serving as Warstrider for young Champions, armor for Colossi and Municipal Charm for Patropoli, the Warform will adapt to the needs of its master. It possesses a potent and adaptive elemental lens that increases the damage and range of energy-based attacking charms of any Exalt attuned to it, doubling the damage and tripling the range.

By far its greatest feature is the ability to enhance the Charms of the Alchemicals, the powerful "AI" inhabiting this God-Machine has a variety of charms, functions and innovations to bestow upon an Alchemical's own. While unusable outside the Warstrider, each and every charm ever created will be improved in some unique way while inhabiting this Warstrider. From the simple such as further increased damage output and knockback when using a Piston-Driven Megahammer, to the complex such as Clockwork Soldier Pattern Projector tripling the size of a military unit by creating hard-light projections. It can enhance ten such charms this way at a time and can swap out the enhancements after an hour of self-modification. This is by no means a limit however, as given millenia of use it might see this capacity increased albeit only by increments of one. May the Autocthon's blessing always be with you.

Orichalcum Supply [100, free Orichalcum Caste]
Autocthonia is home to magical materials of every nature. One among these is glorious golden Orichalcum. Clean, solid, and containing great power, this magical material is good for stable yet powerful generators or focusing light among many other things. You receive five talents of this magical material, and you receive additional talents of equal quantity each month.

Precision Goggles [200, discount Orichalcum Caste]
These lightweight goggles are made of burnished metal alloys and have darkened amber lenses. They must be worn over the eyes when in use, but are often pushed up onto the forehead when their user has no need for them. When they are worn, they magnify nearby objects up to hundreds of times, allowing the wearer to craft miniscule components and work on the finest details when constructing objects. These require only a miniscule commitment of essence. lf the wearer spends some additional motes of essence they can have the goggles scan and display additional technical information that is greatly beneficial when working on magitech.

Acumen Stunner Lightning Core [300, discount Orichalcum Caste]
A perfect sphere consisting of orichalcum bands that rotate slowly, making nigh-imperceptible clicking noises. When the Champion touches a person with their hands they can emit a painless magical electrical pulse that disrupts motor and mental functions. A person can be afflicted by at most three pulses but each one slows the target. As an Elemental Core it can be used to power artifacts or respirate like a Hearthstone, this Elemental Core does not require recharging.

Dispersion Concussive Essence Cannon [400, discount Orichalcum Caste]
One of the oldest and simplest forms of magical ranged weapon not powered by muscle in some fashion, concussive Essence cannons function by focusing motes into crystals that convert that Essence into pulsed beams of pure force. A heavy brass and steel tube lined with Essence lenses, this model of cannon is just small enough to qualify as a personal weapon. lt can be mounted on the shoulder or used with two hands. lt is used for use in crowd control or attacking small vehicles/structures. This particular Essence cannon has the experimental functionality of shooting out a spray of concussive force rather than a single beam, while moderately weaker than a full blast it covers a far wider area.

Workshop of Wonders [600, discount Orichalcum Caste]
A gleaming hexagonal building dedicated to the intrinsic beauty of progress. This is a workshop that can help you fulfill your wildest ambition as long as you stay dedicated. This is a lab, a forge, a bureau, a studio, a think tank, or a testing site depending on the situation. As the primary recipient of this workshop, you are capable of setting its goals and it will seek to readjust on the fly to meet the current project you assign it, assisting in every way it can. While it can only work on one project at a time the benefits a Champion would gain from its facilities are quite useful. Were it set for the production of an experimental weapon, it would perform worse at mass production than a Factory-Cathedral but would be capable of producing individual wonders on the level that might be seen coming out of a Factory-Cathedral. Alternatively, if one were researching a hypothesis into the workings of Elsewhere technology, the lab could produce various instruments that would be deemed more than adequate by the standards for the First Age. Such a workshop could be the best hope of seeing a major society changing project like Project Razor coming to life. The Workshop also possesses an Al that allows you to record your findings and keeps notes on major breakthroughs you have made.

Moonsilver Supply [100, free Moonsilver Caste]
Autocthonia is home to magical materials of every nature. One among these is sleek mercurial Moonsilver. Beautiful, gleaming, reflective and flexible. This magical material is wonderful for artistic expression but also stealthy and morphing magitech. You receive five talents of this magical material, and you receive additional talents of equal quantity each month.

Transformative Armor [200, discount Moonsilver Caste]
This clothing is made from an Essence-sensitive fabric including threads of spun jade and moonsilver. In its basic form, it resembles a finely made tunic of synthetic silk. When the wearer exerts a minor portion of their essence, however, they can cause the fabric to clean itself or shape itself to their will, expanding and contracting the weave, altering its color, texture and shape to fit her precise specifications. This transformation is exceptionally rapid but when shaping a new outfit it might not be as detailed as the wearer might have hoped if their imagination was not vivid enough. This clothing also is armored and provides as much protection as an artifact breastplate.

Slickspirit Oil Core [300, discount Moonsilver Caste]
One of the rarest of elemental cores produced by patropoli, a Slickspirit Cylinder's silvery surface has no apparent seams or openings. It serves to allow the one that carries this core to dematerialize like a spirit for a very brief time, up to thirty seconds. As an Elemental Core it can be used to power artifacts or respirate like a Hearthstone, this Elemental Core does not require recharging.

Mechanically Extravagant Twin Mirrors [400, discount Moonsilver Caste]
A pair of beautiful Moonsilver Gyroscopic Chakrams designed for Thousand Wounds Gear stylist *Immaculate Liquid Mirage*, these blades have never been seen in motion except by that legendary Champion. Completely silent in flight these weapons are tools designed for stealth, when not in use they can shapeshift to be as small as coins or double in diameter. They are versatile for attack and defense, allowing a Champion to use one as shield and one as weapon, alternatively both can be thrown for enhanced damage. It also enables the use of a deadly technique hiding one Chakram in the reflection of the other, making attacks by the second exceptionally difficult to defend against.

Military Stronghold [600, discount Moonsilver Caste]
A military base composed of Moonsilver, this humble output shall be the ultimate in flexible static emplacements. As capable of any other defensive fortress, this place can comfortably hold five hundred men with ease, with a sizable army and nutrient veins running through its halls. While beautiful with flowing curves designed to funnel enemies into kill zones without cover, it is lacking in comfort. The fortifications of this stronghold feature four medium sized implosion bows, each covering a single direction, and a single large size implosion bow mounted on top of the fortress capable of rotating freely. While these defenses are formidable, they are not what make this fortress a nightmare to invading armies. This fortress is capable of cycling through twenty-five different locations, each a vital strategic junction, it does this by spending an hour charging up essence before teleporting with all within its walls. What is even worse is that the fortress can also be made invisible when the gates are closed and the defensive fortifications are inactive. All of these functions are managed at the central control, a room only you have permission to enter. As such this is something deemed outright impossible to mortal and even Exalted minds; a fortress capable of existing at multiple different places at once, with no method to verify its existence barring those capable of seeing into the future.

Jade Supply [100, free Jade Caste]
Autocthonia is home to magical materials of every nature. One among these is the solid Jade of which there are five primary colors. Usually made into blocky unadorned constructs, blocks of Jade are fonts of elemental energy. Blue Jade is great for electrical systems, Black Jade for fluidity, Red Jade for heat generation, White Jade for durability, Green Jade for sustenance. You receive three talents of each Color of this magical material, and you receive additional talents of equal quantity each month.

Trinket of Patriotic Conduct [200, discount Jade Caste]
Small, jeweled baubles that can come in almost any variety of forms of which you can choose. These Jade trinkets bolster your skill at deflecting insults in a good natured way. They aid your presence and make it harder to challenge the image you may possess or cultivate of a national symbol.

Shielding Metal Core [300, discount Jade Caste]
A glowing verdant cube forms this core, which is the size of a man's thumb. When the Champion wills it the core forms a forcefield around themself which can add moderate defensive advantages based on their essence. As an Elemental Core it can be used to power artifacts or respirate like a Hearthstone, this Elemental Core does not require recharging.

Reconstruction of the Ill Form [400, discount Jade Caste]
A Grand Goremaul made out of the finest White Jade. It was the weapon used to slay *Blade of the Apostate*, first known of the Apostates. Since that battle two millennia ago, it has since destroyed countless gremlins and been used to construct critical defensive fortifications. It can build up energy with each repeated strike allowing for one to either quicken the pace of a large-scale construction project or increase the force of an attack.

Factory-Cathedral [600, discount Jade Caste]
A fully operating Factory-Cathedral, a fine construct with many facets of Jade. Such wonders are mostly lost in Creation but in Autochthonia they exist in significant quantities. Normally, the requisitioning of such Factory-Cathedral requires the permission of the state but this has been permitted for your sole personal use. Within this Factory-Cathedral there are five vast production lines from which you can refine components into valuable materials of higher tiers of power or turn materials into artifacts and magitech. This place allows for the easy maintenance of hundreds of minor or moderate artifacts of magitech and only Warstriders or larger would require direct maintenance when stored within such a place. Each individual production line is overseen by five Al specifically devoted to their own line and when the Autochthon is offered sacrifice you can choose an Al to accelerate the rate of production on that line. With the assistance of some veteran craftsmen this facility can match any other Factory-Cathedral in Autochthonia.

Starmetal Supply [100, free Starmetal Caste]
Autocthonia is home to magical materials of every nature. One among these is auspicious and precise Starmetal. Extremely rare and precious, Starmetal is used for the most precise of magitech that require extremely fine control. It often sees use in Champions as mental circuitry or spiritual interaction augmentation. You receive two talents of this magical material, and you receive additional talents of equal quantity each month.

Creeping Crawlspace Unit [200, discount Starmetal Caste]
A backpack containing a mass of spindly, steel clockwork legs, this personal transport artifact is used primarily to get through small passageways that branch off either above or below larger tunnels. The legs of this device are articulated and spider-like, similar in design to some of the guardians that traverse the body of the Machine God. By committing motes of essence or focusing your will the legs will unfold and let you traverse any solid surface. These particular legs are combat capable and can strike at enemies.

Paradox Bubble [300, discount Starmetal Caste]
This starmetal orb has runes that call upon the design weavers carved all over its thumb-sized surface. Those who strike the owner of this artifact suffer one of several effects as the design weavers enact their retribution upon those who would strike the champions of the Great Maker. The effects are based on the attunes Essence refinement. They include: Weakening the mental character of the offender, inflicting a great deal of pain, or requiring them to use more spiritual energy and willpower to perform actions. They may only be affected by this once a day. As an Elemental Core it can be used to power artifacts or respirate like a Hearthstone, this Elemental Core does not require recharging.

Warp Assault Crossbow [400, discount Starmetal Caste]
Crossbows are a favored weapon of the Jade-Born, who are creations of the Great Maker. Working alongside Jade-Born scholars, *Estimating Mathematical Logistician* made this Assault Crossbow to cover for his less than stellar aim. The Starmetal frame can feed its reflection straight into the attuned mind. This effectively allows the wielder to peer around corners without exposing themself. More notably, bolts released from this Assault Crossbow are placed into Elsewhere; and from there multiple predictions will be fed to the wielder of possible locations where a target might be shortly. When a target is chosen, the bolt will be released from Elsewhere at the target destination as if the wielder had been aiming there all along.

College of the Sciences [600, discount Starmetal Caste]
A functional but surprisingly bulky building with a filigree of Starmetal running throughout it, this is a monument to the many Sciences of Autochthonia containing a vast repository of every known ritual. Known to Creation as the Arts of Thaumaturgy, this allows one to learn natural principles of the world in order to attain limited desired effects. These include the Science of Topography, the Science of Alchemy, the Science of Bioenhancement, and the Science of Probabilistics among many others. While relatively easy for a Champion to learn, it is more difficult for their mortal counterparts. This college in particular is excellent for spreading this knowledge to thousands of mortals at a time. In a scant two years it may be fully possible for an uneducated miscreant of the Lumpen class to go from their pathetic standing in life to a practiced battlefield probabilist. That extraordinarily fast education can be bolstered by graduates of this college, with each scholar feeding back their knowledge into their fellows. Perhaps most startling of all is that this facility allows for one to become an enlightened magitech savant though only of the lowest tier unless they have a talent for it naturally. The information inside could be all you need to catapult your nation into that of an intellectual powerhouse.

Soulsteel Supply [100, free Soulsteel Caste]
Autocthonia is home to magical materials of every nature. One among these is grim, dreadful Soulsteel. Used in quite a few artifacts of destruction, this magical material is best suited to striking fear into the hearts of enemies. Whether that be through directly instilling fear, inflicting brutal damage, or shrugging off the most grievous of attacks, it is undeniably useful in combat. You receive five talents of this magical material, and you receive additional talents of equal quantity each month.

Successful Enforcer's Helmet [200, discount Soulsteel Caste]
This helmet is forged from Soulsteel and extends down to cover the back of the neck, flaring out at the base. Two metallic flaps fold down over the sides of the face and fasten under the chin, holding the helmet in place. This particular artifact has a faceplate that hides the identity of the wearer. It provides defenses against ranged and mental attacks. Furthermore it also increases the strength of all your strikes.

Terror-Projecting Smoke Core [300, discount Soulsteel Caste]
Inky black with ashen streaks covering its articulated surface, this tiny box of shifting panels, spiked rods and grinding gears makes for an ugly, if elegant, core. It is capable of releasing a cloud of noxious fumes that instantly blankets an area. These noxious fumes can incite terror and hallucinates into those who breathe it in. As an Elemental Core it can be used to power artifacts or respirate like a Hearthstone, this Elemental Core does not require recharging.

Grim Inquisitor's Beamklaive [400, discount Soulsteel Caste]
A bloodshot red blade projected from a thin Soulsteel handle, it was made during the height of the Elemental War between Yugash and Sova. Created for *Imperious Mechanical Blade* an impeccable swordsman who used its power to slay many of his fellow Champions during the war. While the Champion fell in the aftermath of the war he slew many elementals in his last stand, this masterpiece of a beamklaive salvaged only in the past year from the rubble left in his last battle. Beamklaives, already capable of projecting energy blades capable of destroying nearly all mundane crafts pale in comparison to this one. Made to cleave through Champions, this crimson blade has enhanced cutting power and can extend and retract to and from double its length. Its most notable quality is the ability to overcharge the blade allowing the Champion to short out other beamklaives and damage artifacts with its energy field.

Hall of Justice [600, discount Soulsteel Caste]
A foreboding tower of Soulsteel, this is a bastion where law and order stands as judge, jury and executioner. This is an excellent place to recruit, train and dispatch enforcers of the law; its implacable and terrifying aura scaring away the weak of heart, only allowing the strong and focused to approach. People who come here will magically be the type of people you are looking for, whether that be a brutal suppressor or an honest good-hearted man with a belief in justice. The tower does this by reading the intent of all who approach, this same system also acting as an early warning system for possible intruders. Exalted infiltrators or beings with similar levels of ability are the only ones who could approach the tower without sparking an early alarm. This place is a host to a small armory, a modest barracks, extensive prison area, numerous small scanning automatons that can scour a city, and a constantly updating database of all criminal records constructed from local authorities and the towers own observations. The people trained here shall all become adept adjudicators of law, each approaching the height of practiced mortal heroes. No paragon of the law shall be left without the tools necessary to perform their duty.

Adamant Supply [100, free Drop-In/Adamant Caste]
Autocthonia is home to magical materials of every nature. A material not often addressed is that of Adamant, which is composed of super-dense, electric-blue diamonds. Possessing quite devastating piercing and cutting power it is capable of great feats of damage. More notable however is the crystalline form of Adamant makes it ideal for computational processes and it is perhaps the most valued by us ministers outside of our own preferences. While found in Creation, Adamant is only often used in Autochthonia. You receive five talents of this magical material, and you receive additional talents of equal quantity each month.

Autolabe [200, discount Drop-In/Adamant Caste]
This fist-sized globe of crystal has silver gears that fill one half, leaving the other half clear so that a needle-like sliver of jade that points back to a fixed beacon is visible. This beacon is typically the city to which the autolabe was attuned, but by default will point toward the Elemental Pole of Crystal. This operates in fully three-dimensional space, the autolabe's mechanisms are capable of shifting within the crystal, allowing the jade needle full freedom to point directly at its beacon. It can also memorize the path it takes with the push of a button. Pressing the button again ends the memorization, and thereafter, the autolabe guides its owner back along the remembered path. If he deviates from the path, it guides him back to the point where he left it so he can continue his journey. In your future travels after your time here it will orient itself to the closest Pole used for navigation though it can be attuned to cities when you arrive at them.

Assassin's Widget [300, discount Drop-In/Adamant Caste]
This small chunk of adamant forms into a great icosahedron—a mass of spikes that forms star patterns when looking at it from any direction. This elemental core is only three inches across, so it can be easily concealed. When activated by spending a fair amount of your essence, it allows the bearer to throw phantom weapons from her hands for the next few hours. These take the form of three-dimensional crystalline shuriken which bear the same colors as the Exalt's anima. The shuriken disappear shortly after they strike a target. As an Elemental Core it can be used to power artifacts or respirate like a Hearthstone, this Elemental Core does not require recharging.

Blessed Crystalburst Lance [400, discount Drop-In/Adamant Caste]
Similar to an Adamant Dire Lance, the prime differentiating feature is the advanced crystallin circuitry. In its compacted form, a Crystalburst Lance has a shaft that's approximately three feet long with an adamant blade on one end and a balancing mass of adamant-crystals on its rough-hewn opposite end. With but a thought it can extend to double its length becoming its full size, it takes equally little time to retract back to its compacted form. This Crystalburst Lance in particular has been modified with impossibly rare Yellow Jade, this reduces the essence required for attunement to this extremely heavy weapon. Without any investment you may have the Crystalburst Lance grow additional crystals which will break off into the target you strike, though the crystals will not break off when a target already has crystals in them. The other ability that sets a Crystalburst Lance apart from a normal Dire Lance is its ability to fire a burst of sharpened crystals from the lance's blade though this does require motes of essence to use. This was made especially for you, so make sure to give it a good name.

Holy Grounds [600, discount Adamant Caste]
The Adamant, perhaps more than any other, are vital to the design of the Great Maker. Consisting of the very material that the Autochthon uses to think, this field of adamant crystals are arranged in a field with a chamber for meditation in the center. Here a formidable Champion can attain multiple forms of spiritual communion. Within this chamber all forms of Protocols are enhanced though in what way depends on the Protocol. A Protocol to summon a Machine Spirit will force the original Machine Spirit to appear rather than merely a subroutine, Golems can be created in greater number, and you can affect and push back areas of Blight or Wyld that you know about either through scrying or physical visitation though this use is especially taxing. One could also use this place to commune with the Divine Ministers or other spirits within Autochthonia. When attuned to even machine spirits outside that of the Great Maker's form shall find themselves humble and respectful of the Champion. Such a holy ground contains terrifying power and an individual Champion could enact great salvation or destruction within this field.

Companions

If you are willing to lose some of your budget we can create or call upon additional Champions to assist in your duties.

Heroes of the State [100/300/400/500]
Should you wish, with this option you create an Alchemical companion, this can be a companion you already have which you wish to import or an entirely new individual. For a single such Champion it will cost a mere 100 CP. Alternatively you can spend 300 CP for five of such Champions, enough for a full circle of every Caste. For a more preferable standard you might choose to spend 400 CP for a more conventional eight Alchemical heroes. Should you wish to go to a great extreme you can spend 500 CP for eleven Champions, enough for two entire Circles. Champions brought to Autocthonia through this option will receive an Origin of your choice, and 800 CP to spend on purchases but no item stipend.

Canon Alchemical Champion [100/200/300]
Perhaps you might want to acquire additional Champions as allies in this world? For 100 CP each you will be able to recruit any Champion you so choose as a companion; so long as you can convince them and they are below the level of Colossi. For 200 CP you will be able to recruit Colossi should they agree to come along on your journey. Finally, for 300 CP you might recruit a Patropoli or Metropoli to your cause, though we would ask against this as a loss of even a single of these venerable elders is an irreplaceable loss.

The Elegant Nova of Progression [300]
A prodigy scientist with a specialty for Elsewhere technology. Nova is an Orichalcum Caste Colossi. She is currently the closest Champion to accomplishing the goal of Multi-Faceted Exalted Demiurge. With your investment, Multi-Faceted Exalted Demiurge is now within her reach. With her impeccable intellect she will doubtless be a great asset to your cause. She also has 800 CP to spend on perks and items. Self-evidently she gains discounts and freebies as an Oricalchum Caste would.

Mountain Folk [50]
While abandoned by the Autochthon, the Jadeborn would be enthusiastic and hopeful for the arrival of the Alchemicals. It appears not all were left behind however, as you can recruit fifty Jadeborn followers with this. Twenty-five workers, twenty warriors, and five artisans. This can be taken multiple times.

Mortal Followers and Citizens of the Patropoli/Metropoli [Free]
Hail Champion! While all prayers from cults are to be directed to the Great Maker that does not mean our mighty heroes aren't appreciated. Every Champion has at least some mortal followers, perhaps not many, but it depends on their age and their contributions to the state. Doubtless as one grows older they gain more acclaim culminating when they become inviolable Patropoli and Metropoli in which citizens inhabit. It would be callous and unbecoming of you too leave those who you served honorably for many years, as such we are offering this to you for free. For every stage of progression you can accumulate followers. Up to five thousand followers for a young Champion, fifty-thousand followers for a Colossi, and should you be truly magnificent, fifty million followers for a Patropoli or Metropoli. Such followers will not merely be granted to you, instead you will have to earn their commitment through your accomplishments. The attachment your followers must have for you should exceed that of nation and world such that they would follow you into the unknown. You can continue to accrue followers in other worlds, just bear in mind that this does not work on non-mortals. However, if they were mortal to begin with and you or your city changed them into something greater they still might come along. Unfortunately, any such civilian added to this pool will be unable to become a companion in the future, though you can choose who is exempt from this pool should they meet the criteria above.

Mechanical Familiar [Free/50/100]
Despite the dearth of living creatures, aside from humans, there are many familiars an Alchemical may lay claim to. These range from constructs and elementals that provide relatively minor benefits to greater elementals and gods that can provide far greater boons.

For free, an Alchemical could receive a minor familiar, ranging in value to that of a normal dog, flying bird, to a squirrel; this includes some weak elementals like Dresseles. For 50 CP, this familiar will become far more useful ranging from the mobility and value of a horse made of iron, to that of clockwork soldiers, or amphibious scouts capable of performing well in oil or water; 50 CP familiars such as these are all capable of rudimentary communication and telepathy with the owner and should possess a diverse skill set. Lastly, for 100 CP you will receive a familiar of great potency, constructs on the level of a decently powerful machine god of notable power or formidable elemental of equivalent power to that of a Gezlak, Lapideries, or notable Arc Tender; such an entity will have skills and abilities of your preference with charms backing up that underlying purpose. Any such creature destroyed will have an exact duplicate with all applied boons appearing after a day's time.

Drawbacks

Hello. I understand that your precious "budget" provided by "them" is not enough to satisfy your desires. I could make those desires come true if only for some... "minor" concessions. You may gain up to another +1000 points from this section. Worry not these will disappear after you have finished your tenure here.

Endlessly Turning Cogs [+0]
The turning of the cogs of time is ever turning. The great pattern and design weavers make their webs and the course of events flows on. It appears the events of one or more of your past experiences in Creation and the Autochthon have been transplanted into this reality.

Breach of the Seal of Eight Divinities [+0]
It seems as though Project Razor occurred at an accelerated pace. The nations have broken the Seal and have created a number of gateways to creation. While this does solve a fair host of the issues that the nations suffer it does quite literally open the door to some new troubles. For one Creation is undergoing the Times of Turmoil at this moment, and the people of Autochthonia trying to claim valuable resources will probably not be taken kindly. Not to mention there are issues with lack of infrastructure on the Creation side of the portal. Most troublesome of all though is that we have no frame of reference on how to fight in open fields as tunnels have been the place for most of our combat engagements. Perhaps one of your past lives can help with that?

Excessively Righteous [+100]
This is quite troublesome. You appear to have been overcome by a crippling arrogance. While no less skilled, you have a tendency to expect far more from people than they are capable. Every tenet of law you believe in must be enforced, and any failing in yourself is the fault of others. Hopefully, you are at the very least competent or else you could be deemed a liability rather than a paragon by the people.

Clarity in Purpose [+100]
The Machine-God's blessing includes that of mental clarity. The ability to operate in manners that are efficient but lacking the empathy and emotions that one would normally have. Often occurring with varying levels of severity it appears you have fallen deep into the well of clarity. Your voice carries occasional undertones of multilayered harmony, indicating a perfect synchronization with the Design of Autochthon. With glassy eyes you shall amorally regard the world, humans receiving no more consideration or priority in mental calculations than any other piece of data. This still lets you operate as appropriate to your motivations and values but it will be like a machine.

Fear of Exemplar [+100]
Not all such Champions prefer Clarity, often preferring a more human mindset. For you though, this grip on humanity has become an obsession. You will absolutely refuse to have charms installed upon you that might risk generating clarity. Your bonds will be felt deeply to the point that it might transcend or interfere with duty or personal safety. You might still find yourself in the well of Clarity but even then you shall claw at every scrap of humanity within yourself.

Political Matters [+100]
Matters of state are of pressing concern for the Tripartite and the Champions are their main method of handling such issues. Champions can handle many things but what one often can not handle is what were to occur if the state wished not to service them. You will be plagued to suffer issues with proposals and the requisitioning of charms. It will take a notably sociable Champion in order to argue whether or not they need certain new functions for their task. This might have been caused due to the nation which you serve wanting to preserve magical resources, an early failure in PR, or a spited Tripartite member.

Duty Never Ends [+100]
The modern age in Autochthonia has the Champions performing more duties than there have been in the past. This is a time for heroes, and quite simply everyone expects you to meet this expectation. You will be given a simply endless series of tasks to do by your nation or the Divine Ministers. Each of these tasks will be quite essential but there is some leeway. You could refuse a job for wetwork and instead be assigned a task dealing with a gremlin nest. These tasks will usually be well within the range of your ability but should you put them off the danger you will be risking shall increase. Unfortunately, you can't just hide in your workshop or data analysis center like some of those of the Orichalcum and Starmetal Caste, Field work will be a requirement nor will there be time for leisure.

Apostate [+200]
The contagion which plagues the Great Maker is a wicked existence. You too have been struck by this affliction. Now infected with a part of the Void you have become Apostate. While hidden for now from your peers this curse shall gnaw at your mind. Capable of wielding Voidtech charms, this may seem like a great boon to the uninformed. This is not so, every Voidtech charm will accelerate the degeneration of your mind, as shall any gains in Clarity. It shall turn you sadistic, cruel and deranged. Even should you possess the means to cure such ailment like Solar Circle Sorcery it shall do no good as by taking this drawback you have wholeheartedly embraced the Void for the length of your time here.

Nation Under Threat [+200]
While invaluable assets and exorbitant expenses, in theory no Alchemical is bound to their nation. In practice this is somewhat different with wars nearly being waged over individual Champions. Thankfully, your creation has not caused a war, at least not with this, but your nation is in exceedingly dire straits. Perhaps their defenses have been fractured or their food supply low but should nothing occur the nation in which you start in will fall. Should that happen your Chain shall fail, thankfully the existence of a single prodigal Champion can save a nation.

War of Autochthonia [+200]
The keg of firedust was placed, long before the spark came. The nations of Autochthonia are now truly at all out war with each other. It is not known who will have started this war or what it would be about. There are many reasons why two nations might go to war. In a time when souls are running out, no nation can turn to products of research outside that of battle. If a diplomatic solution is not found then there might be no more people in Autochthonia to save it. While it is certain that the enigmatic Adamant Caste are working on the issue; the grudges of the past sit deep and the fear of the future ever encroaching.

Leader of the State [+200]
One might think the leaders of the state would be the Champions but that is very far from the truth. The Champions are in service to the state. As such you shall not be a Champion but instead a very mortal member of the Tripartite. While not having as little power as the Populat, you will have little direct ability to accomplish your goals. It will take masterful political maneuvering in order for you to make the best of your situation.

Essence Over-Refinement [+300]
It appears that there is a terminal flaw in your essence reservoir. Something no Demiurge, Exalted, or Divine Minister can fix. On your last day here, you shall fall to a critical essence reservoir failure. Should this occur then you will fail your Chain and be sent home. What caused this is of no importance, now that you have this condition there is only one way to fix it. The only being that can fix this issue now is the Autochthon, you must wake this being up from their long slumber. Then you must convince him to rejoin Creation and from there he can use the resources found in that place to repair your failing form.

Darkness of Creation [+300]
What horrible fate has befallen Creation!? It appears… that it is not what we had hoped for. The cursed Ebon Dragon, has claimed the throne of Creation. He now seeks to ruin all he can get his hands on and special attention has been devoted to that of the Autochthon. The master of betrayal has already wormed his way out of his Yozi prison as such it would be no issue for him to slither his way past the Seal of Eight Divinities into Autochthonia. Slowly at first, but with increasing pace each year more of his forces shall invade. Should the Seal of EightDivinities already be broken then he is already here. Unless something is done to stop him Autocthonia is doomed.

Engine of Extinction [+300]
Or perhaps Autocthonia is already doomed. His Core having been destroyed the Great maker is no more. In his place is the Neverborn Engine of Extinction. The people of the eight nations now live in a dead world. Void creatures and gremlins are now manufactured automatically inside his body at startling rates, the world around the people growing into a place that makes Malfeas seem human. Slowly, the people inside him will become sadistic, developing mechanical bodily horrors and being either converted or wiped out. Should the people attempt to escape to Creation the situation shall only grow worse as the Great Maker awakens to turn everything into a twisted version of its existence.

Ending

Assuming you survived your ten years of service, there is one more decision to make. Whatever option you decide to choose, all your drawbacks are revoked now.

Return from Pilgrimage: Perhaps your service has weighed upon you Champion? Maybe you experienced mechanical horrors and no longer wish to travel further or have died? Or possibly you wish to lay your roots back on your homeworld, regardless you have decided to end your Chain with all your attained benefits and return home.

Duty to the Nation: Champion your service has been appreciated! As any noble hero you have chosen to stay with your nation. Maybe you have yet to find a method to cure what ails the Maker and wish to keep working on it? Regardless you have chosen to end your Chain with all your attained benefits and stay in Autochthonia.

Make Contact with the Outside World: The nations of Autochthonia have of recent times tried to break the Seal of Eight Divinities to reach the bounties outside. It is thus understandable that you also wish to reach bounties outside of Autocthonia. You have chosen to continue your journey.

Notes

-Credit to HeavensAnon and ShardAnon for making the other Exalted Jumps you guys are awesome. I also wanted to give special credit to Mardukth for making Lunars and for inspiring the formatting style I used (read: plagiarized) for the Jump.

-On Being an Alchemical: Post-Jump, your Alchemical form becomes an alt-form. Clarity is also only going to apply to your Alchemical form unless you have Mortal-Clarity Correction Processor.

It is your discretion as to whether your essence rating as an Alchemical is separate from that of your other Exalted types. If it is the same, you will start at the appropriate tier of evolution unless you have Elsewhere Body Preservation Module. If it is different then you will start at Essence 2.

-On Bender Bending Rodriquez: See note on Bending Unit 22

-On Alchemical Physiology: Some things that are not stated mechanically but are taken as fact is that Alchemicals do not find normal temperatures uncomfortable. An Alchemical could be wearing nothing and still be fine in barely above freezing temperatures. Also, despite clearly being robots; Alchemicals are treated as humans for all magical effects like Heart's Blood.

-On Chassis Number 1729: See note on serial number 2716057

-On Alchemical Synergy: Alchemicals being the prototype Exalted, resonate with Exalted types that match their magical material. This provides a willpower boost to the Exalt in question when they are near the Alchemical. Given that you can both be the Alchemical AND the Exalt in question that means you always get the willpower boost if you have matching Exalt type and Alchemical Caste.

-On Gremlins: Should you contract Gremlins or possess Voidtech the condition can be removed post-jump. You can keep any Voidtech if you want post-jump but be warned it will affect your mental state unless you have something to counter it. If you choose to remove the Gremlins and Voidtech, you need not worry about developing it in any of your future jumps.

-On Bending Unit 22: See note on chassis number 1729

-On Colossi: Should the Champion expand into the Colossi form. Their Colossi form may be placed into Elsewhere at no essence cost. Allowing them to retain their human form, though they could with a quick transformation sequence revert to their Colossi form.

-On Patropoli/Metropoli: Being an immobile city isn't hugely conducive to being a Jumper but neither is being for example a dungeon core. Post-Jump if you are or become a Patropoli/Metropoli, the Patropoli/Metropoli can be placed onto plots of land that you take with you across jumps or be attached to your warehouse.

For the purposes of Jumpchain, you will be connected to your Patropoli/Metropoli even when you switch out alt-forms. Effectively, whereas normally the Patropoli would be your main body and you could launch drone bodies; you may instead make it so that your human/collisi/other alt-form is your main body and the city would be your drone body. Just be aware that you will still count as having essence committed from your Alchemical body for whatever Municipal charms you have running on your city. You can switch between your city being a drone, and your body being a drone by meditating and concentrating for a minute, effectively moving your consciousness. You can have multiple thought streams running things separately but whatever is the "main body" is the one that you will die in when killed, the destruction of the drone has no effect on you outside of a resource cost or time to repair it, if it is the non-city body that got destroyed the body will be restored within a week but you can't switch out of being a city until that time is up.

-On Machine Weaving Engine and Elder Champion: These are basically just shortcuts, you don't need these perks to achieve them barring the clarity requirements of Protocols but they do give you a pretty sizable head start.

-On Serial number 2716057: See note on Bender Bending Rodriquez

-On crafting charms: One does not need Multi-Faceted Exalted Demiurge in order to develop new charms. They just need skill in crafting magitech. It is possible to craft essence 6+ charms for non-Colossi and Patropoli/Metropoli though doing so will likely take far more skill than your average magitech engineer.

-On Vats Complexes: You only get one for yourself and for every person you import as a companion. However, if you become a Patropoli or a Metropoli, then you automatically have one as a Municipal charm. You can also make new Vats Complexes by converting high power Manses into them.

-On Multi-Faceted Exalted Demiurge: With HeavensAnon's permission, this does connect with capstone boosted Mind of the Sun effectively acting as some notes and advice on how to make Exaltations other than Alchemical.

-On Alchemical Materials: These materials or substitutes for them can be found in other worlds or can be refined using thaumaturgy or Sorcery. This just provides an easy source.

-On Martial Arts: Apparently, something brought up in the books but not mechanically statted is the fact that Alchemicals have made a number of martial arts for Siege Weapons and Warstriders. Also, they need a charm to use martial arts, but if you have a different Exaltation you can safely assume you can perform martial arts up to your Exaltation type without the charm. (Also if you are a Sidereal in Alchemical form you need not be worried about exploding like a certain Thousand Faceted Nelumbo)

-On Blessed Crystalburst Lance: It is basically a normal Crystalburst Lance with the attunement and power use reduced by 2 motes in gameplay-terms.

-On Essence Over-Refinement and Engine of Extinction: Should you take both then in order to repair your essence reservoir you will need to defeat the Engine of Extinction and siphon off its energy directly in order to repair your essence reservoir.

-On The Elegant Nova of Progression: She will be no better than you will with Multi-Faceted Exalted Demiurge, assuming you yourself possess it; but her findings would greatly accelerate your own learning in the field of Exaltation.

-On the Mountain Folk: If you have Multi-Faceted Exalted Demiurge, then your spark of the Autochthon's power is enough. You can undo the Geas upon them and it lets you elevate Jadeborn to Artisan Caste by expending some of your essence. This explicitly works on your own followers if it wasn't obvious, though your followers aren't bound to be eternally underground even without Multi-Faceted Exalted Demiurge. On an aside, Earth-Like planets are treated as Creation for the purposes of Creation bound charms. Assuming they are explicitly, a mortal plane and not higher order realm.

-On Buildings and the 600 CP Capstone Items: These can be made Municipal Charms and part of your Patropoli/Metropoli form at your choice. The Military Stronghold will not teleport you with it but it will still be connected to your primary city for the purposes of being interacted with by other charms.

-On Reagents of the Autochthon: Useful Tools are 2-dot, Wonders are 3-dot, Greater Wonders are 4-dot, True Marvels are 5-dot. If you want to make a N/A artifact it will likely require tens of 5-dot artifacts to make at least, likely being the culmination of a Jump's worth of materials per purchase though, that might change if you make your own resources which is totally possible using various First-Age techniques on mundane materials.