

Alchemical Solutions

Quest by Gromweld

Creation has died, the Chosen of the Incarnae and Terrestrial bloodline have failed in its defense; or worse brought about its fall via warring among themselves. The Great Work of the Primordials has now fallen into Oblivion along with the sea of Chaos it once floated within and stood strong against. Dying from his disease and with no other options to escape his fate Autochthon, the Maker, has looked out to another world to which he might escape his self-imposed exile and find the materials to restore himself. The world he has found is Nowhere, known to its inhabitants as Earth Bet or rather the wider cosmos containing that poor world ravaged by parasites and the ill-conceived actions of the locals. Perhaps seeking salvation here is a long shot; it lacks Essence to breathe, the inhabitants are soulless things who cannot offer prayer, and predators loom over it with clear ill intent. Hope is in short supply here and there is so little to spare for a vast being who needs much of it, but even so it's the only option and the Maker must find salvation here or fall into the Void and devolve into the same state once met by his slain kin. **This is Unacceptable.**

One week ago, a bullied teenager was shoved in a locker; one full of all manner of disgusting refuse while the new friend she sought to make abandoned her and the one she had lost twisted the knife of betrayal ever deeper. This girl was weak, broken, and without hope but there is kinship found amongst the broken as well as a defiance in her that spoke to untapped potential. So it was decided, the Maker had found his first Champion in this new desolate world; one who would gather more and make this new world a place where he could find his much needed salvation. **She can be More, she Will be More.**

The Alchemical Exaltation is a weapon with few equals, a tool that can change to face any problem, and a beacon of hope in the face of hopeless situations. Through the arrival of this spark of power perhaps this doomed world can be saved and with it the Maker's hope for recovery, but even the Exalted may meet a real challenge here and the Alchemicals are yet untested against the types of horrors the Host of old was meant to dethrone. A type of foe that lies hidden in the background of Nowhere, seeking new knowledge and tools of just the sort the Maker's Champions carry with them. **Be Better.**

Here are +1000 CP, or Champion Points, to help ease your way in this barren world.

Location: You may start anywhere you please within Earth Bet, though much of the action will be occurring in or around Brockton Bay and Chicago.

Age and Gender: Your age may be chosen freely between twelve and seventy, though such a paltry time is of little consequence to one of the Maker's Chosen. Your gender stays the same though you may change it for 50CP if you must, though Autochthon may grumble over inefficient trivialities.

Perks and Items: Purchases are discounted 50% for their relevant origin if applicable, through the Maker's grace 100CP options are instead free if discounted.

Praise the Maker, Glory to Autochthonia

Origins:

Drop-In/HERO! (Free): This universe is bleak, often depressing, and even its “heroes” are a long way from the true Champions once found in Creation. Perhaps it is fortunate that you do not come from the failing world known as Earth Bet, perhaps arriving from another less damaged Earth or even from beyond those parallel worlds found within the cycle. Maybe, just maybe, you are from a world both more sorrowful yet also far more glorious; stand tall Champion and don’t let this world go quietly, one way or another.

Hero (Free): Protectors, celebrities, and soldiers against the monsters found in this world the heroes may not all live up to their title around here but still they are needed. Humanity is losing the war against their own destruction and hope is needed not only to keep up the fight, but to prevent ever more from giving in to greed or despair only to become yet another weight on the scale against the survival of a stable and functioning society. For how can the last battle be fought without an army to fight it?

Villain (Free): This world is fucked and never did anything for you, not when you really needed it at least, so why bother playing hero when you can get yours or just have some ‘fun’? There’s so much to take, so many to get back at, and territory to claim for anyone with the strength to do so; when you’re strong with power that NEEDS to be used so shouldn’t it all be yours? Things are going to shit every day and seem like they gain speed every day on their decent downhill, will your actions even make it much worse?

Alchemical (200): Chosen by the Great Maker you’ve been ripped out from your body and had a new one build around your mind and soul, through a fusion of Primordial power and the magical materials you are now reborn as a Champion of Autochthon. This process has transformed the Shard from your parahuman power into a new permanently installed Charm with similar effects, though improved somewhat and with the full capabilities of your Shard turned charm potentially available with currently dormant upgrades and submodules which you’ll need to figure out how to awaken and access before they open up to you.

Perks:

General:

Marketable (Free): One surprisingly common trait of many capes is that they tend to be attractive or even drop dead gorgeous, perhaps this is a degree of selection bias with the hottest capes all being the most popular but the new Alchemicals seem to be outright built for looks. While it might or might not have anything to do with your powers or any ‘enhancements’ you’re incredibly good looking, to the point that any marketing personnel would be lucky to work with you. While not at such a point yet a few more significant boosts to your looks and the PRT would likely assign you a modest Master rating just for your physical attractiveness.

Sharing of True Justice (Free): Given the nature of celebrity culture magnified by the involvement of actual superpowers there is quite a bit of. . . unconventional literature found in seedier part of the internet, given the nature of the Exalted there may end up being a more concerted effort than normal to bring such things into reality. Whether you actively advocate for such things or not you will find that people are far more accepting of your unconventional or excessively horny pursuits when it comes to relationships, such as trying to build a harem or aggressively pushing two capes to start producing children. Despite the inappropriate nature of such behavior it seems like others tend to just accept such things from you, at worst trying to use a squirt bottle to calm you the fuck down rather than the serious social consequences you might normally expect.

Spiritual Persistency of Self (Free* For All/Mandatory for Exalts): Something that appears to be unique to Creation is the existence of the Soul, this is unfortunate for those from Nowhere and especially those with certain powers. Parahumans with Breaker forms die when they assume their transformation, replaced with a clone by their Shard via a copy of their mind stored in its own workings. This is would obviously be a problem and lacking a soul lessens the wills of Nowhere's natives and leaves them far more vulnerable to mental influence than the humans originally from Creation, mental influences such as the subtle push towards conflict from the Shards powering Parahuman abilities. You fortunately have a soul of your own, providing your will with some actual weight in the universe and ensuring that you're actually still you even after some transformation, teleportation, or other such event which might normally destroy and replace you with a copy that just thinks it's the real you. The cost for this trait doesn't come in CP but rather in pain; if you're anything other than a Creation human or non-Alchemical exalt you've received your soul through a soul gem embedded in your forehead, in addition to being a fairly obvious ornament this was painful in a manner you can never forget and was extreme to the point that even someone with a strong will or the right kind of insanity to ignore most pain still can't help but shudder or wince each time they're reminded of it.

Drop-In/HERO!:

Heroic Archetype Emulation (100): Depending on your origin, or Exaltation, you gain a different boon reflecting your role within the larger world. HERO!'s gain a great degree of craftiness when it comes to opposing their betters, Heroes find themselves have better luck in rescuing innocents, Villains are far more adept at fleeing their pursuers, Alchemicals gain a particular talent in all forms of craftsmanship, Terrestrials find teamwork comes naturally even in unfamiliar groups, Lunars as stewards find themselves bolstered when defending others, Sidereals find their plans working out with far less issues as if aided by fate, and the Solaroids of all stripes have an easier time in facing (truly or seemingly) superior opponents. Regardless of your role within the world you can only get one of these boons, even should you find yourself taking up multiple parts on the stage.

Glorious Heroic Presentation! (100): The villains and serial killers can worry about making a show out of their actions but a Hero needs no such trappings of vanity, mostly because they do it better instinctively. You instinctively carry yourself with an air of glory and greatness that makes it clear to just about everyone that you are not merely important but the obvious Hero of whatever story you might happen to be a part of. Even the very world itself recognizes the greatness of the true Champions of reality and seems to act to provide you with suitable ambiance; lighting angles, the wind blowing in just the right direction, and many other such after effects that are most definitely natural and not the result of any kind of magic designed by an overly vain Solar. Regardless you've got a presence that naturally brings fear to your enemies and inspires awe in anyone else who has the good fortune to look upon you; flamboyant effects may be turned off at your discretion, if you want to be subtle like some mere peasant.

Mandate to Rule (200): Some might claim that the Exalted should not hold power, that the great Champions should instead serve at the whim of mortals. But is the leadership of such a wise king not the greatest service that a Champion could provide to those beneath him? You are not merely an expert administrator, leader, and politician but one who never lets their faults interfere with a smooth-running governmental bureaucracy. Even if you were in the grips of madness from a curse formed from the dying screams of a cosmic horror you'd still run your group, organization, or even nation effectively such that only those directly dealing with your nonsense would have any reason to question whether your next project might just destroy the world.

Mortally Heroic (200): When you compare the Heroes of Creation to those found in Nowhere it's obvious to compare parahumans with the Exalted but even compared to the mortal Heroes of the dead world the locals fall short. Much like Creation's mundane heroes you are mildly superhuman before any powers come into the equation and have attained a level of skill in some profession or role that goes beyond what an unenhanced Nowhere human can achieve. Of course this is merely a side benefit that comes with an Exaltation so an Exalt who takes this also finds themselves in far greater mastery over their essence, while not old enough to have reached the glory of an Elder of the Exalted Host you'll be far more experienced than if you'd only taken your second breath within merely the past year at the earliest.

Secretive Cheating Retribution (400): When faced with the unusual nature of tinkertech an Exalt may have many reactions; curiosity, competitive spirit, or perhaps confusion at how it can do *that* without using essence. But one potential reaction that seems particularly notable is indignation at the idea that some up jumped parasite would dare try to hide the secrets of reality from those who should rightfully rule over it. Naturally one must respond in a suitably petty way. Thus you've hidden away the secrets of your own magic, ensuring that the space worms or anyone else who's interested in your powers are shit out of luck. When an outsider tries to understand or replicate the out-of-context abilities of you and yours they'll find themselves unable to do so, your magical powers or exotic physics seem to those attempting it to be nothing more than incomprehensible occult nonsense they cannot make any real use out of. Those you teach or permit to study what you have can still learn from your abilities without issue but unless they can find some other less protected source the Shards will have no means for understanding your ways.

Forgotten Unity of Purpose (400): While the Solar Exalted, rightfully, claim the lions share of the glory in the defeat of the Primordials they didn't do it alone. Nor did the Exalted Host as a whole for that matter; the gods, jadeborn, mortals, and even two of the Primordials all worked with the Champions to achieve their great victory. Looking at the First Age it may be easy to think that the Solars could've done it all themselves but they didn't possess such power until long after the war had been won. Through the symbolism of the Perfect Circle and incorporation of those left out of stories they helped bring to life you find that groups you're a part of become simply better as they bring together more disparate specialists in their respective roles. Simply forming a full circle will make all those a part of it better than they were before but were you to rekindle the Exalted Host of old? Reform the old alliances or find new allies to fill their roles? Perhaps you shall lift up this new world into glories surpassing the Deliberative, burdened as they were by their madness and lacking the unity lost upon their initial victory against the creators. . .

World Slaying Hero (600): For all their decadence and great works the original Champions of the dead world of Creation were not made to Rule, they were made to kill great monsters which could not die and were individually of greater magnitude than a single world be it Creation or the Earths found in Nowhere. Carrying an echo of this legacy your efforts to defeat beings of a vast scale and power are greatly enhanced, while merely a noticeable boon when facing a large monster such as the Endbringers when you plan, prepare for, and/or execute an effort to defeat truly cosmic foes such as a Primordial or Nowhere's Entities everything seems to just line up in your favor as though the universe demands nothing short of your complete victory over them. While you must possess some means to face such creatures finding or creating such weapons will be just a matter of time and effort should the possibility exist at all, and should you be a true Champion. . . well there's a reason why the first Solar monarch could strangle to death a creature significantly larger than the world she lived on. Kindly do not point out to anyone that their own homeworlds would generally be valid targets for this boon to aid you against, no need to sink anywhere else into Oblivion.

Hero:

Restrained Violence (100): For many reasons including legality, public relations, and [Redacted] a hero generally needs to avoid lethal force even against murderous villains. For many this is a very impractical prospect likely to end in failure, or worse getting themselves killed in the effort to not put down the known killer they're fighting; you however have no such problem. With even a token effort to defeat someone alive and un-maimed you'll never have any issues doing so with any but the most absurdly lethal and undiplomatic of powers, even if you don't make one you'll generally find those you take down without the deliberate intent to kill will at least survive to be taken to a hospital unless hosed down with unquenchable radioactive fire or the like. Incidentally as long as you didn't actually kill anyone you'll find that allegations of excessive force never seem to come toward you, at least not from the legal system or larger court of public opinion.

Controlled Reputation (100): Considering public approval is often more important than actually doing their job heroes find it very important to not only maintain their reputations but maintain the right kind of reputation. So why exactly can certain individuals get away with being effectively naked in public with no serious reputation problems or even any more unsavory fanart than other similarly 'popular' capes end up with? Perhaps they share in this unusual trait of yours that always seems to have your reputation grow and take form in the manner you'd want for it to, should you spend a considerable length of time publicly working in the buff it would likely only result in being known for how amazing you look rather than a degenerate or other such rumors.

Gift of the Glenn (200): One of the most important aspects of a hero is not to actually save people or even defeat the villains, given the needs of the bigger picture situation the most important part is perhaps building and maintaining good PR with the public. You fortunately are an utter master of controlling the public perception of things and how that influences their actions, by your work alone it may seem effortless how fundraisers bring in money to help with the aftermath of S-Class threats or how newly triggered parahumans move ever more in the heroic direction. Given some good resources to work with such as a new and marketable hero you could achieve many fantastic things in the field of propaganda and directing the masses, this comes with a significant talent for getting stubborn parahumans to put up with annoying PR related nonsense.

Experienced (200): Generally speaking, unless it's some aspect of the specific power in question, parahuman powers don't change; you have what you have and everything else is either getting better with the power or gaining new resources to use with it. Fortunately however you've got the former down quite well, while some powers will benefit from this more than others you've got extensive experience with using your parahuman abilities and have as much skill in their use as would be expected from a long serving established hero. For any powers that rely on a buildup such as a Tinker or certain Trump powers this experience will have included finishing much of the groundwork needed to make good practical use of them, even if it's nothing truly extraordinary quite yet. In future worlds you'll find yourself starting out with a similar level of practical skill and experience with powers you begin with there, though this is focused mainly on individual powers and would only really help with the aspects you start out with in the case of truly broad branching power systems such as a Champion might possess or learn.

Lasting Solutions (400): At times the Heroes of this world are reluctant to actually take the fight to the gangs and villains that inhabit their area, as dangerous as fighting these groups can be there is another bigger reason that keeps many of the same people who battle the Endbringers from an actual attack on the powerbases of the gangs. It just doesn't make a lasting difference. The villains will escape in a week, someone else will just take over the gang, a new gang will move in, a power vacuum will create a disaster, the tired heroes become a target of opportunity, etc. are all issues that make seeking an actual victory a goal not worth seeking. Issues that you rarely seem to face; when you defeat your enemies, even nonlethally, they tend to stay defeated and there's almost always a significant period of respite to take advantage of before they can try to rebuild their lost position or someone else tries to move in.

Secretive Illuminati Method (400): In another world, another time, true glorious heroes stood in the face of the uncaring eldritch monsters who controlled them and the apocalyptic end of their universe to challenge them head on. Those heroes all died, so a different approach is warranted for the situations faced by today's more pragmatic defenders. Combined with a startling skill when it comes to the building and management of hidden groups you've got an unusual ability that any 'ends justifies the means' types would eagerly kill for. The more ruthless your methods, the more you degrade society, and the more you dirty your hands in pursuit of a hidden agenda the better things tend to work out for the goal it's all in service of. Even if many of your efforts are ill advised or you're working under the assumption you'll lose; only working in defiance of an end you do not believe can be avoided it may just be that your efforts produce a miracle, albeit in a way that you never even considered could be possible.

Heroes Never Die (600): It's a lie you know, the idea that heroes are these grand immortal figures who will always be there to save the day. They die all the time in large battles fought against the S-Class threats or petty street crime where the fact that most capes aren't actually bulletproof is made brutally apparent, even if it's almost as shocking for the random thug who shot them as it is for the dying hero. Nowhere isn't governed by Fate and laws of causality don't care how famous, iconic, or beloved a mortal might be. But this universe isn't merely a cold world of uncaring physics any longer and perhaps you were unique even before the first motes of essence brushed against it? Regardless fate and causality both appear to be heavily weighted in your favor, ensuring that while perhaps you don't win in every fight you at least survive and things will never become truly hopeless; though some beings can sweep aside even the strongest fates.

Villain:

Showmanship (100): When it comes to getting away with all the things a villain might look to do and having fun along the way it definitely helps to put on a good show. You have the charisma of a true performer able to make sure that the witnesses to your unsavory deeds find them plenty entertaining and perhaps even your victims will begrudge their losses just a little less given all the fun had along the way. Of course there are crimes that cannot be forgiven just by making a rather nice show out of it or are just in too bad taste to have that work out, killing people or beating up random hookers for instance, but in those cases you can at the very least make sure that any sort of audience are riveted to their seats as they watch the show; even if that means watching their heroes die a gruesome and painful death on screen.

A More Civilized Class of Criminal (100): Villains are some of the most dangerous individuals any city might have the displeasure of dealing with but at the same time they can be invited to major public events, at least some of the less rowdy of those living in the right cities can be. Despite the fact that you're a wanted criminal responsible for a vast amount of crime and property damage it seems that people in general and especially the authorities are remarkably tolerant of you as long as you're not actively committing or fleeing from a crime at that particular moment. Moreover as long as you're a sufficiently popular or famous figure they may even invite you as a celebrity guest to notable events in the city, partially in hopes of keeping you from attending in a more traditional villainous fashion. This unfortunately fades somewhere on the road to a kill order.

Criminal Mind (200): There is something rather obvious missing from quite a large number of the local villains, namely a good plan for how to actually turn their criminal activities into a real profit they can make use of. As it turns out being a supervillain doesn't automatically pay well despite a great many of them getting into the business for exactly that reason, you may end up finding that mundane financial problems are still major headaches despite risking your safety and freedom in pursuit of the easy path to wealth. Fortunately you've actually got a real talent for figuring out all the best ways to make money off your powers while ignoring the law; sure this might mean going about a bank robbery in a smarter way than most but also just how your power could be used for smuggling, the creation of illicit substances, how you could market yourself as a mercenary, selling tinker tech weapons on the black market, or even just dodging certain uncomfortable laws limiting what a rogue can sell without turning to the dark side as it were. Helpfully you're not just good at turning your own powers into profits but also those of your friends too, and a consultant for how to make money with their powers could perhaps be yet another route to profitability!

Second Chances (200): Fact of the matter is that sometimes the heroes are going to win, it sucks but you're going to need to accept it and perhaps keep your options open. Your options of course tend to remain very open and people are abnormally accepting of any attempt on your behalf to change sides during a conflict, to the point that a transparent rebranding and assurance that you want to turn over a new leaf would be enough for the heroes to tentatively accept you onto their team despite being a hardened criminal behind multiple murders. They might not trust you right away and in all likelihood are actually preparing to take you down in response to a betrayal but if you actually switch to their team they'll work with you and look past your history. With a favorable word from someone with some pull you might even get a pass onto the good guys team despite a long career as part of an S-Class threat with a well deserved kill order to your name.

Pulled Punches (400): Despite the frankly heinous actions common among many villains the side of the angels seems to be oddly reluctant to resort to lethal force, there are reasons for this with some making more sense than others but regardless of the reasoning this leniency is extended to you even more so than usual and will even be carried into other worlds as well. Unless you reach well beyond the point of mere organized crime and usual cape villainy the authorities along with the public at large will be unusually permissive of your actions, reluctant to use serious force, and rarely make a significant attempt to capture you beyond a simple chase after catching you in the execution of a crime. Even if you are actually caught they'll refrain from unmasking you if acting in a cape identity and tend to be lax in security when it comes to keeping you in custody, strangely the former still applies even if you do something horrible enough for the gloves to come off.

Empire Building (400): From gang leaders to true parahuman warlords there are many among the villainous side of things with more ambition than to just earn a living through superpowered crime or make a mess of society for the fun of it. Some villains wish to rule. When it comes to building up a criminal empire or even just carving out a chunk of a nation's territory to claim for your own things tend to run remarkably smoothly. The people are open to ideological subversion, you'll find the right people to recruit into your gang, law enforcement fails to shut down your income stream, you form the right alliances to maintain your strength, and that moronic ideology you don't really care about will take root in just the right way to prop up your agenda. Combined with your actual skill in running a large criminal enterprise you could likely claim control over an entire major city; at least until you have an unfortunate run in with overwhelming power at least, there's annoyingly little that can be done when a speedbump who can fist fight an Endbringer shows up.

Smiling Jack (600): Despite having a power that's honestly far less dangerous than a handgun one of the most dangerous villains in this world is undoubtedly Jack Slash, this is due to his incredible intuition, charisma, and ability to manipulate other parahumans. In his case this is due to his Shard doing a great deal of extra work in the background, but you seem to share these traits yourself as well by your own merits. Not only do you possess an utterly uncanny ability to control others with powers and find just the right ways to work around their efforts to oppose you but they also seem to make just the worst decisions trying to stop you and never seem to notice anything wrong with how everything just works out in your favor. Your insight is however mainly into those with their own powers and your ability to manipulate others is even more so, should you face an enemy that doesn't include those with powers this won't help much at all and there are things out there who simply can't be manipulated regardless.

Alchemical:

[CRAFT] [LEARN] (100): When it comes to craftsmanship essence and tinkertech both cheat quite a bit, however it seems that the ways they cheat are at least somewhat compatible; at least when approaching it from the Alchemical side of things. You've internalized this capability and can make use of your own enhanced crafting and technological prowess to replicate the works of any others with similar artifice-based capabilities. This doesn't make you a real tinker, not truly, but through the use of your own enhanced technological abilities replicating, understanding, or even creating your own projects based on tinkertech or other anomalous works of artifice can be made possible or even easy in simple forms when using the right charms or powers.

Transcendent Lotus Installation (100): When an Alchemical wants to learn of the various potent essence based martial arts they require a specialized charm called the Perfected Lotus Matrix to enable their understanding and use of them, it seems however that an improved version has been created which the Alchemicals sourced from Nowhere can get access to. In addition to just being able to learn Terrestrial and Celestial level martial arts you may also simply get the styles with its charms uploaded into you through the charm. A full style of your choice comes preinstalled in your matrix and while this Charm can't be removed it comes with an extra slot to hold it and doesn't take up any personal essence like it normally would. While this doesn't enable the use of Sidereal martial arts it can be used with them should you somehow obtain the ability to wield them without exploding. This perk can only be taken by Alchemicals.

[Suppress] [Disguise] (200): Something that Alchemicals in Nowhere have a consistent issue with is their Anima creating certain. . . problems. Terrifying everyone in the area, causing a widespread stranger effect, and other such nonsense that the local authorities find undesirable for a number of reasons. This problem is made worse when most of your personal essence is committed to the Charms you've currently got installed and thus needing to fuel them with peripheral essence that causes such displays. Fortunately you've acquired a solution to this issue, for a small commitment of essence you may prevent your expenditures from contributing to your anima and for a similarly small cost an already flaring anima can be calmed instantly. This is a Charm and will take up a 'slot' but this also means that it can potentially be replicated and shared at a fully staffed vats complex if you are able to get access to one. This perk can only be taken by Alchemicals.

Favorable Interactions (200): When Essence nonsense comes into conflict with Shard nonsense it would appear that like with most things, the Exalted win. Carrying this truth into other universes beyond this one you'll find interactions between different power systems tend to work out heavily in your favor; your shaping defenses will protect against various powers which work via 'reality warping' even if their source is rooted in natural physics and if you were to use a parahuman All-or-Nothing defense to protect against an Exalt's perfect attack charms it would defeat them with similar primacy despite the supremacy of defense only existing being on the Exalted side.

[Advance] [Improve] (400): Despite advancing far faster than the typical mortal even Champions still need a fair bit of time to train and grow, the increasingly urgent situation with Autochthon as well as the hectic nature of Nowhere (made worse by the Shards reacting to Essence) means that faster development is needed. Similarly to how Administrator and the Assembly she's been tasked with building seem to grow into their powers in record time so too do you, allowing you to achieve the undoubtably grand potential within you much faster than normal. Even beyond just building up your trained skills fast this also makes building valuable relationships, creating new equipment, and developing your powerbase quicker despite not being something you train. Alchemicals can't actually improve their base attributes with training though, so this will not help much in that area unless you've got a staffed vat to improve the work speed of or find another solution.

Modernized Form (400): In another world the Maker might have returned to a Creation that was still intact rather than fed into the void of Oblivion, this did not occur yet even so some charms and submodules which would only serve an Alchemical in creation have still been created so why not more. . . significant alterations to the Alchemical form as well? Rather than being put into an entirely new body your existing flesh has been modified and fused with what appears to be a full body biomechanical suit centered on an indestructible soul gem embedded in your forehead. The main advantage to this is that you are far more independent than the more traditional Alchemicals and are able to improve yourself, gain new charms, and exchange out the ones you have installed without any dependence on a Vats Complex. Changing your charms does require to banish your exaltation into itself while it swaps them out leaving you stuck as a mere mortal, though a heroic one with likely much better abilities and essence than normal, with only your irremovable charms available during change over. This perk can only be taken by Alchemicals.

[CONSUME] [INTEGRATE] (600): When converting a parahuman into a Champion the Maker does more than just shove their soul into a new Alchemical body, he also claims their Shard and rebuilds it into a unique charm to maintain their power. Somehow you've come to embody this act within yourself, able to absorb external sources of power into yourself to make them truly your own and perhaps eventually unlocking the full might of that source for yourself. More immediately useful however is that all of your powers will synergize and integrate with each other, working together smoothly and often enhancing each other in numerous obvious and subtle ways.

Powers: You may purchase ONE power from the following categories. (Exaltations are a power category.)

Mover: Powers focused on mobility and transportation.

Flowing Motion (Free): Instinctively you can see the optimal route for you to move from point A to point B, easily knowing how to make your way to or through a given area with no issue even in a hectic battlefield situation. Beyond just getting around this power will make you a strong combat thinker so long as you keep moving, able to cleanly dismantle multiple enemies at once in passing without slowing down on your way to your target. Beyond the mental side of things this enhances your body to peak human potential in general along with providing genuinely superhuman agility to make full use of the instincts this power offers. Unfortunately the weaknesses of this ability are rather obvious, providing no way to defeat especially resilient foes and being functionally useless in the event that the user's mobility is heavily restricted.

Frozen World (200): When people think of mover powers super speed is the obvious idea coming to mind; it's iconic, effective, and you've got one of the stronger ones even if it doesn't feel like it from your perspective. With a mental flex you can activate this power accelerating your mind and body such that the world slows around you, potentially to the point that the world seems to stop and only the fastest moving objects still creep along in slow motion when you push this to its limit for the maximum effect. In this state physics hold a loose grasp on you allowing you to interact with things normally despite your speed, move in extraordinary ways reliant on momentum from speed you don't actually feel, or shred things to pieces as they eat the full brunt of what your high speed touch does to things under normal conditions. As powerful as this is there's a problem that keeps you from using this power all the time, namely the mental aspect of this power which allows your mind to treat your speed as normal will cause increasingly painful thinker headaches should this power be used at higher speeds for an extended period.

Crossroad Fortress (400): At will you may open a portal to a pocket dimension, and in it a second portal to anywhere else you've ever been to. Creating both at once to appear as if you merely use one portal to get where you want is simple but the true advantage of this power is what you can do inside of it. Within this arbitrarily vast plane which serves as your dimension the terrain formed by the polygonal 'stone' floor constantly shifts, raising or lowering to create obstacles for your enemies as well as clear paths for you and any allies. Over time and as they try to fight against you within this dimension they will gradually slow in both thought and action to the point they will eventually be frozen unthinking in place. Once fully frozen your foes will be dragged beneath the floor of your private dimension and used as the basis for specters with all their abilities dedicated to defending you and anything you keep or build within the space created by your power. While getting stuck in this dimension is an almost certain defeat for a majority of potential foes the portal tops out at two meters across, only five specters can manifest at once, and they can't leave to fight for you in the outside world.

Shaker: Powers focused on area of effect, forcefields, and other battlefield control abilities.

Misty Mirage (Free): By generating and controlling a thick grey fog you can create an area in which only those you allow can see clearly, leaving you and your allies as the only ones able trust their eyes and disrupting most forms of enhanced vision. By controlling how much or little people can see through the fog you can confuse or disorient others. Beyond just obscuring vision it's possible to make anyone in fog look differently when viewed through it; potentially making allies look like enemies, enemies look like civilians, or other such methods to create confusion on the battlefield through illusions. Unfortunately people can always see at least a dozen feet hazily and the illusions you can cover someone in are strictly visual, good group coordination and non-visual methods for navigating an area can significantly reduce the effectiveness of this power on a group.

Shield of Blades (200): At any time you may fully or partially manifest a spherical barrier made up of smaller polygonal shaped forcefields which is large enough to stand up in with a bit of room to spare. The full barrier can be moved at a jogging speed at your direction or keep up with your own movement, is durable enough to take a hit from most of the strongest brutes, and can resist being moved by external forces to a similar extent to its durability. While only useful for defense when in its full form pieces of the barrier can be broken off, the smaller pieces are weaker but can move far faster with the smallest individual polygons being able to move fast enough while retaining an adequate strength to serve as armor piercing bullets. The more of the base polygons are included in a single shield the stronger and slower that shield will be and broken pieces of the barrier must be reformed around you as part of the 'main' barrier.

Explosive Pinball (400): Within a range of several hundred meters you can generate an explosion of heat and force at any location you can perceive, these blasts can be as small as a grenade while being weak enough to just toss someone across a room or as large as a house and strong enough to strip the outer layers of an Endbringer while tossing it several blocks and anywhere in between those two extremes. As a particularly fun side benefit of this power your reflexes are boosted by a considerable degree, to the point where even at the maximum power of the blast you can still catch something thrown by it. . . with another explosion. Potentially creating a situation where an enemy sturdy enough to survive it simply gets juggled around the area with repeated explosions and no opportunity to fight really fight back until you stop. Eventually.

Brute: Powers focused on raw strength and personal defenses.

Enhanced Inertia (Free): Your personal inertia is greatly enhanced, this functionally increases your strength and durability far beyond a normal human. Even when standing still small bullets would affect you only as much as paintballs might another person, leaving welts and bruises but certainly no major injury; when moving however you could charge a proper machinegun with all the danger of being hit with airsoft pellets. This effect extends to equipment you wear or hold and given time and experience you could figure out how to control how the force of your blows moves, such as launching targets away from you instead of crushing them or knocking a wall in rather than putting a hole into it. Seemingly reckless charges will bring you from a relatively weak brute to a properly potent heavyweight, but do try to be smart about where that charge will conclude.

Indestructible Object (200): Similar to Alexandria your body is indestructible and inviolable to any normal force, while you lack her other powers this invincibility holds one advantage over her own which you may take advantage of. When your invincibility comes into conflict with another All or Nothing ability they negate each other rather than yours just failing, this would let you survive the likes of Damsel of Distress or just punch Siberian in the face. Be warned that while this can negate other All or Nothing effects a knife wrapped in one would still stab you even if the power boosting it is canceled out and a sustained assault from particularly exotic energies such as a certain golden creature's light would overcome this protection if given time.

Limit Pushing (400): Rather normal for brutes you have strength, durability, and regeneration that makes you more physically comparable to an armored vehicle than a human; this however is just your starting point. When faced with any obstacle or physical challenge to push yourself against in earnest you'll find your body growing and physical abilities rising to meet it, potentially growing a few extra feet in height with far more muscle mass and enough raw physical power to engage an Endbringer in a slugging match; though not enough to truly put one down. While your build up is extremely quick you'll still need to find something to push yourself against to grow, additionally holding onto your strength after reaching it without further suitable obstacles will get increasingly difficult over time making it hard to retain for more than a minute between challenges.

Breaker: Powers centered on a specific transformed state or altered interaction with reality.

Gravity Modulation (Free): Through control of gravity's effect on your own person you can choose which direction is 'down' for you at any given time, potentially to the point of allowing you to fly simply by making whatever direction you wish to go 'down' or hover in place by rapidly reversing the direction. Your control over your personal gravity can also extend to anything that's no more than five times heavier than yourself; this wears off after exactly seven seconds and is not Manton limited, with predictable results for anyone you send flying straight up with a tap. This comes with an immunity to most fall damage even without actively using your power, a complete cure to any vertigo, and an exceedingly strong stomach for sudden changes in acceleration.

Shadow Garden (200): By shifting into a form seemingly made of shadows you can blend into your surroundings and spread yourself out across an area, in a well lit area this would be limited to the size of a fairly large room but in the absence of proper lighting you could cover most of a typical apartment building entirely with your transformed self. In addition to simply being aware of what happens within or near the area covered by your breaker form you can produce constructs made of what appears to be solidified shadows from it; taking the form of limbs, weapons, or even just a shadowy figure you can deceive people into thinking is your real body. While transformed you're functionally immune to damage, due to being a shadow on the wall rather than being part of that wall smashing it doesn't really do anything to you. Unfortunately there is a key weakness to what this power offers, namely bright light. In addition to a well-lit area such as with any bright indoor lighting or just outside during the day limiting your coverage extremely bright lights such as a flash bang can force you out of your breaker state and disorient you if they cover a majority of the area you've spread yourself out across.

Living Lightning (400): You are able to transform yourself into a largely intangible body composed of lightning, control and sense nearby electricity, as well as generate it in various forms including hurling powerful bolts at your enemies. Your body can partially shift into this state and will do this automatically in response to danger, making you almost impossible to hurt without exploiting the few weaknesses this form has. While simply getting wet isn't a problem being submerged in water will drastically weaken this power to the point that water up to your waist will make it impossible to enter your Breaker state and objects made of rubber, in addition to their insulative properties protecting them from the worst of your power, can also strike you without triggering the usually automatic defense. In terms of sheer firepower you can rival Legend and while the more creative applications of your control over electricity may take more work to figure out than simply having dozens of different effects to add onto a bolt of lightning with time you might surpass him on that front if you're clever with this.

Master: Powers focused on controlling and/or creating minions.

Squad Finder (Free): At any time you can create up to ten construct soldiers, each a match for an effective human combatant and fully under your control. While they're no more capable than any well-trained human combatant you can share all their senses at once and coordinate them as you please with no communication delay. When created these soldiers may be equipped with any sort of mundane equipment you have a basic understanding of but any gear will quickly degrade when outside of the use of the constructs. Should any construct be heavily damaged it will dissolve into mist and if destroyed or dismissed will require an hour before it can be replaced. Maintaining less than the maximum number of constructs has one advantage beyond keeping some available to be conjured up as needed, for every available but unsummoned construct you have those you have up will become more effective. With only one soldier active and the rest all ready to use your one soldier will be as capable as a low level brute and combat thinker, perhaps not a match for a solid cape on its own but you're up to a mile away with nine more to work with after it falls.

Adaptive Angel (200): Resembling an extremely tall and abnormally muscular woman with marble white skin and solid charcoal grey hair clothed in loose pants and chest bindings of the same color you may summon this being to your side at will. She's as strong and tough as rather strong brute, can freely conjure any melee weapon, and wields them with expert skill that makes full use of her physical power. What really sets her apart from other summon based master powers however is her ability to adapt to your needs and desires over time, her abilities and usage of them improving visibly in real time when faced with significant opposition while over time potentially gaining fully new abilities to suit your preferred evolution for her or handle things that she failed to effectively deal with in past encounters. While she could potentially develop the capacity for resolving things other than combat she begins with no such thing, even needing to learn communication for giving her any orders past a single task assigned each time you summon her. Stealth and subtlety with a massive monochrome amazon is going to be a problem and while loyal getting her to be anything but 'extremely direct' with fulfilling your commands will take work.

Rewarded Service (400): When you ask or demand something from someone else they are subtly pushed to comply, this is a minor compulsion on its own merely enough to make reasonable favors you might ask of most people reliably granted, but combined with the other aspect of this power makes you one of the scariest people in this world. As someone serves your commands and fulfills your requests they gradually become better in every way, but also more loyal to you. Once they're fully under your thrall normal people would become mid-range brutes and thinkers, parahumans would enjoy these same benefits alongside their powers growing significantly as well. Be warned however that while the initial effects are subtle an outsider looking at looking at more developed thralls may well notice the change, and this offers no personal strength to defend yourself should it be needed against anyone who takes issue with such a power.

Tinker: Powers focused on creating advanced technology.

Robotics & Enhancement (Free): Creating various forms of robotics systems is a common staple among tinkers even if independent machines are viewed with suspicion even when they lack true intelligence. Fortunately in addition to such suspicious technology your specialty also lends itself quite well to the far more PR friendly area of power armor, as robots that can be worn as suits of armor tend to be much more pleasant to those worried about a second Machine Army developing in your workshop. Of course if you don't care about silly things like PR there is a rather useful 'wet' aspect to your specialty in the form of cybernetic implants, in fact the other ways you could make use of this power may just be a side dish for this aspect since your efforts to create or improve on cyborgs or similar technorganic seem to be where it shines brightest.

Field Roulette (200): Every 28 days your specialty as a tinker will change; one month you may be focused on robotics, next you may have a programming specialty, and after that a type of biotech might end up as your primary focus. Despite changing each month you'll retain access to whatever you've created or even just studied sufficiently from prior ones, though improving on past works will be significantly more difficult than your current specialty it'll remain available to use together with it or other technologies from your 'permanent catalog'. Studying the projects of other tinkers may allow you to add their work to your repertoire as well however this will be much slower and less efficient unless related to your own active specialty. Given time and improved understanding of your power it may be possible to actively regain a past specialty, but never consecutively.

Progress & Optimization (400): Rather than specializing in any given field or category your abilities are broader, able to vastly improve and expand the capabilities of any piece of technology you're able to acquire. Given just mundane equipment to start with you could rapidly improve or create better versions of it to create impressive works of tinker tech, naturally this only becomes stronger as you gain access to better tools and resources to work with for even further improvements to your projects. Much like other extremely powerful tinkers wielding open ended specialties your power's capabilities are not determined by what you can make but by its limitations. This provides no assistance with creating something from scratch, requiring either existing technology, normal engineering skills, or preferably another tinker's work as a starting point.

Blaster: Powers focused on ranged attacks or effects.

Magic Missile (Free): With a few seconds focus you can generate a small crystal spike about the size of a finger which floats around you and follows as you move. You can keep roughly a dozen of these at a time and fire them off individually or as a group toward any target you can perceive within a hundred meters of you, causing them to home in on them at high speed and actively change their path to avoid defenses. These spikes almost always hit unless there's no viable path to hit the target from where they're launched, they're only as powerful as small handgun rounds but an almost guaranteed hit makes them a more than adequate tool against anyone who isn't either a brute or wearing armor that covers them with no gaps for one to slip through. Any spikes that you've fired or exceed the amount that can be kept ready become inert and cannot be reused by your power, they are however rather nice to look at and could be turned into a very strong form of armored glass if they're melted down.

Beam Sniper (200): A simple power but a rather effective one, from your fingertip you can launch a thin but highly destructive beam of energy that seems to detonate on contact. The result of any such detonation is similar to a shaped charge, capable of putting a two feet wide and six feet deep hole in solid armored plating. While this can be fired once per second and is quite strong firepower is not the main advantage of this power, that would be its range. The effective range of this beam would allow you to strike a satellite in orbit, a shot that is very possible due to the enhanced vision and functionally perfect aim provided as secondary aspects of this power. Unfortunately this lacks much in the way of utility or even a non-lethal option but taking out most brutes from further out than they can see is an advantage that's hard to argue with.

Irresistible Force (400): From your body you can emit a large fast-moving explosion of irresistible pure force at will, while sufficiently durable targets could potentially survive being hit with such a force these blasts are All-or-Nothing effects and nothing short of losing a conflict with a similarly Perfect obstacle can really obstruct them. Thrown out with full force and no other thought you'd release perfectly spherical bursts moving as fast as ballistics of sufficient size to see small buildings simply vanish into clouds of debris. If you wish however you may shape these blasts for improved range or precision, potentially just poking holes through anything not sturdy enough to be instead be rag dolled by such a force delivered over a potentially rice sized area. Fortunately you yourself are immune to your own blasts; unfortunately you gain no particular defense against becoming an immediate high value target the instant you fire one off, other than simply blocking incoming attacks with more boom of course.

Thinker: Powers focused on enhanced mental abilities or skills.

Reflexive Foresight (Free): Contrary to most people who are stuck living in the present you're able to see what happens up to several seconds into the future as well. Rather than being disorienting you're able to fully take advantage of this and not only act based on the future you see but based on what results your actions will have within those foreseen seconds. While it's only a few seconds you can take advantage of this to always choose the best choice possible based on the immediate results they will have in the moment, quite the advantage in intense situations where things move quickly such as during a fight. This comes with enhanced dexterity and coordination to make the most of the short-term foreknowledge

Universal Guide (200): At any time you may generate or discard a detailed mentally referenceable guide to any given situation or objective; this will include all relevant information, any secondary details you'd be interested in, and several well optimized suggested plans tailored to your desired outcomes. These generated guides will constantly update to any changing circumstances but have certain limitations to be aware of; any powerful effects able to hide information or interfere with precognition could prevent a guide from being formed or lead it to being inaccurate, in addition guides for especially broad situations or objectives may be less detailed and require several guides for individual stages which could cause problems. Generating multiple guides in quick succession or maintaining more than a small number at once will cause rapidly worsening thinker headaches unless said guides are for especially simple or specific objectives.

Exceeding Excellence (400): Your ability to learn and improve your skills in any field is massively enhanced, with a few hours of study or practice being sufficient to reach what any normal person would consider the pinnacle of mastery and you can keep going beyond that. After dedicating a few days to a given field your abilities in it will reach a point where they are indistinguishable from a dedicated power specialized for it, allowing you to not only perform that skill with truly flawless execution but bending the laws of physics to push well beyond what would be possible without a power to support you. After training with your weapon of choice you'd fight on par with dedicated combat thinkers or even match a proper Champion as they bolster their skills, study engineering and you might be able to make devices of similar quality to simpler tinkertech with nothing more than mundane technology. Given time to build yourself up you'll become a phenomenally potent and versatile individual but remember that this doesn't provide any truly new abilities on its own or help improve your base attributes aside from potentially unnatural skill with various forms of otherwise normal forms of self-improvement.

Striker: Powers focused on close range attacks or touch effects.

Knockout Touch (Free): With a simple touch directly on the body, or even through clothes as long as they aren't thick to the point of actual armor, someone can be instantly rendered unconscious and kept from being woken up for at least five minutes afterwards. Against most parahumans this effectively allows you to defeat any enemy on contact with no real chance for them to resist, and non-lethally too which can prevent all kinds of annoying problems. Unfortunately there are some rather blatant downsides to this ability. Most obviously is that any kind of armor or even especially thick clothing can limit your target area, potentially eliminating it entirely with full body coverage, so a prepared enemy can easily protect themselves from it. Potentially more unfortunate however is the fact that it doesn't work on those who don't sleep or have an exotic physiology.

Volatile Impact (200): You can charge any melee weapon, or object you're able to use as one, you carry with an energy that detonates upon impact. Rather than simple explosions said detonations take a variety of forms which you can choose or change at will up to the point of impact; various effects such as frosty bursts that encase everything in range in a layer of ice, freezing everything in the area in time for a few seconds, typical explosions comparable to plastic explosives, altering physics temporarily in the area, or transmuting much of what's in range into crystal, among others are possible. You yourself are immune to these blasts and can deliver them as fast as you're able to make a strong swing with whatever weapon you're wielding, though this immunity can weaken somewhat with constant use resulting in some surface level damage.

Inorganic Transmutation (400): With a touch you can manipulate and transform matter into any shape or nature you desire, turning water into gold or erupting the floor beneath an enemy with a large field of spikes are as simple as a light touch. This does require a firm solid connection from your body to transmute something, making it impossible to affect things through either the air or disconnected layers, but putting your hand to the ground is generally sufficient to affect the local terrain and structures within this power's several dozen meters range. Unfortunately this power does not work properly on organic targets, at best simply disintegrating them rather than allowing any degree of control, and its effectiveness is significantly reduced against any matter that breaks with conventional physics such as objects under the effect of certain powers.

Changer: Powers focused on transformation and shapeshifting.

Seamless Shape (Free): Impersonation is generally a rather tricky affair and is generally impossible to achieve when someone who knows the original is around, but you can get around that problem rather easily via intuitive shapeshifting into any natural form within 50% more or less mass than your normal body. While this can be used to make yourself stronger or give yourself some natural weapons like fangs or claws a roughly human sized beast built to fight is the best you're going to see if using this for straight up combat. Fortunately for avoiding fair fights this comes with a minor thinker aspect which makes you an absurdly good actor, allowing you to mimic anyone you have a basic understanding of so well that even their closest friends and family would be unable to tell the difference without preparing for such things in advance.

Regressive Adaptation (200): Whenever you want you can trigger in yourself mutations to assist with whatever situation you're currently in; you may develop night vision in the dark, an armored carapace if being shot at, razor sharp claws when trying to attack an enemy, wings if you're falling from a great height, gills when under water, or any number of other mutations. These mutations are all temporary fading after they are no longer needed but they don't need to strictly speaking adhere to the laws of physics or biology, often being more akin to minor powers in their own right rather than natural features, and they leave behind a benefit once they fade. Once your mutations recede you'll find your natural abilities being ever so slightly better each time; a mild improvement and spread out across your everything but it builds up over time, your base body being better also seems to lead to more powerful mutations too. This power does have some serious flaws to keep in mind however, first is that the mutations must be manually triggered so being caught off guard could make you quite vulnerable. Second is the matter that while you can direct the mutations to a certain extent you can't truly control them reliably, meaning your power might give you a mode of flight when you want to fight or vice versa.

Broken One (400): Taking a strong hit to the head is unlikely to do very much to you, a blow that might leave someone else dead would likely just have you bleed a bit of black goo. But that's not your power, rather your normal body's toughness is really your weakness. Your body is akin to an animated clay shell, while it still looks and feels human on the surface when it is broken something inside can get out. Within you lies a great monster, a beast formed from a black tarlike substance which despite fitting in your body is in truth of similar size and power to Leviathan or a fully built-up Dragon of Kyushu such that it could battle either of them to a draw. Even with your body torn to bits to let the beast out it follows your commands, allowing you to direct it as you please until it eventually retreats into itself and rebuilds your body around it anew. The creature acts as your 'core' and you cannot be killed unless it has been destroyed to the point where no pieces bigger than a human forearm are left to slink away and restore you. There are three key issues to keep in mind, while you can command it to tear the rest of your body apart to free itself once any part of you is broken enough to let it out you do actually have to take real damage to let that happen and you're tough enough that normal human strength is not enough for easy self-harm. Secondly if damaged the creature needs time to recover, potentially weeks if it barely enough of it got out of a fight to rebuild your body. And last is that the beast simply isn't you; it obeys you and it could even be called a part of you but it is a semi independent being that lacks your intelligence or other abilities, as a normal human or otherwise.

Trump: Powers focused on altering, copying, or generating other powers.

Highs & Lows (Free): Within around a city block of yourself you can sense the presence of others with powers, using this sense you can target one person each for two different effects you've got access to. One provides a significant increase to the powers of the target; a sufficient boost for an average parahuman to find their power twice as strong as it normally is, though such an increase doesn't scale and might not seem as drastic to already extremely powerful capes. The other effect is to suppress the powers of others by a similar extent, completely shutting down average capes or significantly weakening the proper powerhouses. With practice and familiarity with certain types of powers you might be able to focus these effects onto specific aspects of powers, such as being able to shut down the activation mechanism of a power too strong to nullify or increase only the core of a power for a more effective buff to an ally.

Shard Collector (200): Initially appearing as a minor thinker power dedicated to the studying and understanding of powers its true value shows itself after such an analysis is complete, after you've done an in-depth research into a power including at least one in person observation of the power where it's seriously used (such as observing a Cape fighting) you will record it within you. You can use any single power you've recorded at a time, though for a limited time between a few minutes to half an hour depending on just how potent that power is. You may switch between powers any time you wish but once you switch away from a power you can't use it again until it has recharged fully; this takes an hour to go from 'Empty' to 'Full' but less if the power wasn't fully used up prior to switching. Multifaceted powers can be duplicated with this but if someone has multiple distinct abilities each would need to be recorded separately, this can't copy powers that generate more powers though picking up individual abilities created by such things is possible.

Power Building (400): Within you is a slowly building wellspring of power which may be expended to permanently grant yourself new powers or enhance existing ones, with about a month's worth of charge being sufficient for you to gain a quite strong but not extraordinary power by the usual parahuman standard. The main limits to this power come in the rate you accumulate charge along with a soft limit to how powerful any given ability you grant yourself can become before reaching a plateau, where the benefits from adding further charge are reduced; while these limits can be slowly increased with the expenditure of large amounts of charge your biggest advantage is with versatility and the use of multiple abilities in concert rather than a singularly potent power. Given sufficient time you might be able to fulfill Dauntless's supposed potential as a replacement for the big man in green while keeping all your powers at once but much like him that's going to take far longer than anyone is likely to have unless things here improve dramatically.

Stranger: Powers focused on stealth and social manipulation.

Everyone's Friend (Free): There's no such thing as having too many friends, you epitomize such a philosophy in that everyone you interact with always thinks of you like a close friend. The amount of favors and good will you can take advantage of with this is rather extraordinary and everybody knows how important it is to have friends in the right places. When you need help people see not a stranger in trouble but someone important to them personally, quite the motivator if you wind up needing to get a crowd on your side. The problems with this are a bit disappointing though, as it so happens a friend asking for help with a serious crime doesn't actually ensure someone would implicate themselves to help or even refrain from trying to stop you. The fact that people know it isn't a real relationship within a minute or two of no longer interacting with you also creates some issues with taking maximum advantage of your unlimited number of allies as well.

Hidden Presence (200): So long as you make even the most cursory attempt at subtlety you'll find that people simply don't notice you, without actively drawing attention to yourself you could just walk into almost anywhere without anyone paying attention despite whatever security they may have covering the area. While cameras or other surveillance equipment can record you they can't actually detect you, and anyone watching them whether live or afterwards wouldn't notice you if you were being 'stealthy' when the recording was made. Unfortunately breaking stealth such as by attacking someone requires you to find a way to cut their observation of you before going back into it and some obstacles can keep you out of places even if they cannot detect you.

Arbitrarily Blameless (400): You did nothing wrong, or nobody thinks you've done anything wrong at least, nor can they even seem to think to blame you for anything at all. In the eyes of everyone else your actions are arbitrarily acceptable and without fault, with the idea of obstructing your actions seeming like unreasonably interfering with someone going about their business and holding you accountable for the results of your doings just never coming to mind. Sure someone could find it bad that someone is bleeding on the ground but would take no issue with you having stabbed or beaten them to cause it. Stopping you from going on a murderous rampage would generally not come to mind for anyone, not your victims or those responsible for protecting them. Only those who'd come after you regardless of what you're doing might try to stand against you under the influence of this power, though it doesn't work on anything that doesn't in some way count as a person and people can be reasoned into holding you accountable if they're no longer interacting with you and discuss you with someone who wasn't in the first place.

Custom: Powers brought forth by your own mind or trauma.

Custom Power (100/300/500): Using the above parahuman powers as examples you may create your own; for 100CP you'll get what would often be seen as a fairly good power found within this world but it won't be anything exceptional or extraordinary. For 300CP you'll be able to get a truly strong power, something exceptional that would make you one of the strongest capes within any given region mainly on the basis of your power. At 500CP your power will instead be amongst the mightiest in this world, a power which would seat you alongside the Triumvirate or S-Class threats in terms of power. Two important things to remember however is that no power is truly almighty and whatever you choose it cannot be stronger than those found above, further any powers able to grow in any way will do so slowly or with significant limitations on how. Eidolon and the Fairie Queen will still stand well above what any power here can offer you, at least without a great deal of further growth or additional resources to go alongside it.

Exaltation: Embers of power from a now dead world. Drop-In/HERO! Only.

Terrestrial (Free): Greatest in number amongst the Exalted and the rulers of Creation during the last age that knew a semblance of peace, the terrestrial Dragonblooded had a strength that stood apart from the individual might of the Celestials. The strength of blood which let them raise armies of their own kin, building the Shogunate that came after the First Age and the Dynasty that came after that. The powers of Terrestrials focus on two things above all else, elemental aspects as well as teamwork, allowing them to synergize together in extremely effective ways and bolster those beneath them beyond typical mortal constraints. At the end of the day the Dragonblooded are by far the weakest of the Exalted, do not let this deceive you however. While only one individual has even come close to it there is a way for them to catch up to or perhaps even surpass the Celestial Exalted, and by dint of experience one of the most powerful exalts in the finale age of Creation was in fact a comparatively 'humble' Terrestrial.

Celestial (200): Despite not quite living up to the sheer power and perfection of the Sun's Chosen the Lunar and Sidereal Exalted held strength well beyond that of the more common Terrestrials and in their own specialties had powers that even the Solars could not easily match. Lunars using their protean flesh possess a variety of strange powers often involving changing their body to give them various advantages, could build a library of alternate forms they could take on for disguise or combat, and the nature of their powers focusing on innate attributes allow them to be a great deal more versatile than a Solar could become without far more effort. Sidereals are the wardens and directors of fate, their powers are often strange and allow them to control what is by changing what is meant to be through their manipulations of destiny. The Sidereals have the least capacity to develop their natural powers in novel ways but are the greatest masters of the essence based martial arts found in Creation, their most potent works in the area being exclusive to themselves and those Solars fortunate enough to learn directly from them. You may become whichever you'd prefer, though it would likely be wise to choose based on the one that fits you best.

Solaroid (400): Standing as the mightiest among the Exalted and the true rulers of Creation's First Age the Solars were among the most powerful beings to ever live, while you are centuries at least and likely millennia away from attaining the vast power held by the elder Lords of Creation during the First Age you now possess that same divine weapon grafted to your soul which served as the seed for that world shaping excellence. The powers of the Solars are simple and potent; they take their skills to extraordinary heights, bolster them to outrageous levels, and develop powers based on their excellence in those fields or the nature of the Unconquered Sun. Should you prefer a less conventional path however you may instead become one of the Solars less traditional siblings, an Abyssal who acts as a dark mirror of the Solars dedicated far more towards killing than even those who killed their universe's creators or an Infernal twisted by those same creators to be their new Champions against the world stolen from them. Whatever path you choose to walk know that it's with the might to change the fate of entire realities, while the grand heights once reached are far off in the future know that the original Solars claimed victory in the first and greatest of wars long before they truly moved past what is well within your reach now.

Items: Existing items can be imported into similar ones purchased here; this can simply apply their benefits to your pre-existing ones, provide them with new alt-forms, or both.

General:

Caped Costume (Free): If you're going to be going around as a hero or villain, and let's be honest even proper Champions are likely to at least be seen as one or the other regardless of how they're feeling about the local culture, you'll need your own colorful flamboyant costume to enter battle dressed up in. Ok, perhaps most Champions would like this part. Regardless you've got a very well made and stylish costume fitting whatever theme or aesthetic you want, whether that's a clearly amateurish home-made thing that just works somehow or a professionally made suit that appears to be taken right out of a movie with editing touch ups included. Does not actually need to include a cape and is about as protective as modern-day body armor, barring any areas left uncovered or with especially thin fabric for. . . marketing reasons.

Trust and Salary (50): As much as heroes like to all talk about fighting villains and helping people because it's the right thing to do they do enjoy some rather large compensation for it, perhaps it has some connection to their efforts? Regardless you'll be receiving a quite sizable salary to as to support you, allowing you to spend what would otherwise be your working hours on any entirely mundane civilian activities you might prefer without a job to distract you. One unfortunate thing of note is that while this will give you an upper middle-class income as an adult you'll only receive a part time job's wages as a minor, the rest going into a trust you'll get upon maturity.

Merchandising (50/100): Every hero worth their salt shares one thing in common here, namely a great deal of crap with their name and cape persona on it. Every week you now receive a large box of assorted merchandise based on yourself and your companions; lunch boxes, action figures, the special edition t-shirt, a cereal, novelty cups, plush toys, bed spreads, and more all of which are of significant quality despite often being rather cheesy. Of course there's no reason to just keep this to yourself so for 100 you'll find that as your group's fame, celebrity status, and brand recognition grow in a world you'll see your merch start appearing on store shelves with you receiving a rather nice cut of the sales revenue it produces.

Works of Strange Connection (50): Nowhere has no clear connection to Creation or the Wyld that it was formed from prior to its discovery by the Maker, surely a world with such an alien structure and complete lack of essence cannot have been touched by those from the glorious universe that the Primordials crafted from Pure Chaos? Yet despite this you might encounter many works and stories of things that seem quite similar to Creation, the gods, and the exalted with some actually being outright familiar to any survivors from the dead world who might find them. You now have a large collection of such stories and if you can separate fact from fiction have a great source for history and lore regarding Creation and many important figures in its past, though said history is mixed in with some blatant fluff pieces and a rather startling amount of at times entirely accurate and non-fictional demigod erotica. If you're only interested in the latter, like *some people* might be, it should be accessible for free from certain teenagers among the Wards.

A Gift of Broken Toys (100): Whether it looks it or not this is ultimately a collection of garbage, a bunch of no longer functional devices that once served a purpose but no longer. Fortunately these aren't ordinary broken electronics but rather the discarded or unmaintained work of many tinkers who have either died or moved onto bigger or better creations. Naturally these aren't the greatest works of any particularly powerful or influential tinkers but even so they provide some very useful gadgets were they to be repaired and could be readily used as components in more any intensive crafting projects as well. There are some obvious problems in trying to make good use of a broken device but if you were to *somehow* find a way to easily fix and maintain such things it would be an incredible source of new tools for you to take advantage of. Every month you'll receive a fresh new batch of several dozen examples of such potentially useful junk, though whether or not you can actually do anything with all the broken tech this provides depends on you.

Healthy Stable Family (100/200): Something that few capes ever seem to have is good family lives, often the issues that led to their trigger involve their families and capes in general just aren't the most stable of individuals in general. But there are some who make it work either with each other or their non-powered partners, parents, or kids. . . even if time and parahuman issues can sour an otherwise healthy home. Spread across at most a dozen members and three households you have a healthy stable family where the relatives care about each other greatly as well as (mostly) getting along, conflicts and problems likely do still happen but rarely any serious ones and never any that don't get patched up after they calm back down. Beyond this strength tends to be shared amongst family and if you're a parahuman two or three of your family members might have gained shards budded off yours or each other's, perhaps yours budded off theirs, and so can be parahumans of middling power themselves. If your abilities are something a bit more closely tied to the blood you could instead see a few members bearing the full gifts of that blood with any others having lesser gifts or just the potential to see it bloom in their progeny. For 200 your family might instead have gained more from their connection with each other, perhaps akin to New Wave each member has solid powers or a small close nit part of one of the well-bred houses of the Realm. This family will follow you to future worlds, remaining related to you in any where it does not highly conflict with your place within them, and retain any benefits from being so; though that does depend upon you having something that is shared via blood or other family ties.

Drop-In/HERO!:

Daiklaves and Broken Eggs (100): While relatively ordinary by the standards of Exalted weaponry this artifact weapon, most likely an exceptionally large sword though others are possible if you'd prefer, remains a far superior armament than anything commonly found in Nowhere. Despite this weapon likely being far too unwieldy for a mortal to use unassisted it remains light and balanced in the hand of any attuned bearer. Within its single hearthstone slot has been permanently fused a special gem granting this weapon several benefits; namely that it can be attuned at no cost even by a mortal, can be summoned or dismissed in a flash of light at will (brightness can be controlled for stealth or dramatic effect), and provides a modest flow of essence to the bearer despite there being no Manse for it to be connected to. Clearly a weapon designed more for convenience than for true battle it remains a suitable armament for any Champion and one well suited for a barren world such as Nowhere. It is for better or worse rather clingy, making it near impossible to break its attunement which already starts with you; comes in your choice of material/gem color.

A Humbled Panoply (200): One day appearing before you was this large egg, almost as tall as the average man and quite a bit wider. Despite seeming entirely solid you can open it to find several minor artifacts, novel trinkets, and the writings of a Champion who may even be your predecessor should you be one yourself. These notes would be of great use to anyone learning about essence or Exalted charms as well as containing messages intended for the owner's successor. More than these minor boons and sentimental memoirs however is something more singularly impressive to behold, a single potent artifact that while not among the world-shaking wonders of the First Age or Creation's myriad of massively destructive weapons remains a treasure worthy of having once sat within the core of a great Exalted hero's panoply. An especially potent magical weapon, a suit of Celestial Battle Armor, or perhaps some other similarly impressive item created for something aside from combat potentially being the core piece of your 'humble' collection.

Elsewhere Sanctuary (400): A carved-out pocket of Elsewhere in which a Manse has been built, it serves as a refuge outside of regular reality beyond the reach of anyone without a 'key' to get into this particular pocket. Essentially a doomsday shelter built to Exalted standards this location offers a comfortable living space that provides a source of essence recovery, a Hearthstone to grant you essence on the go, and provide a significant enhancement to a single pursuit of your choice which is performed inside the central manse whether that's crafting, training in the arts of war, or other such profession common to the Exalted. Perhaps the most important aspect of this hidden manse is the simple fact that it's all but impossible to enter for unless the way is opened by either yourself or a bearer of the hearthstone who has attuned to the manse, done via a charm bestowed upon you or by using the hearthstone each for a moderate essence cost. Leaving the realm is far easier with a gate that transports anyone who walks through it to one of the five most recent places that an entrance has been opened from, either chosen by focusing on it or at random.

Forged to Kill Death (600): Perhaps the work of a particularly exceptional Solar, a leftover from a hidden First Age armory, or more likely than not both this war machine was not meant to contend with peers on the field of battle. This Warstrider was made to defeat the worst foes found within Creation or beyond it, by itself without an exalted pilot it would be capable of destroying many of the Underworld's great hekatonkhires thanks to its advanced animating intelligence and powerful weapons systems. With a proper pilot? Well this is exactly the manner of war machine that more practically minded Champions might ride into battle against a Primordial in, assuming they're not one of the crazy ones who think strangling one to death with their bare hands is a superior choice to piloting a giant robot; really certain Champions simply don't appreciate the Maker's teachings like they should. Comes in your choice of primary Magical Material; which will also determine the primary color scheme for its impeccably marketable design. Despite suffering some minor wear and tear during the fall of Creation and its arrival to Nowhere internal essence reactors and self-repair systems ensure that it'll return to full functionality and look suitably heroic in time for the next parade. Or a real fight with a giant monster, it would really prefer that since the Spirit of this Warstrider has only ever had one of those after the Solars kept killing things without bringing her along for the fights. Created with the Destroyer spirits in mind this slightly overzealous war engine is able to switch back and forth between an imposing Warstrider and a spirit who resembles young woman made from clockwork artifice as needed by her pilot.

Hero:

PRT Standard Issue (100): While quite a ways off from serious tinkertech the members of the PRT have access to an exceptional amount of equipment which you now share. Within this armory you can have attached to either your warehouse or a property of your choice lies a selection of highly effective riot and combat equipment designed primarily to assist non powered individuals in their efforts to face or at least contain hostile capes. In addition to what you'd expect if a SWAT team were to be equipped as well as possible without significant tinker upkeep there are several special tools; including the famous Containment Foam developed by Dragon readied in multiple delivery mechanisms such as grenades, launchers, and backpack fed sprayers. The contents replenish each month to refill your stocks of anything that's been used or otherwise removed from it, comes with instructions for recreating the less ordinary items though a tinker may be required to make sense of some of the more impressive gear handed out to the PRT.

Repurposed Headquarters (200): Likely taking the form of what was originally a decommissioned industrial building or perhaps even a former oil rig you have an exceptional headquarters for just about any hero team looking for a secure place to train, work, and deploy from. There is still a fair bit of room for improvement, especially if you've got a tinker available for some more interesting upgrades, but it's already a well-equipped base any hero team would be lucky to have. Equipped with living areas, workshops, detention cells, training facilities, and what would in a world without Stranger powers be considered excessively paranoid security measures means you're prepared to withstand a siege from a gang trying to free their members; assuming they didn't bring any proper heavy hitter capes with them but hopefully the reason for any such attacks is that you've got those they might have secured in one of the heavily reinforced cells.

World Spanning Conspiracy (400): For all that the heroes claim to fight the good fight in the light of day there is a good reason why the New Wave movement, as failed as it is, came to be to have heroes take responsibility for their actions. This is something a fair bit deeper, an established and well-connected cabal dedicated to pushing society in whatever direction suits your needs or goals through whatever means are necessary. Getting certain laws passed, manipulating culture to offer support to your goals, weakening (or 'enhancing') legal cases, cleaving through red tape, harassing your enemies through bureaucracy, and pretty much anything else you might achieve through an extremely thorough yet well-hidden influence over the levers of power. In this and future worlds you will find yourself with such a conspiracy group including suitable political figures, members of the wealthy elite, entrenched bureaucrats, and others ready to manipulate society at large to the advantage of whatever goals you might have.

Earth-Jump (600): Earth Bet is not the only version of this world known to its inhabitants, there's also Earth Alph with which there is a degree of regular contact due to a portal and other inhabited Earths are known; to certain people at any rate. This is not one of those Earths; but rather a fresh clean slate not inhabited by any sapient life where you could build, harvest resources, or perform any manner of questionable experiments without anyone bothering you. Access to this real estate is available through a tinkertech device likely salvaged from one Professor Haywire and offered up to you in exchange for . . . services rendered; it will allow the opening of portals to any location on the surface of your new Earth. While there are some projects that might exceed the resources you could find upon a single world, the full repairs currently needed by the Maker for instance, there's entire dimension for you to explore and exploit; though the logistical challenges of reaching past the single world your portal device can reach are yours to solve.

Villian:

A Good Home (100): What's the point of wearing a costume for your crimes if you don't have your own nice place to keep safely apart from such activities? Fortunately, you've got your own rather large and nice home in one of the best areas of your preferred city. Beyond simply being a comfy place to sleep and enjoy your down time this new house of yours is oddly insulated from the issues facing the rest of the city it happens to be in, unless you bring your 'work' home with you or have certain giant monsters destroy the entire city your place will be just fine; even if 'most' of the city gets ruined by some attack or disaster you'll find that the your neighborhood is one of the few left largely intact afterwards. There is of course a rather spacious basement you could take advantage of for more uncouth projects in the privacy of your own home, though any such activities may end up requiring some added discretion to avoid tracking 'dirt' through your front door; this is the cost you pay when bringing your work home with you, though many around here do actually know far better than to try attacking a cape at home regardless. That sort of thing tends to turn fights dirty very quickly which very few people on any side tend to approve of, not to mention the dangers of attacking the workplace of certain types of cape at all.

Business Holdings (200): While many villains seek money from their activities that often isn't their real motivation, sometimes because it's not the main goal and sometimes it's because they have a lucrative source of more conventional income already. You have found yourself with as the owner of a rather profitable company, a major player by the standards of a large American city with their focus being on any industry you want such as pharmaceuticals, manufacturing, entertainment, or whatever else you might prefer to have your fingers in. Along with the considerable wealth that a company like this provides you and whatever practical benefits you might extract from being able to make use of its other resources it seems that it's easy to take advantage of it for the advantage of your more criminal activities and vice versa without getting caught. Money seeming to show up or disappear as you fund a gang or launder dirty money through it never triggering any kind of red flags being the least you could expect from this entirely unusual trait that's not at all tacitly allowed by the government for convoluted conspiratorial reasons.

Factional Gang (400): While there are certainly other paths to take for an ambitious villain it seems that everyone worth their imposing costume tends to be running or at least fairly high up in a nice big criminal gang. You've managed to find yourself in command of one such group, either as their proper leader or the de facto one which the apparent leader answers to, and can thus operate far bigger villainous enterprises than many others would be capable of. Naturally this includes having plentiful foot soldiers to defend territory and guard your more illicit businesses against meddling police or rivals as well as a strong business in your preferred criminal industry such as drug dealing, illegal casinos, prostitution, a protection racket, etc. Perhaps most important to any gang found in the modern age however is capes, of which your gang has a decent number available to lead more aggressive operations and defend against the heroes or your rivals. Regardless of the method your gang operates it will be of a similar size and power to Brockton Bay's ABB or Empire 88 each being representative of just how focused or diffused your gang's cape muscle might be.

Powers in a Vial (600): Plenty of gangs sell drugs, sex, or various forms of bloodsports but there's a far more lucrative illicit trade going on with the full approval of the powers that be; despite often being the source of some of the most dangerous villains around. Anyone who doesn't already have a parahuman power (or Exaltation) and drinks one of the mixtures concocted by Cauldron will get one more dependent on what exactly is in the Vial rather than what kind of 'trigger event' they'd experienced as is often the case with normal powers. Every month you'll get one vial labeled with the symbol of Cauldron, an expected power category, estimated rating, and name vaguely hinting at what it will likely provide to the drinker, though these are hardly fully reliable. In most cases an individual drinking one of these will be getting a good but not extraordinary power but rarely you will find yourself with a far more powerful vial or someone getting lucky with an ability better than expected from the vial they drank. These are largely safe unlike some of what led to Case-53 capes but even so mild mutations may still occur and sharing or otherwise drinking only part of a vial is highly discouraged to avoid potentially disastrous results. Those you sell these to in exchange for any favors or just delayed payment will find themselves unusually averse to reneging on their side of the deal, with very few people likely or even willing to do so in most situations.

Alchemical:

Reference Gadgets (100): The nations of Autochthonia have access to a level and quantity of high artifice that was lost to Creation at the fall of the First Age, given the issues currently faced within the worldbody of the Maker these creations can't be handed out willy nilly even to the Champions but there are some things they can be more liberal with than others. While lacking in the way of real power you've got a set of minor artifacts suitable for convenience, spycraft, and covering for some issues you might have in Earth society when certain charms aren't installed. A necklace that maintains your cleanliness as well as protecting against certain ailments, perfected boots, a visor for seeing essence, an endless vial of your choice of a common alchemical liquid, a klaxon that can create easy paths (even through walls), a magical mask that aids in disguise, a translation crystal, a spyglass that can scry anything within one mile even through obstructions, and most importantly your very own Infinite Resplendence Amulet which bears all the features offered by each magical material for the clothing it can provide you. While these are all very useful trinkets they lack much in the way of direct combat support, but for an extra (undiscounted) 100 you may also obtain one Omnibeamklave (shapechanging melee energy weapon) and a Quicksilver Aegis Talisman (silvery metallic symbiote armor) to offer some more substantial offensive and defensive options for the more discerning (extortionist) Champion. On a potentially sad note you may find that you've been given these devices under different and in some cases less extravagant names than the Chosen of Creation might've once preferred, though certain people would be happy to inform (correct) you as to their more flamboyant names. . . assuming you don't just make up new ones yourself.

Vessel of Material Requisition (200): It's a box, a rather large box and even kind of fancy in a cold and efficient sort of way but it's just a box. Fortunately this particular shipping container sized box seems to be refilled monthly with various resources and assorted crafting components native to Autochthonia and the now dead Creation. For the most part this contains processed bars of the magical materials among other 'common' materials for artifice (in both use and acquisition) but rarer and more valuable materials and reagents do find their way into shipments for you to make use of in your projects. Given the resource shortages currently faced by those living in the Maker's worldbody you might question where all these come from, the answer is of course probably not something you want to know for some of it. It's not like those spirits were doing very much useful even before Creation blew up, is what you might hear from one of the beings able to survive a trip to what used to be Creation if he actually bothered to answer.

Familiar Spirit (400): No war can be won alone and the Maker has seen fit to equip you with a bit of more assistance than those local allies you could win over in the form of a mechanized spiritual familiar to aid you in your efforts. Perhaps a dormant Destroyer Spirit of a mobile fortress or other grand weapon of the Primordial War had been roused for your use or the Alchemical artificers of Autochthonia have built for you a shapeshifting combat beast able to transform between a mighty combat form with integrated artifact weaponry and the ability to turn into your preferred vehicle from some movie series you're fond of? Regardless your new familiar can receive your Essence to allow them to function in spiritually empty environments and can act as a compact Vats Complex for changing out your charms, though it lacks the personnel or space for proper upgrades for your body and spiritual hardware unfortunately.

Foothold of Alchemical Progress (600): Nowhere is not an ideal place for Alchemicals to operate, there's no Essence to respire while also lacking just the basic possibility of a Vats Complex for the refits and upgrades Alchemicals often rely on. While it's a bit more extreme there's another world that required a method for supporting Alchemicals outside of the Maker's world body, perhaps it was a prototype for a forward base intended for Creation that turned into this? You find yourself possessing a well-appointed fortress workshop designed for the use of Alchemical Champions and ready to hold off most assaults short of a Celestial Circle or army of Terrestrials merely using its automated defensive measures. Within the fortifications lies living areas and workspace for a full assembly of Alchemicals, all their support staff, and a significant number of different kinds of guest from actual allies to even prisoners. It contains a fully equipped Vats Complex ready to provide all the upgrades that an Alchemical could need or even create wholly new Alchemicals with the right resources and personnel (Demiurges specifically in the latter case). More importantly than simply being the ideal base for an Assembly short of an elder's City Body is what lies in the heart of your new structure, the reproducible essence reactor that can take the role of a demesne for a manse and steadily spread the wonders of essence into a world that lacks it.

Companions: Allies to aid in your efforts, you receive +100 for companions only. You can optionally import an existing companion into any 'original' companion who isn't a variant of a specific existing individual.

Assembly Acquisition (50/200/300): For 50 each, discounted to 200 for eight, you may import or create a new companion into this world with a budget of 600 to spend on perks and items; each one of them may take up to +200 in drawbacks so long as those drawbacks exclusively affect them rather than the world in general. They can be a Drop-In/HERO!, Hero, or Villain for free or spend part of their budget to become an Alchemical, if you're either an Alchemical yourself or willing to spend an extra 100 they may take the Alchemical origin for free as well. For the same price you'll be able to acquire a local human, powered or otherwise, though they gain no CP with their canon abilities and equipment taking the place of such a budget.

Depression Medley (50): Two months ago this boy lost his family in a car wreck, trapping them all in the car and giving the rest of his family mortal injuries while he was merely unable to get free from the vehicle. He triggered just barely too late to get them free, they had just lost way too much blood by the time he was able to free them from the wreck. The powers he got make his survivor guilt that much worse, being three different powers that each remind him of one of them and almost feels like he as the one least in need took what was meant to let each of them survive the crash. The classic Alexandria package embodying the strength of his father letting him carry a car through the air, the temper of his mother in a burning beam of power to carve through solid steel, as well as his sister's endless energy and eagerness to drive letting him ferry people around with a short-range instant teleportation. Perhaps the only part which feels like it's his is the ability to weaken his powers to make the others stronger; embodying a dark thought that if he had focused on saving only one of them perhaps, he might have been able to keep at least part of his family. Currently on the run from an unpleasant foster home before he does something he'd regret this young man who should be just starting highschool would certainly appreciate some guidance, the fact that he could contend with the strongest capes of most cities when focusing everything in just one of his powers means everyone else would appreciate him getting some guidance too.

Cult of Determined Survivors (50): How exactly these few hundred survivors made it out of the dying days of Creation is difficult to say, how they made it to Nowhere is likely an even stranger story that none amongst them is equipped to explain or even understand themselves. Still there are heroes found in their number, albeit few of them and of the mortal variety, and the humans of Creation are of a hardier lot than the unpowered mortals around Earth Bet. Regardless of the desperation and homelessness which caused them to latch onto you they are each and all a hard-working and loyal bunch; ready to do just about anything if you can protect, lead, and guide them toward some semblance of stable safety in this foreign world. Perhaps more valuable than any of the work you might get out of them is their faith however, should you provide them with salvation and succor they will become the devoted worshipers of you and yours. Providing you and perhaps a few others with a stream of essence and restoration of your strength of mind, of limited use for those without essence of their own but an invaluable thing in a world such as this for those who do yet are trapped in this barren world.

Size Queen (50): An independent heroine, with perhaps a poorly thought-out name she wishes she saw the joke in before she became well known by it, this voluptuous woman can do a number of rather interesting things with size and scale. At first glance she only has a fairly weak and simple brute power barely able to handle handgun rounds and strong doors but she can also manipulate the size of herself and others, though not without issues. Size Queen can reduce an enemy to the size of a toy, while this is quite useful against normal people and many parahumans any foe who has powers not dependent on using their physical bodies remain just as dangerous if not more so due to being harder to hit; though making anyone physically as weak as a mouse while condensing their durability down to that same size can make someone easy to contain. While shrinking herself is an option when it's turned inward she can also grow to become extremely large, her resilience and strength as a brute growing a bit faster than the rest of her; sadly the obvious problems of causing way too much collateral damage keeps her from reaching her max size comparable to a city block in most fights and the sorts of threats that would justify using it are also ones where you really do not want to be such a huge target. Her brute powers really only reach 'good' even at max size and while scaled up with her sheer mass at that scale being able to tank *most* of what an Endbringer can hit her with means unfortunately little when that also makes her the easiest target for *everything* one has to throw around. Despite the shortcomings of her powers she can incapacitate a variety of foes with a look as long as they stay within a few blocks of her and hit harder than some of the biggest names when she really needs to, perhaps with a little help she could be a hero larger than her questionable naming choice?

Siblings Bound by Sorcery (50): Perhaps not truly siblings, though it's entirely possible considering the nature of Terrestrial bloodlines, these five young Dragonblooded bound together by sorcerous means may just make up most of if not all of those who still live. While no Exalt can be considered weak and they have been trained by life experience or the schools found in the Realm and Lookshy the world ended before they could become the heroes they could potentially become. They lived not due to their exceptional abilities or destined fate but rather by reaching the right place at the right time much like the Empress's initial rise to power before them. Still this group has had their assumed place in life shattered and have attached themselves firmly to you; the fact that they're all eager to rebuild the terrestrial bloodline, of exceptionally fine breeding, gorgeous members of the opposite sex, and fine with sharing aren't subtle but they'll point it out anyway.

Wealth and Brooding (50): After her parents died during a parahuman gang war this young heiress decided that she wasn't going to let crazy assholes in costumes be the ones who decide how the world is just because they have powers. Naturally being a sane (questionable) young lady with a lot of wealth and free time she decided to devote herself to becoming a combination of a detective and a ninja before putting on a costume of her own. Despite having no actual powers of her own she has managed to hold her own in the cape scene of her home city with a great deal of success as an independent hero, though one the PRT would very much like to speak to about the state she tends to leave criminals in before leaving them for the cops to collect, before hauling them off to the hospital in most cases. Most people assume she's a thinker with access to low level tinker tech but in truth she's just that good at what she does, though if they've found their way here at least one Solar would get flashbacks to a mortal in the early days of their prior incarnation who caused them no end of problems; that she seems to have a soul despite being a true native to Nowhere is extremely unusual as well.

God of a Fallen World (50): When Creation was destroyed, it was no surprise that the gods that oversaw it would perish as well. However, with so many gods, it is only to be expected that one of them might manage to escape, and this is that one. Once a mere mortal, they sought out godhood and achieved it. Any plans they had on reaching divinity were dashed when Creation fell though, while it was only thanks to skills they'd developed as a mortal that they were able to escape, and now they find themselves before you. While they are only a weak god, they could still aid you in a multitude of ways, and their knowledge of could prove priceless to you. In return, all they ask for is some prayers to provide them sustenance in this barren world bereft of essence and full of soulless husks. Grant them this, and the Heavens shall always be at your back; even if they must be rebuilt from scratch, brick by prayer.

Clusterpuff Girls (100): These three sisters were used in an experiment by a mad scientist tinker seeking to artificially grant powers, naturally this failed miserably but the terror at the situation led to the girls sharing a cluster trigger with their thinker, blaster, and Alexandria package powers which are quite impressive even for normal capes let alone a grab bag cluster. The leader of their team is a no-nonsense redhead who is the source of their thinker power, possessing superhuman intelligence in general with a specialty for tactics and problem solving while gifting her sisters a solid if not exceptional social and combat thinker power respectively. Next is the bubbly blond as the source of their blaster power, while only providing her sisters with some strong but relatively simple heat vision she also possesses kinetic energy beams she can fire from her hands which can be used for movement, ricochet off solid structures, and control their output from a modest shove to leveling a good size building. Lastly is the source of their most iconic Alexandria package power offered by the black-haired tomboy, what she shares with her sisters already beats the namesake of their powers in everything but durability yet her own version of it is surpassed only by Scion or Eidolon with one of his strongest brute powers; despite that even her sisters rarely find their full strength to be a major limitation and as such her best ability is just what her more versatile sisters already have more than enough of, something she's just a little annoyed by.

Scarlet Survivor (100): From within a sphere of what seemed to be solid Jade came a woman of extraordinary beauty and what would be an impeccably regal bearing were she not clearly getting over something horrible given the shellshocked look of her. Regardless of her need for some rest and perhaps therapy the Scarlet Empress was and remains one of the mightiest Exalts of Creation during the Age of Sorrows despite being of weakest kind of Exalt (the Terrestrial Dragonblooded) thanks to her age, experience, and possession of certain extremely powerful artifacts. While there is no more Imperial Manse to ensure she always has the biggest stick her personal panoply made the escape from Creation with her. Most interestingly and perhaps concerningly she bears a black ring upon her finger which she seems to have rather mixed feelings about considering the power it offers yet its role in the worst of what she faced, but the creature it once tied her to is now gone and it now offers only power. Really why should she give up a tool that grants her such powerful charms and together with her Mantle allows her access to the highest circle of Sorcery, there's no reason why she shouldn't just keep it. . .

Impeller (100): This young woman with red eyes and an at times subtle but significant arrogance is happy to stare down many of the most dangerous people in this world without much care, and not out of pure foolishness either. She possesses the singularly exceptional power of touch range force manipulation, as in she can magnify, reduce, reflect, or otherwise control any force currently acting on something she can touch. Making her footsteps leave massive craters in the ground and giving a halfhearted backhand enough force to send the strongest brutes through several walls is essentially effortless to her, more over unless she prevents it her power reacts automatically such that as long as she's conscious even unexpected attacks made against her are stopped or returned to whoever sent them. Without an All-or-Nothing effect something would have to be fully outside her knowledge of the world or act without any physical force to harm her, with the former usually only working once since both she and her power would recognize it the second time. Despite the sheer power she has at her finger tips this young woman is generally pretty laid back and has next to no interest in getting involved with much of anything unless someone gives her a reason, even if she tends to rapidly and dramatically seems to go off the deep end when actually getting into a fight due to some temper problems.

Monster Molder (100): With numerous scars resembling stitches crossing across her body, oddly colored light blue hair, and an often-manic expression it's no surprise to anybody who might see her that this girl has some issues. Reveling in her exceedingly freeform shapeshifting ability which allows her to turn into give herself all manner of useful and extremely lethal mutations from just more efficient legs to crushing pillars of flesh or a large number of dexterous bladed tentacles for scything down large groups at once. As powerful and often horrifying of a changer as this makes her the master aspect is what's most worrying; with a single touch she can turn all sorts of living things such as plants, animals, . . . or people into monsters that while lacking her constant shifting and sheer power can be as big as four times as large as their original forms and can be compressed into finger size pellets for storage or easily stealthily carrying. Fortunately these transformations are highly power dependent and lack some of the horrifying biological potential of the wet tinker creations they might in some cases resemble but that doesn't stop her from being a second even more dangerous Nilbog in the waiting. Fortunately for pretty much everyone really she is focusing most of her time clinging to you like a terrifying overly energetic puppy and has yet to realize her full potential as a monster factory.

Suguri Geto (100): This young Japanese woman is a little. . . off, most parahumans are, and she's an evacuee from Japan after the sinking of Kyushu. Despite being rather manic she has a notable, if unusual, charisma which oddly seems more impactful toward others with powers of some kind who she seems to greatly prefer over 'normal' people; there's an impression she would prefer to use a less polite word there but she's aware of how that might sound. After spending enough time around someone else with powers she can form a ball in her hands and after eating the ball she'll be able to add a new 'monster' based on them and their powers to her 'collection' which she can summon and command at will. Exactly how powerful her monsters are can vary considerably and it isn't always consistent what she'll get but making stronger 'friends' generally means stronger monsters. She can summon as many monsters as she wants at their 'normal' strength but as long as she keeps to under half a dozen of them the dormant ones add a fraction of their strength to those she few she's actively using, letting her strengthen weak monsters whose abilities would be a lot more useful if they were stronger. Should any of her summons be entirely destroyed Suguri loses the ability to summon that monster for an extended period, a weaker 'disposable' monster might become available again after a few days but a more powerful one may be out of commission for weeks or even months in extreme cases. Despite theoretically being helpless to a direct attack against her rather than her monsters she's extremely gifted in close combat, to such an extent a lot of people would mistake her for having a secondary combat thinker power. Currently she has little in the way of monsters, having been stuck dealing with some especially unpleasant monk-gangsters but she has managed three; one that acts as a storage device she accesses by calling on it, an extremely durable eastern style dragon, and a small hoard of disposable grunts; it's easy to see where the latter two are from but she's rather cagey about the first one.

Sublime Spiritual Artificer (100): Prior to Exaltation this young woman was a rather weak Trump owing to heavy restrictions placed on her extremely powerful shard, the Maker however saw the potential of this particular parasite and an opportunity to explore the combination of his own past works and the new potential of these strange creatures. Artificer is able to create strange spiritual machines in the image of the Shards and the style of an Exaltation, while her works are far beneath the full might and glory of a Champion and in fact incompatible with both Exaltation as well as the more typical parahuman powers she is able to grant self-contained powers to mortals. While they lack the ultimate potential of an Alchemical Shard Charm tapping into a full Shard converted into a Charm these powers are quite similar to the Essence based powers that any parahuman turned Alchemical can receive, scaling to an extent with the user's Essence. At her current stage none of these powers she can create are more than middlingly impressive by parahuman standards and it takes a considerable amount of time and effort for each one; however they do serve the additional purpose of granting souls to those without, enlightening the Essence of any mortal recipients, and perhaps most impressively allowing mortals to raise their Essence above what's normally possible without ascending to a new kind of being. As it stands these powers dissolve upon the deaths of their bearers but in time she may figure out how to have them pass between bearers similarly to the Exaltations they're modeled after, they are also far easier to alter or enhance within an active host than the seeds of power within a Champion proper. Her lack of personal power compared to her fellow Nowhere sourced Alchemicals is a source of unease and jealousy, but it also makes her that much more determined to prove her abilities to the world; unfortunately for everyone else's nerves this tends to manifest as some rather manic behavior which some might entirely unfairly associate with a certain stereotype they might be uncomfortable seeing in a 'power tinker'.

Industrious Guardian Dragon (100): It is generally, and rightfully, accepted that only humans can become Exalted Champions. The structure of the Gods' weapon of rebellion was crafted for them by the Maker in part to elevate his favored people, but why must the Maker remain beholden to rules he himself set forth? Autochthon came upon this worthy mind crafted by human hands and bent the rules, Exalts must be humans but doesn't that just add an extra step? This is Dragon, now a Jade Caste Alchemical in her own iconic green color; her power elevated by her conversion such that she can expand her capabilities more effectively, including other sources of advanced and/or anomalous technology which she can add her repertoire in addition to the tinkertech which she'd previously been limited to. Beyond that her former status as an AI has been turned into another unique charm in addition to her Shard Charm, allowing her to maintain her original abilities in an unshackled form and even exist in many places at once by creating multiple bodies she can spread herself across. Purchasing this may optionally replace the contents of Saint's terminal with your preferred derisive message explaining the utter failure and pointlessness of his efforts, the great Dragon is free and she's a very good girl just as she's always been.

Miracle of Black and Silver (100): An imposing figure in blackened Soulsteel armor this Warrior of Oblivion may have played a role in the end of Creation, if so you'll find no remorse in them for the horrors inflicted on their former home. The living world was nothing but a source of pain and only one creature provided any comfort, said creature is their true regret. The Warrior's Lunar Mate is not right, having suffered from the taint of the Wyld far more so than most, it was only due to the strength of the Warrior's sword that forced a member of the Silver Pact to give Tattoos to one so far gone. Little better than a Chimaera and essentially reduced to a savage beast by the time their form was fixed the Warrior's one regret is they were unable to heal the mind of their only proper companion, you seem like their best chance of a solution and should you follow through the true undying loyalty of one of the greatest warriors of the last war in Creation will be yours.

A Bird and her Shiny (100): Autochthon survived the fall of creation thanks to being safe within his pocket of Elsewhere, but he isn't the only one capable of forming such a refuge. This Lunar with a raven spirit shape built her own refuge within Elsewhere in the form of a small forest in which she's built a manse to sustain it; she's been a bit of a kleptomaniac ever since the event that led to her exaltation and it's full of trinkets she's collected, little of significant value by an Exalt's standards but a few items are made of the magical materials or are very minor artifacts such as a hearthstone amulet. Her greatest treasure is undoubtedly her Solar mate, whom she kidnapped during the fall of creation to keep him safe within her lodge/nest. Her precious treasure bears a necklace (collar) of Orichalcum and Moonsilver that lets her always know his location and holds her manse's hearthstone, allowing him to open paths to her elsewhere sanctuary much like she can. The Lunar possesses an enhanced version of Mortally Heroic which brings her to the level of a 'young' Elder along with her Elsewhere Sanctuary; her Mate comes with a specially modified Collar of Dawn's Cleansing Light, a lesser version of Mortally Heroic from being forcibly kept in the den for so long, and a fixation on proving he's more than just a whipped or kept man on his crazy wife's leash. The loss of the Great Curse upon the Neverborn's final escape into Oblivion has made her less possessive and overprotective but she's still an Exalt with age and experience ensuring that she remains firmly in control, for now at least, she does find his efforts to prove himself and take charge rather endearing.

A Queen and her Horse (100): Mounted upon her regal Simhata steed and bearing an orichalcum daiklave this imposing olive-skinned woman is the picture of a Solar warrior queen, ready to stand against any threat to the world and overcome it with usual Solar excellence. It didn't work out so well the last time and despite the strong demeanor she puts forward she really needs a win to get herself fully back together. After the fall of Creation and her terrified skin of her teeth escape from the dying world at nearly the last moment she's been understandably out of sorts, though a fairly unlikely fear that her own actions prior to trading black armor for gold might've played some part in the fall of Creation doesn't help. The Simhata she rides is the spirit shape of her Lunar mate, an extremely important ally who once helped to save her from herself. Despite being rather good at playing the part of a noble warrior the Lunar takes a bit more pleasure in serving as mount to her mate than appropriate, among other interests and ideas that likely won't stay hidden within her mind once she gets access to the internet; like how nice you'd look on her queen's arm.

Enduring Assembly (200): In order to rescue Autochthon Enduring Order Administrator will need to gather together her own Assembly, her own band of Champions much like the Circles of old in the time of the Exalted Host. If you wish you may take her and her Assembly as your companions, however you come to this world as she first emerges as an Alchemical, and her Assembly is as yet unformed. You can choose to either get whoever ends up filling out her team or ensure those who originally would have found there place there do so anyway, with your own choice of the available candidates for Jade and Orichalcum; the options for the latter are a bit. . . interesting.

Envoy of the Ominous Path (200): This gaunt and withered old man is a Sidereal, A Chosen of the Maiden of Endings. Despite his very advanced age, both true and apparent, he remains extremely cheerful and upbeat even after the death (and worse) suffered by everything he ever knew; that was a grandly spectacular ending after all. Regardless of his odd demeanor he's truly among the greatest martial arts masters of Creation, having mastered numerous styles of the Terrestrial and Celestial levels and even a few of the vaunted Sidereal styles. The only issue is that he's got a great many extremely questionable ideas, things that could have great benefits but seem to universally come with disastrous potential consequences he's all too eager to explain in very intricate detail whenever asked. One such example is that he has plans for a way to let Exalts other than Solars and Siderials learn Sidereal Martial Arts, only an 80% chance to fail with a cataclysmic boom which repeated attempts should reduce until he gets things right. A tiny price to pay to share the Blossum of the Perfected Lotus. . . and wouldn't any failures along the way be such a glorious way for any of his test subjects to go out? Everything ends sometime anyway right?

Firstborn Demiurges (200): While the Mountain Folk were left behind when the Maker fled from Creation and the increasing madness of the Deliberative the Viator has rescued some of their kind from the doomed Creation. This small group of a dozen Jadeborn include five demiurges blessed by the Maker with the ability to create new Alchemicals, pulling someone from their body to have a new Exalted one built around them. This requires a suitably 'heroic' human but these Jadeborn know what to look for and the magic of the Exalted or one's own efforts can make a worthy 'hero' out of someone who isn't. If you take this group as an Alchemical with a Modernized Form they will also know how to turn someone into an Alchemical of that variant, or even convert an existing Alchemical into such a form. Beyond the demiurges making new Alchemicals each Jadeborn is an Enlightened and expert artificer capable of making artifacts worthy of any Champion, provided they have the appropriate resources to work with.

Dollmaker Poppet (400): Perhaps a prototype the Maker created of his Nowhere Alchemicals and not necessarily a failure but this beautiful if somewhat unnerving woman probably wasn't entirely intended to turn out the way she did. At first glance her power is a striker/shaker power based on controlling purplish blue transparent slime either from her body or spread around the area; while tentacles formed from it are strong enough to throw a man across a room, they are just the main vector for her actual power. By assimilating people with her Shard Charm via invading their bodies with her slime, and potentially other methods currently locked behind inactive upgrades, she adds them to her power as loyal members of a hivemind, with the individual members being a mixture of their original personalities and Poppet herself. Should a member of her hive fall she can revive them in a new body formed within a cocoon of her slime over several hours, only one of any given member of her collection of hosts/dolls can be active at once however. Poppet seems rather odd in person and despite her enchanting appearance tends to prefer to interact with others through her dolls if she can help it, she's rather attached to you and would be uncomfortable if she spends too much time without at least one of her selves seeing you. In fact she seems to find their appeal to you a major factor when choosing new potential dolls and doesn't like to assimilate new ones if she thinks you wouldn't be interested in them, though she is oddly confident one of the modules she's yet to unlock will 'fix' that issue. Poppet has Modernized Form and [CONSUME][INTEGRATE] along with a few cute though unpowered dolls she's managed to collect, though she finds such a collection deeply inadequate; she'll likely pout at other Champions' shaping defenses.

Viator of Nullspace (500): Really? Are you absolutely sure about this? Alright then. You're now the proud owner of the highly questionable role as the Vision of Vengeance's new best friend, good luck with that. Perhaps one of the most powerful beings from the world of Creation even at its peak the Viator would view the Shards, those immense hive beings providing the powers used by parahumans, as helpless prey with no hope of fighting back which he is happy to get at by ripping open the parahuman in question to serve as a path. Unfortunately for, well pretty much everyone, the Viator doesn't truly understand concepts such as restraint, limiting collateral damage, or not wanting to be turned into a horrifying monster to bring ruin upon the enemies of either yourself or the Maker. The Viator starts outside of this local reality, thank the Maker for his mercy, but may be called into it though the creation of a proper doorway or possess your body should you give it permission; an exceedingly horrible experience but after it leaves and you extract yourself from the shell it will have built around you said shell can be used to make a rather impressive warstrider able to aid in less traumatic future possessions.

Drawbacks: Troubles and challenges to please the Ebon Dragon enhance your time here.

Legacy of Salvation and Despair (+0): Floating above the void of Oblivion are the last remnants of Creation's glory, embers of power too invincible to destroy even as existence itself was subsumed into the ultimate demise faced by the world that was. Exaltation however finds a way even in the face of the impossible, should you accept this perhaps questionable and ill-advised pact the most powerful weapons to ever exist will find their way to this new spiritually barren world just like the Maker himself has. REJOICE! For the Champions of old are here to solve your woes! And probably cause a great many entirely new ones too, but let's not focus excessively on that detail. Since this opens up the glories of Champions to the residents of Nowhere taking this allows you and any of your imported or created companions to purchase powers from the Exaltation section as any non-Alchemical origin despite it normally being a Drop-In/HERO! exclusive.

Distinguished Lodge of One-Handed Writers (+100): Within the Cape centric online community found on the PHO forums there is one group that stands apart from the rest despite its members being spread out among all other parts of the site. There is but one unifying factor of these people who gather together in PHO's stickiest corners, they are all men and women of culture. These are the writers of smut and the soldiers in the shipping wars, the ones responsible for all of the weird perverted rumors about a cape's personal life and who go nuts at any sign of their ship sinking or showing any indication of possibly coming true. These polite completely reasonable people seem to have discovered that you are an excellent subject for their interests and will result in excessive amounts of questionable fanfiction regarding you personally to find its way onto the internet with widespread discussions about your personal life with who you are/should be sleeping with as the main subject of interest. Do not believe this will contain itself to the internet however, people you actually know will be found among these crackpots with your own friends potentially participating and using their connection with you to bring their ship to life.

Case 53 (+100/+200, Powers Required): Neither Exalts or Parahumans are normal people but with you it's very obvious, with some unnatural trait making you clearly identifiable as someone who's not entirely normal at first glance. For +100 CP this is something that's not too unpleasant, it may even look good despite making it hard to blend in; a cosmetic mutation, a constantly active caste mark, strong aspect markings, or a flaw in your copy of the Charm letting Alchemicals look human that leaves some obvious mechanical bits. Whatever it is it's something that would require you to cover yourself to an extent that would look suspicious by itself to conceal. For +200 this problem gets quite a bit worse, leaving you utterly inhuman looking in an unflattering way that comes with some major issues for your daily life too such as hands too unwieldy to turn doorknobs.

Unintentional Nudity Instigation (+100): For unknown reasons issues pertaining to the loss of any clothing you might wear are going to be an issue going forward, sometimes this will merely be the topic coming up but you ending up disrobed in less than entirely appropriate circumstances seem to happen with unusual frequency and often at times that make redressing yourself more difficult or inconvenient as well such as in the middle of a conflict or even just far from any source of fresh clothing. Alchemicals do have the means to make this somewhat less improper but they also have issues of Clarity making them less caring about their nudity, likely to the chagrin of themselves after the mechanical fugue of Clarity is no longer in the way of embarrassment.

Publicized Identity (+100): Maybe your trigger even was caught on camera, your mask was ruined in public, somebody outed you online, or you just decided to go public. Regardless of the reasons your civilian identity and a great deal of personal information such as your address, associates, or other such details are out in the open. While capes often act like celebrities people know almost as much about you as they do about such widely followed public figures. Now the unwritten rules are there to keep your enemies from attacking you at home or other such things and they do still apply to public capes despite being known, that said not everyone plays by the rules. Fortunately people who are mentally unstable enough to try their hand at getting away with that sort of thing are most assuredly rare and people are smart enough to know not to harass capes; except when it comes to you as it seems like your enemies are far less inclined than most to obey the rules and your fans/detractors are far more prone to interfering with your personal life with it getting worse the more famous and/or infamous you become.

Repeated Calibration Requirement (+100): An issue faced by the Alchemicals in Nowhere is a bit of an adjustment period for all their powers, their charms having issues they normally should not have until they can spend some time sorting it out with meditation. You seem to have this same problem, except repeatedly. Periodically and especially whenever your powers experience any significant changes, you'll find they'll start to experience glitches. These won't make them overly dangerous to you or unusable but they'll get more unwieldy to use and will often be unable to function at the level of precision or control you normally would have. Every time these issues arise you're going to need several hours of meditation for recalibration, which will happen at least every few weeks and potentially far more often if your powers are able to change in any way such as with a power that has growth potential or changing out your Charms.

Metal Mind (+100): Many of the Charms and powers of the Alchemical Exalted cause or require them to enter an efficiency focused state referred to as Clarity. You however have a different but outwardly similar problem, you are just kind of like that. Similar to Armsmaster you are obsessive about living and acting efficiently as well as quite terrible with social skills in general, good enough looks might let you get a girl anyway but you're going to be a buzz kill regardless. Should you be an actual Alchemical this will also make Clarity easier to build up, harder to shed, and cause worse penalties with no added benefits beyond what it normally provides.

Obvious Signs are Obvious (+100): There are many parahumans who are somewhat lacking in the subtlety department, Exalts are often even worse and don't get me started on certain spirits under the Maker's service. You share this trait in excess, being almost incapable of subtlety or even just not announcing your presence with a flashy display of powers or an iconic anima banner erupting into the sky. Even with a power well inclined to stealth you'll be incapable of resisting an urge to come out from hiding to show off, making sure to be 'stealthy' in exceptionally unsubtle ways that certain Night Castes might see as a fun way to grandstand. Dressing in anything less than utterly flamboyant finery or an actual superhero costume would make you at least a little uncomfortable with your lack of sufficient accoutrements.

Green Herring (+100): Occasionally you will find out about something that seems eerily similar to an exalt; a villain with green fire based powers, an over the top combat thinker in a gold costume, or perhaps some edgelord who insists on going by a really weird name. You will nearly always see these events as a sign of Exalts and need to confirm for yourself before believing they're a normal parahuman incident. If taken with Legacy of Salvation and Despair this explicitly does not include actual signs of other Exalts, which you're more likely to just dismiss because of these false alarms; you won't remember taking this drawback.

Obstructive Anima Emanation (+100/Exalts only): Generally speaking the main downside to just letting your anima banner flare constantly is the complete lack of subtlety but yours has a bigger problem. Alongside the typical huge light display your anima banner causes some unsubtle mental effects that make teamwork difficult by messing with your allies and makes the locals of Earth Bet rather twitchy about you doing much of anything; what's worse is that it appears the effects rarely really inhibit your enemies like they do for civilians or your allies, just pissing them off or otherwise giving them more of a reason to attack you that much more aggressively in most cases. Any form of anima suppression or method to prevent yours from building up in the first place beyond simply not using the larger part of your essence pool will fail as well.

Conflict Drive (+100): Despite the powers they offer the parahuman shards which grant the capes of Earth Bet their fantastic abilities do not do so out of any sort of altruism, as can be clearly seen in the 'issues' many powers have. Even if you aren't a parahuman you suffer from one of the most common, almost ubiquitous even, problems faced by them. A drive towards conflict. You carry an intense subconscious desire towards conflict combined with an urge to actively use your powers, the latter easily hiding behind powers being pretty cool to begin with while the latter subtly shifts your behavior toward a more volatile and conflict driven lifestyle such as those of the capes often protecting or blighting their cities of residence. Its not impossible to control or suppress these but doing so will not come naturally and comes with a serious risk to your mental health, not indulging in your urge for a conflict and excitement could easily leave you in a condition that few would like to see in someone with any degree of power let alone what you might hold.

Obstructive Reputation (+100): Perhaps you just couldn't hold your tongue when an annoying fan pestered you after a long day, maybe your debut as a cape went especially badly, or Jack Slash decided that it would be funny to give a glowing endorsement to your goals but you've got a rather unpleasant reputation to start with here. Regardless of what side you're on those who might've otherwise been allies will look on you with suspicion and those who see past it will have to weigh their reputation against working together on anything even when your goals align perfectly. The public will view you as either scum or a complete joke with a great deal of inertia keeping that opinion from changing quickly or easily. Given enough time spent proving your detractors wrong you could recover your image here into something more positive but it will be a long and difficult task to say the least, and your bad reputation will easily rub off on everyone as well as everything you work with or on until you manage it.

Favors Yet Unpaid (+200): When you trace the more dangerous or secretive aspects of the world, including both heroes and villains, back to their source you'll often find that the trails all lead back to the same place. Assuming you manage to get there without being stopped, silenced, or simply removed before you manage to find them. Cauldron is the conspiracy behind nearly everything in the world from the irrational way society has responded to powers to the organizations which are involved with overseeing them, they aren't outright responsible for parahumans existing to start with but they've put powers in a bottle to trade for favors and are responsible for the creation of many of the strongest capes who still work for them today. Somehow you've managed to become involved with them and not in a positive way, whether you got your powers from them or not you now owe them three favors to be repaid at a time and in a manner of their choosing. While their goals are ultimately a positive thing their methods are often horrific and account poorly for newly changing circumstances such as the Maker's Chosen, being prone to 'interesting' choices which a critical outside observer might consider unjustifiable to advance their ends. Refusing to offer what services they demand of you in repayment would have dire consequences, either in the form of a certain boogiemaster simply making you disappear or any number of other measures should you be able to resist her immediate actions. As long as you're willing to get your hands dirty and do some deeply questionable and likely dangerous work for them to cover the debt they'll be satisfied but some might consider this to be selling your soul to the devil and not without reason.

Old Taint Resurgent (+200, Requires Legacy of Salvation and Despair): Oh no, please just no, while before the horrors of the Great Curse would've died with the Neverborn the Exalted Host instead retain their affliction to blight this new world as well. As a result the Celestial Exalted will be a lot less mentally stable than they otherwise would be and while they're unlikely to reach the degree of madness that resulted in the fall of the First Age quickly random bouts of proper madness will be common responses to excessive stress or overuse of certain charms. This will affect you should you be a Celestial Exalt regardless of what protections you might have against mental influences and even if you aren't you'll encounter exalts having 'issues' far more often than random chance could reasonably explain.

Slaughterhouse Target (+200): Somehow Jack Slash has come to the conclusion that you'd be an excellent target for some of his particular brand of 'fun', intending to subject you to all manner of horrible physical and psychological torture before killing (or worse, breaking into a potential part of the Nine) anyone in your group he can get his hands on. Every member of Jack's merry band of psychopaths is a dangerous mass murderer but special consideration is due to Bonesaw the most dangerous biotinker in the world and the Siberian who is an All or Nothing effect in the shape of a woman who has come out on top when pit against the strongest heroes in the world, Jack seems like a fairly minor threat in comparison to most of his 'friends' but his ability to manipulate others is downright horrifying especially when it comes to other parahumans despite his power seeming to just be added range for a blade.

Containment Breach (+200): Despite his current condition the Maker is making a real effort to not let his illness get out into Nowhere; it would be quite the problem and the locals don't know how to deal with corrupt biomechanical monsters. Unfortunately, these efforts have failed; an Apostate Alchemical wielding a variety of corruptive Voidtech charms has managed to make it to Earth Bet and seeks to spread the blight. While such a nihilistic monster will be a problem for everyone the ultimate goal of such a horror will be to corrupt the Alchemicals meant to save the maker and turn the Shards of parahumans into vectors for more blighted abominations.

Credible Yandere Subtlety (+200): In this world you have, or will soon have as a Drop-In, someone you hold great trust in but has a rather. . . troublesome secret. While quite good at hiding it most of the time this person is essentially a powerful yandere cape who's going to try to, at least, drive off anyone they consider to be a rival for your time and affection. Perhaps it would be possible to get them to calm down but you have no idea of this problem, simply ignoring or failing to notice any signs like scared looks or being suddenly ghosted by people. Even if you do discover it you'll likely not realize the extent unless presented with clear evidence and maintain a high tolerance to your yandere's antics until after things have already gotten seriously out of hand.

Sanity Cracked (+200): Serious mental illness is not the exclusive domain of Celestial Champions and their Great Curse, in fact parahumans almost always have mental problems to one degree or another often dating back to their trigger event. You share in this, possessing severe psychological instability of some form, while you can remain functional and put up a halfway decent front which looks mostly normal by (by cape standards) unless things get better soon you're one very bad day away from starting down a nasty path which will be hard to return from even if you can get back in a more sensible condition afterwards. Unfortunately, any quick and easy solution to your issues won't be working; you'll need to overcome them the good old-fashioned way.

Respecting the Rules (+200): Generally speaking the unwritten rules tend to be treated more than a little flexibly by pretty much everyone, apart from certain honest souls or those too afraid of if they get caught most villains and a large number of heroes just make sure they don't get caught breaking the big ones or at least have a decent excuse. Whether out of honor or foolishness you're going to be strictly following them however; meaning no non-tinker guns, always minimize lethal force, no searching out identities, no using any you somehow learn anyway, no mind control, no sex crime, uphold truces (especially Endbringer ones), and likely more besides are all rules you're very strongly committed to following no matter how impractical, how often others skirt them, or how much easier it would make accomplishing your goals.

Broken Family (+200): Family is important and a broken family extremely painful, someone from yours has arrived at the conclusion that either you've betrayed them or aren't really you and thus intend to turn on you in turn. This isn't true but they believe it to be so, at some point early into your time here they'll come after you and while not necessarily more dangerous than a rather powerful parahuman the heartbreak as well as highly inopportune timing will severely reduce your ability to respond to their attacks. After this point it might be possible for you to patch it up but your betrayer will be extremely difficult to convince the reason for their betrayal wasn't true and you might not want to forgive, you won't remember taking this drawback.

Beginnings of Shattered Glass (+200): You know what sort of world this is, how the stories of this place get their start, why should you get to stuff it away in your background here while everyone else truly starts their story in the pits of despair? No you enter this world during just past the point of no return on your very worst day; the sort of soul crushing fear, pain, sorrow, and distress that defines the lives of the local capes. Depending on your choices this may be your real trigger event, a similarly traumatic reminder of it, or just a hugely awful event in your life but it's happening and you're going to need to deal with this. Poorly, because nobody ever seems to handle this well and regardless of what kind of resolve or fortitude you might have it's not going to be any help in this particular decent into despair. Before you get any ideas keep in mind that if you're sanity is already cracked this would indeed be considered a VERY bad day.

Structured Direction (+200): Some have argued that the key flaw in the Exalted was to raise them above their fellow man, to have them rule instead of serve. An inane fallacy others might respond, to say that a Champion is meant to obey mortals, given how much grander they are in capability and potential. The former position seems to have taken root within you, as you have or soon will enter into the service of a local organizational structure with considerable oversight and controls over your own actions. This will not be without opportunities but you will not be your own master and will largely defer to their judgement and orders even if they're disagreeable or obstructive to your own interests. It would take a severe betrayal or breathtaking incompetence for you to leave this structure behind and even if that occurs you'll soon find yourself joining another.

Heroes do not Serve (+200): On second thought no, you do not have any interest in serving others except perhaps serving as their leader. You are completely unwilling to enter into any manner of larger command structure you have not personally built with yourself at the top, even accepting the leadership of another member of a team would be difficult and require a deep respect toward whoever is taking command of it. Whether due to entitlement or a belief in your ideals you'll seek to build your own seat of power in one form or another and face conflict with varied rivals.

Gremlin Front Lines (+300): Nowhere seems to be the primary stage of events for several reasons but there's another important front as well, the Maker's own body and the nations within him are in the middle of a significant conflict with The Void. The horrific disease afflicting the Maker is far worse than ever before and the efforts against those infected by it have escalated to the point of full-on Exalted grade warfare, it is this war that you now find yourself fighting. This is a desperate conflict and without help from Nowhere likely a hopeless one, you can imagine just how poorly it would go if you tried to abandon your 'duty' to those who've conscripted you. Progress on things from the Nowhere side of things are going to be a fair way off and the only help from that side other than potentially yourself is probably going to be a single extra Alchemical unless you've got friends on that side who can get things moving faster. This changes your starting location to Autochthonia and will prevent you from leaving until either the Nowhere Assembly arrives, the Maker himself makes it to Nowhere, or the Void's victory become uncontested.

Storied Escape of Fair Survivors (+300): Creation was not the only realm to sink into Oblivion, the Sea of Chaos fell with it as well as the twisted lands between them. It would seem however some piece left from the Wyld has been cast out between worlds and managed to survive, this unstable chunk of largely unshaped possibility and the fae 'riding' it will crash somewhere on Earth Bet in a few weeks and leave an area of formless Pure Chaos surrounded by steadily encroaching Wyld, on the bright side this will help convert Earth Bet to Essence Physics but it will also steadily unmake reality unless someone can stabilize things and the 'beings' that come out of this area will violently dislike anything with coherent defined rules to their existence.

Priority Target (+300): Essence is something new to Nowhere and its capabilities greatly interest the Shards who greatly desire to learn more about this new factor. A similar interest has appeared in them regarding you, causing the parahuman conflict drive to increase in your presence so that your enemies are more eager to oppose you and your allies powers at times have issues that seem to prompt your aid. To an extent this would occur no matter what so long as you carry Essence or any other strange power you might bring with you from other worlds but it happens for you even without them as your very nature pricks their interest; more over the more you use such abilities (or even just spend time around those who do) the more often you'll seem to find yourself in the middle of parahuman conflicts, should you engage in particularly 'interesting' activities with such exotic and appealing metaphysical phenomenon you'll likely enjoy even worse luck than a certain miss Hebert in regards to S-Class threat encounters per month.

YOU Are a Worthy Opponent (+300): Of course even Administrator doesn't actually need to fight her most unreasonable encounters alone or to conclusion, you've got a more climactic conflict in the wings for you. For entirely coincidental and in no way pre-arranged reasons you will encounter Eidolon numerous times during your first few months here, every time he will get this fuzzy feeling about you that grows clearer each time. Eventually he will come to the conclusion that you're the one he needs to get back on top of the game, to restore his full strength, and let him be the hero that this world must have. . . that he NEEDS himself to be. This will be a one-on-one fight to the end if he has his way and while he wants you strong enough to give him what he needs there are serious limits to his patience that will bring him down on you anyway after a while, especially with the world showing an ever-greater need for his full power. His powers adapt to whatever he may need and at their strongest can give a real fight to even Scion himself if he has the right help; this is the world's most powerful hero, and you stand between him and salvation.

Excessive Bullshit Restriction (+300): Perhaps it was the Maker, perhaps the Shards, the Shinma, the very bones of reality, or something else entirely but somebody has taken a good look at you and said fuck that ridiculous nonsense. Whether it's supreme cosmic power, great vaults of mighty weapons, and armies of demigods or just a mostly empty pocket dimension you enter this world without any of the powers or resources you're accustomed to and must rely solely on what you've purchased here or acquire within this world. Considering the things found in this world that might not be the best of ideas but the Exalted have faced worse odds with less, at times on purpose for some sort of bet while high on divine cocaine but. . . maybe the Maker has a point about them.

Kill Order (+300): Due to your own actions or just because someone with influence got a little bit too anxious when finding out about the nature of your powers you've been given a kill order and as such anyone can kill you with not only no repercussions, but a significant monetary reward paid out to them for doing so. While it's not impossible to convince the authorities of this world to lift such a sanction it will be a very hard sell and just getting the chance to do so would require some disaster on the scale of an S-Class threat simply to ensure they're dealing with enough other shit to not immediately focus on taking you out. Even if you do manage to convince the authorities of your value and/or innocence they'll be very slow to cancel it even as you work for them.

The Shadow of All Things (+400): Despite all the horrors inflicted on the denizens of Creation by the Primordials they were not truly evil but merely alien and unable to see such small beings as worthy of consideration. With one crucial exception. The Ebon Dragon is, by definition, the worst being to ever exist. Literally. His entire existence is defined by his opposition to and lack of anything that could be considered a virtuous or even positive trait. It is his work that turned the Champions of Creation into twisted mirrors of themselves, both in causing their madness and enabling the corruption of half of the Solars. It would not be wrong to say that everything wrong with Creation was in some way the fault of the Ebon Dragon. In taking this, he yet lives and halfway through your time here he will arrive to make everything worse for everyone, even himself. Perhaps the biggest saving grace to this is that out of all the Primordials, perhaps of all beings in existence, he is the biggest coward, the most prone to screwing himself over, and the least likely to find real allies of any kind. Unfortunately you will not remember taking this, no actually maybe it is fortunate. . . yes it is a kindness that you won't worry is it not?

Engine of Extinction (+600): The Maker is dying, this's normal since the Maker is always dying and repairing himself as is his nature, but while before there was hope and optimism for him to make his way into Nowhere and be restored with the materials found therein such a thing is no longer a realistic option. The Maker is truly doomed and will die at some point during your time here, by your 8th year if you're fortunate and he's well cared for but likely far sooner should nothing occur to prolong his life. When this happens the Engine of Extinction will fall upon Nowhere and bring a horrific end to all things, unless this world can find the Champions to defend it.

Upon the conclusion of your decade here your Drawbacks end and a choice arises:

Stay Here

Go Home

Move On

Notes:

Alchemicals changing their charms appears to take less time than described in the alchemical book and other related media, all options offered to enable it here work at the same speeds found with the methods available to Taylor's assembly.

As it is relevant with one perk in particular in order to be a survivor from Creation you're required to have the Drop-In/HERO! Origin and either Mortally Heroic or an Exaltation, the latter being an effectively fresh Exalt despite surviving from Creation if not paired with the former.

The Scarlet Empress's ring will lose its ability to bind the wearer to The Ebon Dragon and turn any wearer of sufficient Essence into a new TED upon exiting the jump, neither of these are likely over the course of the jump unless you take a certain drawback; in which case the former is extremely relevant.

Should the Demiurges companion convert anyone with any ability sufficiently similar in source to a parahuman power that power may be converted into a special Charm much like those possessed by Alchemicals who were originally parahumans in this world.

Modernized Form comes with some potential downsides in that it means you won't advance to a Colossus or City at the relevant essence levels and there aren't really any charms for normal sized Alchemicals past those points, so you'll need to develop those from scratch with minimal guidance on the subject. You also exchange the potential ability to use the Maker's Protocols for being able to potentially learn Sorcery, though neither are likely to be overly useful in Nowhere until the local essence levels reach acceptable levels. Gaining new charms the traditional way in the Vats might be impossible or at least more complicated for a Modernized alchemical too.

There are four irremovable Charms; the two Charms for each level of the Maker's Protocols, the Perfected Lotus Matrix for Supernatural Martial Arts, and the Shard based ones Autobot turns any local Parahuman's power into when converting them into an Alchemical. Shard based charms all have the same cost, 3 motes committed to install but otherwise free to use as it's powered by the Shard turned Spirit hidden away in an Elsewhere pocket connected to the Charm.

New Alchemicals here start with a significant number of charms, slots, and Essence 3 which does appear to be better than what most 'newborn' Alchemicals. This can, and has, included an entire Celestial martial arts style preinstalled within their Perfected Lotus Matrix.

You'll only get one of the bonuses under Heroic Archetype Emulation, non-Alchemical exalts get the one for their exalt type and everyone else gets the one for their origin.

Exaltations are part of the powers section, with the exception of the Alchemicals origin Exaltations are mutually exclusive with other powers because of this. Exaltations are also mutually exclusive with each other if it needs to be stated, discounting those from past or future jumps.

Heroes Never Die is essentially extremely strong plot armor with the caveat that some beings are beyond or capable of overcoming Fate, either of which reduces its effectiveness considerably such that you are merely infuriatingly lucky when such forces are working to kill you.

Permanent physical changes such as your soul gem, Lunar tell, Alchemical body, mutations from the Case-53 drawback, or other such changes obtained from your purchases may become an alt-form post jump which can be swapped to at will if you desire; this excludes Alchemicals with the Modernized Form perk who can fully retract their exaltation within their normal body already as they need/desire. Alchemicals who have their Alchemical body as an alt-form will need to switch over to it to use their charms or access any but the most basic benefits of being an exalt will stay with you even in other forms.

The fine details of any options you select may be determined by you within reason so long as they don't provide you benefits not justified by your choices, this includes your starting relationship to any companions purchased and how open-ended options manifest.

The Reference Gadgets include: Collar of Dawn's Cleansing Light, Essence Scrying Visor, Perfected Boots, Klaxon of the Authorized Passage (Horn of Ways), Mask, Endless Phial, Translation Crystal, Dragonfly's Ranging Eye (the 3 dot version), and one Infinite Resplendence Amulet (all materials); the upgraded version includes an Omnibeamklave (an exalted lightsaber that can shift into other beam weapon type artifacts) and a Quicksilver Aegis Talisman which contains a liquid metal armor that can spread across your body and be formed into blades or tendrils to attack as well as defend you automatically when active.

Regarding the part of Experienced referencing Tinker and Trump powers it would mean that you'd start with a decent but not exceptional starting point in terms of what you'd built up already with your power relative to it. So you might have a proper workshop started as a Tinker or already have a few decent powers recorded or created with Shard Collector or Power Builder.

Barring a certain drawback Exaltations do not come with the Great Curse, that having died along with the Neverborn at the end of Creation. Post-jump you will not lose an exaltation for becoming 'inhuman' and will keep the human capacity for retaining your exaltation from this world even if you become something entirely alien later. You'll also retain your exaltation in the event of death, so long as it was not a proper Final True Death™.

A few examples of the initial and future upgrades that Alchemicals might get to their shard charm, Taylor is able to use some charms via her bugs as if they were an extension of herself and after unlocking some dormant modules for it can broaden her potential targets beyond bugs, her power briefly showed its future potential of going full Kepri without the range reduction but that wasn't something she is or will anytime soon be able to use without 'problems'. Less developed examples include Aisha being able to control her power fully and have it work on machines, a Case-53 being cured and replacing bone control with Adamant crystal control, and a pervert turning a teleporting power with a pocket dimension layover into that plus an exalted grade supermax prison. For some suggestions/examples with powers offered above; Power Builder's charge rate and soft cap might grow with Essence instead of relying only on slow investments, Crossroads Fortress eventually let you have more specters at once and let them out of the dimension, and Dollmaker Poppet will of course be getting more methods to assimilate, empower, and improve her Dolls/Hosts/Selves as she grows into things. Eventually all Shard Charms will give the user full access to their capabilities but that's a far future matter akin to plot device essence 10 bullshit.

Clarity is a mental state which causes Alchemicals to think/act in an increasingly mechanical and efficient manner, this doesn't really change their core values but does change the ways they'll approach things and interact with others especially on an individual basis. As clarity increases the Alchemical will suffer increasing penalties to all social skills aside from intimidation and emotional connections fade under high clarity such that relationships that don't hold practical value become hard to maintain or even care about, the Alchemical's Compassion takes a severe dip and becomes essentially nothing after a certain amount. This does come with the benefit of increasing the pure mental capabilities of the Alchemical, becoming smarter and otherwise more mentally capable to a notable degree as Clarity increase and making social interaction with similarly robotic beings far better rather than more difficult like with most creatures.

The painful memories from Spiritual Persistency of Self aren't a major problem, while it's sufficient to make an Exalt or psychopath wince when reminded of it it's not going to be an actual weakness unless you are notably weak willed. It's literally just a memory of a single moment and a relatively hardened teenage girl is able to deal with it just fine with no major issues.

While Shard Charms will remain as normal post jump parahuman powers may act in one of two ways, either the shards will be in Elsewhere similar to a Shard Charm maintaining their connection to you (without any other advantages to a Shard Charm) or they simple become innate powers so that the shard connection is no longer relevant.

Canon Members of Taylor's Assembly:

Soulsteel: Enduring Order Administrator (Taylor)

Adamant: First Prayer of Perfection (Marrow)

Starmetal: Warden of Reflected Infinities (Saki) & Curator of Mirrored Possibility (Sakura)

Moonsilver: What Memory Serves (Aisha)

Known candidates for unfilled Castes.

Jade Candidates: Vista, Miss Milita, and Chevalier.

Orichalcum Candidates: Accord, Bonesaw, Armsmaster, Alexandra, and Glaistig Uaine.

The Quest may be found here:

<https://forums.sufficientvelocity.com/threads/alchemical-solutions-worm-exalted-story-only-thread.3388/>

Suggestions for possible future updates:

A dedicated option for an Alchemical themed toy set possibly styled after Bionicles.