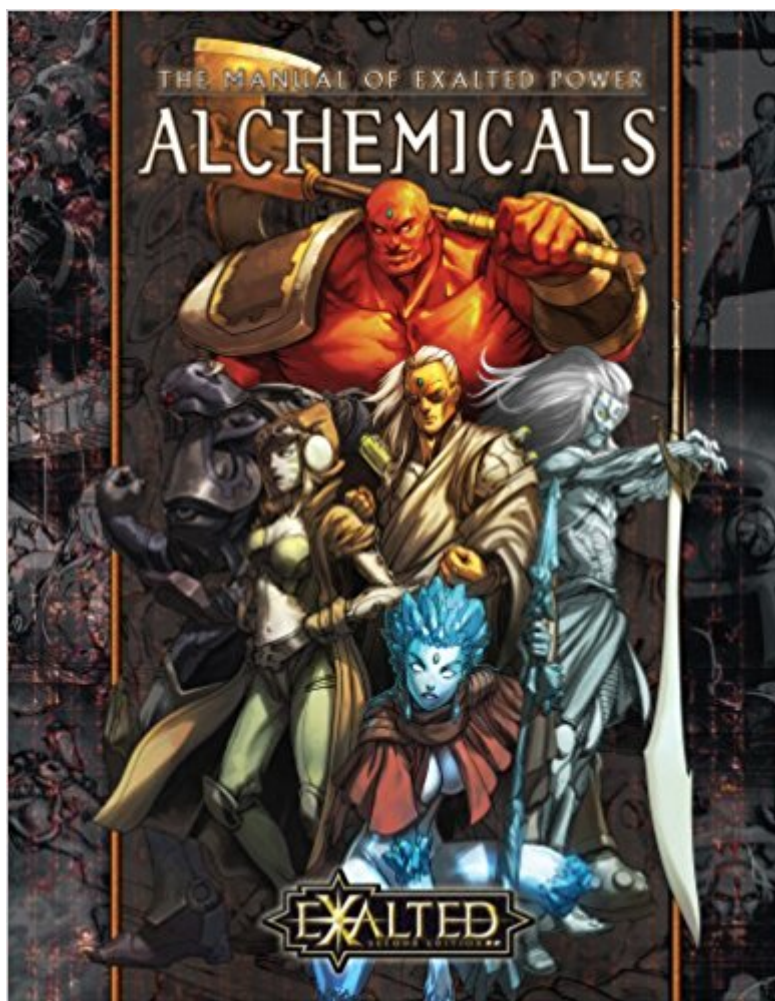


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# Manual Of Exalted Power: Alchemicals



## Synopsis

A Guide to the Great Maker's Champions Designed by Autochthon before the Primordial War, the Alchemical templates inspired the Exalts fielded by the Incarnae against their creators. Yet, during that war, Autochthon heard the Great Curse directed by his slain Primordial brethren. As the First Age progressed, he watched as that Curse twisted the minds of the Exalted. Knowing it was only a matter of time before the Solars' growing paranoia was directed at him, the King of All Craftsman gathered thousands of worshipers inside himself and fled to Elsewhere. Within his very body, these mortals built a highly advanced civilization, and to preserve it, Autochthon finally built his prototype Champions. Ever since, the artificial Chosen of the Machine God have kept the Eight Nations safe. But as the long-dormant Autochthon's health deteriorates, the threats the Alchemicals face grow ever greater. Can these Exalted save their world-god, or has Autochthon's flight to Elsewhere only ensured his demise? A character sourcebook for Exalted™, Second Edition, featuring:

- o Everything players and Storytellers need to generate Alchemical Exalted characters, including their Charms
- o Details of the Great Maker's servants: the gods, elementals and automata of Autochthonia
- o Rules for Autochthonian magitech and Alchemical protocols

## Book Information

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## Customer Reviews

This book is a very thorough and well written book. Ch1 Intro: This was fairly ho-hum the usual. Nothing mind blowing, but not botched either. Ch2 The background on Alchemicals: The "fluff" or background writing is amazing. Some very "OMG!! I can't believe they just wrote that!" moments, the writers of this book are amazing. Ch3+4: Character backgrounds and traits: This was pretty much the norm and what you'd expect from the Manuals of Exalted powers. Some new

backgrounds that are nifty.Ch5: Charms: This is a true treasure chest. The charms in here have an amazing, inspired polish and feel. If you are unsure about buying this book, this chapter is worth its weight in gold and is incredibly inspiring to all players and ST's!Ch6: Storytelling: This was pretty much the norm, as the Ch1 intro. Some good ideas for sureOverall: The comics in between chapters and the art in the book were quite well done, in addition to solid writing. 5/5 for me.Note: At the time of writing this, (Feb 26/10)you can find this book in your local gaming store,but not on for some reason.

As someone who regularly games with this system, I have to agree with one of the other reviews here. You can easily obtain this book for far cheaper in PDF form from DriveThruRP.It's a great book and an excellent supplement, but the 3rd edition is supposed to be coming out at the end of the year, which will probably make these rule books obsolete pretty soon, just like 1st edition. Don't waste your money. Paying 60 to 120 bucks for this book is a rip-off so terrible that I've felt compelled to write my first review ever.

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