The Tripartite		
Olgotary Directly regulates populace & production. Generally hold almost complete political and economic control over the people.	Theomachracy Priests and spiritual intermediaries between populace and the gods. Maintain religious control of the people.	Sodalities Maintain existing machines, invent new procedures and refine existing techniques to increase efficiency and lessen the need for scarce resources.
National Tripartite Assembly: One per nation. Members chosen from members of local Assemblies.           Grand Autocrat         High Celebrant         Grand Sodalt		
Autocrat	te Assembly: One per city. Ruling council of Celebrant	that city. Sodality Council (one rep from each Sodality. Council collectively gets one vote in Assembly decisions)
<ul> <li>Plutarchs: Plan production schedules, city plans, etc. Generally conservative. Wear official robes (elaborate leather-like togas), but many junior members go undercover among the Populat.</li> <li>Regulators: Police. Also first line of defense against saboteurs and raiders. Generally insular and clannish. Wear long leather-like buff jackets over dark silk clothes.</li> <li>Adjudicators: Pass sentence on anyone accused of a crime, regardless of rank. Tend to be loners. Wear understated leather-like togas. When sitting in judgement, wear polished chrome masks.</li> </ul>	<ul> <li>Lectors: Maintain morale and devotion. Preachers, historians, actors, musicians, teachers. Wear thick robes with padded shoulders, decorated with gear motif.</li> <li>Preceptors: Uncover and eliminate heresy. Largely undercover among the Populat. When not undercover, wear military cut white pants and shirt, with gear over heart.</li> <li>Clerics: Manage changes to doctrine and interaction with gods. Mostly scribes, administrators, etc. Wear white robes and loose coats with gearing design.</li> </ul>	<ul> <li>Luminors: Guard the secret of creating and dousing light; also move souls into soulgems. Control temperature when making Alchemicals. Orichalcum.</li> <li>Conductors: Manage Great Maker's veins (and, thus, food paste &amp; water). Install soulgems into Alchemicals. Starmetal.</li> <li>Harvesters: Recycling, food preparation; also remove souls from soulgems. Manage fluids when making Alchemicals. Jade.</li> <li>Scholars: Machine repair and invention. Design &amp; install charms into Alchemicals. Soulsteel.</li> <li>Surgeons: Scouting, exploration and prospecting; medicine. Create physical forms of Alchemicals. Moonsilver.</li> </ul>
The Populat		
Directors: one per city     Sub-directors: "off shift" director		
Supervisors: control a sector of a city's industry (e.g. food production, power)		
Foremen: administer individual factories.		
Shift chiefs: coordinate between 20 to 300 workers.		
Workers: vast majority of population       Aides: not suited for physical labor		
The lumere		
The Lumpen         Social outcasts (three rings tattooed around soulgem)		
Exiles & criminals (face tattooed with record of crimes; soulgem removed)		

Slaves (worst criminals. Nearly mindless husks)