

Character Name: _____

Quintessence Points = ESS · Arcana(Variance)

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1st Branching Variants

Kn	Lv	Variant Name	Brief Description
1		The Fortress Manifested	Harmonizes brain waves into a tangible shield PL of 2 PDL
1		The Mind Manual	Move objects up to 1lb PDL at move of 15 in three dimensions
1		The Shattered Crutch	Target feels they cannot walk; evasion at -5
1		The Welcoming Earth	Target falls in a random direction
2		The Gait Anguished	Target's attempts to move legs cause 1d10 LP per yard
2		The Inner Eruption	Bile and acid from throat, damage impact of +7
2		The Inner Vertigo	Dizziness; evasion, movement and athletics reduced by 2 PDL
2		The Motion Unleashed	Brain produces random movement; -1 PDL to all physical rolls
2		The Will Imparted	Specify one action the target cannot do
3		The Bonds of Levity	Levitate target at rate of 1; only vertical movement
3		The Current Rejoiced	Releases target's electrical energy; damage impact +5
3		The Dart Released	Move small objects at great speed; damage impact +10
3		The Noesis Collision	Cuts off brain and reconnects immediately, stuns target
4		The Field Enfeebling	Transgressors cannot perform any action the following turn
4		The Motion Slowed	Slows target, halving order rolls, movement, etc.
4		The Strength Cognitive	Brain waves force equal to 3 PDL MGT; can't be called shot
5		The Mind Multifarious	Section off areas of brain; accomplish 1 PDL activities per turn
5		The Supremacy	Use with a conjunct variant; supersedes conjunct variant in range and target area only; use the skill roll of the supremacy
5		The Will Overthrown	Force target to perform any action except life-threatening ones
6		The Flesh Innervated	Heals nerve damage; 1 hour to complete
6		The Grip Unwelcome	All muscles twitch violently; 2d10 + 1/Lv of 1st branching
7		The Masochist Embraced	Immune system attacks self; damage impact +25
7		The Mind Defiant	Prevents brain death; won't stop bleeding or heal fatal trauma
8		The Ascendancy	Use with a conjunct variant; supersedes conjunct in range and target area only; use the skill roll of the ascendancy
8		The Current Absorbed	Nervous system absorbs electrical damage up to 10 LP PDL
8		The Psychic Cessation	Disunites any mentalism variant
9		The Onslaught Reversed	Foes mistakenly strike at allies
10		The Domination	Use with a conjunct variant; supersedes conjunct in range and target area only; use the skill roll of the domination
10		The Visceral Morbidity	Brain halts life process, causing death unless resisted
10		The Will Hegemonic	Force target to perform any actions, even life-endangering

2nd Branching Variants

Kn	Lv	Variant Name	Brief Description
1		The Action Prognosticated	Determine actions the target will take during next 1 turn PDL
1		The Profile Discerned	Mentally profile target to gain statistical knowledge
1		The Proleptic Hostility	Anticipate hostility; +1 PDL order rolls and defensive actions
2		The Eye Benumbed	Target perception and similar reduced by 3 PDL; combat defense rolls are -1 PDL
2		The Mind Overseen	Overhead view from a maximum of 20 feet high
2		The Sense Eroded	Turn off one of target's senses
3		The Awareness Ascension	Hyper: all senses double and detection at +2 PDL; hypo: all senses halved and detection at -2 PDL
3		The Mind Descried	"See" all humanoid and creatures with a nervous system
3		The Sense Mistaken	Change or alter any one sense input
3		The Sense Parasitic	Use the senses of another sentient target
4		The Lie Revealed	Using deviations in sensory integration, discern lies from truth
4		The Postcognition	See one minute PDL into the past of the target; sight only
4		The Precognition	See one minute PDL into the future of the target; sight only
5		The Prolepsis Contingency	Anticipate all of target's immediate actions; completely avoid all target's attacks; read basic thoughts before they occur
5		The Treasure Found	"Scan" an area with the psyche for hidden or invisible objects
6		The Sense Intense	Amplifies sensory input by a factor of two; can also double pain perception
7		The Window Cognizant	Psyche projected to location of a known target; can receive information from one sense PDL of target
8		The Gaze Anachronistic	See 10 years PDL into the past of the target; sight only
9		The Overseer Unbidden	"See" all sensory information from 100 targets PDL
10		The Mind All-Seeing	Project psyche to any location of a known target; all senses transmitted

3rd Branching Variants

Kn	Lv	Variant Name	Brief Description
1		The Departure from Pain	Target feels no pain, is unaffected by negatives from ILS
1		The Emotive Center	Remove fear and anger from target; target immune to arcane fear
1		The Pain Imposed	Target feels very real sensations of pain; damage impact of +2
1		The Sheep Lulled	Induces natural sleep through alteration of biorhythms
2		The Emotion Recorded	Detect changes in emotions and feelings
2		The Ethos Revealed	Know target's dominant ethos and motivations

Kn	Lv	Variant Name	Brief Description
2		The Personality Assuagement	To target, everything mentalist does seems highly flattering, reasonable and correct; cannot force target into harm's way
3		The Pattern Undone	Sleeping and eating habits altered by up to 8 hrs; -1 actions
3		The Suspicion Realized	Target suspects another of conspiracy; mentalist chooses
4		The Cache Untold	Mentalist places conjunct variant in target's mind; cannot cast other variants until target casts conjunct
4		The Rebuke Redoubled	Target receives +1 PDL vs. arcane influences
4		The Silver Spoon	Target consistently overeats for duration; -1 to VIT
4		The Weaving Intimate	Evokes great lust or sexual indifference
5		The Emotive Flux	Target's emotions randomly change every hour
5		The Emotive Insinuation	A polarity of emotion is amplified or reduced (i.e., hate to neutral, or neutral to love, etc.)
5		The Hunger Domination	Target will only eat; if attacked it can only defend itself, and will try to escape to continue eating
6		The Empath Awakened	Alter emotional thought processes of the target
6		The Inferno Within	Increases body temp quickly; 2d10 + 1/Lv of 3rd branching per turn after first turn
7		The Ethos Invasion	Completely changes ethos
9		The Sleep Rapturous	Heals 5 LP per day; +2 on all actions for double sleep duration

4th Branching Variants

Kn	Lv	Variant Name	Brief Description
1		The Assailing Intellect	Reduces RSN by 2 levels PDL; if RSN is 0, target is stunned
1		The Bastion	Walls mind off; mentalism attacks must best bastion roll
1		The Gate Conscious	Opens communication link with known sentient being
1		The Mind Discombobulated	Through creating superfluous thoughts, target receives a -1 PDL on all actions
1		The Phonic Annoyance	Target repeats last thing heard like an echo for duration
2		The Deliverance	Reduces WLL by 2 levels PDL; if WLL is 0 target cannot act
2		The Disquisition Manifest	Force one truthful answer from target
2		The Gate Feral	Communicate mentally with non-sentient creatures
2		The Hands Misplaced	Target feels like hands are gone; cannot see them or grasp
3		The Language Lucidity	Understand any language target speaks, includes read/write
3		The Sentry Overlooked	Become invisible to target by erasing self from visual memory
3		The Will Translated	Control voice of target; no control over body of target
4		The Distraction Beguiled	Target cannot remember or think about current actions
4		The Incipience Lost	Field transgressors reduce ITU by 3 PDL; if ITU is 0, target cannot act
4		The Mind Arrested	Freezes target's thoughts for the duration
4		The Mind Credulous	Target hallucinates one abiological, nonmoving object
4		The Solvent Illusory	Can disunite any one hallucination or mental illusion
5		The Deepening Recollect	Increase RSN by 3 PDL; memories will be exact; can enhance previous memories
5		The Gate Secluded	Enter mind of unconscious sentient; can communicate
5		The Ideation Divulged	Can forcibly obtain 1 specific piece of information from target
5		The Mind Misled	Target hallucinates up to 2 objects PDL
6		The Ideation Remade	Alters rational thought to make target think what is not correct
6		The Recollection Reshaped	Alters a specific memory of the target
7		The Recollection Delivered	Implants a memory within the target
7		The Recollection Lost	Causes one memory to be permanently forgotten by target
8		The Browser Unseen	Scan target's mind for specific memories and information
10		The Mind Deceived	Target hallucinates whole scenes; may take damage and die
10		The Profundity Substitution	Mentalist can completely change minds with the target

Absent Branching Variants

Kn	Lv	Variant Name	Brief Description
1		The Purulent Disembogue	Excretes blackened puss from the body; damage impact 0
2		The Decantation Horrific	Excessive sweating; stunned 1st turn; impact -10/turn after
3		The Evil Within	Causes evil intentions to surface in target
3		The Grip Insidious	Increases heart rate; reduces VIT by 3 PDL; if VIT is 0, target cannot act
3		The Thief Befriended	Imbeds kleptomania in target
4		The Foe Crown	Imbeds paranoia in target; delusions of persecution
5		The Fast Unbidden	Target involuntarily fasts; starvation commences
5		The Hand Phantasmal	Phantom limb tears at flesh; -1 to all actions, and no healing for duration
5		The Tension Within	Imbeds anxiety, obsessive-compulsive disorder and hysteria in target
6		The Host Feared	Imbeds of a phobia of mentalist's choice in target
7		The Child Internal	All mind VAs reduced by 2 PDL, permanent stupid grin
7		The Growth Unbidden	Huge growth appears on body, up to 10 lbs PDL
7		The Slumber Tormented	Target cannot be woken, -2 to all actions for double time spent sleeping in terror
7		The Twin Sinister	Target sleepwalks and unconsciously sabotages all activities from waking hours
8		The Self Lost	Imbeds amnesia in target
8		The Sorrowful Dawn	Imbeds insomnia in target; all VAs reduced by 1 PDL
8		The Strangers Unwelcome	Imbeds schizophrenia in target; shamans are immune
9		The Gift Gangrenous	Induces gangrene; limb must be amputated within 1 week
9		The Mind Dismemberment	Imbeds catatonia in target; a helpless living mass that cannot feed or clean itself
9		The Neuronal Abortion	Brain of target is partially aborted through braincase
10		The Erosion Hideous	Nonstop babbling; all mind VAs increased by 4 PDL; target is bedridden and helpless
10		The Martyred Sacrifice	Target has a delusion that they are a god or savior; will try to sacrifice self to save the world at every opportunity
10		The Reality Unraveled	Target incapable of staying in contact with reality; impossible or critical rolls cause physical brain damage