

Character Name: _____

Quintessence Points = ESS · Arcana (Variance)

QP

Calescent Theory Variants

Kn	Lv	Variant Name	Brief Description
1		Aubine's Gas Maxim	Warm/cool gas (air) by 20° C PDL, at a rate of 10° C per turn
1		Aubine's Liquid Maxim	Warm/cool liquid by 20° C PDL, at a rate of 10° C per turn
1		Aubine's Solid Maxim	Warm/cool solid by 20° C PDL, at a rate of 10° C per turn
1		Combustion Corollary	Combustible objects 25 lbs or less combust & burn normally
1		Cryonic Pulse	1 pulse PDL, each with a damage impact of -5
1		Thermal Pulse	1 pulse PDL, each with a damage impact of -5
1		Thermionic Theory	Manipulates the amount of light a burning object emits
2		Aubine's Razor	Beam can cut through 5 in of steel/turn (1d10 dmg/turn)
2		Timodred's Thermal Cloak	Target is thermally invisible
2		Ecbelos' Wind Law	Creates vertical gusts of wind
2		Thermal Manipulatory Theory	Control the movement and shape of a fire
3		Aubine's Pocket Flame	"Freezes" fire until it leaves metaphysicist's possession
3		Cryonic Septum	1 turn to transgress, resist or the cryonic stasis variant
3		Cryonic Stasis	Freezes the target (suspended animation)
3		Ecbelos' Blizzard Equation	Temperature drops -10° C, vision limited to 2 yards, after 1 turn targets suffer 2 LP PDL per turn
3		Hyperentropy Hypothesis	Causes disorder to increase in the target area
3		Hypoentropy Hypothesis	Causes disorder to decrease in the target area
3		Thermal Paralysis	Thermal sphere causes unconscious for 1d5 Turns PDL
3		Vibratory Disarray Conjecture	Crystalline/fragile material shatter
4		Cryoprotective Sphere	Sphere has a PL of 10 PDL against heat damage
4		Isothermic Theory	Turns flames into solid heat
4		Thermal Septum	Transgressing barrier inflicts 2d10 +2/Lv of calescent theory
4		Thermolysis Theory	Target radiates within 1y (2d10), 2y (1d10), 3y (1d5) per turn
5		Thermocuric Equation	Protects against 10 PDL thermal damage, also incombustible
6		Rime Postulate	Covers surface area with a layer of shiny slick ice
6		Transitional Energy	Raises temp of inorganic solid to its melting point or any inorganic liquid up to its boiling point
7		Aubine's Thermoform	This variant transmutes the target into flames
7		Entropic Reversal Theory	Reverses entropy and causality
7		Perpetual Motion	Creates perpetual motion
7		Cryophilic Conjecture	Comfortable down to -50° C, 10 PL/PDL against cold attacks
9		Aubine's Conflagration	Explosion, damage impact +20 in area
9		Magmatic Kinetics	Turns 10y PDL radius stone and earth into magma
9		Thermal Automaton Law	Manufactures 1 or more thermal automata
10		Cryonic Cataclysm	Freezes area, damage impact of +25
10		Vibratory Disunity Law	Any non-living material crumbles and degrades

Gravity Theory Variants

Kn	Lv	Variant Name	Brief Description
1		Asa's Tube	Creates a small invisible suspended tube 1 in diameter
1		Fulcrum Theory	Creates a fulcrum out of thin air
1		Gravimetric Telekinesis	Moves 1 object PDL up to a weight of 5 lbs + 5 PDL
1		Gravity Shield Equation	Provides a PL of 1 PDL to all attacks against the target
1		Gravity Well Law	Increases or decreases target's carried weight by 50 lbs PDL
1		Interaural Telemetry	Transmits a whisper to the target
1		Orbit Equation	Target orbits around the worker or other secondary target
1		Saltatory Theory	Target can jump up to 3 y vertically & 5 y horizontally PDL
1		Sonic Mutability Theorem	Changes volume, pitch, tone or a sound
2		Antisound	Creates a sphere of complementary sound waves (silence)
2		Gravimetric Buoyancy	Makes target buoyant bestowing vertical movement at will
2		Kinetic Energy Addition Theory	Increases kinetic energy and damage by 20% PDL
2		Kinetic Energy Subtraction Theory	Decreases kinetic energy and damage by 10% PDL
2		Sonic Boom	Damage impact of -5, deafens & knocks them 1d5 yards back
2		Sonic Projection Theory	Beam causes deafness, vertigo and nausea
2		Ultrasonic Projection	Repels animals capable of hearing in the ultrasonic range
3		Antigravimetric Repulsion	Pushes as if by a MGT of 4 PDL away from the metaphysicist
3		Gravimetric Manacle Law	A tether shaped force can be anchored to any two objects
3		Gravimetric Translocation	Transports the target anywhere within 10 yards PDL
3		Sonic Constraint	Creates a barrier to all sound
3		Sonic Septum	Transgression causes deafness and stuns for 1 turn
4		Relativistic Velocokinesis	Doubles or halves speed
4		Asymtodal Disclosure	Target moves slower as they approach the metaphysicist
4		Manipulate Inertia	Causes inertia to increase or decrease (+/- 10 LP PDL)
4		Repulsive Sphere	Provides a PL of 10 PDL to all attacks across the barrier
5		Aerial Motility Law	Enables a human sized target to fly
5		Annihilate Gravity	Removes all influence from gravity
5		Gravimetric Teleportation	Transports to a known location up to 10 mi away PDL
7		The Bridge Equation	Connects any two structures with gravitational forces
8		Gravitational Septum	Creates a barrier of impassable gravimetric energy
8		Gravimetric Multiplication	Crushes within the target area 3d10 +1/Lv of gravity theory per turn, Movement within the cube is reduced by 10
9		Gravimetric Automaton Law	Manufactures 1 or more gravimetric automata
9		Teleportation Field	Transports transgressors to a known location 500 mi. PDL
10		Akinetic Sphere	Prohibits any movement, including air, not biofunctions
10		Orbital Discharge Law	Target is expelled into a low orbit around the planet
10		Spatio-Temporal Collapse	The universe slows or speeds up time for 1 individual PDL

Radiant Theory Variants

Kn	Lv	Variant Name	Brief Description
1		Asa's Magnetic Enhancement	Magnetizes both ferrous and non-ferrous metal
1		Doppler Effect	Determines velocity and distance of distant objects
1		Illumination Promulgation	Creates light of any hue in the visible spectrum around worker
1		Ionic Wind	Causes a strong plane of air to blow forth
1		Magnetic Genesis Conjecture	Manipulates magnetic properties of any substance, turns into magnet
1		Optic Enhancement	Doubles the capabilities of normal vision
1		Refractional Septum	Barrier that refracts light, change hue, shape, or opaque
1		Tyndall's Optic Sphere	Creates 1 sphere PDL of light with a 1 yard radius
1		Tyndall's Scotopia	Reduces darkness visual adaptation time to zero
1		Umbral Enhancement	Deepens existing shadows, +2 bonus PDL stealth rolls
2		Electrical Emission Theory	Stream of electricity causes 3d10 +1/Lv of radiant theory
2		Illumination Law	Selected target area becomes lit, any hue
2		Magnetic Disunity Law	Permanently removes a magnetic field
2		Tyndall's Optic Diffraction	Diffraction light, target sees environment repeated 1 time PDL
2		Optic Paths	Can see any angle from their body by warping light
2		Photon Burst	Burst of radiation blinds all within 5 y for 2 turns PDL
2		Umbral Illusion	Shadows may be created from a light source
2		Umbral Septum	Barrier of pure darkness, the metaphysicist may see it
3		Timodred's Translucency Theory	Makes any object up to man size translucent, +5 on stealth and on evasion, any damage disunites
3		Electrogenic Induction	Causes an electrical current to flow, stuns, 1d10 damage
3		Refractional Displacement	Refracts location of target, 1 y PDL away, -1 att PDL
3		Umbral Theory	Fills the target area with pure darkness
4		Holographic Imagery	Creates a hologram of the target
4		Lightning Emission Law	Issues lighting, damage impact +15 and stuns 1 turn
4		Optic Paranormality	Causes sight of things hidden
5		Ecbelos' Invisibility Theory	Makes any object up to man size invisible, +10 to stealth and evasion, any damage disunites
5		Gaussian Sphere	Carries electrical charge to the ground (10 PL PDL)
5		Illusory Optics Equation	Warps light into vaguely recognizable forms
7		Electrical Junction	Electrical chain, 3 targets PDL, damage impact of +5
9		Illusory Optics Law	Warps light into specific realistic recognizable forms
9		Magnetic Automaton Law	Manufactures 1 or more thermal automata
9		Optic Translocation	Can see far off places and events by redirecting light
10		Electrical Cataclysm	Electrical web, damage impact of +20 in area
10		Electrobiological Effect	Restarts the brain and heart, WLL check vs. 15

Submaterial Theory Variants

Kn	Lv	Variant Name	Brief Description
1		Alpha Emission	Irradiates target, can then detect through radioactivity
1		Beta Emission	Target glows for duration with radioactivity
1		Classon Exchange Law	This changes photons into gravitons (heavy light sources)
1		Neutron Density Postulate	Adds or subtracts neutrons by a factor of 20 lbs PDL
1		Positron Variable	Scan reveals energetic details (heat of fires, high ESS, etc.)
2		Neutron Pulse	Damage impact of +10, knocks back 1d10 yards
2		Cold Fusion Theory	Produces light and enough warm energy to heat a camp
2		Muon Emission Field	1 stream PDL, each has a damage impact of 0
3		Credulity Vulnerability Variable	Reduces target's resistance against arcane by 3 PDL
3		Gluonic Emission	Ray of gluons binds target with any surface, 200 lbs PDL
3		Hadronic Folding Theory	Folds objects to size of a card, weight is reduced by half/fold
3		Mobius' Half-Life Analysis	Age, chemical alteration, and magic can be determined
3		Skeptical Inquiry	Grants target a +2 PDL on all resistance rolls versus arcane
4		Bandalin's Duality State	Instills state of suspended animation (no observers)
4		Gamma Emission	Ray has a damage impact of +15
4		Neutrino Variable	Scan to 'look' through or into solid objects
4		Temporal Stasis Septum	Creates a barrier of an altered reality, objects freeze in time
5		Asa's Duality Maxim	Target enters a quantum wave state, travels 100 mi/sec (no observers)
5		Mobius' Half-Life Law	Changes the half-life properties of matter
5		Ordered Randomness	Any simple random process can be controlled
5		Zero-Point Energy Well	Cause bursts of chaotic energy, drains 3 QP PDL
6		Fermionic Chest	Creates a cube 5' on all sides - stores objects outside of time
6		Mobius' Zero-Point Beam	Beam 5 yards PDL in length, 3d10 LP per turn
6		Quantum Teleportation	Copies an object up to 1 lb to any known location within range
6		Skeptical Falsification Theory	Disunites a variant whose duration has not expired
7		Quantum Repulsion Theory	Creates a sphere of energy capable of repelling variants
7		Tachyon Temporal Field	Travel back in time up to 1 turn PDL
7		Temporal Stasis	Freezes a number of targets in time
8		Alteration Energy Equation	Creates matter from energy; 1LP of energy damage = 1lb of elemental matter
8		Isospin Equilibrium	Target cannot interact with matter
8		Neutrino Field Principle	No magic works within range, including imbued items
8		Weakon Field Principle	Variants and imbued items within area cease to function
9		Alteration Matter Equation	Converts matter into energy (electromagnetic), every 1 lb causes 2d10 LP of damage
9		Quantum Automaton Law	Manufactures 1 or more thermal automata
9		Tau-Particle Field	Objects in the field glow, can't cast arcane out of it, take 5 LP/turn, decay if depart
9		Temporal Acceleration	Ages 2 year PDL permanently over the course of 2 min PDL
10		Matter Creation Maxim	Creates any non-magical material substance
10		Matter Disunity Maxim	Dissolves target into thin air, organic only at impossible (25)
10		Spatio-Temporal Collapse	Time is rewound up to 1 minute PDL
10		Temporal Travel Postulate	Transports target to any known place and time
10		Zero-Point Matter	Creates any elemental matter