

Character Name: _____

Quintessence Points = ESS * Arcana (Variance)

QP

Path of Conflict Variants

Kn	Lv	Variant Name	Brief Description
1	1	Skin of the Iron Oak	Skin acquires PL twice the QP expended; no armor
1	1	Speed as the Chicken	Split movement before and after actions
1	1	Stand Against Stunning Blows	Practitioner is immune to stunning effects
1	1	Strike as the Iron Hand	Increases damage impact to +0; attack armored targets and parry weapons without penalty
1	1	Throw as the Fallen Tree	Successfully thrown opponent cannot get up for 1 turn PDL
1	1	Throw to Distant Lands	Successful throws human-sized opponent 3y PDL
1	1	Vital Strike of the Serpent	Limb on the target (not head) becomes useless
2	2	Be as the Storm	Appear more imposing; enemies make a defense roll or cover
2	2	Block of the Arrow-Snare	Melee arms(open hand) roll(s) against missiles
2	2	Crush as the Hammer	Melee arms(open hand) attack is armor crushing (-1 to PL)
2	2	Evade as the Wind	Additional evasion per turn
2	2	Speed of the Vanguard	Automatic first strike each turn
2	2	Vital Strike of Stunning Blows	Stuns target, removing target's next action
2	2	Vital Strike of the Night	Cause the loss of one sense for 1 min PDL
3	3	Be as the Wicked	Draw foes within 2 yard PDL to attack
3	3	Pierce as the Thorn	Melee arms(open hand) becomes armor piercing (halves PL)
3	3	Roar of the Beast	All foes within 3 yards PDL automatically miss next attack
3	3	Strike of the Shattered Stone	Attacks against practitioner degrade weapon by 1 SP per strike; weapons with 0 SP shatter; does not confer PL
3	3	Strike as the Night	No penalties from blindness or other vision impairment
3	3	Strike as the Wind	Effective melee arms(open hand) range of 1y + 1y PDL
3	3	Strike of Completeness	Maximizes attack roll (20), if attack is successful
3	3	Throw of Treachery	Throw opponent into its allies, who take same damage; knock them back an additional yard onto ground
4	4	Block of Shattered Arms	Successful melee arms(open hand) parry shatters attack wpn
4	4	Speed as the Wind	Gain one extra action per turn, including turn variant is cast
4	4	Stand Against the Onslaught	Negates damage roll of opponent's non-arcane weapon; bonuses are still allowed
4	4	Strike as the Ghost	Stay outside opponent's vision; +1 PDL all off and def rolls
4	4	Strike as the Lion	Increases damage impact to +5; +1 PDL on ord; normal bonuses still apply
4	4	Throw of Disrobing	Throw opponent out of clothing, including packs/scabbards, save that on the legs
5	5	Fight of Many Paths	Perform a specific action as many times as necessary in a turn
5	5	Lock of Broken Arms	Parrying using melee arms(open hand) breaks opponent's arm
5	5	Strike of Criticality	This melee arms(open hand) attack is critical if successful
6	6	Cry of Battle	All enemies within 6y PDL flee; successful defense still -2 vs. practitioner
6	6	Lock of Impotence	Successful lock prevents use of QP, including imbued devices
6	6	Vital Strike of Stone	Paralyzes target if successful melee arms(open hand) attack
6	6	Vital Strike of the Void	Drains target's QP - successful melee arms(open hand) attack
7	7	Stand Against Lethal Blows	Immune to critical attacks, stuns; takes half damage from all normal (non-energy or -arcane) attacks
7	7	Strike of Shared Wounds	Strike all opponents within 3y with same open hand attack
7	7	Strike of Thunder Claps	If success, attack multiplies normal damage by 5
7	7	Vital Strike of Simplicity	Foe cannot perform any combat options, including masteries and grandmasteries
8	8	Stand Against Defeat	LP times 5, immune to stuns, unconsciousness, and ILS
8	8	Strike as the Dragon	+10 damage impact for melee arms(open hand); +1 PDL on ord and ait; normal bonuses are still applicable
9	9	Lock of Plucked Limbs	Successful lock removes limb (not head); 5d10 LP bleeding crit
9	9	Strike of Slaying	If successful, next strike kills human-sized opponent
10	10	Fight as the Way	+5 on all combat rolls; 1 extra action PDL; 2 extra LP PDL

Path of Harmony Variants

Kn	Lv	Variant Name	Brief Description
1	1	Body of Emptiness	Ignore IL penalties, including 5th IL consciousness roll
1	1	Heal as the Soil Turned	Heal 2 LP PDL through one hour of meditation
1	1	Judge as the World	Assess power level of 1 target PDL
1	1	Restrict as the Dam	Controls blood flow; halves poison onset; no bleeding dmg
1	1	Touch as the Spring	Removes paralysis, stun, bleeding, temporary sense loss, etc.
1	1	Wake as the Sun	Awaken from sleep if in danger; awaken from magical sleep
2	2	Inherit the Cave	Raise ESS by 1 for every 2 QP expended
2	2	Inherit the Earth	Raise VIT by 1 for every 2 QP expended
2	2	Inherit the Flower	Raise BTY by 1 for every 2 QP expended
2	2	Inherit the Mountain	Raise BLD by 1 for every 2 QP expended
2	2	Inherit the Oak	Raise MGT by 1 for every 2 QP expended
2	2	Inherit the Ocean	Raise RSN by 1 for every 2 QP expended
2	2	Inherit the River	Raise WLL by 1 for every 2 QP expended
2	2	Inherit the Storm	Raise PRS by 1 for every 2 QP expended
2	2	Inherit the Sun	Raise ITU by 1 for every 2 QP expended
2	2	Inherit the Wind	Raise AGL by 1 for every 2 QP expended
3	3	Be as the Skilled One	Raise any non-combat skill by 1 for every QP spent over 3
3	3	Body as the Morning Calm	Slows respiration, increases ability to hold breath and put off poison onset times by a factor of ten for each
3	3	Body of Enduring Stone	Endure natural extremes; 2 PL PDL against heat and cold
3	3	Body of the Morning Dew	Sweat great quantities; relieves aches; half poison damage

Kn	Lv	Variant Name	Brief Description
3	3	Body of the Sentinel	Sleeping, but observant to surroundings as if awake
4	4	Be as the Breath	Ignored in combat so long as making no aggressive actions
4	4	Body as the Willow	Contort, stretch body; escape restraints; slip through openings
4	4	Memory of the Ocean	Remember a small detail or memory from the past
4	4	Mend as the Soil	Reduces critical muscle damage healing by 1 week PDL
5	5	Body of the Flame	Kills disease; dries body and clothing; provides warmth
5	5	Heal as the Spring	Heal total of 5 LP PDL over two hours meditation
5	5	Mend as the Stone	Reduces critical bone damage healing by 1 week PDL
5	5	Mind of Emptiness	+2 PDL on defense rolls against mentalism
5	5	Speak as the Animals	Animals will provide basic information about surrounding area
5	5	Mend as the Reflection	Reduces critical nerve damage healing by 1 week PDL
6	6	Stand Against Flame	Reduces thermal damage by 10 PDL
6	6	Stand Against Lightning	Reduces lightning damage by 5 PDL
6	6	Stand Against the Blizzard	Reduces cold damage by 10 PDL
6	6	The Gift of Shen	Enact a shen variant and transfer to another; practitioner must remain in concentration until duration expires or target terminates the variant
7	7	Body as the Green Shoot	Stretch and lengthen any limb half again original length
7	7	Stand Against the Serpent's Fang	Renders complete poison immunity; also ends poison effects in progress
7	7	Subsist as the Desert	Prevents succumbing to hunger and thirst for 3 days PDL
8	8	Mend as the Forest	Reduces critical organ damage healing time by 1 week PDL
8	8	Radiant as the Child	PRS raised to 20; sole focus of attention for all present
8	8	Speak as the Plants	Local plants deliver basic information about surrounding area
8	8	Stand Against the Cave	Provides +3 PDL on dominion(resistance) rolls against arcane
9	9	Sleep of Ages	Suspended animation up to 5 years PDL; no aging
10	10	Heal as the Way	Return from IL 6; induced consciousness; stops bleeding; ignore IL and injury penalties for one hour; heals 5 PL PDL instantly

Path of Neutrality Variants

Kn	Lv	Variant Name	Brief Description
1	1	Body as the Mule	Reduces weight by 1 impediment PDL
1	1	Leap of the Clouds	Increase horiz. jumps by 4y PDL, vert. jumps by 2y PDL
1	1	Smell as the Hound	Smell and taste to incredibly fine levels; tracking at +2 PDL
1	1	Stand as the Root	Rooted to spot; immobile on ice, etc.; -5 to evasion
1	1	Step as the Charge	Move additional 10 yards PDL per turn
1	1	Step as the Wind	Increase movement +2 PDL; X 2 to running/sprinting speeds
1	1	Swim as the Otter	Swim 1 athletics lv faster PDL; lets non-swimmers float
1	1	Track as the Wind	Run at full speed /ride mount at full gallop, but track normally
2	2	Climb as the Spider	Climb even flat surfaces at 1 athletics lv faster PDL; non-athletics skill bearers acquire athletics at lv 1 PDL
2	2	Hear as the Bat	Double range and capacity of normal hearing
2	2	Move as the Wasp	Perform acrobatic maneuvers of almost human difficulty
2	2	See as the Falcon	Doubles vision range and resolution; no effect on nighttime
2	2	See as the Owl	See in darkness as in twilight, in twilight as in day
2	2	Step as the Panther	Walk on any surface, wear armor, etc. with no stealth penalty
2	2	Step of Guiding Traction	Move at normal rate with full traction on ice, oiled surface, etc.
2	2	Step of the Cleared Path	Move through brush, crowds, etc. unhindered
2	2	Ride as the Mountain	Mount cannot fall; practitioner cannot be dismounted
3	3	Bealm the Wild Beast	Calm and befriend 1 PDL animals of 11 BLD +1 PDL
3	3	Feel as the Mole	Detect minor drafts, body heat, concealed panels, etc.
3	3	Ride as the Wind	Increase mount's speed by +5 PDL; full day rest after
3	3	See as the Eel	Detect electrical energy of living within 3 yards PDL
3	3	See as the Fish	See in water as if in air
3	3	Step as the Mountain Goat	Move normally and never lose balance over logs, wires, even the top of a gate
3	3	Step as the Night	Move normally or running in stealth; non-stealthy at lv 1 PDL
3	3	Step as the Spider	Run or walk on vertical surfaces, such as walls
3	3	Subsist as the Wood	With fieldcraft, secure food, shelter in extreme areas; without fieldcraft, secure food, shelter in areas with resources
3	3	Swing as the Monkey	Span up to 3 yards swinging; top of large tree in 2 turns
4	4	Fall as the Leaf	Fall 5 yards PDL and land safely; subtract 5y PDL if longer drop
4	4	Step as the Burning Coals	Move over flaming/hot locations without being scorched; walk through thermal barriers taking no damage
4	4	Ride as the Endless River	Mount moves at maximum speed 1 day PDL; no fatigue at ride's end
4	4	Track as the Shadow	With fieldcraft, track anything, including flying animals or across stone or up to 1 month old; non-trackers gain skill at lv 1 PDL
5	5	Cry of the Companion	Creates temporary theurgy familiar with animal; can heal animal 2 LP/turn if in contact; must have (animal training) +2
5	5	Slither as the Snake	Crawl as snake at +5 stealth; move otherwise as a snake
5	5	Step as Another	Make tracks as any animal
5	5	Walk as the Beast	Be perceived as specific animal all with RSN 2 or less; interact and communicate with type of animal chosen
6	6	Step as the Inverted One	Move on inverted surfaces, such as ceilings
6	6	Step with the Lake	Move over water or liquid as if solid
6	6	Track as the Mind	With fieldcraft, understand motivations of tracked; no fieldcraft can track at lv 1 PDL
7	7	Be as the Cliff	Body as resilient as steel for load bearing; PL of 3 PDL
7	7	Glide as the Bird	Glide downward at 45 degree angle at 10 yards per turn
7	7	Run as the Deer	With athletics, run at top speed for duration with no fatigue; without athletics, gain skill at lv 1 PDL
7	7	Step of the Air	Increases move by 2 PDL; run through air horizontally up or down to 45 degrees
8	8	Step as the Lucky One	Move normal rate, never stepping into traps, pits, danger
8	8	Swim as the Fish	Athletics: hold breath for 10 min PDL, immune to deep pressure, swim 2 PDL faster; No athletics: gain skill lv 1 PDL
9	9	Hands as the Key	Place hands on doors or barriers, break them over time
10	10	Step as the Way	Relocate body to known location up to 1 mile away PDL