

Character Name: _____

Quintessence Points = ESS - Arcana(Variance)

QP

Art of Channeling Variants

Kn	Lv	Art of Channeling Variants	Brief Description
1	1	Aura of Warding	PL of 2 PDL, not summed with PL from armor
1	1	Channel of Dark Ara	Damage impact of +2
1	1	See the Halls of Life	Detects the presence of life in a animal or object
1	1	See the Nature of Arcana	Detects the presence of arcane (ESS of 8 or higher)
2	2	Channel of the Familiar	Channels all variants through the familiar
3	3	Familiar Martyr	Familiar erupts with energy, 3d10 +1/Lv of art of channeling
3	3	Shadowed Faces	Changes appearance (only facial features, not size)
4	4	Cloak of Dweomers	+2 PDL to dominion(resistance) rolls
4	4	Conduit of Dark Ara	Damage impact of +15
4	4	Spectral Animation	Animates any living or dead plant
4	4	Refuge from Harm	Halves all physical damage
5	5	Aura of Awe	+1 PDL on every skill to all in aura
5	5	Demonic Paths	Creates a shadowy path, demons cannot leave
5	5	Hands of Necromancy	This variant controls Vis Mortua (undead)
5	5	Refuge From Undead	Vis Mortua (undead) cannot enter threshold
6	6	Abolishment of Dweomers	Destroys the target variant (not alchemy or metaphys)
6	6	Form of the Familiar	Transmutes caster into familiar
6	6	Phantasmal Palisade	Wall can only be transgressed by organic things
6	6	Refuge from Unwanted Ethos	Individuals with a specified ethos cannot enter
7	7	Dream Haunt	Caster's essence can move in dream state
7	7	Refuge from Unwanted Life	Unwanted life cannot enter threshold
7	7	Rise of the Familiar	Transmutes familiar into the caster
8	8	Demonic Geas	Forces the targeted demon to perform a geas (quest)
9	9	Eyeburst	Target's eyes burst, damage impact +25
10	10	Floodgates of Dark Ara	Streams of energy, damage impact of +15
10	10	Orb of Ghastly Consumption	Sphere absorbs all arcane variants/energy

Art of Conjunction Variants

Kn	Lv	Art of Conjunction Variants	Brief Description
1	1	Conjure Candlelight	Conjuring numerous candles in area
1	1	Conjure Savory Fare	Conjures food and water (1 meal PDL)
1	1	Conjure the Coin Purse	Conjures standard coins (5 PDL) and a coin purse
1	1	Convocation of Vegetables	Summons 1 PDL local plant/fungus to sprout
1	1	Evoke Familiar Kind	Summons 1 familiar PDL that obey the caster
1	1	Evoke the Familiar Lost	Summons the familiar instantly
2	2	Conjure the Handy Tool	Conjures a non-weapon tool less than 1 lb PDL
2	2	Conjure The Herbarium	Conjures herbs (random type)
2	2	Evoke the Familiar Sense	Evokes sense from familiar
2	2	Summon the Howling Wind	Summons strong wind (20 mph PDL)
3	3	Conjuration of Manacles	Chains anchored to a surface fasten target's arms
3	3	Conjure Thorny Barriers	Barrier causes 1d10 + 2/Lv art of conjunction
3	3	Convocation of Animals	Summons 1 PDL local animal (max BLD of 2 PDL)
3	3	Evoke Stumbling Fools	Summons 3 people PDL to fumble about the target
3	3	Summon Welcomed Comfort	Provides warmth in coldness and coolness in heat
4	4	Banishment of Nightmares	Banishes demons back to Erebus
4	4	Banishment of the Living	Banishes target (except demon) 1 mile away
4	4	Conjure Horrible Delights	1d10 LP of damage PDL, stuns 1 turn PDL
4	4	Evoke Serving Mount	Summons a mount native to the area
5	5	Conjure The Key	Creates a key which fits any one non-magical lock
5	5	Convocation of Lesser Beasts	Summons 1 monster (deadliness scales with PDL)
5	5	Summon the Towering Clouds	Summons clouds/storms or dismisses such weather
6	6	Summon Those Marked	Summons previously selected targets
7	7	Conjure The Bridge	Summons old bridge, bridges two surfaces
7	7	Evoke the Guardian	As convocation of animals, but acts as guard
8	8	Convocation of Greater Beasts	Summons 1 monster, deadliness scales with PDL
8	8	Summons of the Sanctuary	Summons the targets to a predetermined sanctuary
9	9	Convocation of Demons	Summons 1 demon (it can resist)
9	9	Convocation of the Erebus Gate	Conjures a hole that leads to Erebus
10	10	Banishment of the Conjured	Banishes anything conjured
10	10	Convocation of the Demon Lord	Summons 1 demon lord
10	10	Convocation of the Demonic Army	Summons 10 demons PDL from Erebus
10	10	Summon Catastrophe	Conjures catastrophe: hurricane, avalanche, etc.

Art of Conveyance Variants

Kn	Lv	Art of Conveyance Variants	Brief Description
1	1	Absorb Unblinking Stun	Transfers stun to the caster, then relieved instantly
1	1	Ceremony of Blood	Transfers bleeding injuries, 1 LP of damage
1	1	Harbor Suffering Within	Heals 3 LP PDL of damage, caster: 1 LP PDL
2	2	Convey the Calm of Soul	Transfers all fear and doubt to caster
2	2	The Dream Words	Imparts dreams into the target
3	3	Ceremony of Bruised Flesh	Transfers muscle injuries to caster, heals in 1 day
3	3	Ghost Whisperer	Transfers whispers to the target, 10 yards PDL
4	4	Ceremony of Cracked Bones	Transfers bone injuries to caster, heals in 2 days
4	4	Decanter of Wounds	Heals caster 10 LP/turn, 1 turn PDL, destroys soil
4	4	Harbor Agony Within	Heals 5 LP PDL of damage, caster: 2 LP PDL
4	4	Rite of Dark Intentions	Transfers 1d10 LP per turn from target into caster
5	5	Ceremony of Disease	Transfers disease into caster, heals in 1-3 days
5	5	Ceremony of Pulsing Nerves	Transfers nerve injuries to caster, heals in 3 days
5	5	The Coveted Limb	Transfers limbs from target into caster
6	6	Ceremony of Poison	Transfers poison to the caster, relieved instantly

6	6	Ceremony of Rotting Organs	Transfers organ injuries to caster, heals in 4 days
6	6	Rite of a Skilled Thief	Transfers skill level (2 Lv PDL) from target to caster
7	7	Ceremony of Scars	Transfers scars to the caster, then heals in 2 days
7	7	Rite of the Body Thief	Transfers body VA (2 Lv PDL) from target to caster
7	7	Rite of the Mind Thief	Transfers mind VA (2 Lv PDL) from target to caster
8	8	Ceremony of Torment	Transfers mental disease to caster, heals in 4 days
8	8	Harbor Destruction Within	Heals 10 LP PDL of damage, caster: 3 LP PDL
8	8	Rite of Morbid Ways	Transfers 1d10 LP from multiple targets into caster
10	10	Draw Forth the Soul	Sucks out the Essence of the target permanently
10	10	Harbor Death Within	Revives target and kills caster, revives with 1 LP, VIT check against 10

Art of Divination Variants

Kn	Lv	Art of Divination	Brief Description
1	1	Alomancy	Reveal target's hidden passions by tossing salt on them
1	1	Arcanomancy	Identifies variant information using a drop of blood
1	1	Hippomancy	Divine all the stats of a steed as well as its owner
1	1	Metoposcopy	Reveals answer about lies/truth through moles/blemishes
1	1	Onychomancy	Reveals name/pseudonyms through fingernail reflections
2	2	Hydromancy	Reveals answer about love/relationships through ripples
2	2	Ornithomancy	Reveals answer about success/failure through bird flight
2	2	Scapulomancy	Reveals answer about animals through roasted bones
3	3	Alextromancy	Reveals the path taken (not location) taken by known individual through the direction a rooster turns in a circle
3	3	Arcanism	Reveals information about artifacts through a drop of blood
3	3	Belomancy	Reveals the location of known individuals through arrow flight
3	3	Catopromancy	Reveals a distant area in a mirror
3	3	Cereomancy	Reveals answer about safety through was melted in boiling water
3	3	Cledonism	Reveals omens about the day through the first word heard
3	3	Dactylomancy	Reveals target's wealth by observing rings and jewelry
4	4	Chiroamancy	Reveals the target's VAs and ethos by reading palms
4	4	Dontomancy	Reveals general stats by examining the target's teeth
4	4	Theriomancy	Reveals the location of a lair by examining the corpse of a beast
5	5	Arithomancy	Reveals numerical answers by arcane calculations
5	5	Ichnomancy	Reveals the target's destination by examining tracks or footprints
5	5	Opticomancy	Reveals 5 minutes PDL into target's past by observing eye reflection
6	6	Botanomancy	Reveals the presence and nature of traps by writing in ashes
6	6	Cleromancy	Reveals threat level from enemies by throwing lots
6	6	Kleidiscopy	Reveals unseen/hidden objects through a swinging key
6	6	Spodomancy	Reveals the scene around a fire by examining cinders
6	6	Stolcheomancy	Reveals habits/rituals of the target by observing dress
7	7	Alextryomancy	Reveals answer of good/evil omens by scattering grains
7	7	Anthropomancy	Reveals stats/death of the target (human) through their entrails
7	7	Capnomancy	Reveal the safety within a camp by observing smoke from a fire
7	7	Rhabdomancy	Reveals the location of material valuables by a wooden wand
8	8	Necromancy	The spirits of the dead answer questions they experienced
8	8	Screeology	Reveals answer by revealing images/sounds in a crystal ball
9	9	Amniomancy	Foretells a child's future through the amniotic membrane at birth
10	10	Lithomancy	Reveals historical events 500 years PDL through local stones
10	10	Pyromancy	Reveals how to avoid death

Art of Imprecation Variants

Kn	Lv	Art of Imprecation Variants	Brief Description
1	1	Hex of Aches, Pains & Coughs	Plagues target: aches, pains (1 LP/day), and coughs
1	1	Imprecation Revelation	Identifies details of a curse, hex, charm or weird
2	2	Charm of Dweomers	Boost target's QP by 2 PDL
2	2	Hex of Empathy	Overwhelms target with empathic chaos
2	2	Weird of the Restful Eye	Causes sound sleep, awakes at presence of danger
3	3	Charm of Chance Returned	Permits a second roll for success
3	3	Hex of Lice, Chiggers & Mice	Plagues target with lice, ticks, chiggers and mice
3	3	Weird of Glamour	Bestows +2 PDL on BTY and PRS
4	4	Weird of Glorious Might	Increases MGT by +1 PDL (cannot be stacked)
4	4	Charm of Lethal Blows	Turns attacks rolls over 25 into critical hits
4	4	Charm of Ultimate Defense	Allows an unlimited number of defense rolls
4	4	Hex of Errant Blows	Bestows a -1 penalty on att and pwr
4	4	Weird of Friendship	Bestows +3 PDL on PRS
5	5	Abolish Benevolent Weirds	Abolishes weird on a superseding roll
5	5	Hex of Cramps	Causes severe cramps, -5 maneuvering
5	5	Hex of Foul Taste	Turns all tastes and smells fetid, -1 VIT
5	5	Hex of Fumbling Steps	Forces an AGL check when moving or the target falls
5	5	Hex of Two Tongues	Target may only drink water and cannot verbalize
6	6	Abolish Vexing Hexes	Abolishes any hex on a superseding roll
6	6	Curse of the Awful Truth	Target cannot lie, also sees truth of themselves
6	6	Hex of Addictive Nature	Causes addiction to one object of the caster's choice
6	6	Hex of Immobile Joints	Turns target's limbs/joints rigid, -10 movement, -5 on all rolls involving movement
6	6	Hex of Misinformation	Causes target to hear opposite/incorrect information
6	6	Hex of Self Mutilation	Target self mutilates (1 LP) when hearing speech
6	6	Weird of Arcane Nature	Target only harmed by imbued weapons or arcane energy
7	7	Curse of Curds	Target can only consume water /cheese curds
7	7	Curse of Skeletal Atrophy	Weakens bone, x2 bone crits, body VAs -1 PDL
7	7	Curse of the Revolving Ethos	Causes the targets ethos to change daily
7	7	Curse of the Visiting Familiar	Familiars incessantly harass target, -1 on all mind VAs
8	8	Abolish Cruel Curses	Abolishes a curse on a superseding roll
8	8	Curse of Diurnal Blood	Causes bleeding from every orifice in sunlight (5 LP/hr)
8	8	Curse of Sexual Hatred	Causes opposite sex to find the target foul/repulsive
8	8	Curse of the Familiar Form	Transmutes target into familiar, with all body VAs
8	8	Curse of the Madman	Turns target into raving madman when around people
8	8	Curse of Wailing Cries	Speaking causes 1d5 LP to everything in hearing range
9	9	Curse of Obedient Exercise	Causes target to exercise until exhaustion & death
9	9	Curse of Plagues	Imparts disease into the target, severity based on DL
9	9	Curse of Vanishing Friends	Causes target's friends/family to hate them one by one
9	9	Hex of Mighty Holding	Causes target's body to become rigid/unable to move
10	10	Charm of Heroic Deeds	Target becomes immune to all forms of damage
10	10	Curse of Forgotten Thoughts	Removes all memory, all skills at -1
10	10	Curse of Ineptitude	The target's highest 3 skills receive a -10
10	10	Weird of Power	Raises a VA permanently 1 level