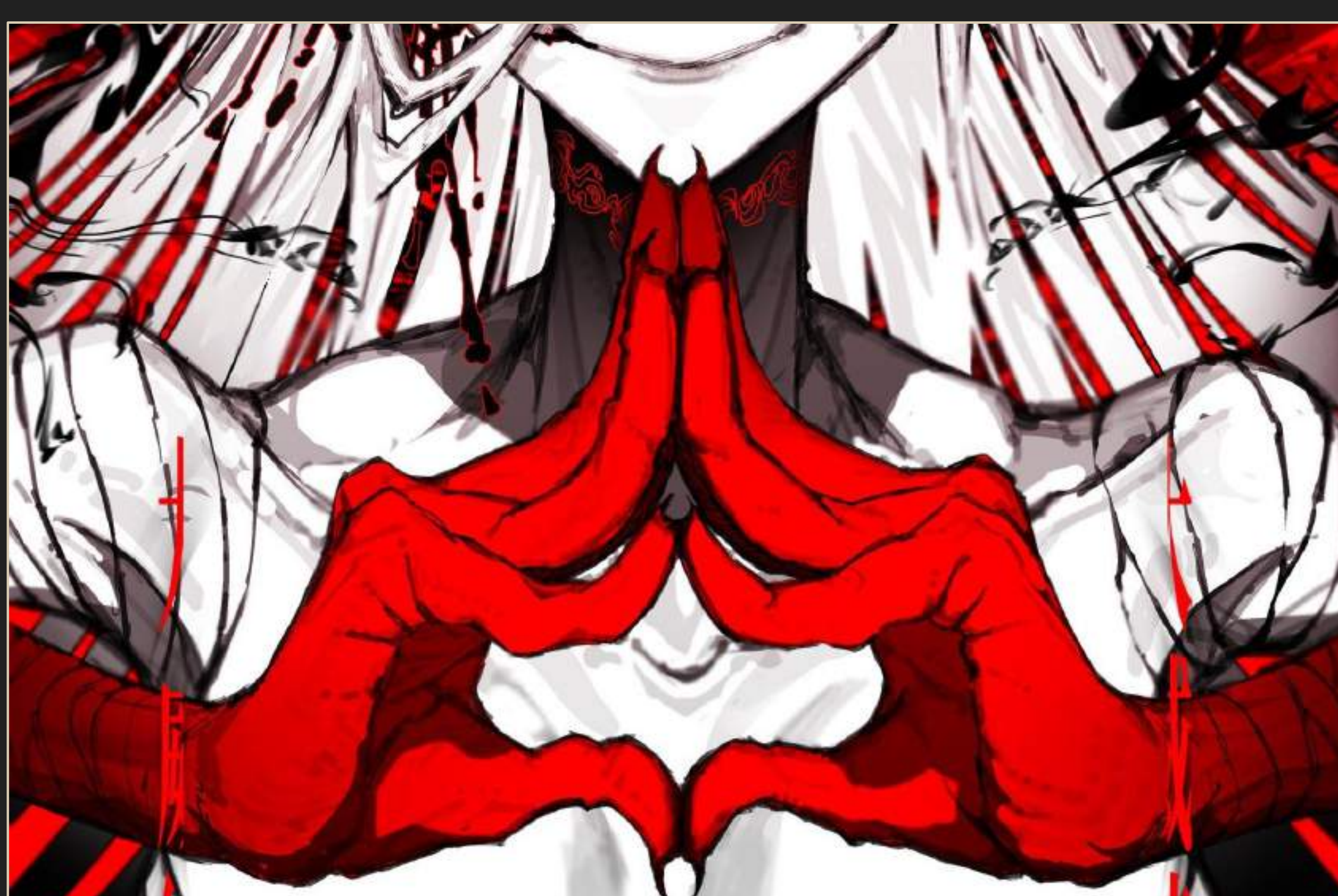


# Release Techniques

By training and shaping Aura, a skilled User can create a myriad of effects for combat and utility. *Release Techniques* are either passive and stem from how Aura flows through your body, or have dissipations that **Spend** or **Devote** your **Aura Reserve** for the Technique. Both **Spending** and **Devoting** Aura for a Technique will dissipate the Aura required from your **Reserve**, but **Devoted** Aura can't be recovered by any means until the devotional effect ends.



For mysterious reasons, *performing an elaborate hand sign or pose and announcing your Technique's name will always increase its power, no matter the circumstance.* Giving a unique name to your signature attacks, synchronous combinations of abilities, or special applications of Techniques and announcing them can make them *even stronger*.



You must meet the requirements for all Techniques you obtain, including ones you've acquired for free.

*Your path to power is in your hands. The strongest combination is merely a matter of creativity.*



The established efficiency and potency of Release Techniques are to be considered *baseline*. A skilled user can optimize the strength and efficiency of their Techniques by leaps and bounds beyond their stated limits. An unskilled user might also bastardize the strength and efficiency of a Technique into a crude mockery of its stated limits or use it at an inefficient dissipation.



Release Techniques also have a *Ritual Phrase*, an incantation that reveals what the ability does and increases its power if said aloud before activation. In the case of continuous effects, saying the *Ritual Phrase* gives a burst of enhancement to the ability that fades over time. Preparative Techniques benefit most from the *Ritual Phrase* if it is said when the effect comes into play, rather than when prepared.

*To keep reading concise, you can treat the Ritual Phrase in quotes as a summary of the Technique that follows.* They are esoteric in composition, but are specifically formulated to reveal what the Technique does within allowable limits of obfuscation to receive the power benefits.

## Basic Release Techniques

### Sense Aura: (0 AP)

"Reveal all living energies."

Passive Effect:

The user can visually see the presence of Aura surrounding others, as well as the distinctive flare of energy around the body when they use a Release Technique. An Aura pool carries a certain signature color and appearance depending on its owner, letting the user distinguish one person's Aura from another. It's possible for anyone to suppress their Aura to avoid detection or conceal their power, but their Aura will always be revealed if they activate a Release Technique. Aura Sense also allows you to sense the energy and location of Spirits, even when they don't have a physical body.



### Sense Karma: (-5 AP)

"Reveal all virtue and iniquity."

Passive Effect:

The user can tell the karmic alignment of anyone they see, giving them an accurate sense of their willingness to do good or evil. They can also see the current accumulation of their deeds, and whether they've been good, evil or neutral. This can be a way to sense when someone lies or deceives, since their karma will waver towards darkness when they do. It can also be used to tell who is a hardened killer and a potential enemy, or who is a good-hearted person that can be reasoned with. It also gives the user a high degree of resistance to illusions, as their senses are intimately connected with their soul through this Technique.

### Aura Cloak: (-2 AP)

"Embracing armor of living energies."

Devote ♦x3 while in use.

The user compresses their Aura around their skin, absorbing shock and sluffing fatal blows. While the Aura Cloak gives some much-needed padding, it's probably only as effective as sluffed leather and chain for protection. Pairing it with mundane armor can dramatically improve its protective effect, focusing the enhancing Aura around durable mediums instead of human flesh. Or, it can greatly enhance a body that's hardened through other Techniques.

### Body Enhancement: (0 AP)

"Ascendant physical prowess."

Requires Core G1+, Phase G1+ or Flow G1+

Passive Effect. Aura is Spent continuously depending on the enhancement. Maximum effect and dissipation efficiency are determined by the user's overall abilities.

The user funnels their Aura into a direct improvement of their physical capabilities, such as speed, strength, stamina and resilience. Weak users with untrained bodies and low-capacity **Aura Reserves** are only able to bring themselves just above a human body's limits with the Body Enhancement, depending on how large their base pool of Aura is. Strong users with powerful physiques and high-capacity **Aura Reserves** can enhance themselves much further, and dissipate less Aura doing so. Specialized Techniques that enhance physical prowess usually provide much greater physical amplification, but Body Enhancement can synchronize with these to further multiply their effects. Its upper limits are only constrained by the wielder's physical fitness and the depth of their **Aura Reserve**, both of which they can improve over time. The use of this Technique is displayed with increasingly violent billows and flashes of Aura around the body as users move and fight.

### Weapon Injection: (-5 AP)

"Blade of man's work attains nimble refinement."

Devote ♦x3 while in use.

Any weapon the user wields while Weapon Injection is active will be lightened, sharpened and strengthened. Bows that might take a strongman to draw can be fired with minimal effort and swords the size of grown men can be easily lifted and swung. Enhanced weapons can slice cleanly through steel beams or embed themselves in pure concrete. Even opponents with greatly enhanced durability could still prove vulnerable. This effect is retained until you dispel the Technique.

### Crossing Counter (-4 AP)

"Patient Delay."

Requires Phase G1+ or Core G1+

Devote ♦x1 when the Crossing Counter is prepared.

Devolving effect ends when the Counter is triggered.

The user prepares a rapid burst of Aura for a nearly unavoidable counterattack, triggered in a burst of speed when they would be struck with a blow. The counter itself can be any form of physical strike, though it is best capitalized on when the user has a powerful ability or martial art to enhance the impact with. The dissipated Aura is primarily used to provide a burst of speed, but as part of the Crossing Counter, the user can trigger any other Release Technique as a response.

### Crossing Block (-5 AP)

"Defensive restraint."

Requires Phase G1+ or Core G1+

Passive Effect

The Crossing Block allows the wielder to counter, guard and defend in proportion to how close the threat becomes to them. Beyond about an arm's length from the user, their movements will have no enhancement whatsoever. Closer to their body they'll be faster than the human eye, and can move with lightning-speed to defend against strikes about a centimeter above their chest. In practical martial arts, their enemies will need catlike reflexes, and blows are blocked with such speed and dexterity that most everyday onlookers will find it almost impossible to follow every move.

### Crossing Summit (-3 AP)

"Windswept motion."

Requires Phase G1+ or Core G1+

Passive Effect

The user's bodyweight dynamically adjusts, lightening them to weigh little or nothing when they need to move faster and jump higher, and returning them to their normal weight when they need to descend. This is a purely subconscious process, and the user is trained to adjust their weight for optimal movement as a form of muscle memory. The overall effect allows them to safely descend from any height with all the grace of a feather, remain suspended at the apex of a jump briefly, and subtly adjust their momentum and force of gravity to achieve feats of acrobatics and agility. A single forceful step or lunge becomes enough to carry them for several meters, and climbing becomes a weightless, effortless exercise.



### Crossing Lunge (-3 AP)

"Leap of faith."

Requires Phase G1+ or Core G1+

Passive Effect

The user's bodyweight dynamically adjusts, lightening them to weigh little or nothing when they need to move faster and jump higher, and returning them to their normal weight when they need to descend. This is a purely subconscious process, and the user is trained to adjust their weight for optimal movement as a form of muscle memory. The overall effect allows them to safely descend from any height with all the grace of a feather, remain suspended at the apex of a jump briefly, and subtly adjust their momentum and force of gravity to achieve feats of acrobatics and agility. A single forceful step or lunge becomes enough to carry them for several meters, and climbing becomes a weightless, effortless exercise.

## Racial Techniques:



### Abiding Flesh (-6 AP)

"Perpetuance of unlife."

Passive Effect. Applies only while ♦ is not Devoted to other Techniques.

Some Aura Users, through this Technique, are able to sustain a multitude of their body's physical needs purely through the flow of their Aura across their body. While their Aura isn't being utilized for other continuous Techniques, the Abiding Flesh allows its user to sustain their need for food, water, air and sleep indefinitely. The Technique itself was originally developed to sustain the body of emperors and monks seeking immortality and enlightenment respectively, and is a natural consequence of sustaining a human body beyond its natural death and into undeath.



### Animal Form (-6 AP)

"Bestial reconstitution."

Spend ♦x3 to transform into an animal. Revert at will.

The user becomes an animal of their choice that's currently alive and native to earth. Any wounds suffered in Animal Form are translated to their normal form, and vice versa. A user can only choose one kind of animal for this Technique, and this will be what the Animal Form turns them into unless they relearn the Technique and choose a different animal.



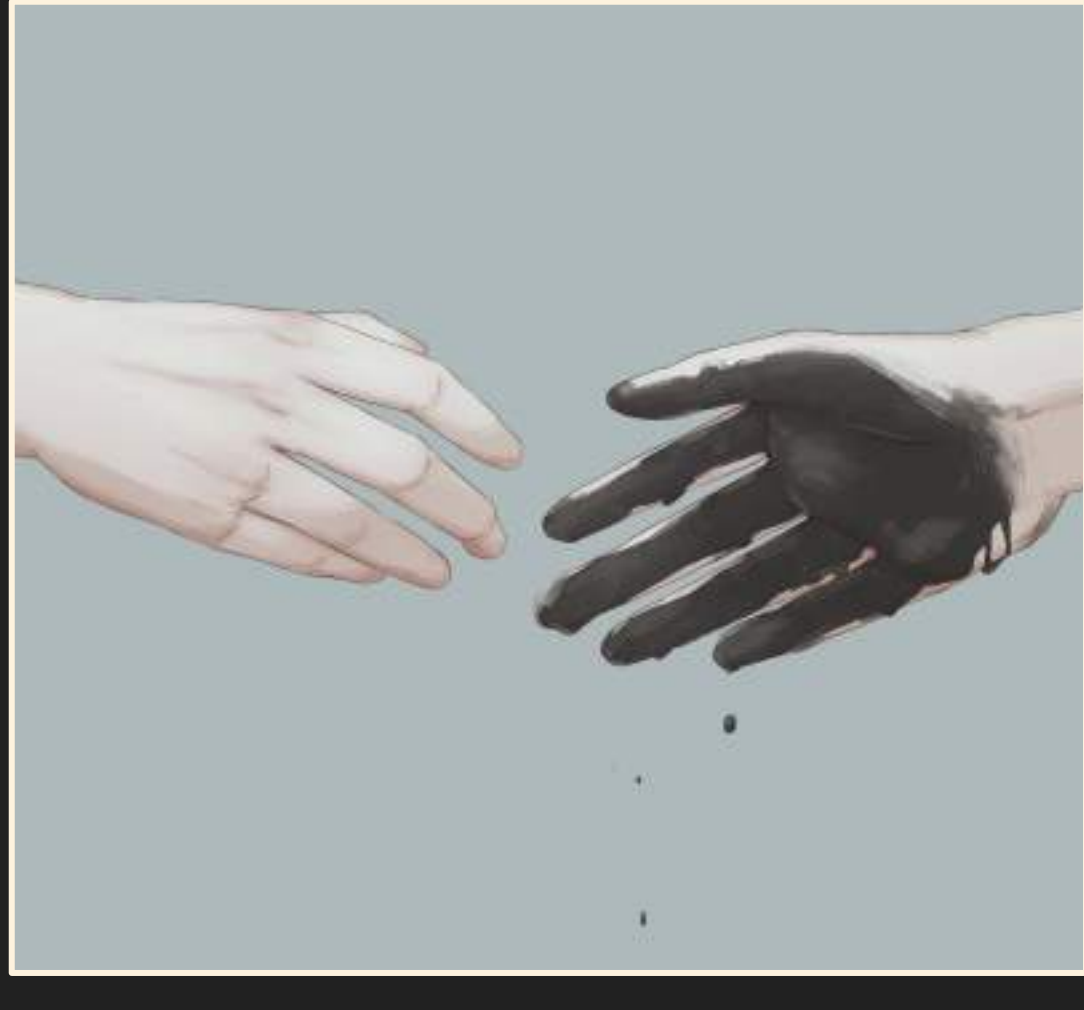
### Aura Draining (-6 AP)

"Siphon of living energies."

Drain ♦ from target over time during sustained touch. Drain ♦ from target at a slower rate the less ♦ they have left.

The user gradually drains Aura by making physical contact with someone, whether through grappling, striking, or embracing them. They will continue to drain while contact is maintained with blows or holds, becoming less efficient and slower once they've siphoned the initial reservoirs of their victim. The user cannot drain beyond what their Aura Reserve can hold. Techniques that strike continuously or restrict the opponent for a long time could sap them like a vampire and leave them completely powerless.





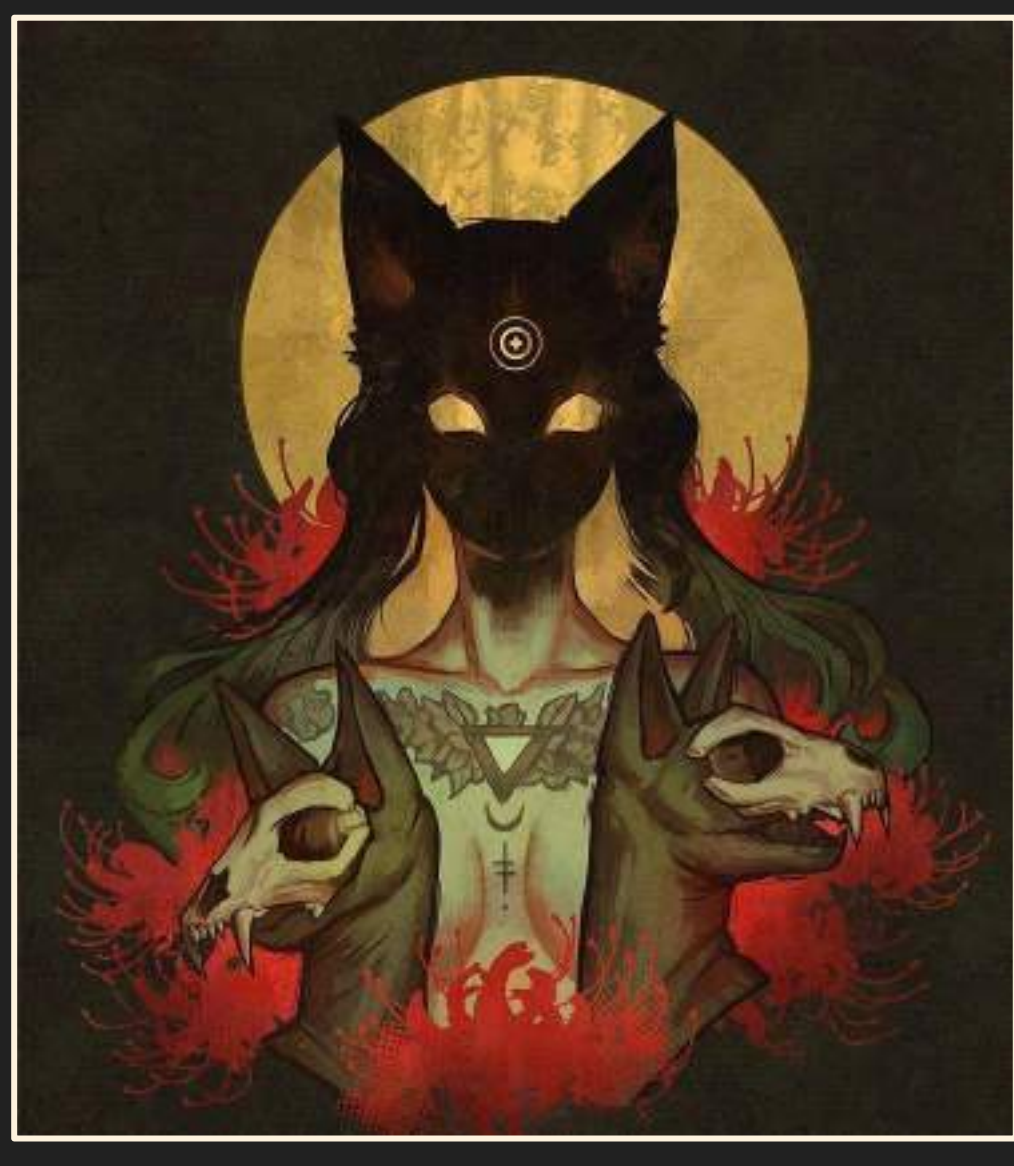
#### Devil Deal (–4 AP)

"Soul-Binding Pact"

Create a Devil Deal at will. To break a Devil Deal without dying, both members must agree to break the Deal. Spend all remaining ♦, and lose the ability to use Aura for 7 days.

A vile, glowing sigil appears on the user's palm when they intend to make a Devil Deal. Merely by seeing this sigil, anyone will immediately understand what it means: if they shake hands in an agreement to the bargain proposed, with full understanding of what the deal entails and with free will to agree, the sigil will smoke and disappear from the user's palm. If the deal is broken by one of them, they will immediately and unavoidably die. Both parties can shake hands again to break the deal, assuming the same mutual acceptance and free will as before, at a grave cost to their Aura.

Must be a "Yokai" to obtain this Technique.



#### Chimeric Shape (–6 AP)

"Mutant mingling of phenotypes."

Devote ♦x1 for each distinct body part shapeshifted to that of any chosen animal species.

Some Shapeshifters with a tangled mess of a family tree have the inherited ability to replace individual limbs, eyes, and other parts to those of any animal, regardless of what tribe they belong to. With the Chimeric Shape, the user can change their right eye into that of an owl and their left into that of a fly, or replace their canines with the fangs of a viper, or any other animal, but must dissipate large amounts of Aura to maintain multiple transformations at once. Must be a "Shapeshifter" to obtain this Technique.



#### Corpse-Stitch (–6 AP)

"Limb separation, invisible suture."

Passive Effect.

The wielder of the Corpse-Stitch can manually detach and reconnect any part of their body, and detached parts can move independently. If the user is decapitated, their body can simply walk over and place their head back onto their neck. If they lose hands, arms, legs or even organs, it's as simple as slotting them back in like a lightbulb. Even if their body parts are fully destroyed, the user can take other people's body parts to rebuild themselves from scratch. In the most extreme case, the user can even place their head onto the shoulders of a decapitated body and continue normal functions. Death only occurs after several hours without vital functions available, and the user's blood clots much more effectively to avoid exsanguinating. Must be an "Undead" to obtain this Technique.

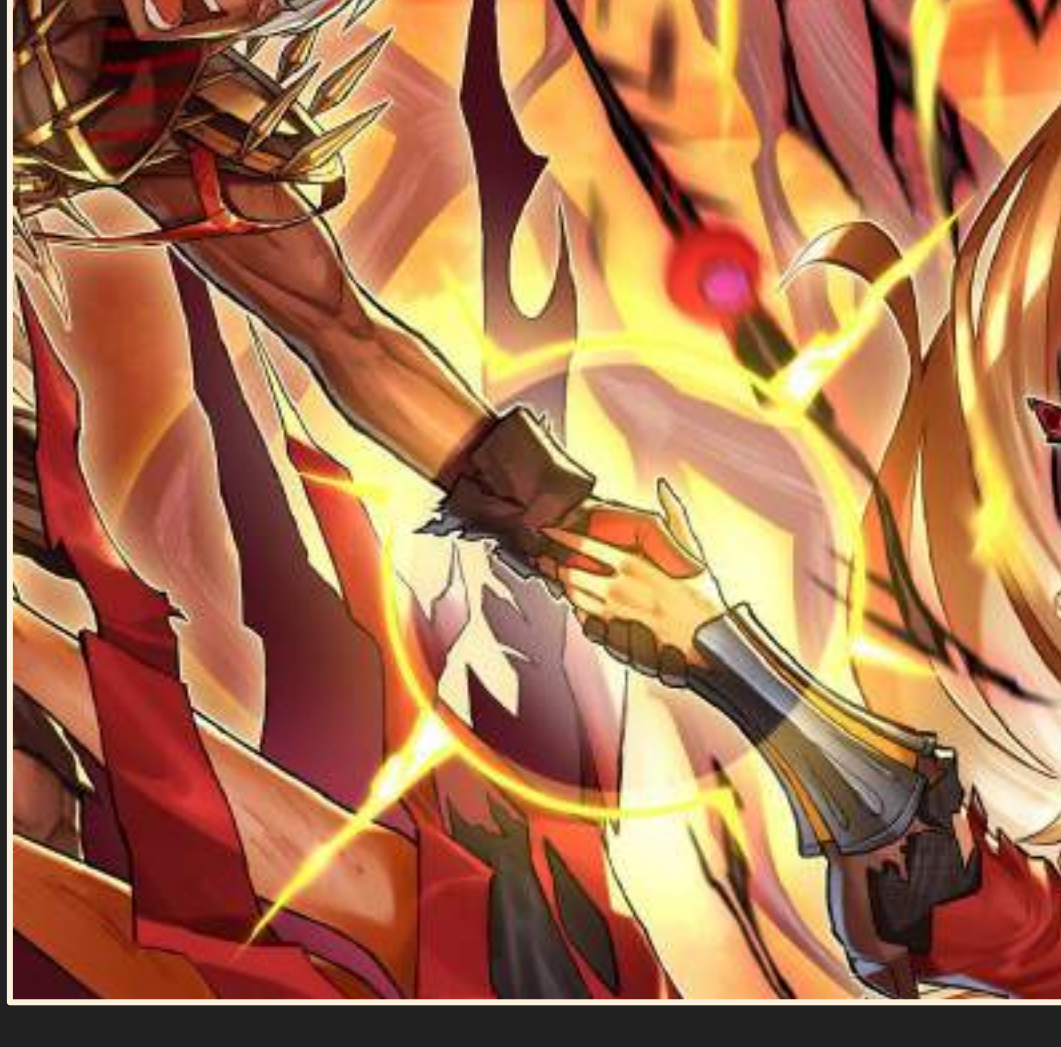


#### Kissing Charm (–5 AP)

"Betraying lure of the incubus."

Passive Effect.

The kiss of the wielder can be used to either heal or corrupt another person. In the benevolent case, a kiss on a wound or to the lips can heal fleshwounds, neutralize poison or even fully restore one's physical stamina, depending on the user. If the wielder instead intends to harm the other person, a kiss—especially to the lips—can render them unconscious, cause intense fear and terror, inhibit motor and cognitive function, or in some cases even cause internal bleeding that seeps from the mouth and nose. This Technique is one of many reasons why Yokai merit the unsavory reputation they carry as romantic partners. Must be a "Yokai" to obtain this Technique.



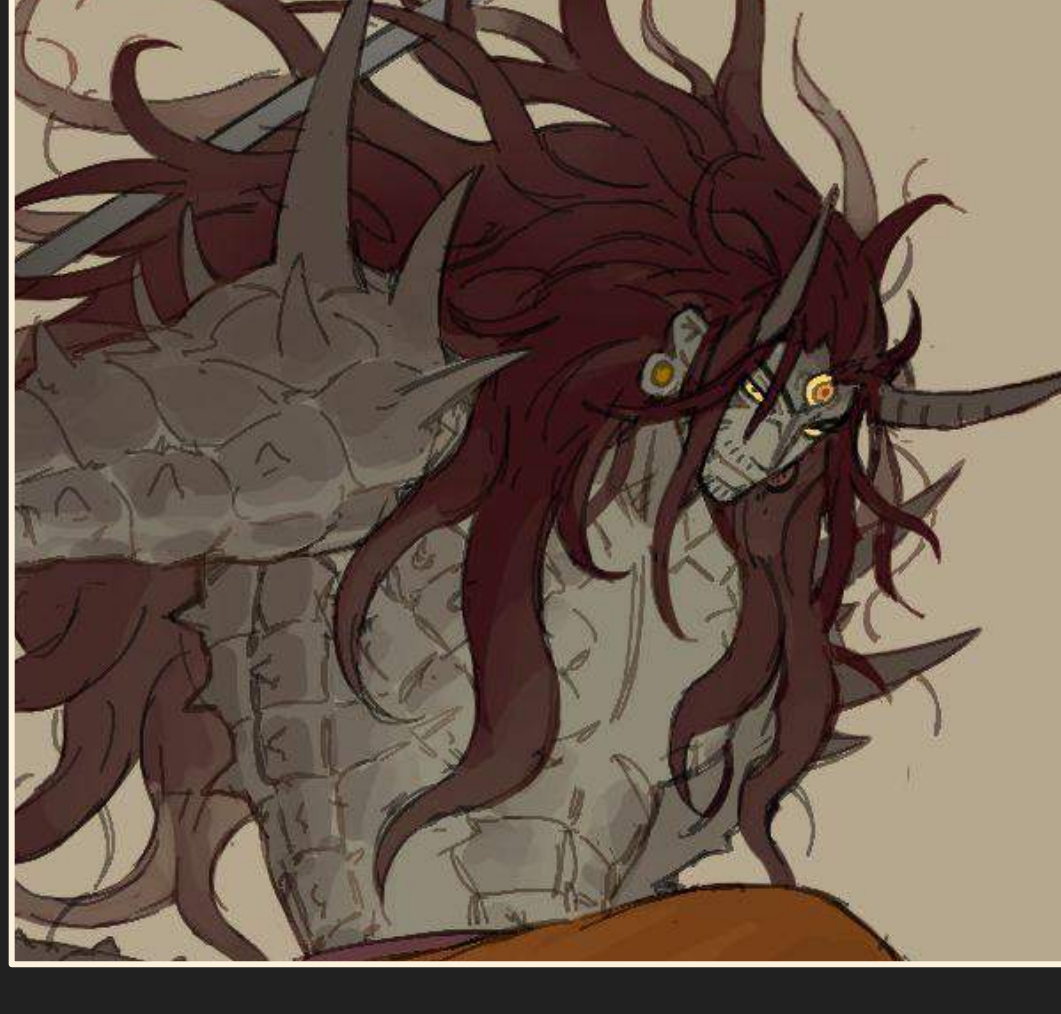
#### Aura Transference (–6 AP)

"Selfless sacrifice of energies."

Transfer ♦ slowly while you can perceive the target.

Humans, after centuries of transferring Aura to the Spirits through their primitive worship and ceremonies, have developed the natural ability to give up their own Aura to another, much as Spirits and Yokai are naturally able to take Aura. Aura Transference allows the user to sacrifice any amount of their own Aura Reserve and transmit it to the Reserve of another, assuming they have the capacity for it.

Must be a "Human" to obtain this Technique.



#### Tribal Loyalty (–6 AP)

"Phylum Reshape."

Spend ♦x5 to transform into any animal of a chosen type. Revert at will.

Some lucky Shapeshifters are not limited by a single animal form, and by virtue of a very mixed family tree can shapeshift into any number of animals from the tribe they belong to. When they learn the Tribal Loyalty, the user chooses one of the following: mammals, the menagerie of reptiles and amphibians, birds, or arthropods. They can transform into any animal belonging to that kind. To change the type of animals available to them, they can relearn the Technique and replace their original choice.

Must be a "Shapeshifter" to obtain this Technique.



#### Ancestral Recourse (–4 AP)

"Unbreakable bond of blood."

Passive Effect.

Some humans possess the rare ability to commune with any members of their bloodline, even ones that are long dead and awaiting reincarnation. A user of the Ancestral Recourse can tell who is and is not their blood relative by sight alone, telepathically speak to them across any distance, and offer their lips or hands to allow a deceased ancestor to write or talk through them. They can even, in some skilled users, allow an ancestor to take control of their body in a fight.

Must be a "Human" to obtain this Technique.



#### Haunting Terror (–5 AP)

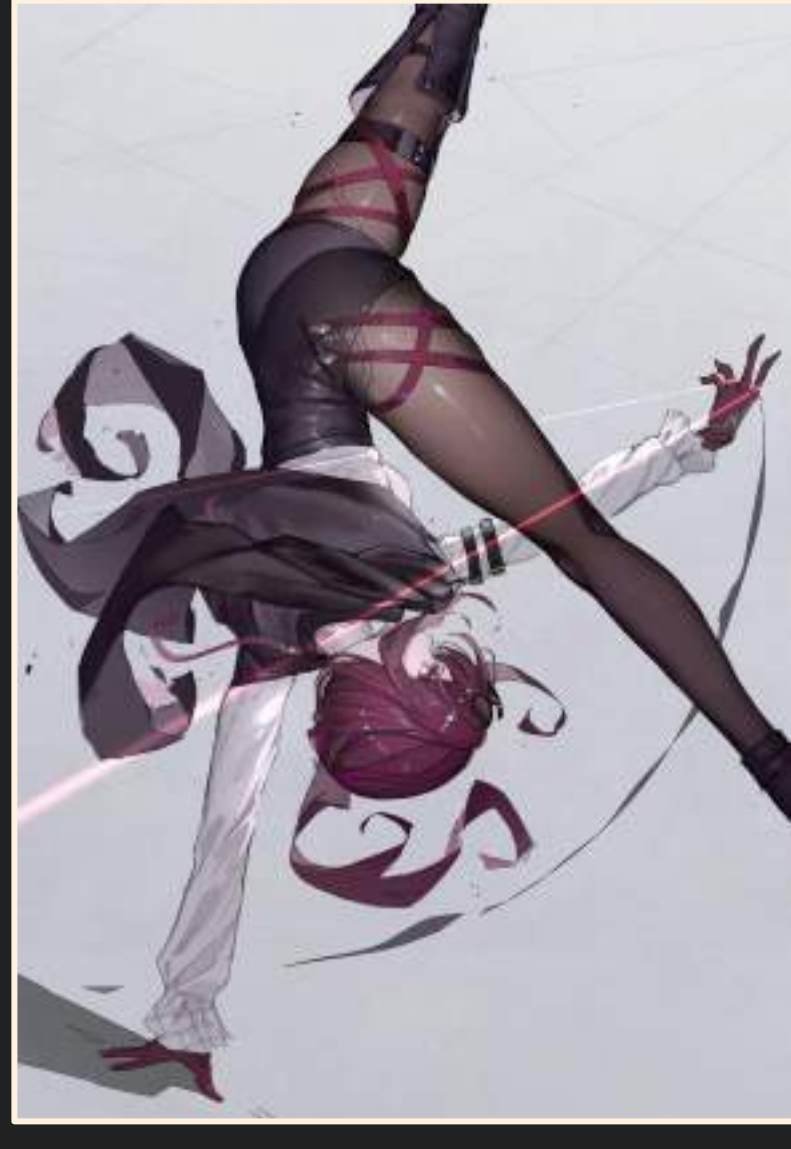
"Maddening vengeful grudge."

Devote ♦x1 for each target of haunting and delusion at a time.

The dead are especially able to enact a kind of foreboding dread that looms over whoever has wronged them, creating whispers and cold, clammy grasps over their shoulders, filling their dreams with horror, or creating shadowy figures just out of sight. The disruptions of the Haunting Terror can keep someone in a state of insomniac paranoia for days at a time, and can be targeted at anyone the user has met before.

Must be an "Undead" to obtain this Technique.

### Basic Improvisation, Weapon & Martial Arts:



#### Improvisation Art—Ribbon Dance (–4 AP)

"Ballet of the turning lotus."

Passive Effect.

The user's coordination and flexibility are enhanced in this style, allowing them to use practical, improvisational martial arts without any real training or disciplined coherence, weaving through strikes like fabric in the wind. They can trade blows with the skill expected of someone experienced in fighting, utilizing a fluid, limber style that optimizes blocking, bobbing and weaving over actually dealing heavy blows.



#### Improvisation Art—Noble Crane (–4 AP)

"Strike of the patient hunter."

Passive Effect.

The user's precision, reflexes and striking posture are refined in this style, allowing them to find and execute quick, precise blows through an opponent's defenses without any real training or practiced finesse. The user can trade blows with the skill of someone experienced in fighting, and naturally seeks out blows to weak points at the throat, liver, head, knees and chest rather than dodging and defending.

Improvisation, Martial and Weapon Arts can be synchronized in deadly combinations if used in conjunction with one another.



#### Improvisation Art—Taiko Tempo (–4 AP)

"Rhythm of the war drum."

Passive Effect.

Keeping track of a rhythm in their head, the user improvises their strikes and dodges around the beat of a mental drum. This style is fast and difficult to defend against, often involving slow, heavy strikes interspersed with rapid, short movements. If an opponent attacks on the beat of the rhythm, the user will almost always successfully avoid it, making the battle resemble a musical dance with one party out of sync. Once the rhythm is discovered, the style becomes extremely predictable.



#### Weapon Art—Dagger Ricochet (–5 AP)

"Flash of the hidden blade."

Devote ♦x3 while in use.

With a bladed or projectile weapon, the user performs tricky maneuvers centered around redirecting the blade's momentum to strike from indefensible angles. This can make use of Silkmouth Chords or fishing lines attached to the opponent from behind. Signature moves include dropping a sword and reeling the blade back across an opponent's achilles tendons, intentionally missing a throwing star only to use the cast line to choke the opponent, or reversing the grip on a blade after a failed strike to stab the opponent's back from the front. It's an incredibly deceptive style, made for honorless masters of duplicity that exploit the expectations of their opponent.



#### Weapon Art—Porcupine Swordplay (–5 AP)

"Prickle of the pinwheel blademaker."

Devote ♦x3 while in use.

The user wields as many bladed weapons as possible in wild bodily contortions that are acrobatically impressive in and of themselves. Blades are held in each hand, settle between the teeth, or rest between the crux of the knee. The more blades the user can fit onto their person, the deadlier this style becomes. Battle is a stunning dance of juggling blades, so numerous and deadly that few opponents could possibly keep track of them all. This ability is often paired with the Four Armed Deva Technique, Sparrow Blades, the Cloudy Spirit Hand, or the Porcupine Blades to maximize the number of cutting edges available.

Improvisation, Martial and Weapon Arts can be synchronized in deadly combinations if used in conjunction with one another.

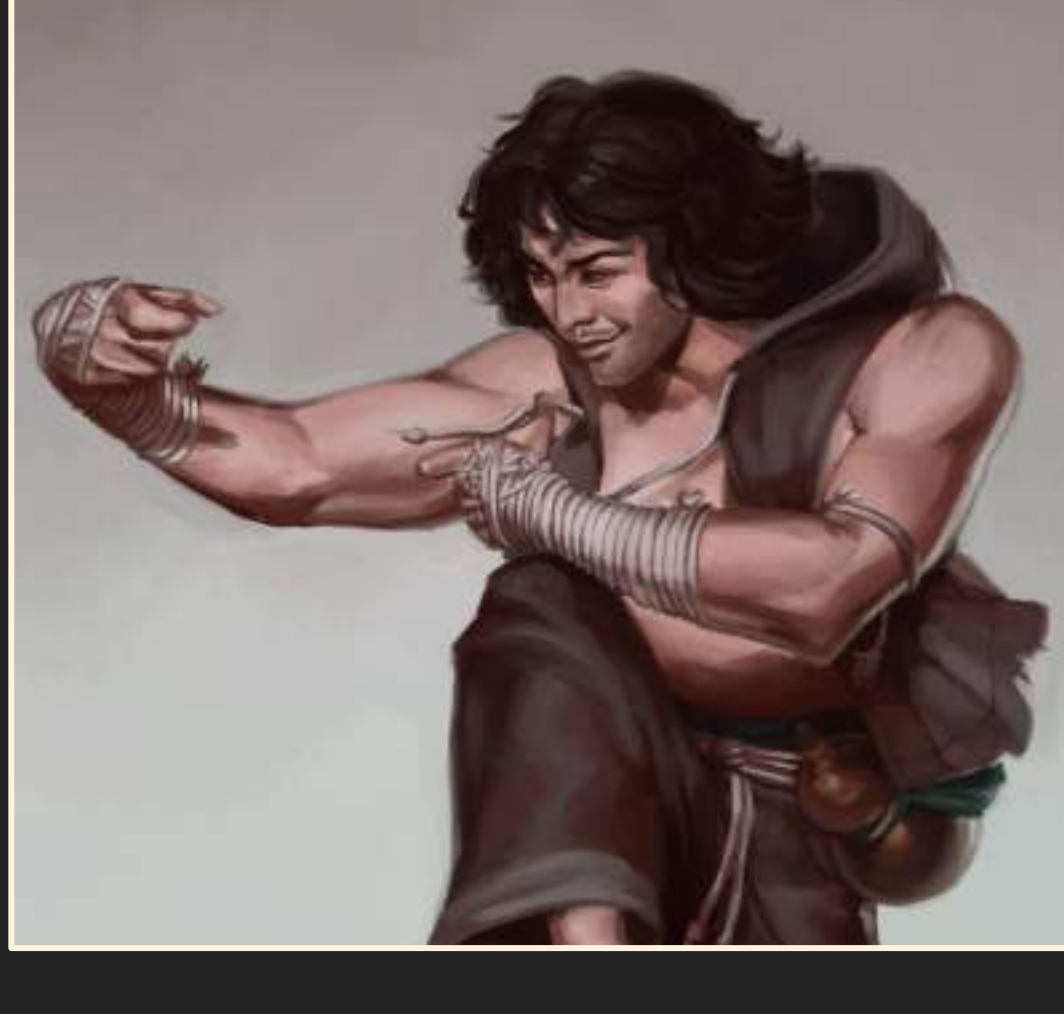


#### Weapon Art—Cudgel Hurricane (–5 AP)

"Rage of the whirling demon."

Devote ♦x3 while in use.

In this style, enormous strength is used to redirect and heave a massive blunt weapon defensively, incorporating swirling wind-ups that make almost any angle of attack impossible. Then, the user lunges with titanic, unstoppable, armor-shattering force in each calculated blow, creating an impact that often shatters the opponent's body from the outside-in. The goal of the style is to defend itself perfectly until it can end the battle in a single opportune blow. Since this Technique requires astronomical physical strength and a heavy weapon, it is often paired with a Weapon Injection Technique or enhanced muscles to properly throw its weight around.

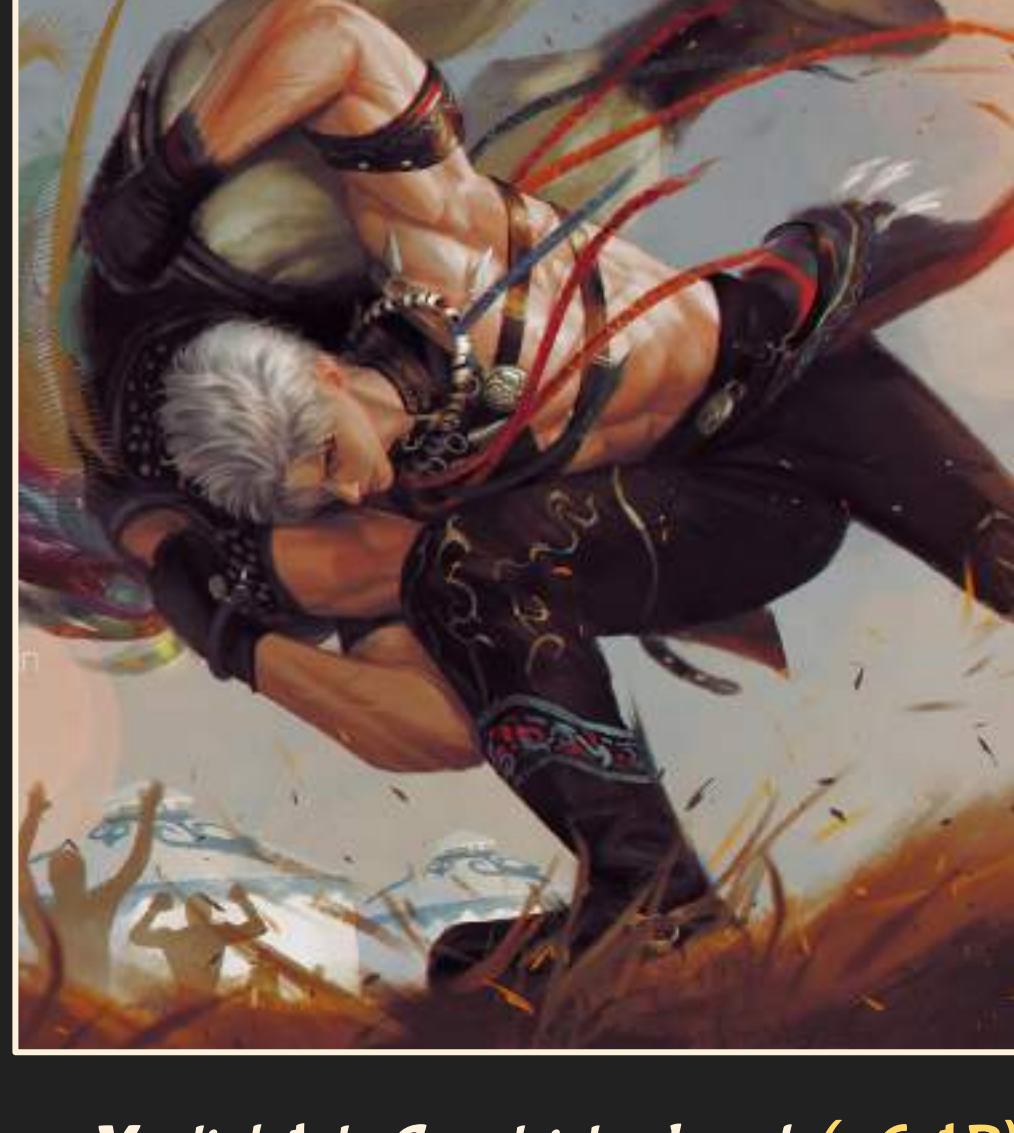


#### Martial Art—Sake River (–6 AP)

"Fist of the drunken sage."

Devote ♦x4 while in use.

The user gains incredible unpredictability and speed, swaying wherever their bodyweight leads them in an unbalanced and weighty combat style. In the Sake River, the user becomes dramatically more deadly when inebriated or exhausted. If their tolerance for alcohol allows them to keep their wits while downing copious amounts of liquor, they'll maintain the capacity for actual strategy while maximizing the sway and power of the Technique. A wielder can consume up to three Dan Tien Liquor Flasks per day if they know this style, instead of only two.



#### Martial Art—Constrictor Leech (–6 AP)

"Grip of the starving serpent."

Devote ♦x4 while in use.

The Constrictor Leech fighting style focuses on grappling, chokeholding, throwing and manhandling adversaries to redirect their bodyweight and subdue their limbs, making escape almost impossible for the victim. Their skin is imbued with adhesion properties to give them an unnatural grip and remained latched to their foes or climb with ease. It pairs seamlessly with Aura Draining, and is often used to siphon the Reserves of an opponent in the initial phases of battle. It can also be used nonlethally, leaving few injuries if the user feels the need to keep their opponent alive—assuming they don't break every bone in their body.

Improvisation, Martial and Weapon Arts can be synchronized in deadly combinations if used in conjunction with one another.



#### Martial Art—Tiger Rush (–6 AP)

"Claw of the blurring blows."

Devote ♦x4 while in use.

The user gains snap-speed and force in quick bursts, launching bullet-like punches and kicks in a flurry of movement to quickly overwhelm an opponent. Their attacks become a blur, striking so quickly that the human eye can barely follow, often landing multiple times a second. Defensively, they redirect the momentum of their opponent with bluffs and guards peppered throughout their rush of attacks, easily avoiding close-quarters damage but struggling against weapons and projectiles used from a distance.



**Basic Core Techniques:**



**Seismic Strike (–6 AP)**

*"Vital Impact."*

**Requires** *Core G1+*

**Spend** ♦x1 for every affected strike or set of connected strikes.

Pouring an ocean of Aura into their limbs, the user strikes with multiplicative force in a reckless explosion of dissipation. Such strikes are sufficient to crush walls, shatter door frames, or fracture bones. If an unarmoured opponent is caught off-guard, it's possible to put a fist or heel right through the victim's chest with a little precision. It's best reserved for a square, certain finishing blow, as its Aura dissipation will still be consumed if the user whiffs their target. In combination with other Techniques that increase strength, a Seismic Strike's concentrated power can be absolutely cataclysmic. It bears certain special effects which allow it to deal damage both to the soul and the body of its victim, making it effective even against otherwise impenetrable opponents.



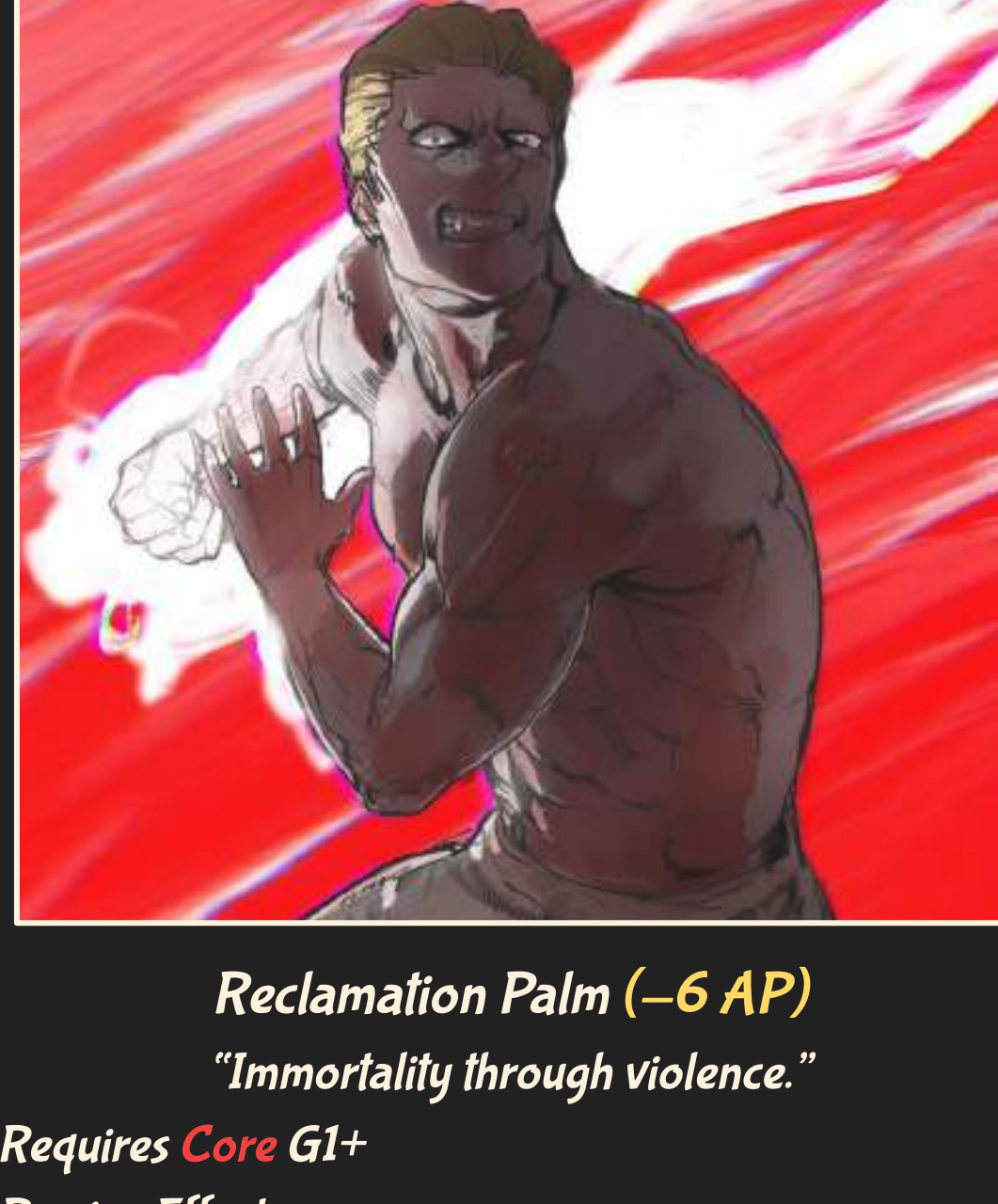
**Ox Blood Transfusion (–6 AP)**

*"Thrashing strength of the raging bull."*

**Requires** *Core G1+*

**Devote** ♦x3 while in use.

The user's pure strength and durability is increased beyond their body's natural size and build. It gets its name from yeomen who, when they could not afford an Ox, would use this Technique to pull carriages and plows. The power and resilience of the user's body could equally be compared to a bull, stallion or bear while the ability is in play, able to endure incredible punishment and reciprocate in kind. The user's veins visibly bulge with thick blood, pumping with tectonic force to supply blood to overlocked muscles and tendons. Since it directly enhances the user's body, it greatly complements abilities that rely on physical muscle and fitness for their strongest effects.



**Reclamation Palm (–6 AP)**

*"Immortality through violence."*

**Requires** *Core G1+*

**Passive Effect.**

The user's injuries stabilize and repair themselves the more damage they deal to others. Bruises fade, pain dulls and wounds close in response to well-placed blows, especially if these blows mirror the wounds of the user. If the wielder can inflict the exact same injury that they've suffered onto an opponent, their wound will instantly heal to perfect condition, though this is usually a very rare and tide-turning event. For most intents and purposes, this Technique keeps the martial artist steadfast in the midst of concussive hand-to-hand blows against hordes of opponents, maintaining momentum so long as they're able to dodge and deliver more hits than they take. The means of inflicting injuries is unimportant so long as a wound occurs, and can be inflicted by any Techniques or methods the user chooses.



**Four-Armed Deva (–4 AP)**

*"Thousandfold hands girding the cosmos."*

**Requires** *Core G1+*

**Devote** ♦x3 for every additional limb active.

The Four-Armed Deva sprouts additional arms from the user's back, each with enhanced strength and natural coordination with one another. In hand-to-hand combat and clashes of steel, it is extremely difficult to defend against an opponent with such an immediate advantage or successfully land blows without being blocked. It also makes for great surprise attacks or a stylish way to catch a thrown dagger in the air.



**Porcupine Blades (–5 AP)**

*"Spined piercing urchin."*

**Requires** *Core G1+ or Alchemy G1+*

**Devote** ♦x1 for each emitted blade in use.

From joints and bones, the user collects biological calcites to create sprouting blades over their whole body. They can vary from subtle blades the size of needles up to and including buster swords the width of the user's torso sprouting like a tail or spikes that replace their entire fist. This Technique can be used for finishing blows in any short-range or grappling combat, a deadly surprise attack, or a massive hindrance against anyone trying to close distance on you.



**Harionago's Locks (–6 AP)**

*"Possessed hairs from the barbed spectre."*

**Requires** *Core G1+*

**Passive Effect**

The Harionago's Locks causes hair attached to your body to become razor-sharp, prehensile, and tough as solid steel, moving with a mind of its own to rappel over buildings, dice enemies into sashimi, or clash against a dozen blades at once. Since it's more effective the longer one's hair is, people who specialize in Harionago's Locks have bushes of hair that extend in voluminous columns draped over shoulders and poofing over their head. This effect technically extends to every hair on the body, so in some situations a beard can be used too.



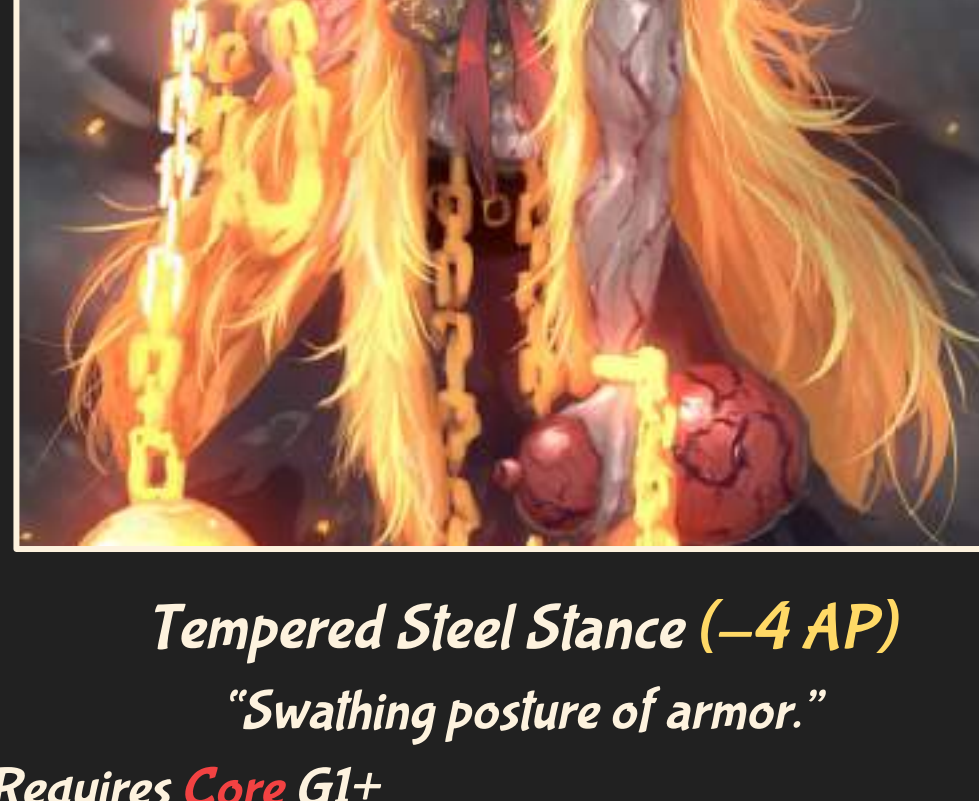
**Ogre Chieftain Stance (–5 AP)**

*"Transfiguring posture of gigantism."*

**Requires** *Core G1+*

**Devote** ♦x1 for every meter of height gained, up to a maximum of ten meters.

The user funnels their Aura into their bones and tissues, growing their body to massive, lowering heights. The user's strength is proportionally enhanced, making them a deadly giant of epic proportions. While in this state, the user's speed and maneuverability are not in any way diminished, though their unwieldy size will be enough to shatter floors beneath them and ceilings above them.



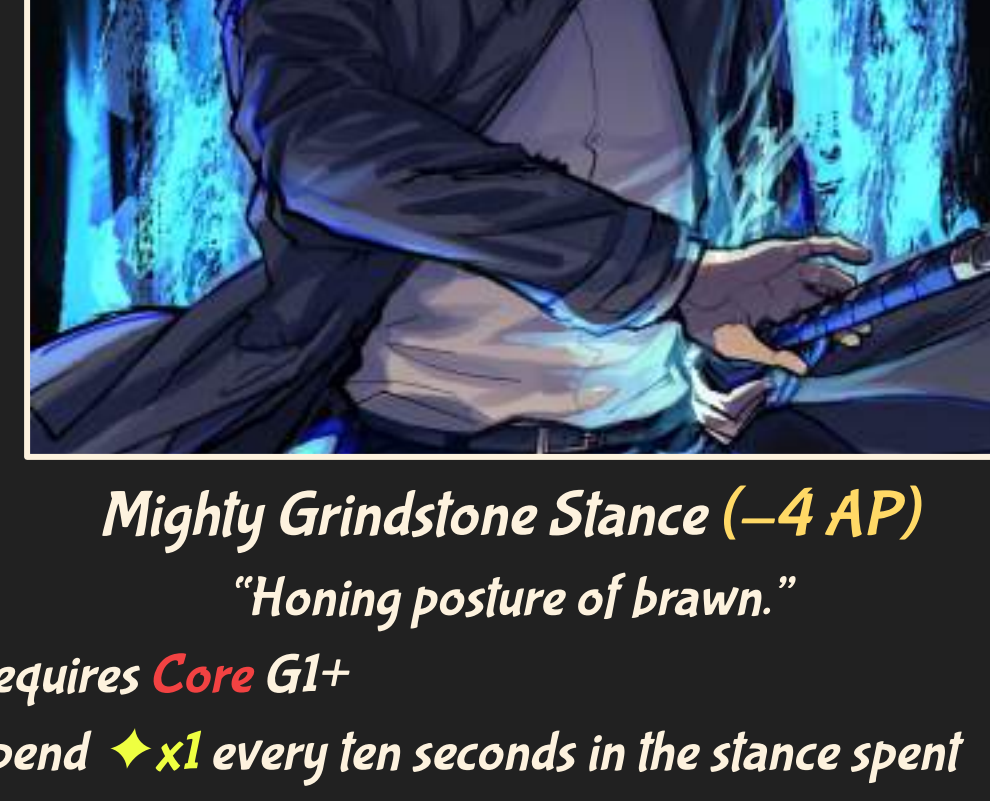
**Tempered Steel Stance (–4 AP)**

*"Swallowing posture of armor."*

**Requires** *Core G1+*

**Devote** ♦x3 while active.

After making a defensive pose, the user's body becomes placed under immense heat and pressure, causing boiling steam to rise as their body crackles with luminous sparks of molten ash. The user is hardened with a thick outer layer of steel, burning with magmatic veins and smoking plumes. This layer is separate from their skin, meaning that contact-based abilities will not affect them by touching their metallic armor. What's more, the heat of this Technique is sufficient to deform metal weapons and equipment if the user can grab hold of them, and they are firmly protected by a suit of solid, pulsing alloy that leaves no openings to the enemy, providing far more effective defense than a suit of plated armor.



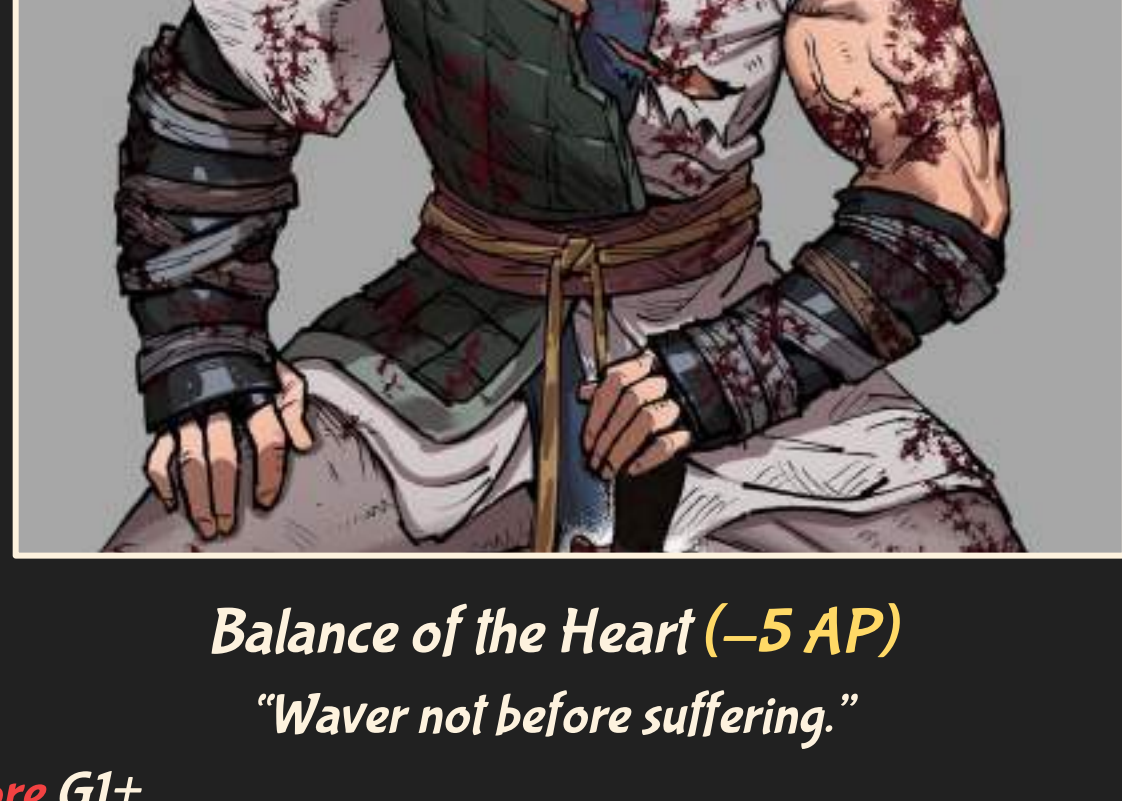
**Mighty Grindstone Stance (–4 AP)**

*"Honing posture of brawn."*

**Requires** *Core G1+*

**Spend** ♦x1 every ten seconds in the stance spent charging.

Taking on a shallow, wide stance, the user slowly refines their strength to immense heights. The longer they spend in the Stance, the stronger the boost in strength and durability and the greater its duration, with the only upper bound being the user's Aura. This relationship is linear with time and energy: spend twice as long in the Stance, gain twice the benefit for twice the duration. They do not gain the strength and durability afforded by the Mighty Grindstone Stance until they end the pose, meaning that they may be vulnerable while preparing it. The Mighty Grindstone Stance is also one of the 108 Invincible Sokushinbutsu Stances, if you know them. If the user runs out of Aura while charging this Technique, they can remain in the stance indefinitely without initiating it, but can't recover Aura until they do.



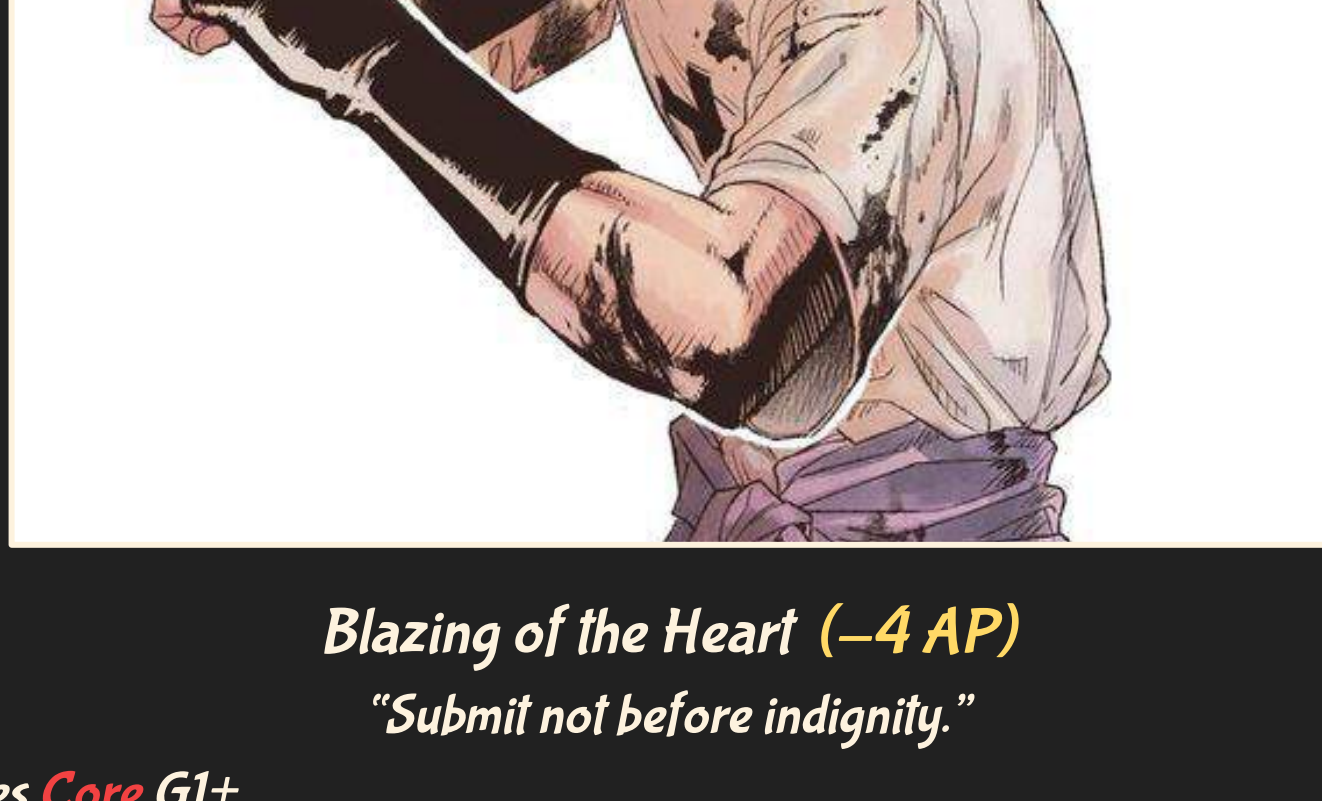
**Balance of the Heart (–5 AP)**

*"Waver not before suffering."*

**Requires** *Core G1+*

**Passive Effect.**

While the user's body is still subject to wounding, their injuries do not worsen with time or a lack of treatment. They are completely immune to blood loss, and if they're able to survive the initial impact of an attack, they'll be able to survive the recovery phase, however painful. The user can't exacerbate their injuries by working through the pain, however medically inadvisable that is. Their sensation of pain in general is greatly numbed, and their bones, muscles and organs are given a suite of shock-absorbing properties to help increase the threshold of force required to deal them a fatal blow.



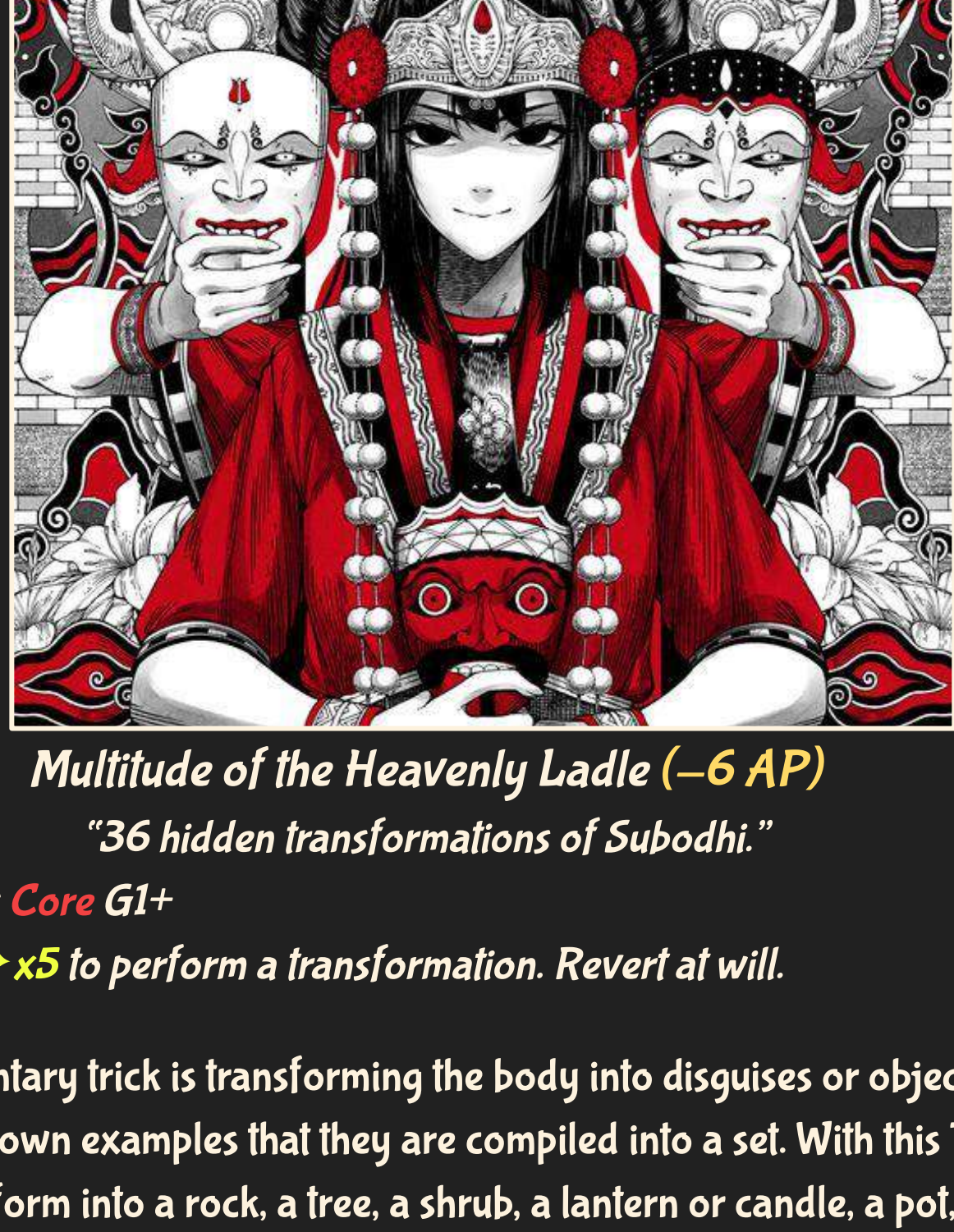
**Blazing of the Heart (–4 AP)**

*"Submit not before indignity."*

**Requires** *Core G1+*

**Passive Effect.**

The user is given an immense increase in strength, stamina and endurance in proportion to the intensity of the emotions they feel, with special deference given to rage, determination, hatred, vengeance or indignation. In even a minor flare of passionate wrath, the user can grill their teeth through gushing wounds, tear arms from their opponent's shoulders, or dig their fingers into solid concrete. This rage amplification synchronizes with other Techniques that use or magnify one's strength and endurance, expanding currents and nodes of Aura to amplify their potency.



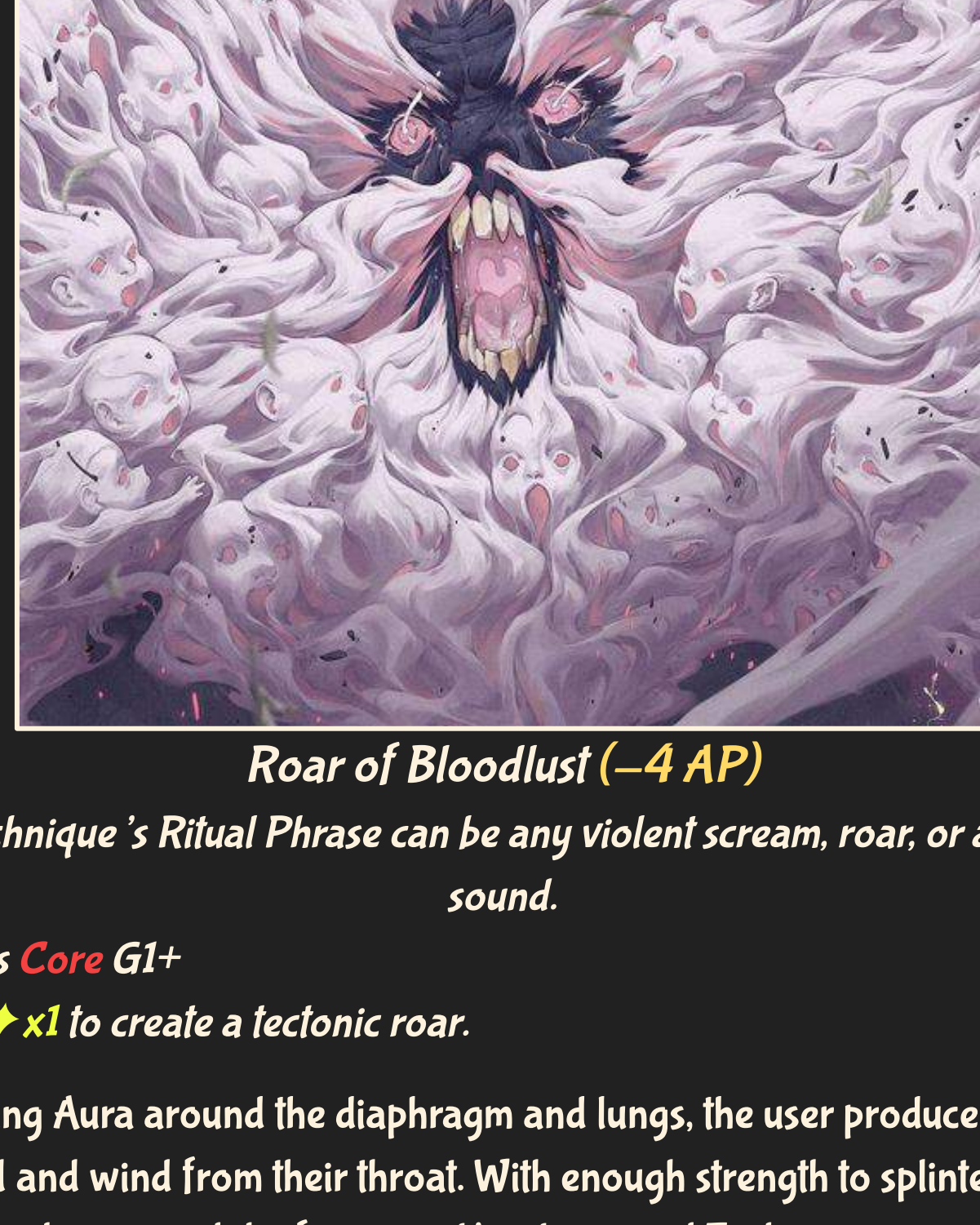
**Multitude of the Heavenly Ladle (–6 AP)**

*"36 hidden transformations of Subodhi."*

**Requires** *Core G1+*

**Spend** ♦x5 to perform a transformation. Revert at will.

A fairly elementary trick is transforming the body into disguises or objects, with so many well-known examples that they are compiled into a set. With this Technique, the user can transform into a rock, a tree, a shrub, a lantern or candle, a pot, pan or plate, a bladed weapon, a statue, a fruit or vegetable, a children's toy, a basket, a pile of leaves or trash, a broom, a book or scroll, an article of clothing, a cushion or blanket, a kitchen utensil, a sheet of paper, a bottle, a piece of furniture, or a musical instrument, with specific variants of each. They can also take on a number of basic humanoid body disguises including an old hag, a handsome man, an elderly codger, an innocent child, a hooded stranger, a bearded priest, a veiled nun, a diseased beggar, a rich nobleman, a loinclothed tribalist, a silk-clad princess, a scarred warrior, a humble servant, a ninja in black, a quiet farmer, a beautiful woman and a deformed hunchback. Variants of each form are particular to each user, and will be consistent each time they use them. These are full, physical transformations of the body, not merely illusions, and one can be killed if damaged in them.



**Roar of Bloodlust (–4 AP)**

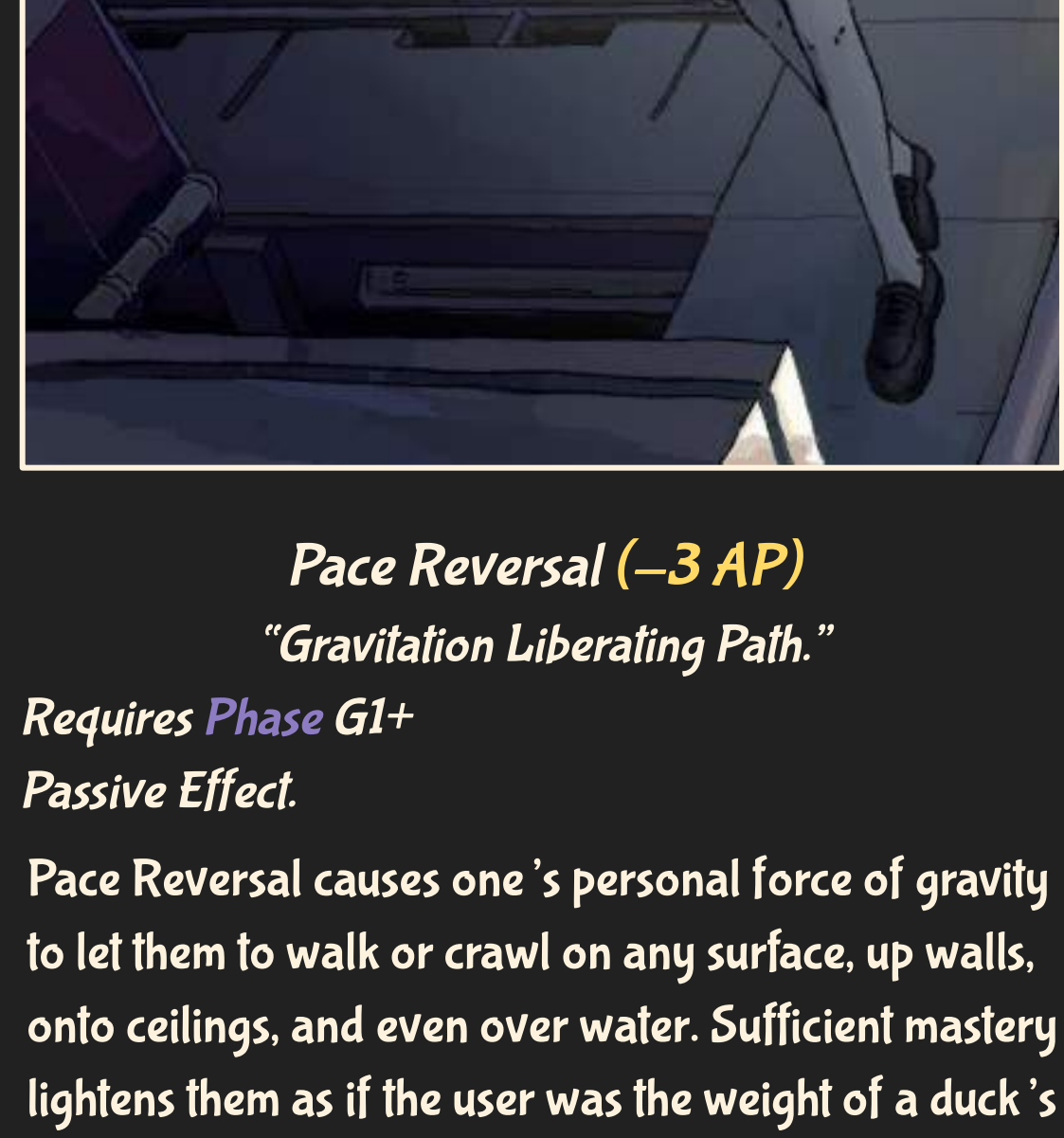
*This Technique's Ritual Phrase can be any violent scream, roar, or animalistic sound.*

**Requires** *Core G1+*

**Spend** ♦x1 to create a tectonic roar.

By concentrating Aura around the diaphragm and lungs, the user produces a massive wave of sound and wind from their throat. With enough strength to splinter wood, tear doors from their hinges and deafen ears, it's a treasured Technique among brutish fighters who rely on the strength of their physical body and struggle to face foes at a distance. The stronger the user is physically, the more dramatic and concussive their Roar of Bloodlust, especially if their body is enhanced with other Release Techniques. It can also be used to repel projectiles, disperse flames, or send airborne foes flying backward.

**Basic Phase Techniques:**



**Pace Reversal (–3 AP)**

*"Gravitation Liberating Path."*

**Requires** *Phase G1+*

**Passive Effect.**

Pace Reversal causes one's personal force of gravity to let them to walk or crawl on any surface, up walls, onto ceilings, and even over water. Sufficient mastery lightens them as if the user was the weight of a duck's feather, ensuring no surface tension or fragile object breaks underneath them. It might even be possible to balance on a particularly puffy cloud, or a razor wire, or a dagger thrown across the battlefield, if they're skilled. New angles of attack and escape routes are now anywhere and everywhere.



**Stepping Silver (–5 AP)**

*"Mirror Stairway Steps."*

**Requires** *Phase G1+*

**Devote** ♦x3 while in use.

While the devotion effect of the Stepping Silver is active, the user can manifest a thin pane of mirror below each foot, remaining static and supported mid-air as long as they are in contact with it. They can run and leap on thin air, and even jump multiple times in a row without ever touching the ground.



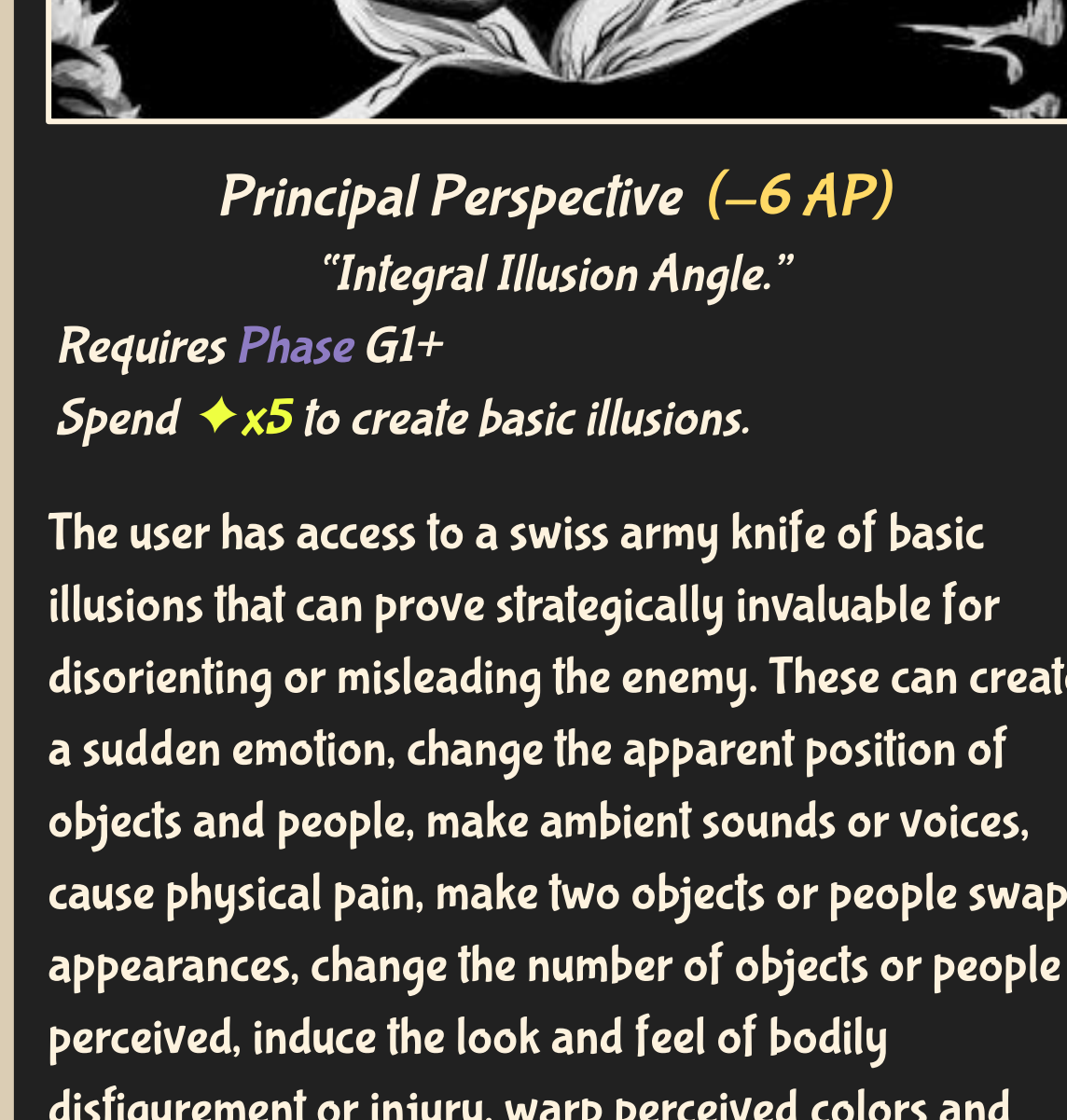
**Assassin's Secret Cupboard (–3 AP)**

*"Hidden Body Chamber."*

**Requires** *Phase G1+*

**Passive Effect.**

The Assassin's Secret Cupboard lets one open any part of their body like a hinged door, revealing an echoing space where weapons, supplies and contraband can be hidden. Since only the user can open this space, once it is lucked away an object can't be found by anyone else. The authorities can only do so much to prevent misuse of this ability for smuggling. After death, anything stored within is permanently sealed away in an unknown corner of Spirit World, likely never to be seen again.



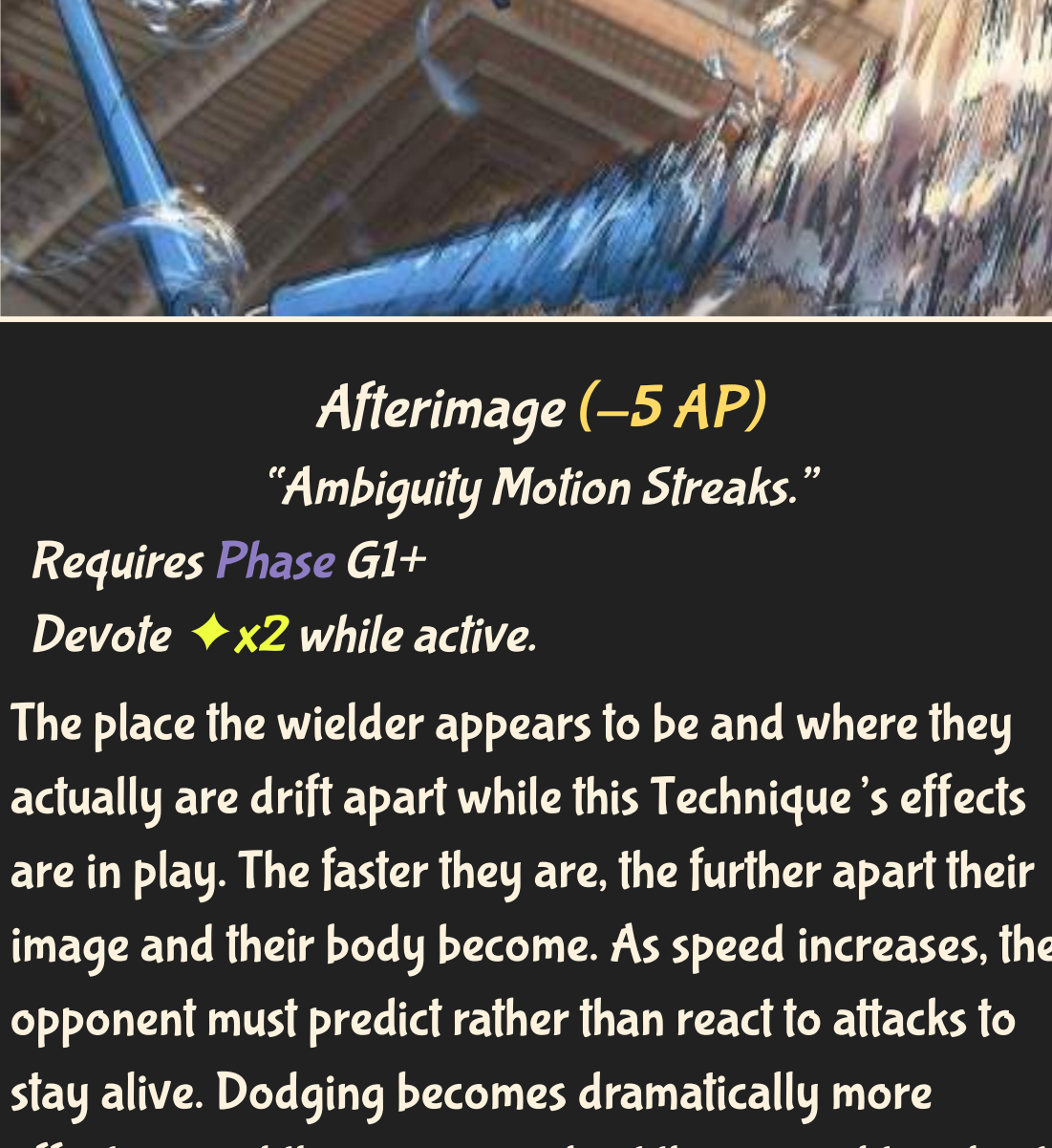
**Principal Perspective (–6 AP)**

*"Integral Illusion Angle."*

**Requires** *Phase G1+*

**Spend** ♦x5 to create basic illusions.

The user has access to a swiss army knife of basic illusions that can prove strategically invaluable for disorienting or misleading the enemy. These can create a sudden emotion, change the apparent position of objects and people, make ambient sounds or voices, cause physical pain, make two objects or people swap appearances, change the number of objects or people perceived, induce the look and feel of bodily disfigurement or injury, warp perceived colors and hues, and weaken any one of the Target's five senses. Only those who are present when the Technique is released will be caught the illusion, and the effects are ended by avoiding the illusion for a while or with a violent and sudden shock to the system.



**Afterimage (–5 AP)**

*"Ambiguity Motion Streaks."*

**Requires** *Phase G1+*

**Devote** ♦x2 while active.

The place the wielder appears to be and where they actually are drift apart while this Technique's effects are in play. The faster they are, the further apart their image and their body become. As speed increases, the opponent must predict rather than react to attacks to stay alive. Dodging becomes dramatically more effective, and the user can adjust their speed to adjust their afterimage closer or further from their body, keeping their opponent guessing at their true location. Teleportation Techniques leave an afterimage behind for an extended duration, offering a few full seconds of total invisibility.



**Vanish (–5 AP)**

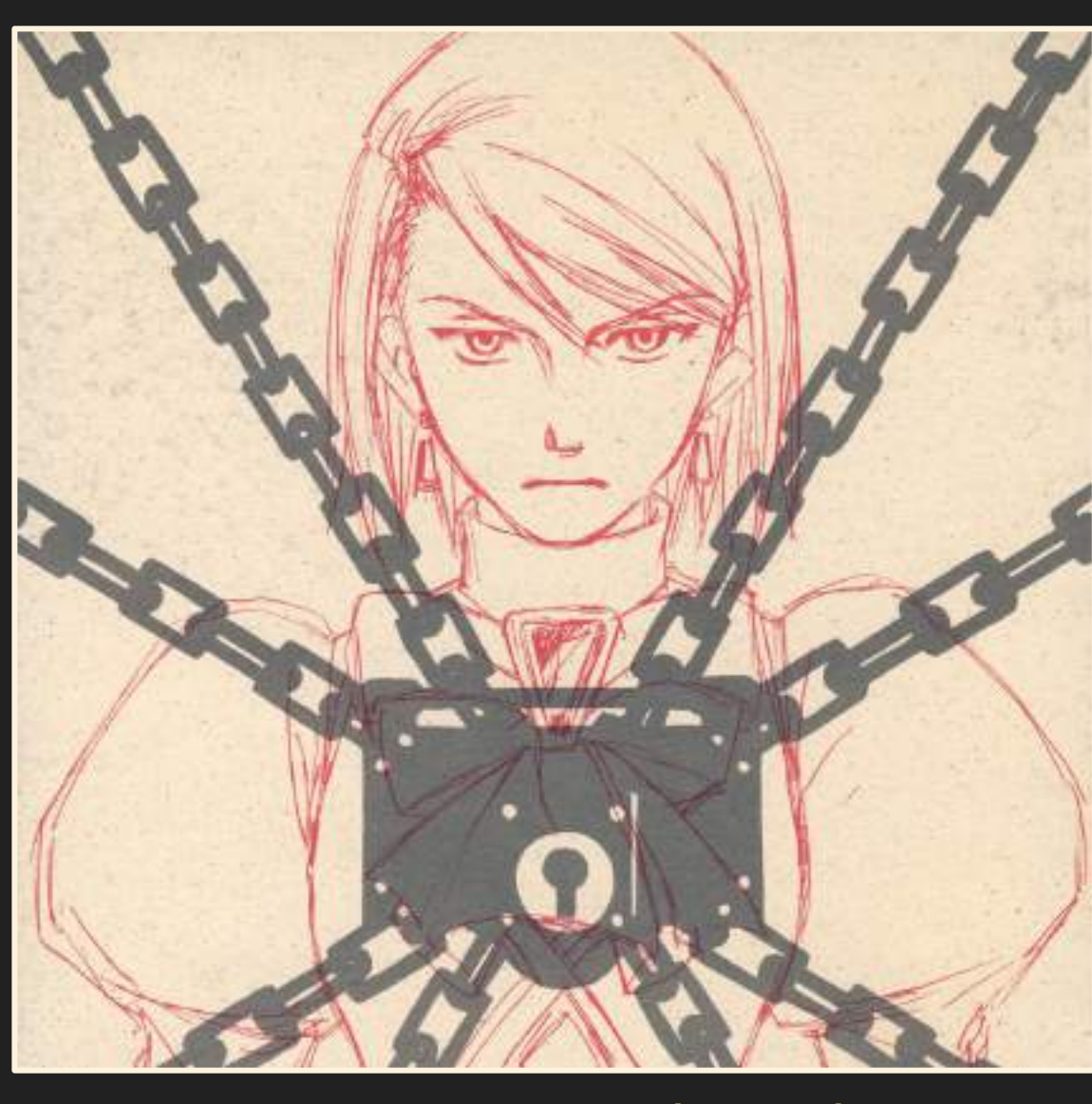
*"Blurring Velocity Disappearance."*

**Requires** *Phase G1+*

**Spend** ♦x1 to gain speed and visual distortion in a short burst.

The user can distort their body into a glass-like blur and gain a massive burst of speed, disappearing and reappearing nearby or attacking in a blur of motion. It can be used to reposition for a stealthy retreat, evade a powerful attack, or catch an enemy from behind with the attack of the user's own. The burst of speed and the duration of the visual distortion depends on how fast the user is going. If they start their Vanish at an accelerated pace, they'll be able to move further and for longer, whereas if they start from total stillness, they'll move a shorter distance with less visual cover.





### **Spatial Paralysis (–6 AP)**

*"Static Continuum Shackle."*

**Requires Phase G1+**

Devote any amount of ♦ to paralyze with a touch. Victims continually dissipate ♦ to move while the Devolving effect is active, and are crippled when they do. When the victim dissipates the Devoted amount, they will break free of the paralysis.

This Technique creates paralytic stasis through touch while keeping the victim aware and awake. It is a powerful tool for retrieving targets alive, and to move or escape they must expend vast amounts of Aura, usually leaving them weakened. Paralyzed victims can still use Release Techniques that don't require movement, but cannot speak, form hand signs, or use abilities that alter their location. The more Aura the user dissipates, the harder it will be for their victim to move.



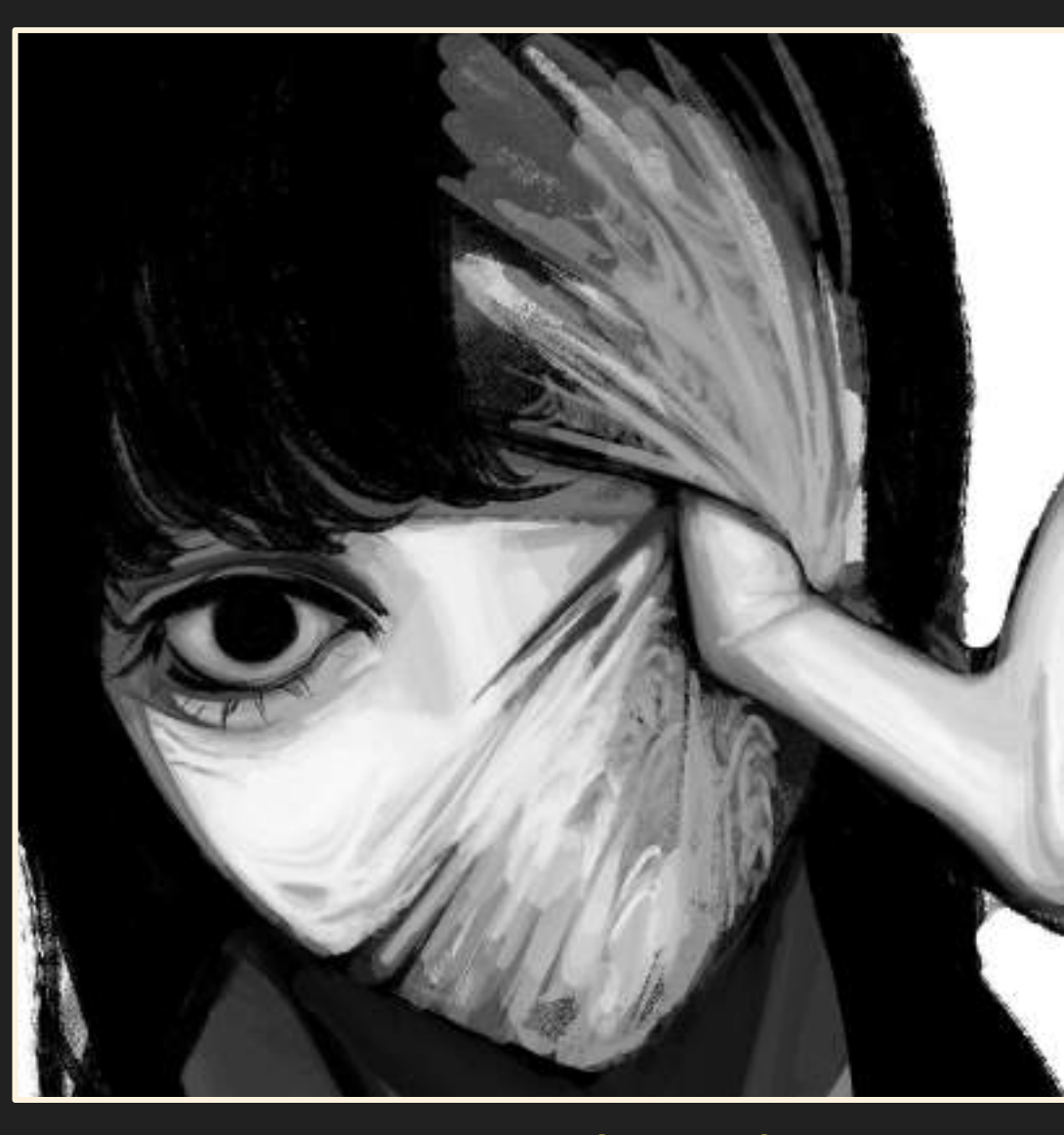
### **Polarity Fluctuation (–4 AP)**

*"Magnetizing Lodestone Point."*

**Requires Phase G1+**

Spend ♦x1 to magnetize target. Magnetism wears off over time or with contact to electricity if the user does not demagnetize it.

With the burning smell of static, a target is given a magnetic polarity of either positive or negative. If positive, thrown projectiles, arrows, metal objects and melee weapons will seek the target, even around corners or across vast distances. If negative polarity, metallic projectiles will be directed violently away from the target and metal melee weapons will be repelled from the target's core. If used on oneself or an ally, this can weaken the threat of most weapons, causing deadly strikes to fly off course or arrows to disperse like flies. If an opponent is wearing metal armor, this Technique can cause their protective plates to violently fly off of their body or entomb them within. In a pinch, it can draw a lost weapon back from across the battlefield. Giving two objects a positive and negative polarity will cause them to be violently compelled toward each other.



### **Mirror Mask (–5 AP)**

*"Twin Reflection Disguise."*

**Requires Phase G1+**

Spend ♦x6 to conceal appearance.

The user creates a mirror mask that invisibly sinks into their face, transforming their whole body into the likeness of any person they've seen before. This form is only a tangible illusion, and the user will not gain the benefits of the body they take on. If the user is struck or pressed in the face with any sort of concerted force, the mask will break, immediately transforming the user back to their real body. Any robust identification process will include a quick, painless slap on the cheeks to check for this common trick. Some are skilled enough that much stronger forces are required to destroy their disguise.

## **Basic Flow Techniques:**



### **Gates of the Emperor's Dwelling (–5 AP)**

*"Royal barricade defends from calamity."*

**Requires Flow G1+**

Spend ♦x5 to manifest a barrier. Dispel at will.

A line-in-the-sand is created by the user, physically and visually obstructing a certain area from the outside in whatever shape and stylistic motif they wish. The size of the barrier is proportional to its strength: a barrier covering a vast area would be notably less strong than one centered around a single room. Even at great distances, the barrier is still at least as fortified as a castle wall. The user cannot manifest the Gates of the Emperor's Dwelling at any location they're not able to immediately perceive, and can decide on rules for what is and isn't permitted to enter their Gates when the Technique is released.



### **Soulbound Steel (–4 AP)**

*"Draw from the sheath of my spirit."*

**Requires Flow G1+**

Devote ♦x3 while manifesting a spiritual weapon.

The user shapes their Aura into a nearly indestructible replica of their armament of choice. If the weapon is in the form of a throwing weapon, projectile or ammunition (such as arrows, shurikens or bolts) this ability will manifest a handful of them in spiritual form. While these weapons are virtually indestructible, they do not retain the special properties of more exotic weapons or special enchantments. When paired with Weapon Injection Techniques, Soulbound Steel weapons are among the most feared in Youdu, barring only the legendary weapons of gods and heroes. Since this Technique was created in the Tokugawa period, weapons more advanced than those available at that time can't be created.



### **Cloudy Spirit Hand (–1 AP)**

*"Grasp of fog."*

**Requires Flow G1+**

Devote ♦x1 for each hand projected. Can only project as many hands as you possess.

Expelling a portion of the soul, the Cloudy Spirit Hand projects a palm of Aura fog that can grasp, strike and manipulate objects with the same strength and dexterity as the user. The Cloudy Spirit Hand can extend anywhere the user is aware of, though they have to mime the movements of the Cloudy Spirit Hand with their physical hands to manipulate it. Any abilities which require touch can be activated with the Spirit Hand, since it is linked to the user's very soul.



### **Weapon Link—Heaving Stone and Mollen Iron (–4 AP)**

*"Igneous Armament, shape thyself."*

**Requires Flow G1+**

Passive Effect. Applies to one weapon of your choosing at a time. Spend any amount of ♦ to refine that weapon incrementally.

The weapon of choice can increase to a size more massive than its wielder, or decrease in size to easily fit inside a closed fist. This size shift can be activated at any distance, allowing a simple arrow to become a sharpened pillar mid-air or a pocket knife to become a massive buster sword. The enormous pressure and rapid conversion of mass causes a kind of tectonic ripple within the weapon. With a flooding of Aura, the sharpen and reforge itself incrementally, without any upper bounds to its potential for refinement. With time and patience, any weapon can become a masterpiece worthy of the greatest fighters in Youdu. If the user wishes to alter the weapon's physical shape or design, they can also do so during refinement.



### **Weapon Link—Eternal Loyalty and Unerring Truth (–1 AP)**

*"Beloved Armament, retain thyself."*

**Requires Flow G1+**

Passive Effect. Applies to one weapon of your choosing at a time.

An energy flows between the wielder and their weapon, compelling it to serve exclusively by their side. At will, the chosen weapon can fly with great speed and precision to their hands. Only they can wield it, and it becomes heavy and dull in any other wielder's grips, even going as far as to physically rebel against them by refusing to leave its scabbard, draw its bowstring, or make contact with its targets. While it is in arm's reach, the chosen weapon will never break, weather or degrade so that it can defend its owner's life unwaveringly.



### **Weapon Link—Vengeful Ghost and Spectral Lantern (–3 AP)**

*"Clandestine Armament, conceal thyself."*

**Requires Flow G1+**

Passive Effect. Applies to one weapon of your choosing at a time.

The user's chosen weapon becomes invisible under normal light conditions and concealed from the perceptions of Sense Aura. In darkness, the weapon glows with an alien gleam, causing animals and monsters to become disoriented and confused while staring into its light. As the owner, the user always knows where their weapon is while invisible, and can end or start any of the Vengeful Ghost and Spectral Lantern's effects at will. Projectiles like arrows and throwing stars, explosives, and any object intended to deal a killing blow counts as a weapon, allowing for clever trickery and nearly unavoidable attacks.



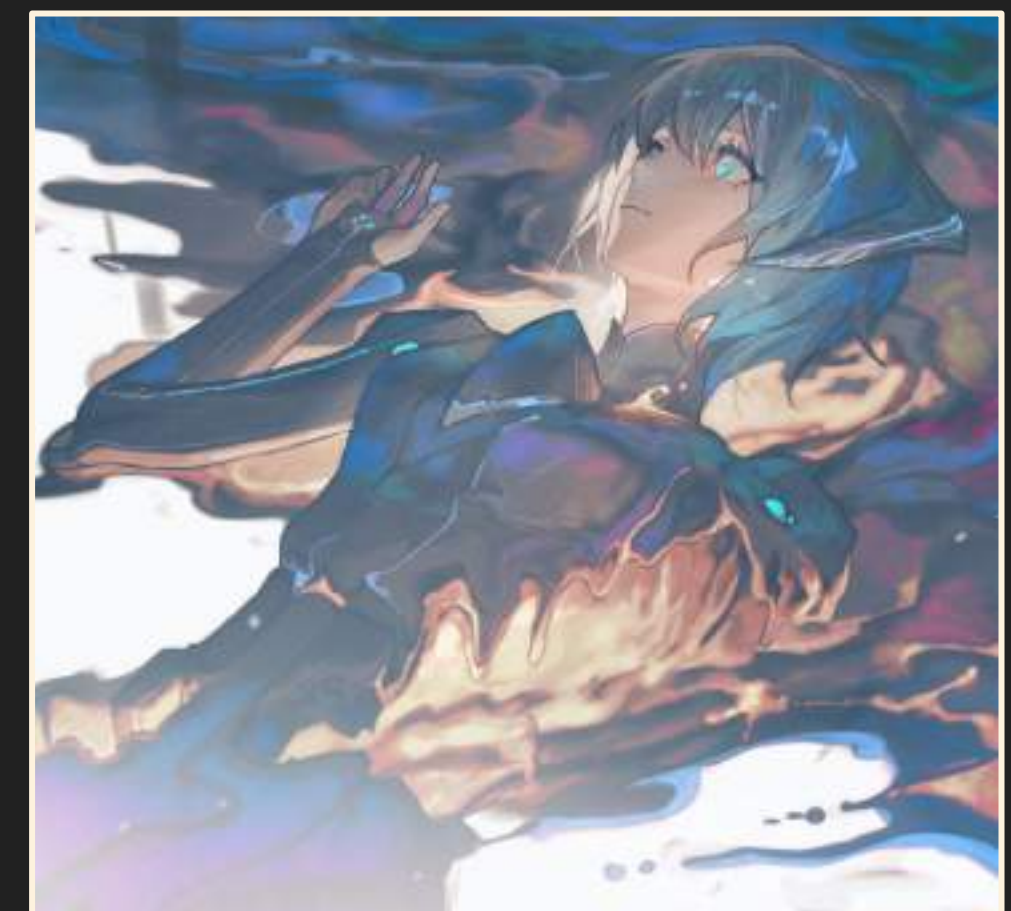
### **Dragonbreath Fire Conduction (–6 AP)**

*"Channel of burning blaze."*

**Requires Flow G1+**

Devote ♦x4 for Minor Conduction Mode, ♦x6 for Major Conduction Mode, and ♦x10 for Max Conduction Mode. Aura is Spent continuously in proportion to the scale of your Conductions.

The user can release waves of fire from their mouth, eyes, feet and hands, traveling further in short bursts and creating wide walls and columns with continuous jets. Their fires can also produce powerful propulsions, allowing the user to rocket off of the ground or strike with brutal blows. The volume of fire they can eject is enough to fill halls with flame, melt metal in concentrated blowtorches over time, or create bonfires that burn independently of fuel.



### **Corrosive Acid Conduction (–6 AP)**

*"Channel of caustic mire."*

**Requires Flow G1+**

Devote ♦x4 for Minor Conduction Mode, ♦x6 for Major Conduction Mode, and ♦x10 for Max Conduction Mode. Aura is Spent continuously in proportion to the scale of your Conductions.

The user is able to create a toxic sludge that corrodes away almost anything it makes contact with and entraps foes in oceans of acid. They can dynamically alter the viscosity of the Corrosive Acid at will, ranging from a shock-absorbing gelatinous mass to watery boiling pools and waves. It can be used as a shield to threaten anyone who touches it with great harm, or as a direct method of attack that can disintegrate armor, physical obstructions, tools and weapons.



### **Seismic Sea Conduction (–6 AP)**

*"Channel of surging waters."*

**Requires Flow G1+**

Devote ♦x3 for Minor Conduction Mode, ♦x5 for Major Conduction Mode, and ♦x9 for Max Conduction Mode. Aura is Spent continuously in proportion to the scale of your Conductions.

Gushing with great pressure and force, the user conducts a wake of sea water and commands its tides. The sheer volumes of water a skilled user can create are enough to flood rooms, dismantle structural supports, or cut through solid materials in pressurized jets. The threat of drowning can be effective even against opponents with special durability or armor, and tsunamis of water can act as protective barriers, a surfing wave to glide along, or an incarcerating bubble that surrounds a foe in a pressurized, engulfing coffin.



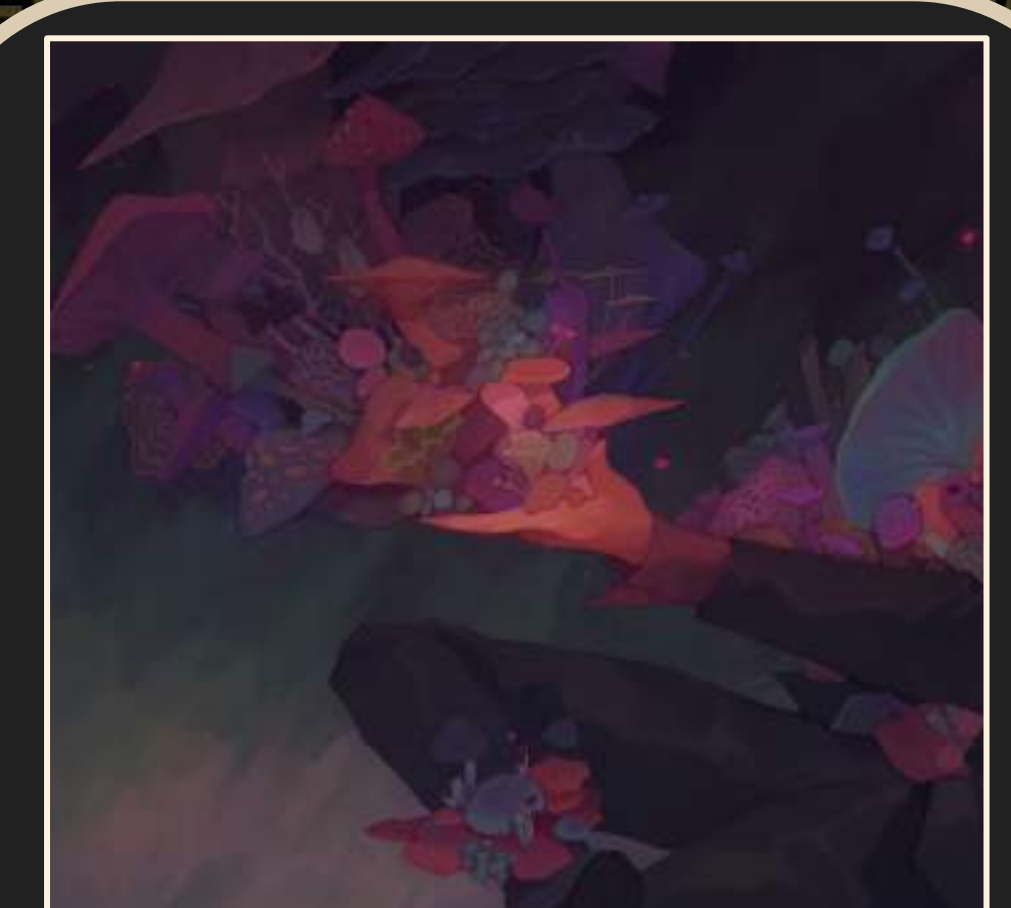
### **Perennial Vegetation Conduction (–6 AP)**

*"Channel of verdant glade."*

**Requires Flow G1+**

Devote ♦x3 for Minor Conduction Mode, ♦x5 for Major Conduction Mode, and ♦x9 for Max Conduction Mode. Aura is Spent continuously in proportion to the scale of your Conductions.

The user acts as a conductor for the growth of flora, producing snaking roots, blossoming flowers, verdant canopies and painted beams that can be manipulated by the user and shaped to suit their purposes. Wooden spears can fly from like a hailstorm, ramparts and walls of oak manifest can keep the user safe, fruits and vegetables can sprout on a whim, and rooting tendrils can wrap foes in constrictive bindings. The plant fiber produced by Perennial Vegetation Conduction is considerably stronger than mere mundane wood, and difficult to burn with anything but the heat of a crematorium. It can be shaped into almost any substance originating from trees and plants, including paper.



### **Fae Spore Conduction (–6 AP)**

*"Channel of blooming fungus."*

**Requires Flow G1+**

Devote ♦x3 for Minor Conduction Mode, ♦x5 for Major Conduction Mode, and ♦x9 for Max Conduction Mode. Aura is Spent continuously in proportion to the scale of your Conductions.

Accelerating the growth of spores with Aura, the user creates vibrant mushrooms and mycelium, requiring very little stimulation to rapidly expand. The willinging of spores to grow explosively with even a little energy makes this conduction one of the most efficient at creating sheer mass and large structures. These mushrooms can also have a number of chemical effects, depending on their species. Their spores could bring harm to those who breathe them, their fruiting bodies could glow in the dark to illuminate a path, or their consumption could bring vivid hallucinations, lecherous mania or horrifying paranoia. Constructing a building that spans in miles of mycelium tunnels, a quaint home with a deathcap roof, or unlimited rations is well within the Technique's creative potential.



### **Twisted Flesh Conduction (–6 AP)**

*"Channel of mutant disfigurement."*

**Requires Flow G1+**

Devote ♦x3 for Minor Conduction Mode, ♦x5 for Major Conduction Mode, and ♦x9 for Max Conduction Mode. Aura is Spent continuously in proportion to the scale of your Conductions.

Drawing from strange eldritch spaces of monstrosity, the user shapes hair, flesh, bone, tissue and organs into devouring maws, clapping hands and gibbering tongues, among any other artificial anatomies they can conjure. The tendons and muscles of such constructions are fully under the user's manipulation, clapping and tearing their opponents to shreds. While these constructions are deadly, versatile and horrifying, they are only animated through the user's manipulation. Without their influence, Twisted Flesh is simply stringy meat regardless of whether a vessel is placed within, though they can be used as brains for souls as required.





### Concealing Shadow Conduction (–6 AP)

"Channel of pervading darkness."

Requires **Flow G1+**

Devote ♦x2 for Minor Conduction Mode, ♦x4 for Major Conduction Mode, and ♦x8 for Max Conduction Mode. Aura is Spent continuously in proportion to the scale of your Conductions.

The user creates tangible shadows, with the texture and flexibility of silk and enhanced tensile strength. In practice, the semi-transparent material of the Concealing Shadows is nearly indistinguishable from natural shadows if placed accordingly, and can be used to make someone practically invisible in low-light conditions. Because its fabric is so durable and shock-absorbent, it can defend and cushion against heavy blows or weapons, strangle or bind an opponent, or rappel and pull objects, all in addition to blocking and nullifying light completely. Because everyone has a shadow, this Technique is perfect for surprise attacks originating behind an opponent or around darkened corners, especially in combination with hidden weapons. Strong users can use the Shadow Conduction to constrict opponents to death, encase them, or pull them limb from limb.



### Revealing Light Conduction (–6 AP)

"Channel of radiant lumiance."

Requires **Flow G1+**

Devote ♦x2 for Minor Conduction Mode, ♦x4 for Major Conduction Mode, and ♦x8 for Max Conduction Mode. Aura is Spent continuously in proportion to the scale of your Conductions.

The user funnels their Aura into pure light, whether to brighten a room or to flashbang an opponent with sudden bursts of illumination. Beyond purely creating light, the user can reflect light in mirror-like projections across any surface or even thin air, generating what are effectively holograms of any objects the user can reflect across space effectively. Skilled users of this Technique are masters of trickery, blinding opponents to create opportunities for attack or misdirecting their techniques and defenses towards reflections and afterimages. The light itself must be incredibly concentrated to cause physical harm or damage, but a skilled user can achieve burning beams and magnified rays. Conducted light doesn't have the dizzying speed of natural light, but it's more than fast enough to outspeed most opponent's perceptions.



### Glacial Frost Conduction (–6 AP)

"Channel of gelid glass."

Requires **Flow G1+**

Devote ♦x2 for Minor Conduction Mode, ♦x4 for Major Conduction Mode, and ♦x8 for Max Conduction Mode. Aura is Spent continuously in proportion to the scale of your Conductions.

Solid ice and snow are created and manipulated through the user's Aura in massive, glacial proportions, shaped into anything from mere balls of snow and hail to razorlike daggers of frost or walls of solid ice. While versatile in shape and application, Glacial Frost will quickly melt in room temperatures and weaken over time, meaning it is best used in quick, decisive fights or for temporary constructions. For this reason, Glacial Frost can create much larger volumes of material for less Aura, since the structure of the conduction is necessarily temporary. If the user is able to imprison an opponent in ice, they can keep them preserved and alive if they maintain the freezing temperature of their glassy prison.



### Special Series: Motion (–3 AP)

"Carriage unto pure air."

Requires **Flow G1+**

Devote ♦x2 while active.

The user glides along the ground on streams ejected from their heels, feet, palms and wrists. These emissions provide enough lift to slow down a fall from a great height, enough propulsion to jet across the ground at high speeds, and enough precision to make combat a dance of sliding, spinning, floating and flipping. Incorporating the thrust and momentum these jets provide into a fighting style is a natural step as one masters the Technique. They can keep the user momentarily suspended in mid-air, but are best used closer to the ground for greater propellant effect.



### Special Series: Contraction (–3 AP)

"Confluent energy node"

Requires **Flow G1+**

Devote ♦x1 for each Contraction point in use.

The user's manipulation is compressed to a single, distinct point, attack or expression, building up a highly pressurized construct of energy or matter that can act and shape itself autonomously without the user's input. This can create any construct of the user's choosing, including turrets, self-repairing barriers, tripmines, heat-seeking missiles, or protective constructs that follow them, as long as the construct has instructions from its user when it's created. When used with a Conduction Mode, the Contraction points are constructed using the conducted element, and without one they will draw on matter and energy in the environment. A Contraction point can be increased by adding more material or energy to it, and can be disempowered by removing it.



### Special Series: Expansion (–3 AP)

"Exterior sense, proliferate."

Requires **Flow G1+**

Devote ♦x2 while active.

The user's awareness and perception directly follows the substances and energy they control, increasing the range at which they can use Conductions and many other abilities. Though a manipulation of matter and energy is usually limited to where the user can perceive, this Technique requires it only for the initial manipulation, since their senses are extended wherever their manipulation is. This allows them to eventually form massive webs of control and perception that extend over much larger areas. If the user is in a Conduction Mode, this Technique applies to their expressions of that Mode, while without one it applies to matter and energy around them.



### Special Series: Extension (–3 AP)

"Self-subsumption unto the world."

Requires **Flow G1+**

Devote ♦x2 while active.

The user's physical essence becomes intertwined with the matter and energy they manipulate, making the expression compatible with their physical body. They can use their manipulated substances to patch and cover wounds, provide protection, and as an extension of their skin and flesh. Most importantly, while the Extension is in effect, energy and materials the user manipulates are treated as a literal extension of their body, and can be used to initiate contact-based Techniques.



### Special Series: Entity (–3 AP)

"Living facsimile"

Requires **Flow G1+**

Devote ♦x1 for each small Entity in use, ♦x3 for a large entity, and ♦x5 for a massive entity.

The user shapes material and energy around them into a new being, which acts instinctually of its own accord depending on how the user created it. The user shapes the traits for the Entity they create when they design them. They can be "protective," "aggressive," "stealthy," or something similar. The Entity then requires no further input or instruction and acts on its own to help the user. Most commonly, Entities take a humanoid or animal shape, but can potentially be far more creative. When the Conduction Mode used to create it is ended, the Entity collapses, and without a Mode the entity is composed of ambient material.



### Special Series: Immersion (–3 AP)

"Element entanglement."

Requires **Flow G1+**

Devote ♦x2 while active.

The user can coat any object they are in contact with in material or energy, empowering or hindering it depending on the user's intent and the materials involved. Blades, armor and weapons can greatly benefit from Immersion by gaining special properties and effects from their coating. The Technique can even be used to cloak the user themselves in a substance or energy, allowing them to gain beneficial properties like speed, durability, strength or reactive damage depending on what is used. If centered on an enemy or a target of destruction, Immersion will instead cause harm, creating a deadly coffin around the target or tightly binding them.

"Series" Techniques are empowered and built through any active Conduction Mode, but can also be used without one.



### Shifting State (–6 AP)

"Twofold stream of energy, devastating and preserving."

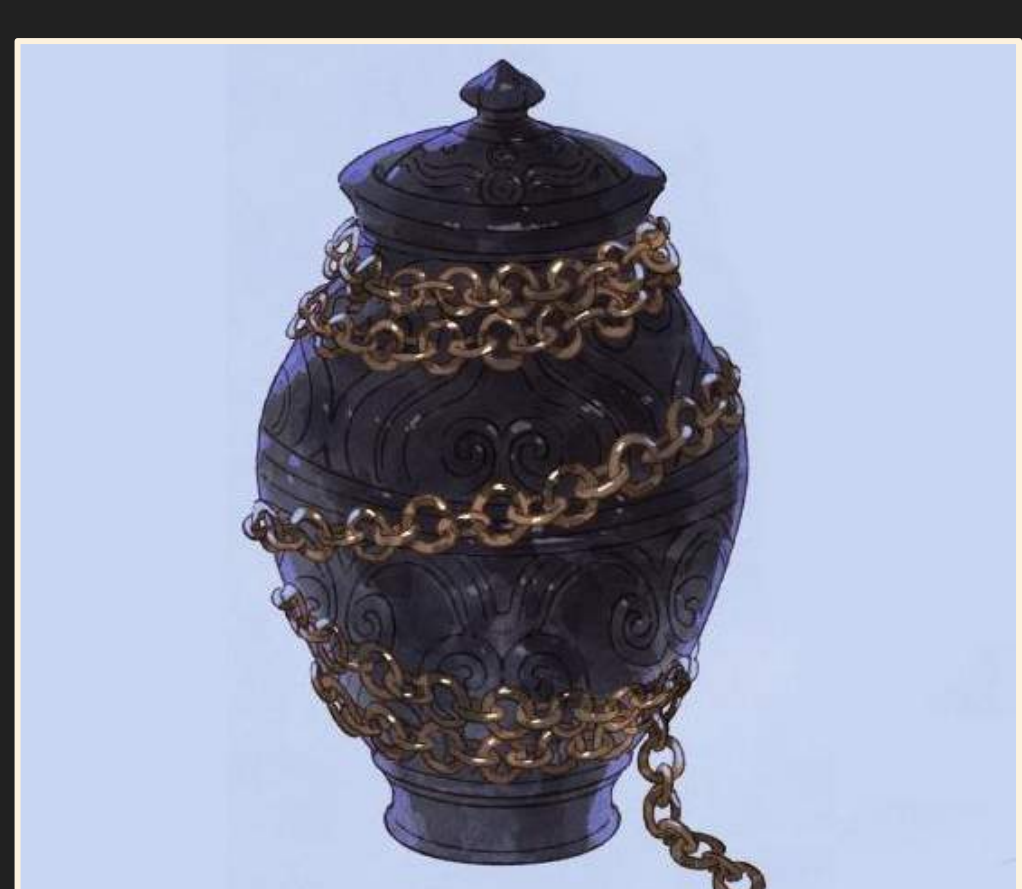
Requires **Flow G1+**

Devote ♦x8 while active. Aura is spent in proportion to your State expressions.

The user's natural Aura flow is focused into two modes of combat enhancement, one defensive and one offensive. In the Offense Shift, the user's body directs flowing Aura into a reserve for destructive beams, bombs and bolts, while also accelerating their mind to search for attack openings and weaknesses. In the Defense Shift, the user's body instead redirects sapped Aura into a reactive barrier of energy between them and their opponent's attacks, stimulating their mind to find ways to minimize damage. In both states, pure Aura is focused much more efficiently by limiting it to either destructive or protective effects. Protecting against or forming stronger attacks drains more Aura, so the Defense Shift will only reduce damage to what is necessary, while the Offense Shift will only create attacks strong enough to ensure damage. In the Offense Shift, the user is visually surrounded by flames of Aura, while in the Defensive Shift, they are surrounded by crystallizing lattices of Aura that wink in and out of existence like stars.

You can combine any State abilities or Conduction Modes to create incredibly powerful Fusion States which enhance each other while in use.

## Basic Alchemy Techniques:



### Urn of the Dead (–4 AP)

"Entombing basin of soul confinement."

Requires **Alchemy G1+**

Spend any amount of ♦ to create. The more Aura spent, the more souls the urn can contain. Must be prepared beforehand.

With an Urn of the Dead, a sorcerer can place souls into a physical object, where the souls will experience a dreamlike state consisting of any circumstances the sorcerer can imagine, or even the sensation of physically being the Urn. The souls within have only a vague sense of time within, and will not experience the sensation of more than a year's passing no matter how long they are actually contained and experiencing the dream within. Any soul forfeit to or owned by the user can be contained in an Urn of the Dead they've enchanted, which can be any inanimate object the user chooses. They can even choose to place their own soul into an Urn of the Dead to become an animate object of their own design, though other souls will not be able to animate their Urn.



### Coin Sheath Alchemy (–4 AP)

"Concealing token arsenal."

Requires **Alchemy G1+**

Spend ♦x3 for each coin created.

The user performs strange rituals to form coins which transform into weapons at the creator's command. Any weapon can be converted this way, including clubs, katanas, daggers, spears, and so on—in principle anything designed to harm someone. Ammunition for weapons (darts, arrows, and the like) must be placed into their own separate coins, making them less logistically practical but still not impossible to use. Skilled alchemists can create smaller and more subtle coins, or contain objects that are only ambiguously considered "weapons". Each coin has a crude tribal illustration of the weapon it contains. While this Technique has obvious applications for simply carrying more weaponry, it can also be used in deadly traps: place a coin in an opponent's bed, and giggle with glee as a sword pierces his spine from beneath the mattress. Explosives, for the coin's sake, are technically weapons if such prospects interest you.



### Beloved Name Blessing (–6 AP)

"Treasured epithet of my right hand."

Requires **Alchemy G1+**

Spend ♦x5 to bestow or restore a Beloved Name. The Beloved Name must be periodically restored to maintain its effects, with more Names requiring more frequent restoration. Can be prepared beforehand or in combat.

The user gives a unique Name to an object or weapon, and this Name gives it power. The Name largely determines the powers involved. A Beloved Name Blessing is much stronger than most imbuements a sorcerer can offer, and often mirror the powerful and strategic effects of Weapon Traits. The exact powers of each object are up to its name-holder, and gain a huge burst of potency when the name is stated aloud and restored, especially mid-battle. The Beloved Name must be periodically restored to keep the blessing's charms, rechristening the Name so that neither the creator nor the object forget its importance. The more Names a single sorcerer has gifted, the more often they must restore them. One Beloved Name might never need restoring at all, while a dozen might need restoration at a demanding rate.



### Bewitchment of Skies (–3 AP)

"Divine forecast sorcery."

Requires **Alchemy G1+**

Spend ♦x4 to alter local weather conditions.

Through recitation of a lengthy poem, the user brings about a change in the weather around them according to the poem they chose. The user of this Technique has memorized the Poem of Stormclouds, the Poem of Sunlight, the Poem of Snowfall and the Poem of Fog. The effectiveness of the Bewitchment of Skies is dependent on how dramatic a change in the weather would be. Recite the Poem of Stormclouds on a dry, sweltering day, and it will likely only produce an overcast. Recite the Poem of Fog when it's already damp outside, and the mists will be impenetrably thick.



### Silent Shiver Curse (–4 AP)

"Black Sign Redaction."

Requires **Alchemy G1+**

Spend ♦x5 to inflict a curse which inhibits language and precise motor functions.

The Silent Shiver Curse can be cast on anyone the user can concentrate uninterrupted upon within their perception. Once cast, the Silent Shiver Curse prevents the afflicted from being able to produce or understand any sign, word, or linguistic expression that the user wants omitted. This effect doesn't require intention from the caster, and automatically redacts whatever would displease them if expressed. It can keep secret information under wraps or prevent communication between enemies, but more pertinent is its ability to cripple the benefits of Ritual Phrases. Technique announcements, poses and hand signs when they would empower a victim's Techniques. If a foe is highly reliant on such methods as part of their strategy, the battle could be all but decided.



### Feather of Levity (–3 AP)

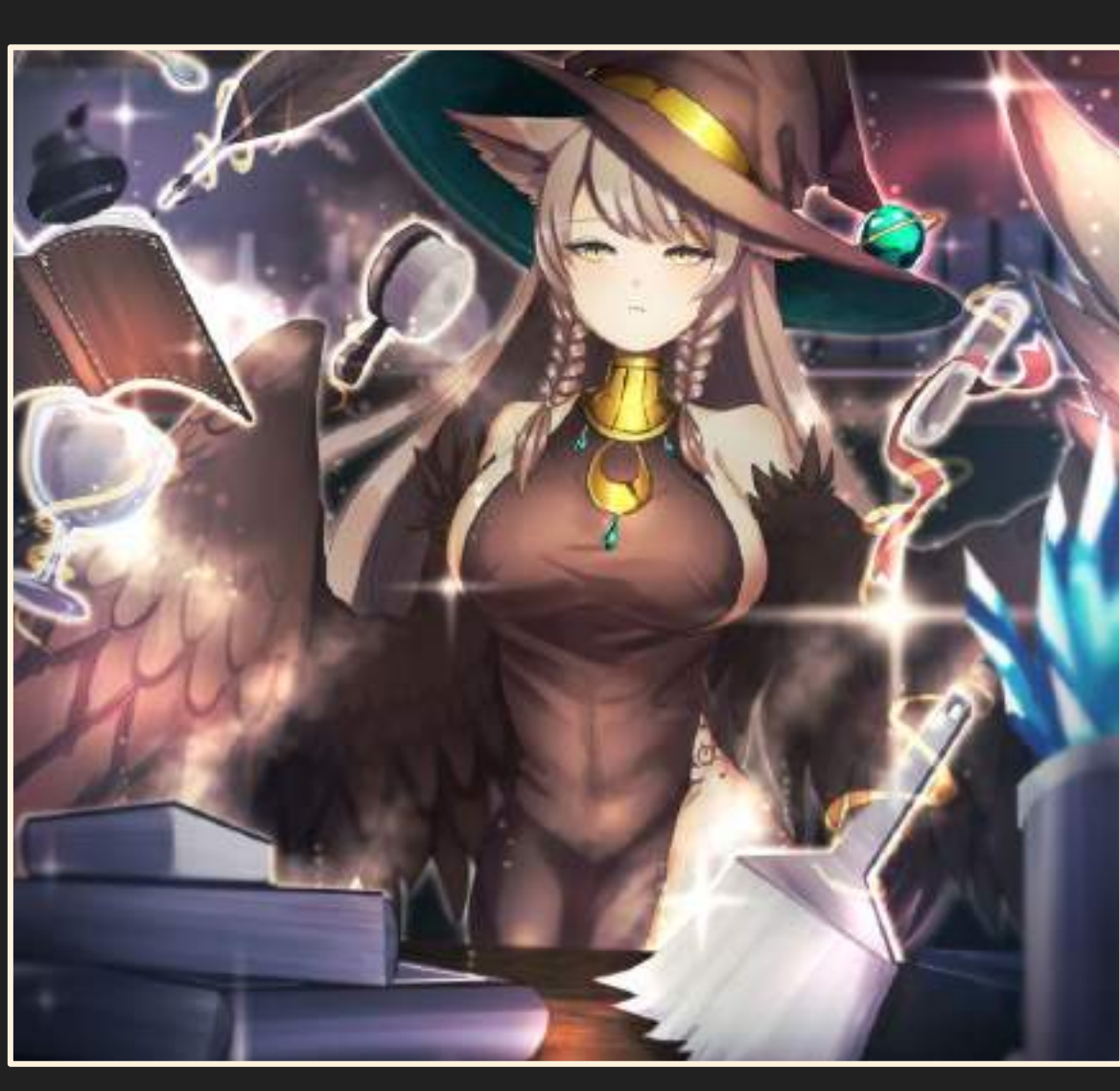
"Flying servant, angel's down."

Requires **Alchemy G1+**

Spend ♦x1 to enchant a feather.

The sorcerer imbues feathers with autonomous flight and incredible lift capacity, directing them with verbal orders like trained birds. Each feather has the strength of about one human arm, and can accordingly be assembled into a levitating featherbed, a flying storm carrying poisoned needles, or scouts who can convey their messages by writing with ink. Eventually, the Feather of Levity will become exhausted by their effort and fall asleep, demanding another cast of the Technique to awaken them.





### Summon Rite—Secret Supply (–6 AP)

*"In the coffers of old, I beckon: hoard of the mystics."*

Requires **Alchemy G1+**

Spend ♦x1 to summon or offer mundane objects. Objects can be bartered to others using the Secret Supply for trade.

The Secret Supply connects its summoner to a hidden reserve of trinkets and tools prepared by the assiduous planning and generosity of sorcerers that came before them. The user can summon—among other things—a scroll of paper, a brush and paints, a ball of silk, thread or twine, a block of clay, a whittling knife, a kettle, urn or vase, a firestarter, a calligraphy set, a handful of acupuncture needles, a smithing mallet, a sachet of common herbs or spices, an ingot of cheap metal, a small log of wood, and a feather quill without any sort of transfer or exchange. For more specialized objects, the user can offer anything they wish, and another sorcerer with the Secret Supply can barter for their object. If both parties agree, a trade will be conducted between them, teleporting the goods from one to the other.



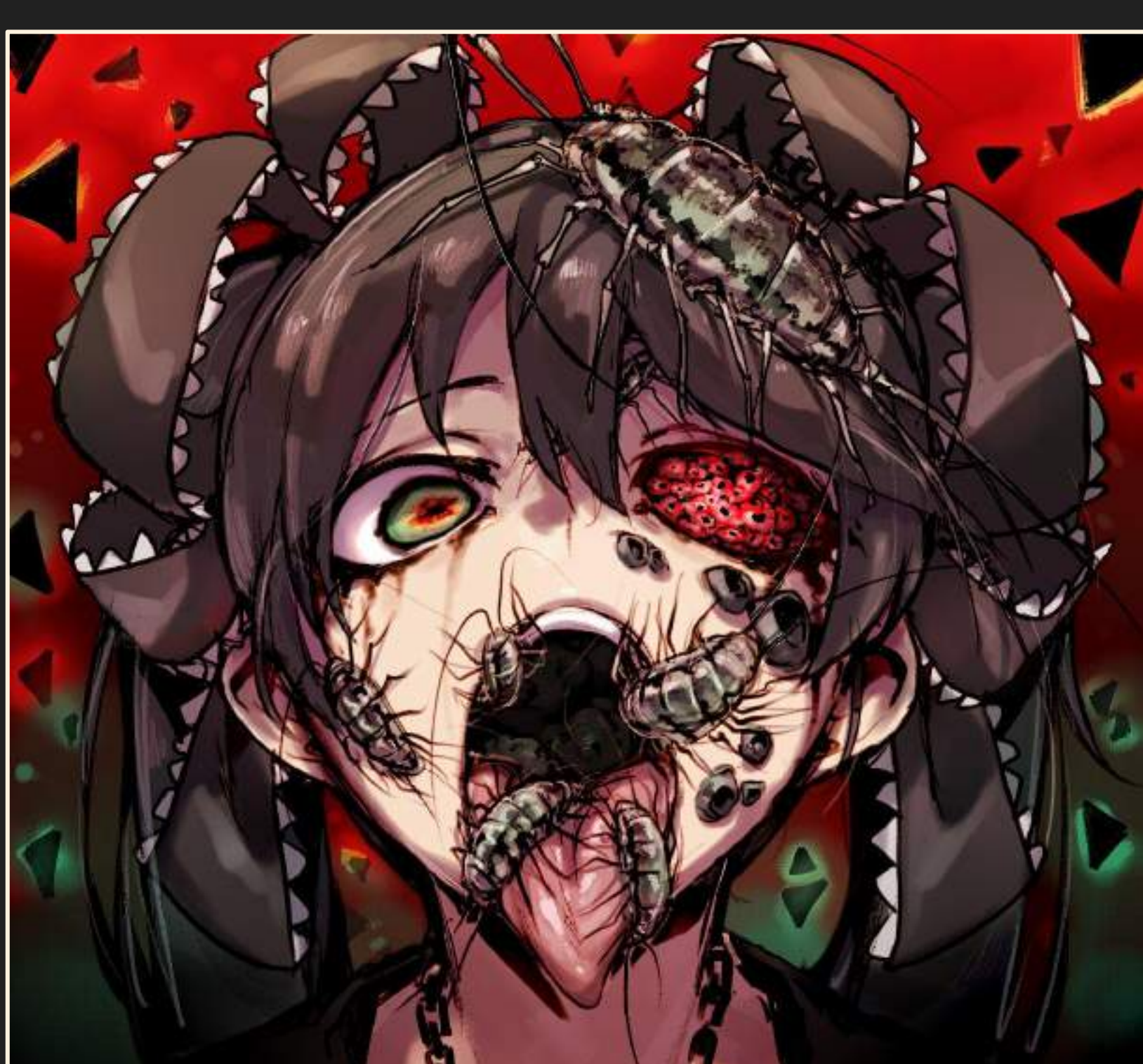
### Summon Rite—Sparrow Blades (–6 AP)

*"Upon these winds, I beckon: flock of barbs, billowing swarm."*

Requires **Alchemy G1+**

Devote ♦x1 for every four bladed weapons produced.

The user draws up swarms of flying swords, knives, glaives, sabres, spears and other sharp weapons that rapidly hone in on their targets like hornets. Against the undefended, Sparrow Blades can fell armies. Particularly agile or durable opponents may be able to escape the blender of razor-sharp weapons the Technique produces, but not forever. Each weapon has a mind of its own, swooping strategically and positioning itself to optimally reach its mark. If a sorcerer needs a multitude of weapons, or wants to synchronize an improvisational fighting style involving dozens of weapons flying through the air in a blur of cohesive motion, the Sparrow Blades can also help overwhelm enemies in close-quarters martial combat.



### Summon Rite—Parasite Infestation (–6 AP)

*"For the subjugation of mankind, I beckon: swarming hive, death of freedom."*

Requires **Alchemy G1+**

Devote any amount of ♦ to summon pestilent parasites, allowing greater hordes of parasites to be summoned the more ♦ is Devoted.

A veritable hive of parasitic organisms can be called upon by the summoner, rising in vile seas to overwhelm and infest their foes. Once the Parasite Infestation has infiltrated a victim's body, they can either relentlessly devour them from the inside-out, or create a menagerie of torturous effects on their body. Anything from causing them unbearable agony for disobedience, flooding their mind with chemical cocktails, altering their physiology, or rendering them unconscious are possible at the parasite's hands. Anyone already infected with a Parasite Infestation can spread the parasites through prolonged contact with another, and if maintained for long durations can use humans as hives to multiply far beyond the initial wave of summons. When the Devotion is ended, all parasites and their descendants are dispelled, but their exponential multiplication means that maintaining the summon for long periods is the most effective strategy.



### Summon Rite—Puppeteer of the Dead (–6 AP)

*"Upon this shrine, I beckon: tangle of animation, corpse marionette."*

Requires **Alchemy G1+**

Devote ♦x3 for each Puppet String while manifested.

The user extends their soul in the form of animating strings, stretching to tie themselves to the husk of any deceased human, animal, or empty Vessel. While they remain connected, they can manipulate these bodies like puppets with their own soul, can use any of their Release Techniques through the puppets and force them to fight, as well as make them speak and move. Their control remains until they release the threads, the thread is cut, or the corpse is destroyed.



### Summon Rite—Monarch of Feathers (–6 AP)

*"By my noble right, I beckon: creatures of down and beak, flight and feather."*

Requires **Alchemy G1+**

Devote ♦x1 to summon and maintain any bird smaller than a human.

Devote ♦x3 for birds larger than a human or a group of smaller creatures equal in weight to a human. Devote ♦x8 for a greatly enlarged, monstrous version of any bird.

The summoner possesses a minor royal title among avians, and can fluently speak the Tongue of Feathers with birds or summon any variety of bird from Mortal World to command them. Smaller birds such as sparrows can act as stealthy informants, while raptors and corvids can act as thieves to retrieve objects or disrupt machinery. When unsummoned, the birds immediately return to their natural habitat in Mortal World none the wiser. Birds the user hasn't summoned may need more convincing or bargaining to serve them, but can still be swayed with a silver tongue.



### Summon Rite—Monarch of Scales (–6 AP)

*"By my noble right, I beckon: creatures of claw and tongue, shed and scale."*

Requires **Alchemy G1+**

Devote ♦x1 to summon and maintain any reptile, amphibian or fish smaller than a human. Devote ♦x3 for reptiles or fish larger than a human or a group of smaller creatures equal in weight to a human. Devote ♦x8 for a monstrous version of any such creature.

The summoner is a noble baron among reptiles, amphibians and fish, and knows the Tongue of Scales to speak with them. Most reptiles will treat them with deference, but will need more convincing than those they summon. Most useful among these are serpents dripping with deadly venom, waiting for the merest order to sink their teeth into a victim. Others, such as giant monitor lizards, hulking boa constrictors, or roaring alligators can serve as deadly accomplices in more direct confrontations. When unsummoned, the creatures are returned to Mortal World in their natural habitats.



### Summon Rite—Monarch of Hair (–6 AP)

*"By my noble right, I beckon: creatures of jaw and tooth, hide and hair."*

Requires **Alchemy G1+**

Devote ♦x1 to summon and maintain any mammal smaller than a human.

Devote ♦x3 for mammals larger than a human or a group of smaller creatures equal in weight to a human. Devote ♦x8 for a monstrous version of any such creature.

The summoner is an honorary member of a noble mammalian family, and can fluently speak in the Tongue of Hair with mammals. While humans, yokai, shapeshifters and the undead do not count for this Technique, the user is treated with great respect by other mammals, and can summon any mammal from Mortal World. Mammals are some of the largest, strongest creatures on the planet, and can easily serve as mounts, guardians, pets and scouts. When unsummoned, the creatures immediately return to Mortal World in their natural habitats. Mammals the user hasn't summoned may need to be convinced or bribed to follow their bidding, but are available to negotiate with.



### Summon Rite—Monarch of Shells (–6 AP)

*"By my noble right, I beckon: creatures of mandible and carapace, spiracle and shell."*

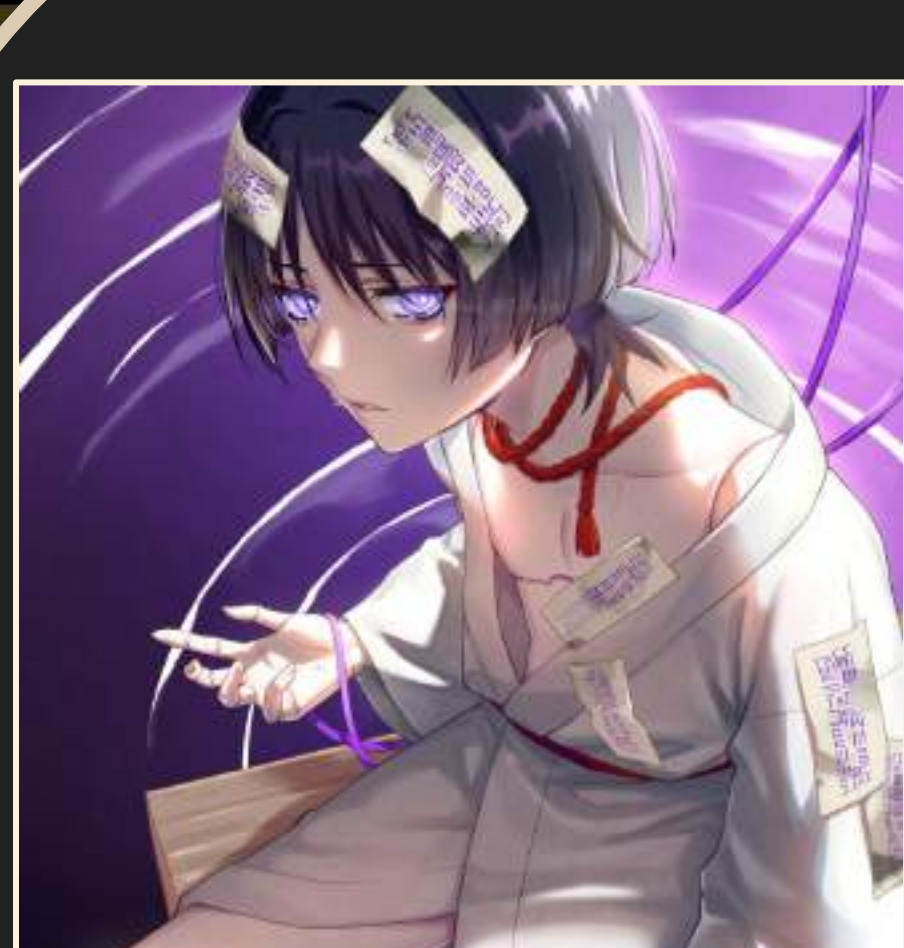
Requires **Alchemy G1+**

Devote ♦x1 to summon and maintain any invertebrate smaller than a human.

Devote ♦x3 for invertebrates larger than a human or a group of smaller creatures equal in weight to a human. Devote ♦x8 for a monstrous version of any such creature.

The summoner occupies an honored diplomatic position among spiders, insects and shellfish, and is one of the few sentient beings that can fluently speak the Tongue of Shells, a very rare animal language even in Youdu. They regard the wielder with deference, though forcing wild invertebrates to risk their life may require an incentive. The user can summon hordes of any manner of arthropod from Mortal World, where they will return when dispelled. Insects and arachnids sport some of the most toxic venom in the animal kingdom, and if enlarged by the Technique have durable exoskeletons and the capacity for flight. The user can be carried by the wings of moths, illuminated by lantern bugs, or incarcerate their enemies in the webbing of black widows on a whim.

Any of your Summon Rites can be cast at the same time to create synchronized fusions with combined abilities and forms.



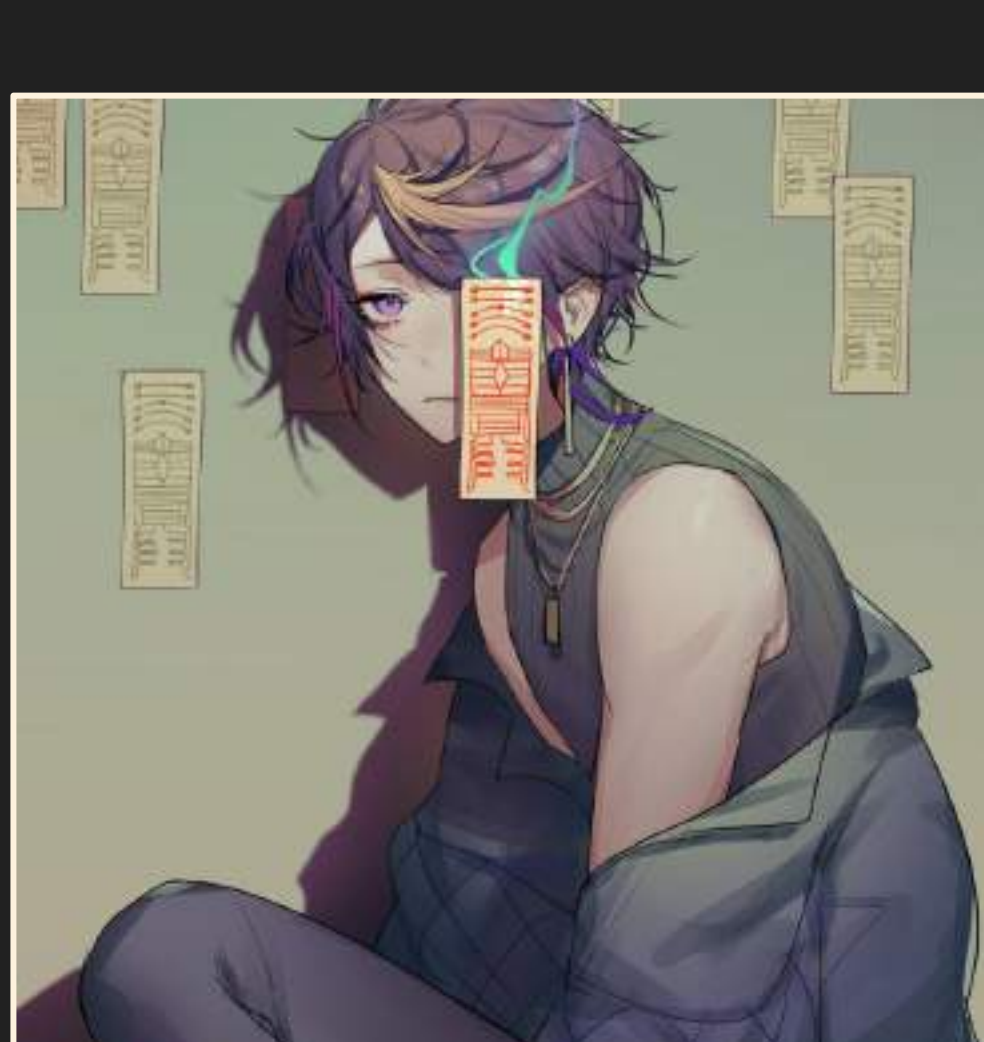
### Void Paper Sigil (–6 AP)

*"Talisman that holds emptiness."*

Requires **Alchemy G1+**

Spend ♦x6 to create. Must be prepared beforehand.

The user draws sigils from an unknown language onto the back of an ordinary paper sheet, causing the undrawn side to become a hole in space to an empty foreign dimension. They can store anything inside, and retrieve their treasures through any other Void Paper Sigil. The dimension associated with the Void Paper Sigil is unique to each sorcerer, meaning only Paper Sigils created by that sorcerer can access their own storage. If they place two banners of paper in several places, they can pass into one and exit from another through the foreign dimension. If a living being is trapped inside for too long, they may be able to tear through the black void of the Sigil with brute force or sheer persistence to return to where they were trapped.



### Watching Paper Sigil (–6 AP)

*"Talisman that sees all things."*

Requires **Alchemy G1+**

Spend ♦x4 to create. Must be prepared beforehand.

The opener carefully places the likeness of an open eye on two slips of paper. When anyone looks into the eye on one of the papers, they see whatever would be visible to the eye on the other, allowing the sorcerer to survey any location they're able to sneak a Watching Paper info. Each page can be of any size the alchemist wishes, and large, public posters containing a Watching Paper Sigil are how most citizens of Youdu receive the news and watch spectator sporting events. Your purposes can be more clandestine or clever than that if you'd like.



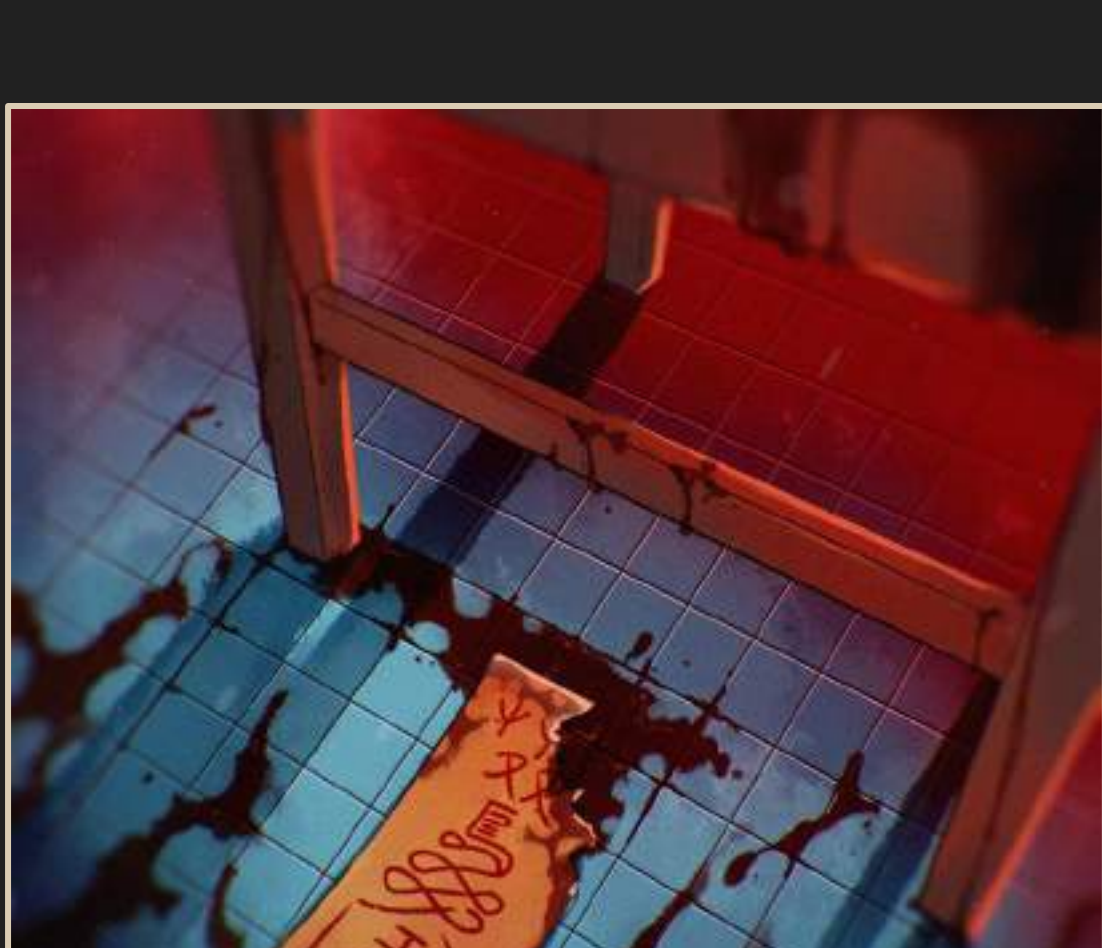
### Binding Paper Sigil (–5 AP)

*"Talisman that returns from afar."*

Requires **Alchemy G1+**

Spend ♦x4 to create. Must be prepared beforehand.

Any unattached nonliving object with a Binding Paper Sigil affixed to it can be teleported to any other Binding Paper Sigil created by the same sorcerer, allowing them to teleport useful objects and equipment back and forth. A common use is to place a Binding Paper Sigil on one's wrist and on useful objects, with a central Binding Paper Sigil in a secure area where the objects are dispelled for storage. This sigil can even be placed on other Paper Sigils to keep supplies on hand. The combination potential for networks of teleporting tokens, new styles of combat that phase blades and polearms in and out of the fray, and much more are possible with a little ingenuity.



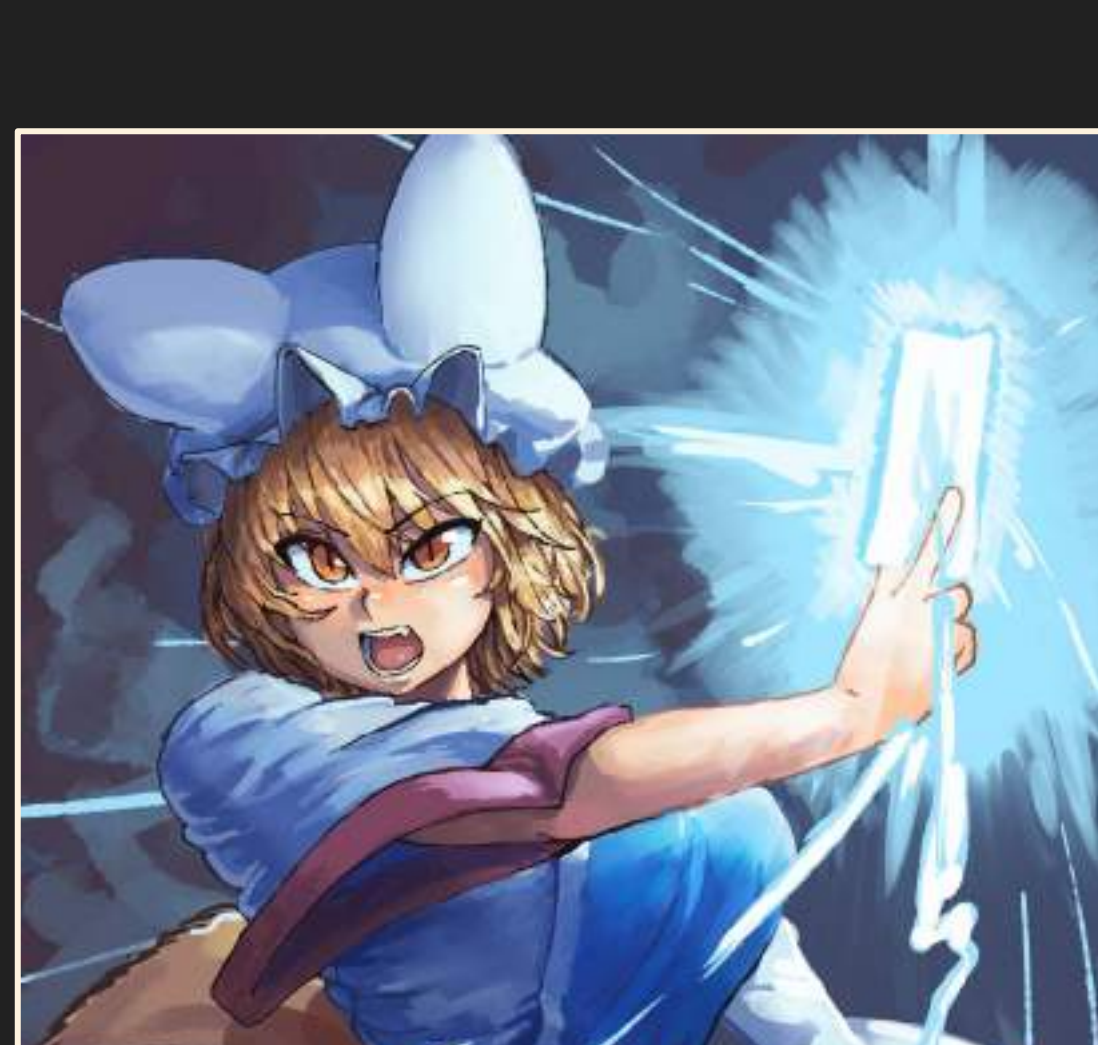
### Warding Paper Sigil (–5 AP)

*"Talisman that guards from obtrusion."*

Requires **Alchemy G1+**

Spend ♦x4 to create. Spend any amount of ♦ while preparing to strengthen the barrier effect. Must be prepared beforehand.

The closer someone becomes to the Warding Paper Sigil, the more difficult it becomes to touch the object it is attached to. The faster and more forceful someone tries to touch the object, the greater the repelling force of the Sigil will be. Placing multiple Warding Paper Sigils on an object or person will enhance this effect even further, never making contact completely impossible but always increasing the prolonged patience or force required to do so. If a sorcerer wants to protect themselves in a dramatic way, they can place the Sigils on armor, clothing and treasured artifacts, though any sufficiently patient foe will be able to slowly peel them from their surface with patience and time.



### Emitting Paper Sigil (–4 AP)

*"Talisman that dissipates its technique."*

Requires **Alchemy G1+**

Spend ♦x1 to create. Dissipate the Aura of whatever Technique is imbued upon activation. Must be prepared beforehand.

The Emitting Paper Sigil stores the activation of any Release Technique the creator can use, and activates its effect either at the creator's will or through contact. It dissipates the Technique's required Aura at the moment of the trigger, drawing from the inscriber's Reserve. If the inscriber is intelligent, they can create chain reactions with dozens of other effects in rapid succession, or activate Techniques when they are unaware.



### Signal Paper Sigil (–4 AP)

*"Talisman that awakens its brothers."*

Requires **Alchemy G1+**

Spend ♦x1 to create. Must be prepared beforehand.

The Signal Paper Sigil can be programmed to autonomously trigger the effects of any other Paper Sigil within a fifty mile radius, and can be activated by any condition the creator sets for it. For instance, the creator could cause their Signal Paper Sigil to activate in the event that they die, causing every Bursting Paper Sigil on their body to detonate, or change the conditions of a Warding Paper Sigil to trap their opponent. Its most obvious chronosync use is with the Emitting Paper Sigil, allowing its user to activate the effects of any Release Technique without even being aware of it. Falling into a coma can now be a trigger for a quick teleportation or regenerative Techniques. The snap of a finger can be a trigger for Emergent Origami Recursion to fold a thousand leaflets into a burning dragon, fitted with still more Emitting Paper Sigils that draw its creator's Aura for fiery breath. The possibilities are only limited by the creator's imagination, and the better a user becomes, the more subtle and esoteric the trigger may be.





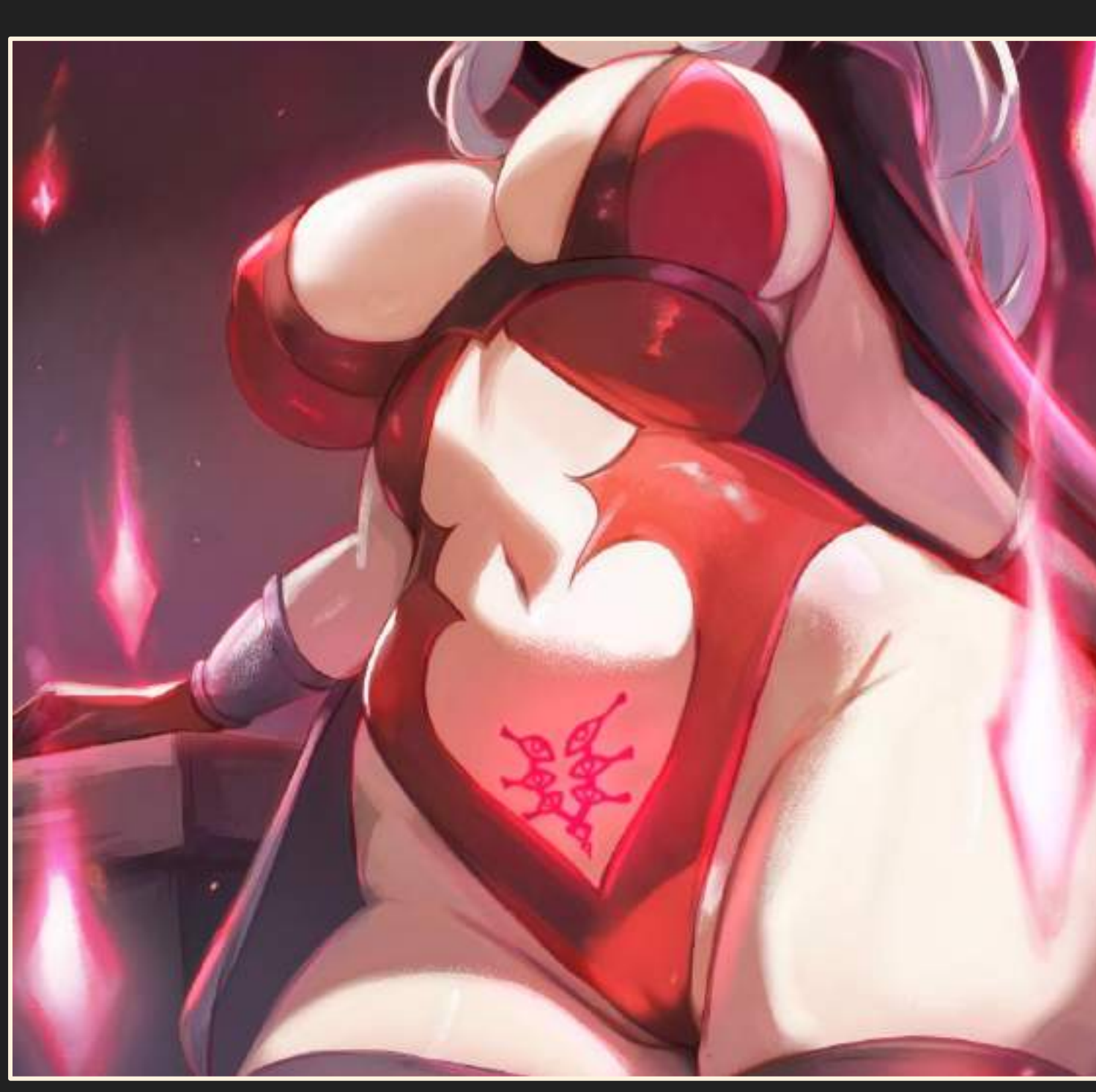
#### Four-Point Sealing Body Sigil (–1 AP)

*"Tattoo that bears away spirits."*

*Requires Alchemy G1+*

*Spend ♦x4 to create with a touch.*

A Technique integral to Exorcists, the Four-Point Sealing Body Sigil wipes up to four memories from the one struck with it at the user's discretion. If they die with the Sigil on their body, it will confine them from reincarnating or developing a new body for four years. The user can also use the Four-Point Sealing Body Sigil to force a Spirit to remain in its current body or transfer it to another body that also has the Sigil after destroying its original form, confining them for four years. While this has some limited use cases for espionage or erasing knowledge from others, it is most immediately useful for binding a Spirit before it is exorcized. With its memories erased, the Spirit has no idea who sealed it, preventing it from taking vengeance on the user and haunting those who defeated it later. The Sigil can be removed with certain ceremonial rites, though the memories lost will not be restored. A person or Spirit cannot have more than one Four-Point Sealing Sigil placed on their body.



#### Carnal Body Sigil (–1 AP)

*"Tattoo that links the lovers."*

*Requires Alchemy G1+*

*Spend ♦x4 to create with a touch.*

With contact, a sorcerer imbues a carnal sigil on another's body, choosing someone as its controller—usually themself. This sigil has a design unique to the controller, delineating their established territory to others and fading away when its effects aren't in play. This marking ensures that the marked person has no interest in romance with anyone but the controller, and physically cannot take another as their love. It is often used innocuously between husband and wife, though *less wholesome* uses are not unheard of. The controller is given practically free reign over the marked body: inducing intense desire or gushing ecstasy, altering fetishistic inclinations or physical characteristics, controlling fertility and much more is all as easy as snapping their fingers. A Carnal Mark can be removed at the controller's whim or through certain laborious cleansings seldom administered.



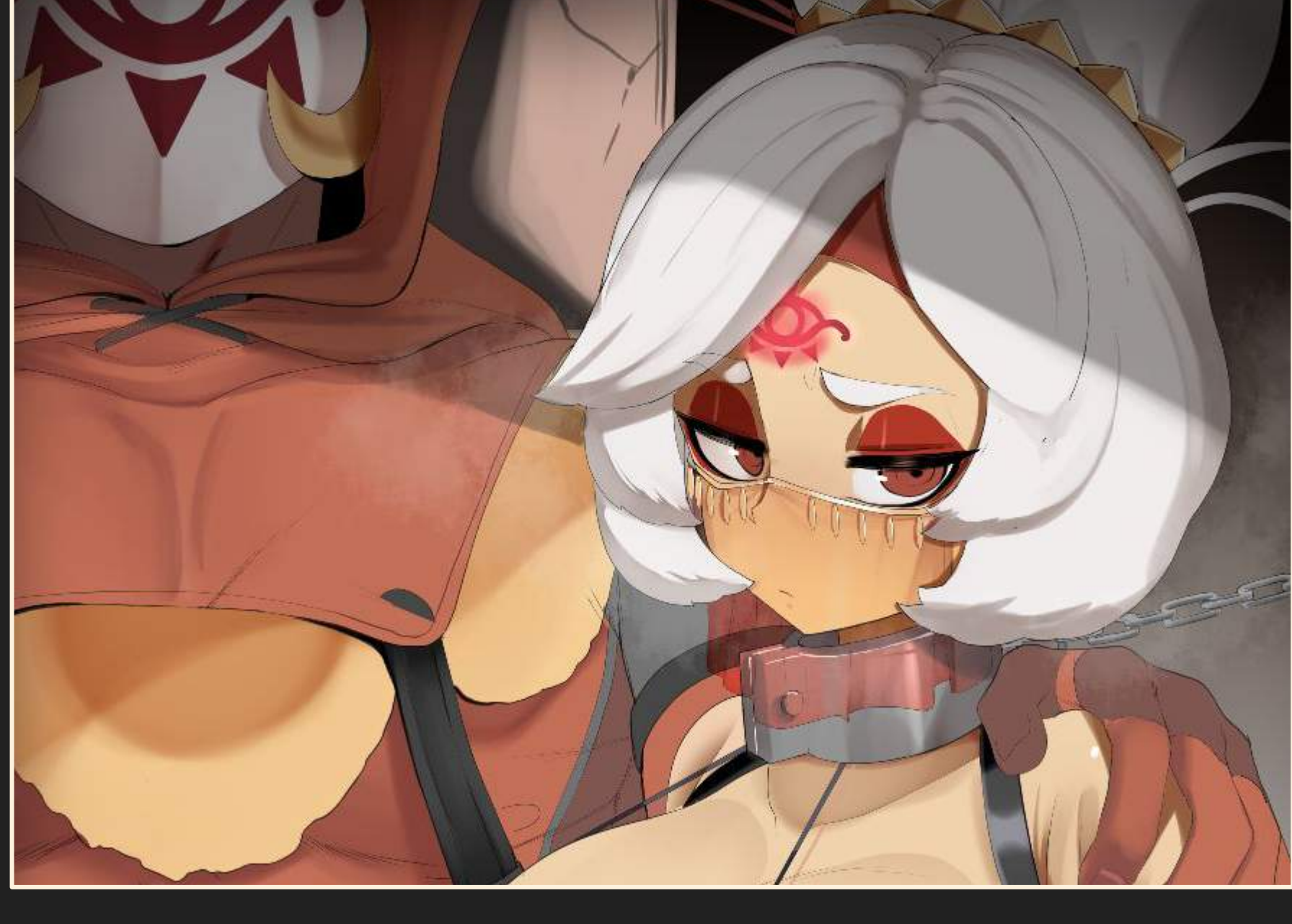
#### Tracking Body Sigil (–1 AP)

*"Tattoo that routes its course."*

*Requires Alchemy G1+*

*Spend ♦x4 to create with a touch.*

The imbued subject of the Tracking Body Sigil has their movements, routes, and relative location all transmitted to the knowledge of the caster while it is on them. A user of the Sigil could tell the very room their subject is in, much less how to get there. Most usefully, the Tracking Body Sigil is treated as a location the user can perceive for the intents and purposes of other Techniques, a moving beacon of perception into any location. So many abilities require perception to use—and their effects can be so deadly—that a Tracking Body Sigil can be treated as a practical bomb or teleportation node if used in combination with other powers.



#### Indocrinaling Body Sigil (–1 AP)

*"Tattoo that shackles the servant."*

*Requires Alchemy G1+*

*Spend ♦x4 to create with a touch.*

With contact, a sorcerer imbues a binding sigil on another's body, choosing someone as its controller—usually themself. The target experiences immense discomfort, distress and pain when they act against the will of the controller, and equally powerful peace and satisfaction when they follow the will of the controller, fading when not in play. It also subtly creates subconscious influences to encourage obedience on a psychological level as well as a physical one. This sigil historically has been used on servants, mercenaries, advisors, and anyone whose betrayal could have serious consequences, but it isn't a foolproof measure. It can be resisted with enough willpower and pain tolerance, though its effects grow stronger and more compelling the longer resistance or obedience is maintained. It determines the will of the controller by whether or not they would permit, forbid, or encourage the activity, whether or not they actually explain these orders. For most intents and purposes, it can be removed through cleansing rituals or at the controller's whim.



#### Healing Acupuncture (–6 AP)

*"Lifegiving needle forfends pale death."*

*Requires Alchemy G1+*

*Spend ♦x4 to prepare. Spend ♦x1 to administer. Must be prepared beforehand.*

The alchemist imbues ordinary acupuncture needles with healing Aura and administers them at energy ley lines along the patient's body. So long as the needles remain undisturbed in their positions and the subject has time to rest, their healing process will be accelerated by ten times—maybe even more. Whatever wound the needle is administered to will immediately stabilize, preventing further harm. These needles can also effectively treat bodily sickness, poisoning, and even more abstract effects like alchemical sigils or mutations. Some ailments like cancer or an amputated limb simply cannot heal naturally, and these needles will be of little help in these cases, but can at least halt their progress.



#### Dan Tien Liquor Flask (–6 AP)

*"Flask of energies: flowing sake river."*

*Requires Alchemy G1+*

*Spend ♦x10 to prepare one dose. Restore ♦x3 into your Aura Reserve when administered. Must be prepared beforehand.*

The alchemist uses a combination of spices and herbs to imbue a strong liquor with raw Aura absorbed through the stomach. The mixture can restore a subject's Aura in a pinch, but it is still strong, potent liquor, and one dose is usually enough to get the imbiber at least a little tipsy. Some specialized Ronin have followed the Sake River style, developing a ridiculous tolerance to alcohol to consume as many as three Flasks in a single fight. Even those with great alcohol tolerance find it impossible to drink more than two Flasks a day, as their stomach physically rejects the mixture and forces them to vomit beyond this point. A skilled alchemist can allay the cognitive effects if not the illness when they create the concoction. Each Flask taken will halve the user's Aura regeneration rate until they can fully, naturally recover their Reserve, stacking multiplicatively for each imbibed.



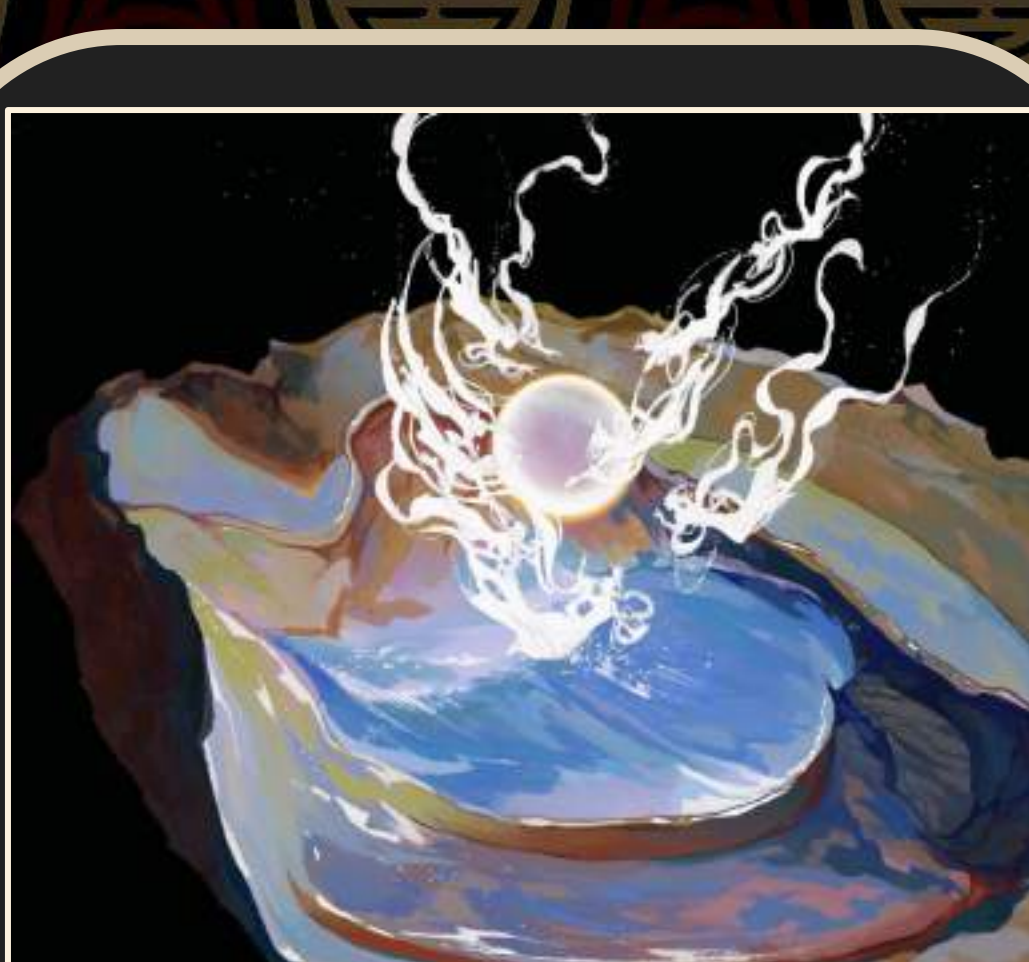
#### Mellified Monk's Revival Sap (–6 AP)

*"Nectar of regeneration: dripping mummy syrup."*

*Requires Alchemy G1+*

*Spend ♦x10 to prepare one dose. Restores injuries when administered. Must be prepared beforehand.*

Many millennia ago, it was discovered that the vital energies of an especially pious monk could be transferred to honey or tree sap if the practitioner was mummified in it. Today, that practice still remains. Monks graciously donate their mortal coil to medicinal purposes, creating Revival Sap, a precious medicine which can repair broken bones and heal almost any wound short of amputation. As a sorcerer, the user can replicate this process with the mummies of small animals, though the healing effects are lessened. If they find themselves with access to the bodies of monks or Aura users, they can replicate the astounding medicinal properties in a pinch. Even without them, they'll still be able to replicate almost a month's worth of natural healing with a single dose. The sap itself is so foul and rotten that most people cannot stomach more than one dose every few hours.



#### Toxin Pearl (–6 AP)

*"Bauble of poison mists."*

*Requires Alchemy G1+*

*Spend ♦x3 to prepare Toxin Pearl. Can be prepared beforehand or in combat.*

The user draws toxins from the atmosphere around them and compresses them into a small, spherical bauble that releases them all at once if shattered. Prepared in the average room, it will create a dust bomb to conceal movements. Prepared near a fire, it will produce a bomb of choking ash and smoke. If prepared in a controlled setting, the user can make these bombs spread nearly any toxin they desire. The pollutants drawn in by this Technique are multiplied when released, needing only a small candle's smoke to fill a room with ash or a boiling tea kettle to fill a room with scorching mist. The Toxin Pearl can be prepared and later used at another time, or made under impromptu preparation at any time.



#### Herbal Lunar Pool (–4 AP)

*"Cleansing baptism that remits the accursed."*

*Requires Alchemy G1+*

*Spend ♦x4 to prepare Lunar Waters, originating from stigmata on the palms.*

The Herbal Lunar Pool is a luminous holy water that cleanses and removes Sigil techniques, curses, diseases, poisons or malignant Aura effects if the user thoroughly washes themselves in it, with more washing required for more powerful effects. Bathers receive greatly enhanced Aura recovery, a restoration of health, and a hypnotic sense of psychological comfort while immersed. It flows through the Moonpool Apothecary in the Lunar Ring Borough in public baths, available to wounded warriors, sore lopers and exhausted travelers in return for a tithe to the temple.



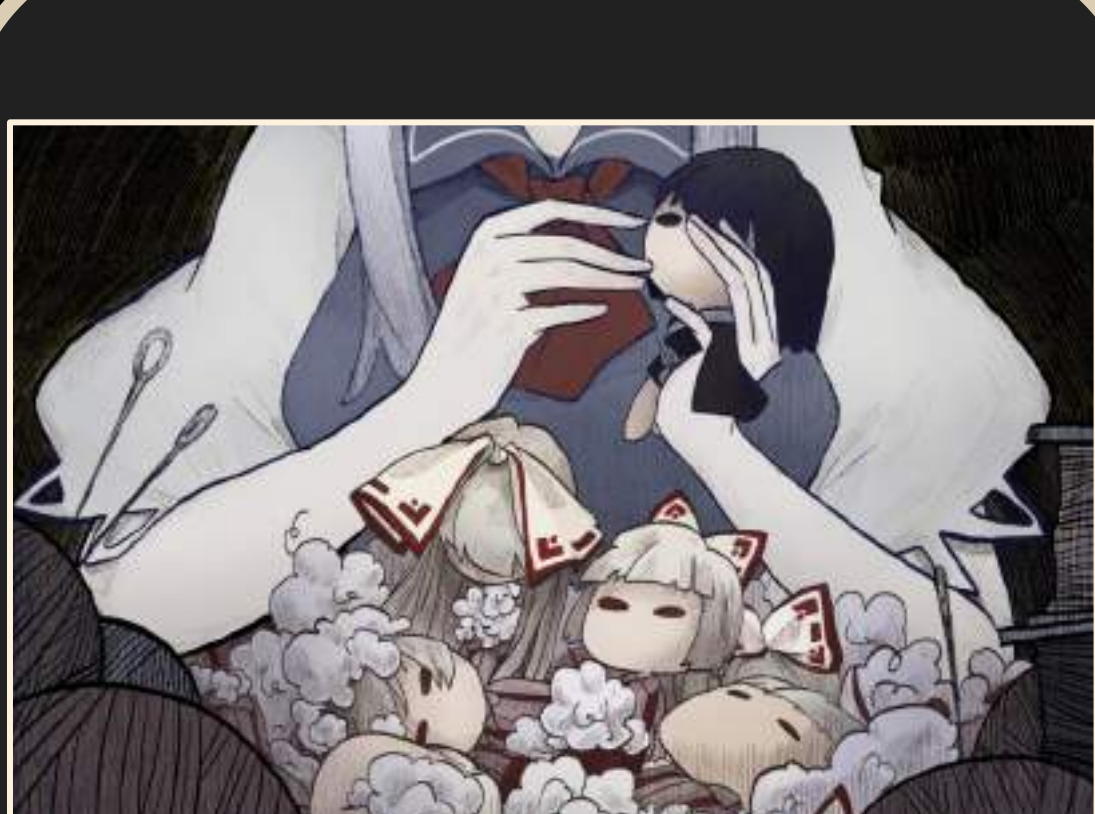
#### Origami Servant (–6 AP)

*"Folded figure, paper peon."*

*Requires Alchemy G1+*

*Spend ♦x1 for each origami created. Can be prepared beforehand or in combat.*

The wielder uses a piece of paper folded into the shape of an animal or figure, imbuing it so that it is hardened like steel, sharpened like a dagger, and fully animate, communicating to its master through child-like writings on its paper interior. The sorcerer can send paper cranes as information scouts, send paper frogs to stick to walls and watch at a distance, or simply create dozens of paper airplanes that swarm like deadly flies and pierce the opponent. The papers themselves and/or the origami can be prepared in advance, and can be imbued with any Paper Sigils of the user's choosing.



#### Doll Servant (–6 AP)

*"Knitted navy, sewn skivvy."*

*Requires Alchemy G1+*

*Spend ♦x1 for each doll created. Can be prepared beforehand or in combat.*

Using any small, constructed likeness of an animal or human, a sorcerer can create animated servants to do their bidding. So long as the poppet is of a size they can fit in your hand, anything that bears even a passing resemblance to a living creature is available, including crude clay statues, children's toys or any object with a face, eyes or limbs on it. These can serve as loyal assistants, tiny informants, or a living colony of plastic and tin that ruthlessly defends like a beehive.



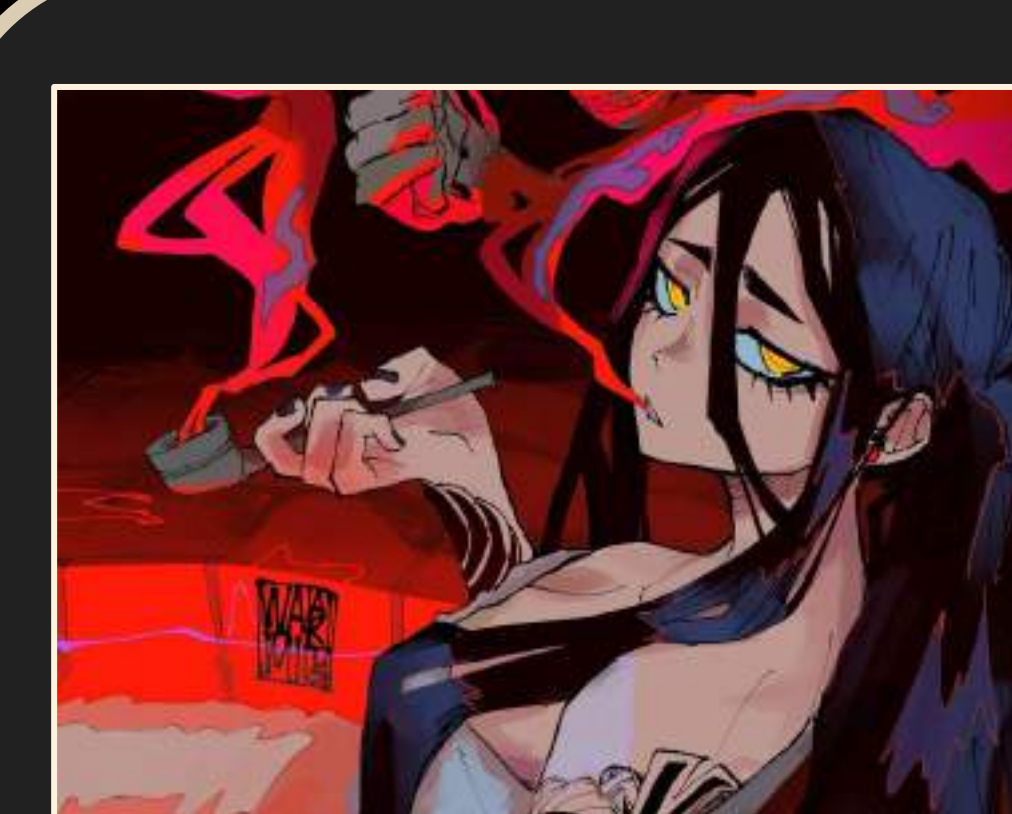
#### Nape Pressure Point (–6 AP)

*"Disarming touch of sleep."*

*Requires Alchemy G1+*

*Spend ♦x5 to activate with a sustained touch to the back of the neck.*

Many sorcerers have a knowledge of the body's pressure points and energy meridians, but few know of a secret method to cause immediate unconsciousness with a prolonged touch. It can take several seconds of contact to come into effect, but extremely skilled sorcerers can shorten this duration the better they become. Either way, sustained contact with the nape of their victim's neck will flood the victim's upper Dan Tien with an extended flow of energy that eventually renders them unconscious, so long as the victim isn't aware when first contact is made. The unconsciousness usually won't last more than five to ten minutes, but this is usually enough time to dispatch, bind or capture the victim.



#### Vorpall Poison Breath (–5 AP)

*"Venom air, kiss of betrayal."*

*Requires Alchemy G1+*

*Spend ♦x1 for every breath of vapor produced, or for every equipment imbued.*

The user draws toxins and chemicals out of their bloodstream to create a vaporous concoction which they breathe out through their mouth and nostrils. If the breath is expelled onto a weapon or set of weapons, it will stick to those weapons and give them a vorpal edge. If the breath is expelled onto food or drink, it will poison the one who consumes it. Its creator can choose whether it is a sedating, killing, or acidic poison. If a user of the Technique is poisoned and activates the Vorpall Poison Breath, the toxins in their body are expelled through the breath, curing them.



#### Merciful Recidivism (–1 AP)

*"Psychopomp that leads the departed, ferry this traveler home."*

*Requires Alchemy G1+*

*Spend all remaining ♦ to create a teleportation radius. Anyone inside the teleportation radius will be returned to a Recollection Prism of the user's creation.*

*Spend ♦x12 to create a Recollection Prism. Must be prepared beforehand.*

The Merciful Recidivism allows its user to perform a ritual to return to any location they have placed a Recollection Prism. The Recollection Prism is a simple piece of faceted glass, and can easily be broken by someone trying to thwart the user. Its radius means that a healthy number of people can be transported through this Technique at once, though its its grave Aura costs make it impractical for anything but long-distance or emergency travel. The Merciful Recidivism can operate across even alternate realms of space. It can return one to a targeted location from Spirit World, Mirror World, Mortal World, Inner Realms, or any other dimension, but not across alternate time conditions.



## Misc. Basic Techniques:

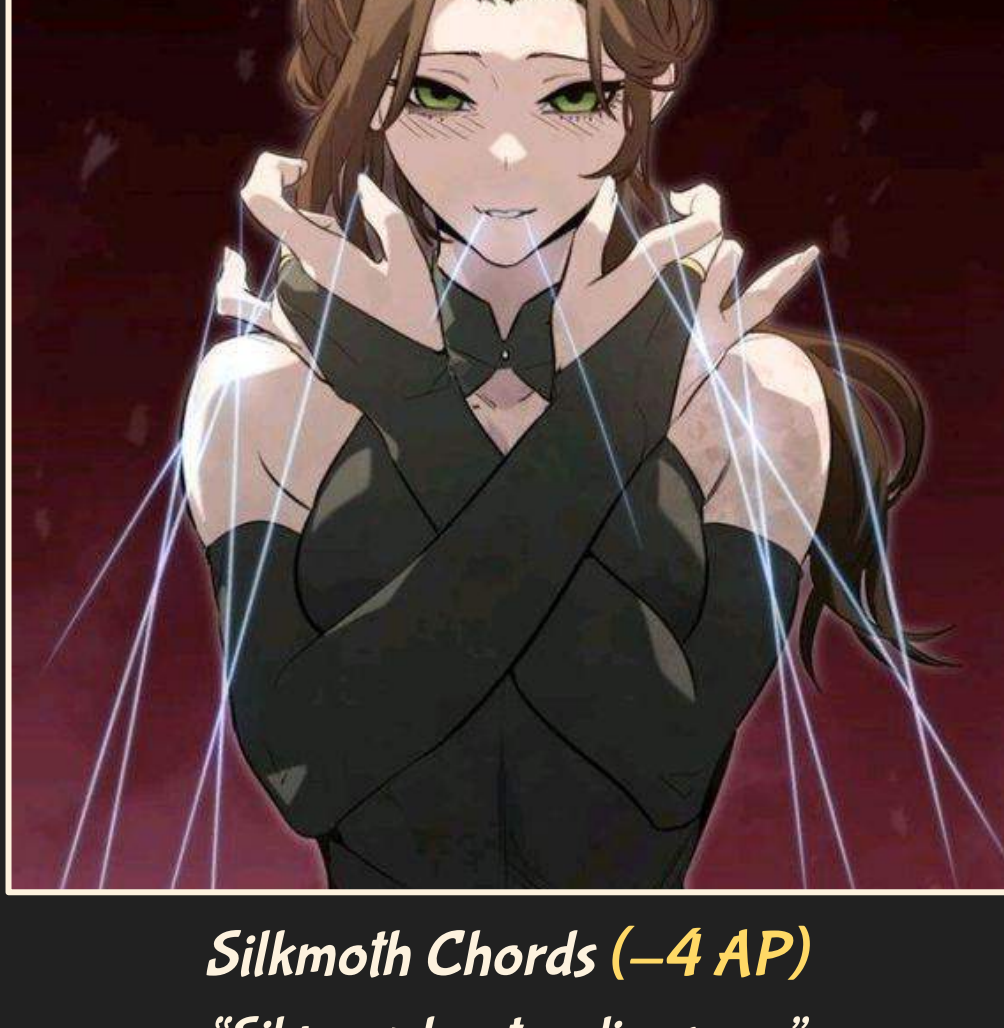


### Battle Flow (–6 AP)

"Harmony in combat's rhythm."

*Passive Effect.*

The user's mind slows their perception of time in an adrenaline-like state of acceleration at will. Only the user's mind is moving at the perceived speed, and they are able to consider their next course of action for a much greater duration while their body lags behind at its normal speed. Since this ability can be used at any time, the user can effectively accelerate their reflexes far beyond those of an average human. Even if the user's opponent is lightning-fast, they'll still be able to defend themselves, albeit at a significant disadvantage.

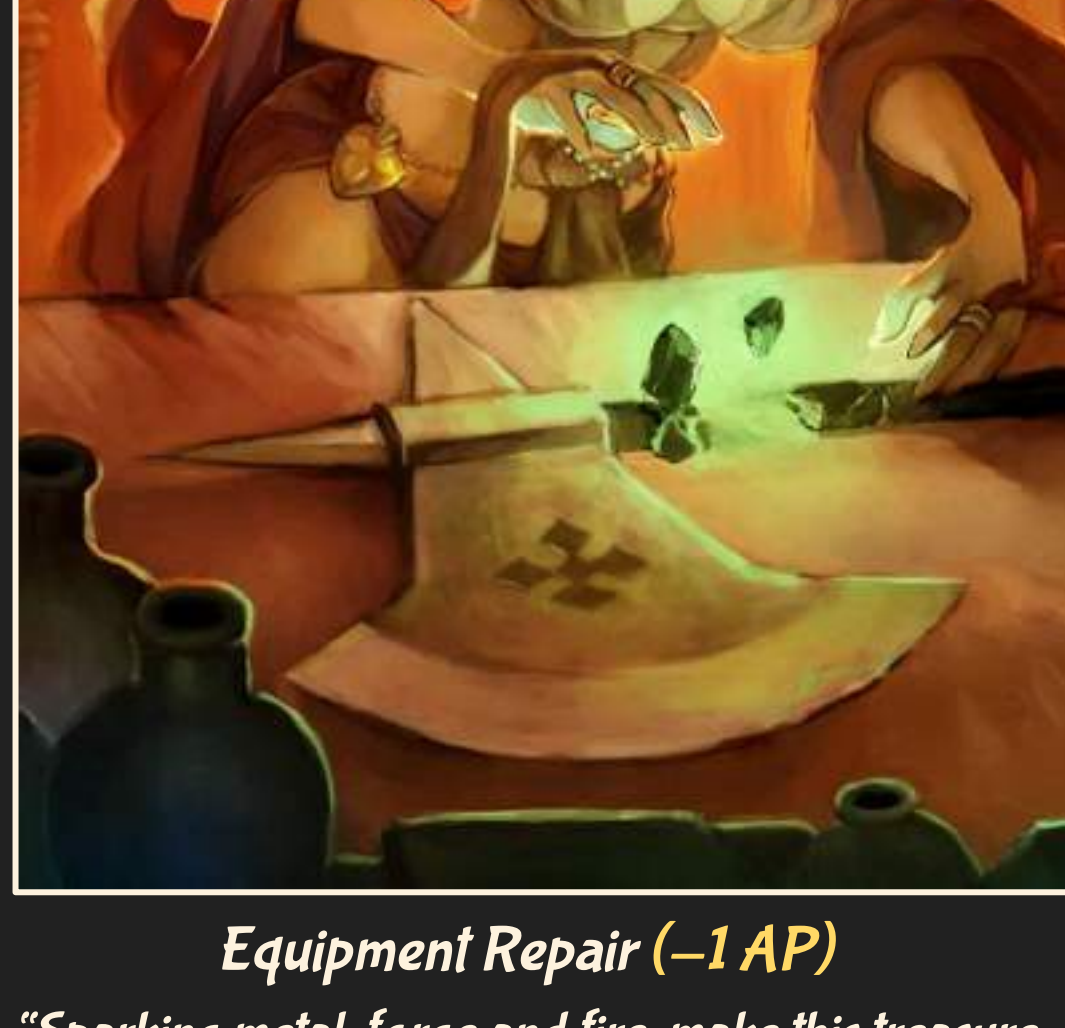


### Silkmoth Chords (–4 AP)

"Silver web entangling prey."

*Devote ♦x3 while manifesting chords.*

The user manifests sharp, durable razor wires from their fingertips, ejecting and retracting with enough force to pull a large human being. They can be used as crude weapons for cutting or binding, a grappling hook to reach and descend great heights, or with thrown weapons to draw blades and darts back into the user's possession. In more specialized cases, Silkmoth Chords can be used as a literal Ariadne's String to avoid becoming lost, a trap to slice off a pursuer's head or a horse's legs, and much more. So long as the Chord is not detached or fully retracted, it can be extended almost indefinitely without having to manifest a new Chord, within reason.



### Equipment Repair (–1 AP)

"Sparkling metal, forge and fire, make this treasure new."

*Spend ♦x1 to mend and sharpen standard weapons and equipment. Spend ♦x3 for weapons and equipment with special properties.*

As travelers and warriors found it necessary to constantly carry a katana sharpening kit or a fletching jig, this Aura Technique was developed to maintain and repair weapons, bolts, darts, arrows and armor after battle. Fortunately for the blacksmithing industry, this Technique is unable to create more copies of the same weapons from derelict parts. Once a part of the original has been repaired to fullness by the Technique, the remaining parts are considered detritus.



### Sense Enhancement (–4 AP)

"See and hear, vast and deep."

*Passive Effect.*

The user's five senses are greatly sharpened, and are given a slew of amplifications to help them detect danger. Like a telescope, they can enhance their sight in increments to view small or distant objects, and extend and focus Techniques that give them special sensory insight the same way. A mirage of ripples emanate visually from anyone's line-of-sight, allowing the user to know what others can see in their peripheral vision. When these ripples are directed at the wielder—such as when they're being watched—the user experiences a humming tingle across their body to alert them of the observer. Like a spider in its web, the user can sense vibrations in any surface they're touching, experiencing the footsteps of nearby people as a thrumming in the ground or a conversation as quivering echoes in the wall. The user can see with perfect clarity in dark or low-light conditions, and vital signs like breathing and heartbeat are visible to them through most obstructions. Finally, the focus and intensity required by this Technique can help its user to resist mental intrusion and effects, so long as they can maintain perfect concentration. Suffering injury or distraction can break this resistance.

## Initiate Statuses:



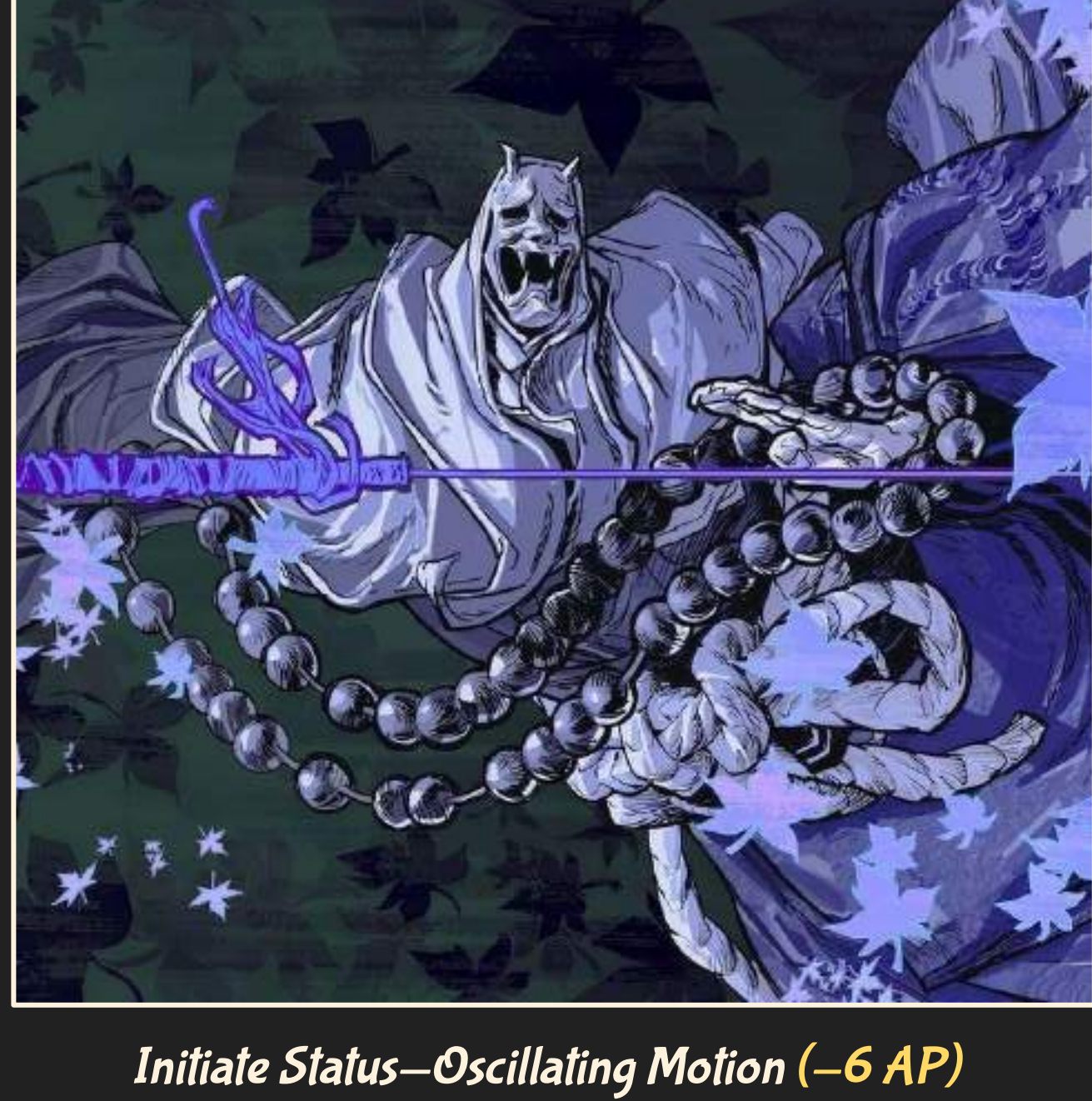
### Initiate Status—Resolute Center (–6 AP)

"The just heart brings strength."

*Requires Core G1+*

*Passive Effect.*

The user's body has adapted the way their Aura pulses to enhance their base strength, stamina and durability, pooling around major muscle groups and the cardiovascular system. They possess strength to lift a thousand pounds over their head and crush the human rib cage with a single blow. Their body is built with blood that clots quickly and bones as strong as tree trunks. Their strength and physical durability can perpetually grow through vigorous exercise and training with no risk of reaching an upper bound in muscular power and growth. If they've received training in athletics, martial combat or anything else where strength and endurance are improved, they have progressed into even greater physical prowess through that training.



### Initiate Status—Oscillating Motion (–6 AP)

"The subtle hand brings swiftness."

*Requires Phase G1+*

*Passive Effect.*

The currents of Aura across the user's energy centers naturally increase their base speed, agility, flexibility, coordination and precision far beyond human limits. Their body moves like a dancing feather, with a contortionist's range of motion and blink-of-an-eye reaction speeds. They could catch flies between their fingertips and throw a needle into the eye of an airborne sparrow while doing a handstand, if they really concentrated. At top speeds, a user is fast enough that most people's eyes can't keep up, leaping and bounding across the battlefield with abandon. Their dexterity and speed can perpetually grow through disciplined repetition over time, and they are at no risk of reaching an upper bound of speed and precision anytime soon. If they've received training in acrobatics, martial combat or anything else where dexterity and reflexes are honed, they have progressed into even greater physical prowess through that training.



### Initiate Status—Radiant Wave (–6 AP)

"The gentle mind brings flowing energy."

*Requires Flow G1+*

*Devote ♦x5 for Minor Conduction Mode, ♦x8 for Major Conduction Mode, and ♦x12 for Max Conduction Mode. Aura is Spent continuously in proportion to the scale of your Conductions.*

Flow Techniques have shaped the releasing valves and pressure of the user's Aura, granting the natural ability to conduct pure Aura into attacks, barriers and simple objects of luminous energy. It can also take the form of bolts, beams, exploding bombs, and other attacks. A wielder can produce blasts of destruction, barriers that can protect them, or glowing shapes of solid, liquid or gas. While it is highly taxing on the user, it is energy in its purest form, and can create highly versatile and incredibly deadly effects. Pure Aura is best conducted in focused Techniques that use it exclusively for destruction, creation, or amplification, and the Radiant Wave sacrifices much in efficiency to make its wielder capable of all three with a single elementary Technique.

*This Technique is treated as a "Conduction" Technique.*



### Initiate Status—Arcane Acumen (–6 AP)

"The sorcerer's tongue brings curse and blessing."

*Requires Alchemy G1+*

*Spend ♦x4 for simple medicines and toxins per dose. Spend ♦x8 for simple blessings, enchantments and curses. Must be prepared beforehand.*

A burgeoning sorcerer can create simple elixirs, hexes and charms. These concoctions are excellent for malignant or benevolent effects on the human body, and can also change the properties of materials they are designed to be applied to. The user could create a toxin that induces blindness, a medicine that dulls pain, or a tincture that turns wood into stone, for example. They are also able to place minor, latent effects on objects and people through rituals and incantations. As a guiding principle, such basic enchantments can't create effects that are beyond simple utilities or oddities, though a clever user can be somewhat more creative than that. Small Spirits also take great interest in them, and are often gladly willing to cooperate in exchange for simple favors like sweet food, shiny objects and pats on the head. They could have an army running around the house performing chores or delivering messages if they've found enough candy and marbles to keep them satisfied.

# Great Release Techniques

## Racial Techniques:



### Mythic Beast (–10 AP)

"Cryptic monstrosity of the ancestors."

*Spend ♦x8 to transform into a creature of legend. Revert at will.*

The most powerful Shapeshifters have the ability to transform into long-forgotten creatures of legend by meticulously holding their bloodlines from outsiders. The user of the Mythic Beast has inherited such a form and all the power it holds. They can shapeshift into either a prehistoric creature from Mortal World which has gone extinct, or one from the legends passed down by folk tales in ancient times. True dragons, theropods, krakens, chimeras, flying turtles, and still greater things are among common examples. What's more, these creatures can maintain one of the following mythical traits purported by their legends, which the user learns along with the Technique: flight without propulsion, breathing highly concentrated water, thunder, fire or wind, altering the weather, controlling water or air around themselves, poisonous and acidic saliva, or a glare that induces crippling terror.

*Must be an "Shapeshifter" to obtain this Technique.*



### Stalwart Prejudice (–10 AP)

"Infinite generational grudge."

*Passive Effect. Benefit applies to either men, women, Yokai, Undead, or Shapeshifters, and only one of them.*

Humans, for all of their good qualities, are notably among the most tribalistic, closed-minded and ruthless practitioners of sectarianism in the City Between. The user is the beneficiary of a special and vengeful grudge carried throughout generations of their predecessors. By pure genetic heritage, they have a high degree of natural repugnance against physical attacks—by weapon or martial arts—inflicted by a particular group that they hate with seething, violent fury. What's more, their own physical attacks with weapons or martial arts are dramatically more effective against them. This Technique's benefits are enhanced by their narrow utility against a specific group, and mirror the enhancements granted by high-level Core Techniques in pure magnitude. When someone acquires this Technique, they choose one of the following groups: men, women, Yokai, Undead or Shapeshifters. The Stalwart Prejudice gives its unique strength only against the chosen group.

*Must be a "Human" to obtain this Technique.*



### Plague of Death (–10 AP)

"Risen corpses, bend to me."

*Spend ♦x1 to resurrect any previously used Vessel.*

The forces that miraculously hold the bodies of the Undead together can, for some of them, be replicated and transferred along a path of Aura flow to the deceased, reanimating the carcass but leaving the soul unmoved. Through this method, they can take the inanimate Vessels of those who have passed and generate veritable armies if need be by turning them into pawns. The Vessels they restore do not rot away, and will faithfully serve under them until they are destroyed. While they can do anything their bodies were capable of in life, they do not, fundamentally, share the knowledge, personality, or soul of the one who once filled them, and so cannot use Release Techniques or perform tasks beyond the scope of the human body. What they lack in supernatural power, they make up for in potential numbers. An Undead can accumulate armies of revenants with enough time and Vessels.

*Must be an "Undead" to obtain this Technique.*

*This Technique is treated as a Summon Rite.*



### Demon Cult (–10 AP)

"Fear of the old gods is their sustenance."

*Passive Effect*

Yokai, the descendants of Spirits, have at times benefited greatly from that trait of their ancestors which allows them to draw Aura from others. Some, those of a more primordial blood, are able to draw from terror. The user of the Demon Cult has the natural regeneration of their Aura augmented by anyone who is terrified of them, so long as the victims are in their presence. Those who live in this state of terror cannot naturally regenerate Aura at all, and instead their lifegiving energies are siphoned away into the soul of their despotic Yokai. While the Demon Cult can stunt the regeneration of any number of people at a time, it can only augment, at maximum, around double the regeneration the Yokai would possess themselves. It can be useful for holding prisoners, developing one's abilities, or simply crippling an enemy in a long-fought fight. Many jailers and wardens in the City Between are Yokai with this ability, to keep prisoners continually weak and frail. Strong Aura users that are terrified provide more Aura than weak ones.

*Must be a "Yokai" to obtain this Technique.*





### Martial Art—Hidden Mirage (–7 AP)

"Feint of the Shifting Fog."

Requires **Phase G1+**

Devote **✦x4** while in use.

The user's Aura is redirected to enhance twitch motions and achieve bursts of speed so dramatic that most opponents will only ever see a blur. This fighting style relies on feints, blurrings, and blind spots to deliver hard, critical blows that are too quick and precise to guard against, usually in the throat, eyes, abdomen and other weak points. Its defense lies in deceiving the opponent's eye with obfuscation and fakeouts, making the user almost impossible to hit head-on. It's a style reliant on trickery, and is especially powerful in the hands of someone who can read their opponent or manipulate their expectations.



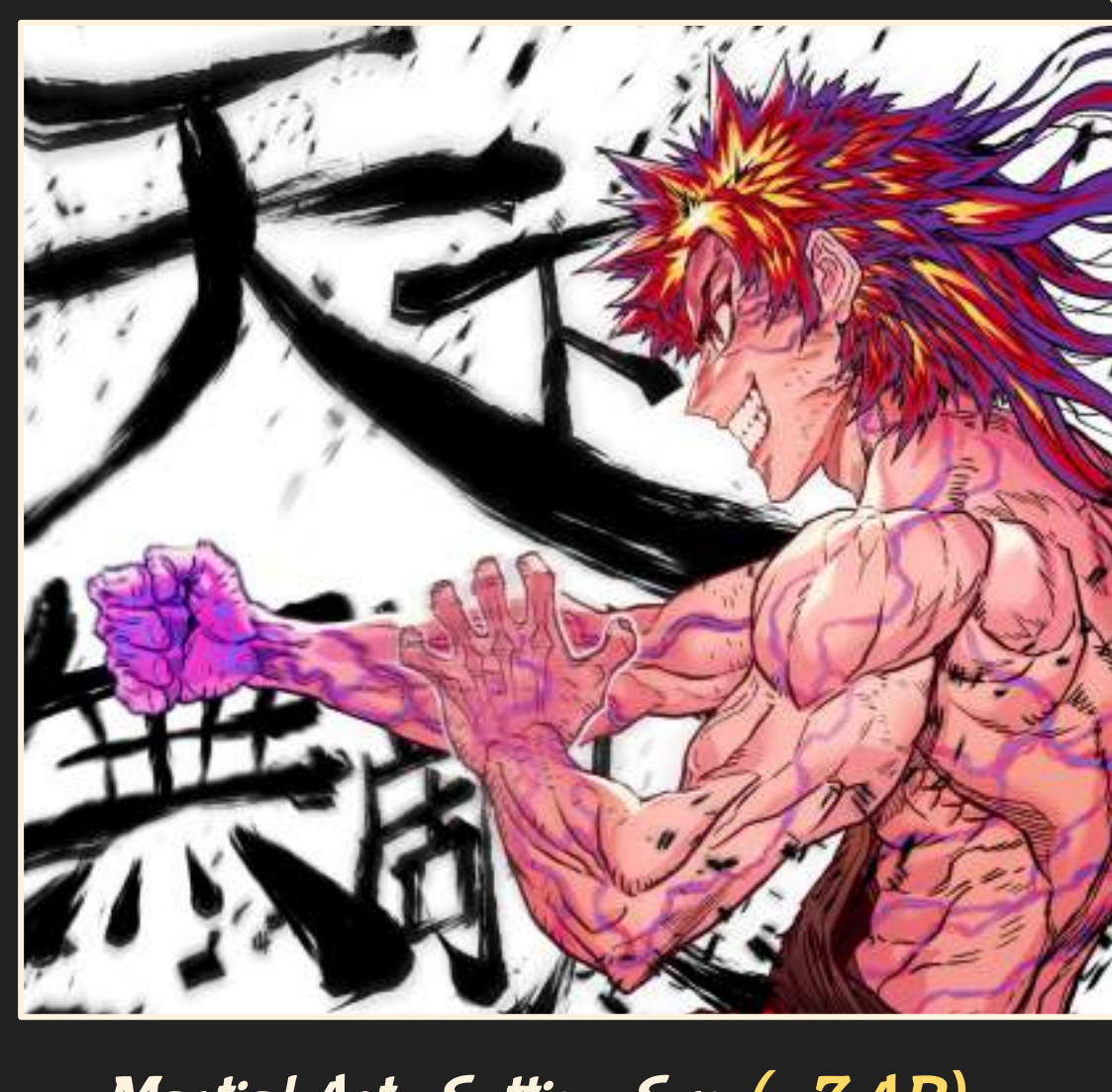
### Martial Art—Laceration Touch (–7 AP)

"Sharpness of the Execution Slash."

Requires **Core G1+**

Devote **✦x4** while in use.

Wide pools of energy gather in whatever limb the user strikes from, sharpening and folding to create cutting and slashing force with mere touch. This style is typically open-handed, and treats a chop or strike as analogous to slashing or piercing with a blade. Stronger users create sharper louches, sometimes so masterful that dragging a finger across someone's body leaves a crimson gash. Its defense sharpens the user's body to subject their opponent's hands, feet and weapons to a blender of laceration if properly blocked or countered.



### Martial Art—Setting Sun (–7 AP)

"Resolution of the Unbreaking Day."

Requires **Core G1+**

Devote **✦x4** while in use.

This style relies heavily on the physical toughness of its user, placing unendurable stress on a wielder who isn't sufficiently resilient. It is a purely offensive martial art, lashing out with savage enhanced blows that wait until the perfect moment to flood the wielder's striking force with all their available strength. To defend themselves, the style prescribes no dodges, weaves or feints. Every attempted strike by the enemy is treated as an opportunity to savagely retaliate instead. Whether the user gets injured is inconsequential when they can kill with a single counter or jab. The Setting Sun lets its students hit so hard that enduring a blow for an opportunity attack is well worth any sacrificial damage taken. As you might expect, it's at its deadliest in the hands of a herculean martial artist, ideally with some kind of Technique to help them endure countless blows without a scratch.



### Martial Art—Misty Dusk (–7 AP)

"Passivity of the Night Wind."

Requires **Phase G1+**

Devote **✦x4** while in use.

The Misty Dusk, rival school to the Setting Sun, is an almost purely defensive style designed to avoid and redirect damage until the opponent's attacks are their own undoing. With the gentleness of a breeze, the wielder calmly redirects kicks, blades, punches and elbows over and around their body, allowing their foe to stumble and fall over themselves or collide with the environment. Despite using it very rarely, the Misty Dusk is capable of immense bursts of speed, but contains its agility to only what is absolutely necessary to avoid and counter damage by a hair's margin. It's almost impossible for a user of this style to be hit if they can maintain their serene composure, and they simply blur into and out of the way if an attack is too massive to avoid with sheer flexibility. Its placid and unflinching defense is only hindered by its complete lack of offense, relying on a redirection of the opponent's own attacks and bodyweight to create fatal damage. If the opponent simply never attacks, the Misty Dusk will reach an impasse.



### Martial Art—Shining Eye (–7 AP)

"Vision of the All-Seeing Seer."

Requires **Flow G1+**

Devote **✦x4** while in use.

The Shining Eye, as its name suggests, trains its user to track and anticipate every movement and shudder of their opponent's tendons and muscles, allowing them to effectively predict and exploit any telegraphed attack, no matter how fast. When someone learns this Technique, they're trained to not blink during a fight, and their eyes develop such an innate sensitivity to movement that their body moves automatically in response to even an errant twitch in their peripheral vision. Users are flowing deities of coordination, weaving effortlessly between attacks with their pupils violently contracted to tiny specks. Its offensive plan is patient, calculated and opportunistic, waiting for the slightest slip to deliver instant-killing blows in their enemy's weakest points, which their visual acuity helps pinpoint. Mastering this style dramatically increases its users visual senses while in use, and expands their field of view to 270° around their head. They are able to focus their vision across miles like a telescope, dilating or contracting their pupils to hone in on distant details.



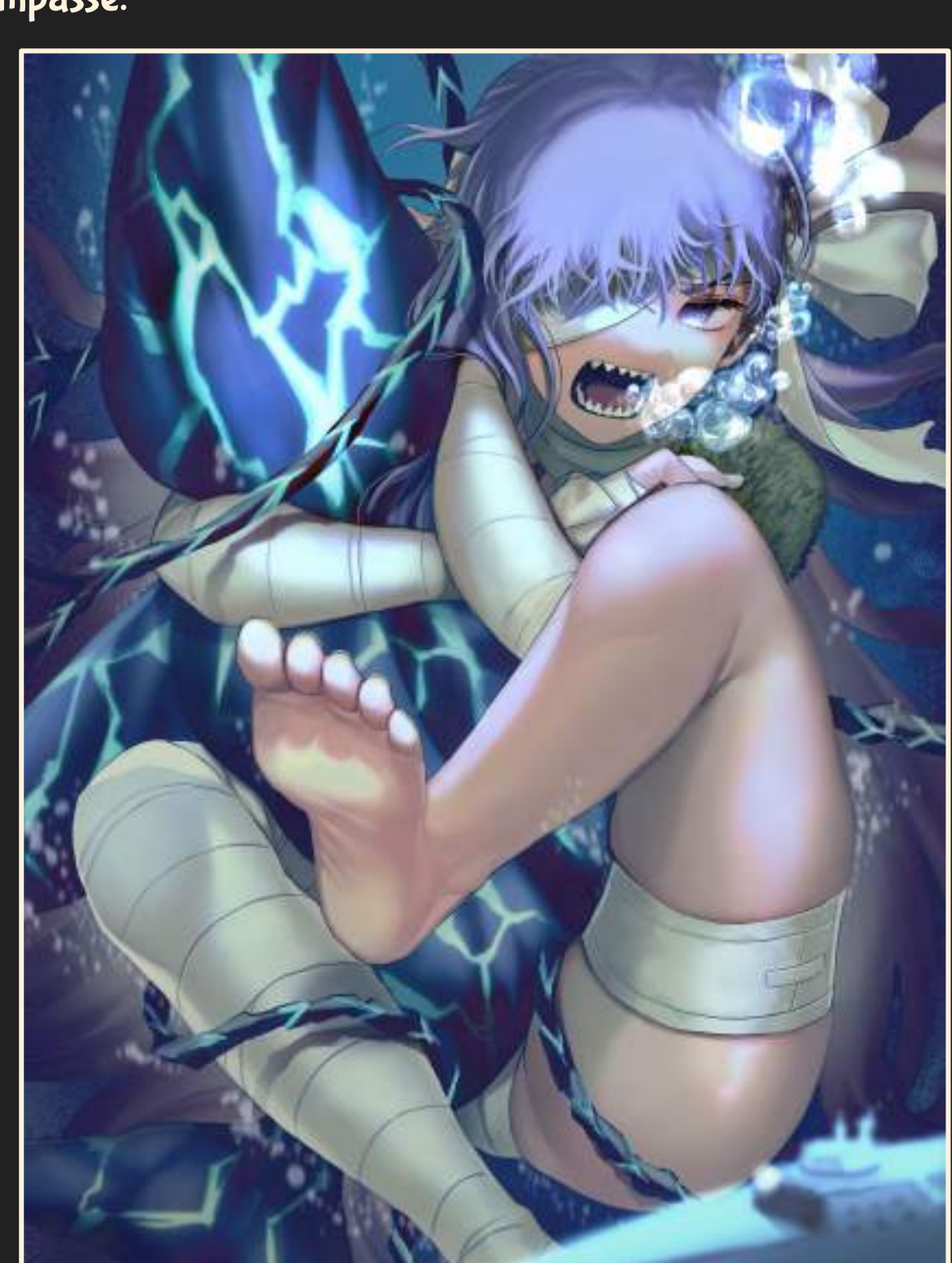
### Martial Art—Empty Palm (–7 AP)

"Flash of the Qi Strike."

Requires **Flow G1+**

Devote **✦x4** while in use.

The Empty Palm focuses and compresses Aura into the wide surface of the hand and foot, releasing the gathered energy with each blow like a hammer striking a bullet. The style avoids relying on the brutish strength of the user and instead demands a higher standard of focus and energy control to achieve its best results. A mere touch is all that's required to release the Empty Palm's impact, and since the user is freed from any reliance on heavy strikes or windup, the Empty Palm is unbelievably fast, often landing a barrage of over a dozen blows where most other styles would only have the speed for one. The force expelled is so great that the enemy's body is often adorned with handprints, smoking and glowing with craters of pure energy at each striking point. Defensively, the sting of the Empty Palm is enough to make most opponents avoid approaching entirely, but its exceptional speed gives it a considerable evasive edge when they do.



### Martial Art—Eightfold Manacle (–7 AP)

"Clutches of the Immuring Eternity."

Requires **Core G1+**

Devote **✦x4** while in use.

The Eightfold Manacle is an elite grappler's style, incorporating hundreds of pins and holds in addition to an Aura-enhanced grip strength and upper body power. A full hold is enough to crack rib cages like eggs, and a proper chokehold can prove deadly through asphyxiation or skull-crushing constriction. What few moves aren't centered around squeezing the life out of someone are instead focused around immobilizing them or putting them off of their feet. Its arsenal of leg sweeps, throws, counters and reversals allow it to contend easily with styles that would much prefer a match on their toes. Once successfully grappled, escape is nearly impossible for the caught victim. The user's grip clamps with bone-crushing force to secure them in place, and then either cracks them to death, asphyxiates them, or takes advantage of their immobilization to use specialized Techniques.



### Martial Art—Flying Tengu (–7 AP)

"Soaring of the Secret Wing."

Requires **Phase G1+**

Devote **✦x4** while in use.

The acrobatic Flying Tengu centers around keeping the user airborne as much as humanly possible, giving them the freedom to attack from almost any angle while fully unanchored to the floor. Leaping kicks and hand-stands seamlessly flow into spinning flurries of elbows and fists, only very periodically accentuated by brief contact with the ground on a toe or finger. The greater the user's ability to remain airborne, the more deadly the style becomes, with acrobatics becoming practical human blenders against hapless foes shackled to the ground. It's fast, nimble and vicious all at once, designed to break the opponent from positions they aren't accustomed to defending from. Merely understanding and practicing this martial art drastically enhances the user's acrobatic acumen, allowing them to leap and vault with enough weightlessness that most will simply think they're defying gravity.



### Martial Art—Jing Elixir (–7 AP)

"Recurrence of the Element Cycle."

Requires **Alchemy G1+**

Devote **✦x4** while in use.

One of the most curious and complex martial arts, the Jing Elixir shifts between five separate strategies of combat corresponding to each of the elements, with one leading into the other as the flow of battle moves. In the Wood strategy, the user fights with brutal, heavy swings. In the Fire strategy, the user becomes light, nimble and unpredictable. In the Earth strategy, the user carefully analyzes their opponent and plays to the back—and forth of predictive tactics and countering accordingly. In the Metal strategy, the user restrains their opponent's movements with leg sweeps and grappling holds. Finally, in the Water strategy, they transition between precise poses to bob and weave between strikes and deliver blows to critical points. The user can only shift styles in order, and if they succeed in landing a blow in each style, they deliver a 'Moving Star' strike, a devastating attack delivered with a single touch of the finger that directly impacts the enemy's soul to bypass their durability. Intermedialies at the style focus on shifting styles to throw off opponents, while masters optimize the path to achieving a Moving Star in as few movements as possible.

*Improvisation, Martial and Weapon Arts can be synchronized in deadly combinations if used in conjunction with one another.*



### Weapon Art—Nimbus Iaido (–7 AP)

"Cut of the Wispy Cloud."

Requires **Phase G1+**

Devote **✦x4** while in use.

In silvery blurs, the user wields bladed weapons with lightning fast reflexes and short bursts of motion, centered around creating a single attack so quick and lethal that the opponent is unable to react until it's too late. One of its most deadly traits is that the sheer speed of the user's blade prevents most from ever even seeing it as more than a flash of steel, and it relies on a patient defensive posture and strategy to seize upon the exact moment to strike once and only once for the kill. When its user does find their perfect opening, it is immediately capitalized on in a deadly blur. It is suited to a warrior with speed and disciplined precision over one that relies on blind strength or unpredictable movement.



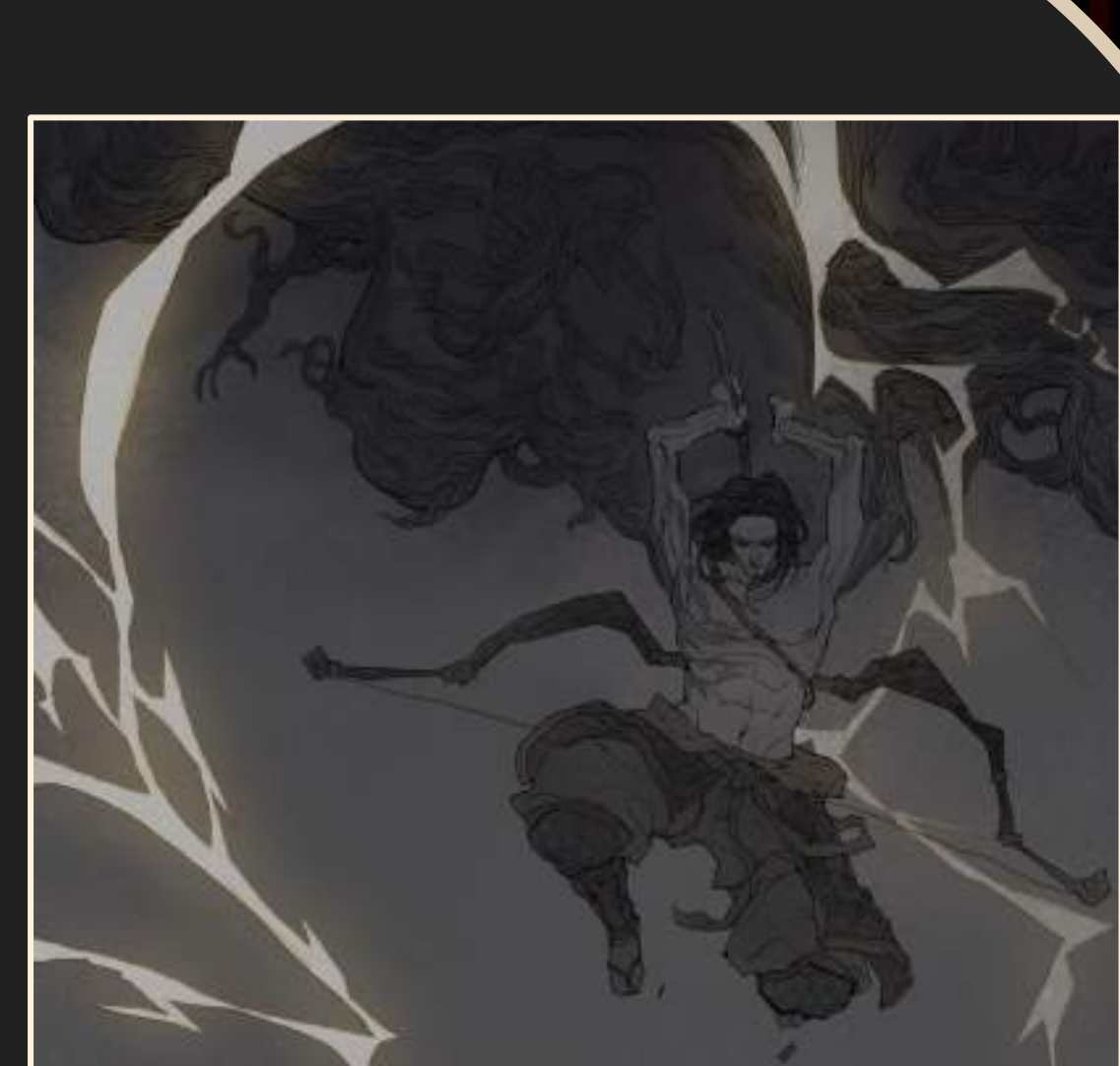
### Weapon Art—Subtle Tempest (–7 AP)

"Sharpness of the Execution Slash."

Requires **Phase G1+**

Devote **✦x4** while in use.

In the Subtle Tempest, the raging storm and the spiraling tornado are emulated in a blender of countless quick strikes, carving a single target into ribbons or delivering deadly slashes to crowds of foes at a time. The pure speed of its multiple strikes is its primary strength, allowing its user to defend against even lightning-fast foes and react in kind. In the face of large numbers of projectiles, enemies, or obstacles, it allows the user to leave everything standing in their way cleaved like butter.



### Weapon Art—Guillotine Thundercloud (–7 AP)

"Cleave of the Approaching Storm."

Requires **Core G1+**

Devote **✦x4** while in use.

In this violent sword art, the raw strength and power behind a bladed weapon is prioritized and enhanced, turning its user into a feral beast of crashing, heavy swings and sparking blade clashes. The user's pain threshold is spiked, and their Aura is directly converted into pure, blood-curdling adrenaline during their battles, so much that they barely even register when they're wounded. Every strike is delivered with the full force of the user's body, without any tolerance for a swing that is not guaranteed to bisect a human torso or lop off limbs. It appears wild, uncontrolled, and fueled by blind rage from the outside, but each motion is deliberate and calculated to create as much carnage as possible. It's often so savage that it breaks swords, and its defense relies almost entirely on dodging with quick footwork and ducks rather than blocking with the blade.



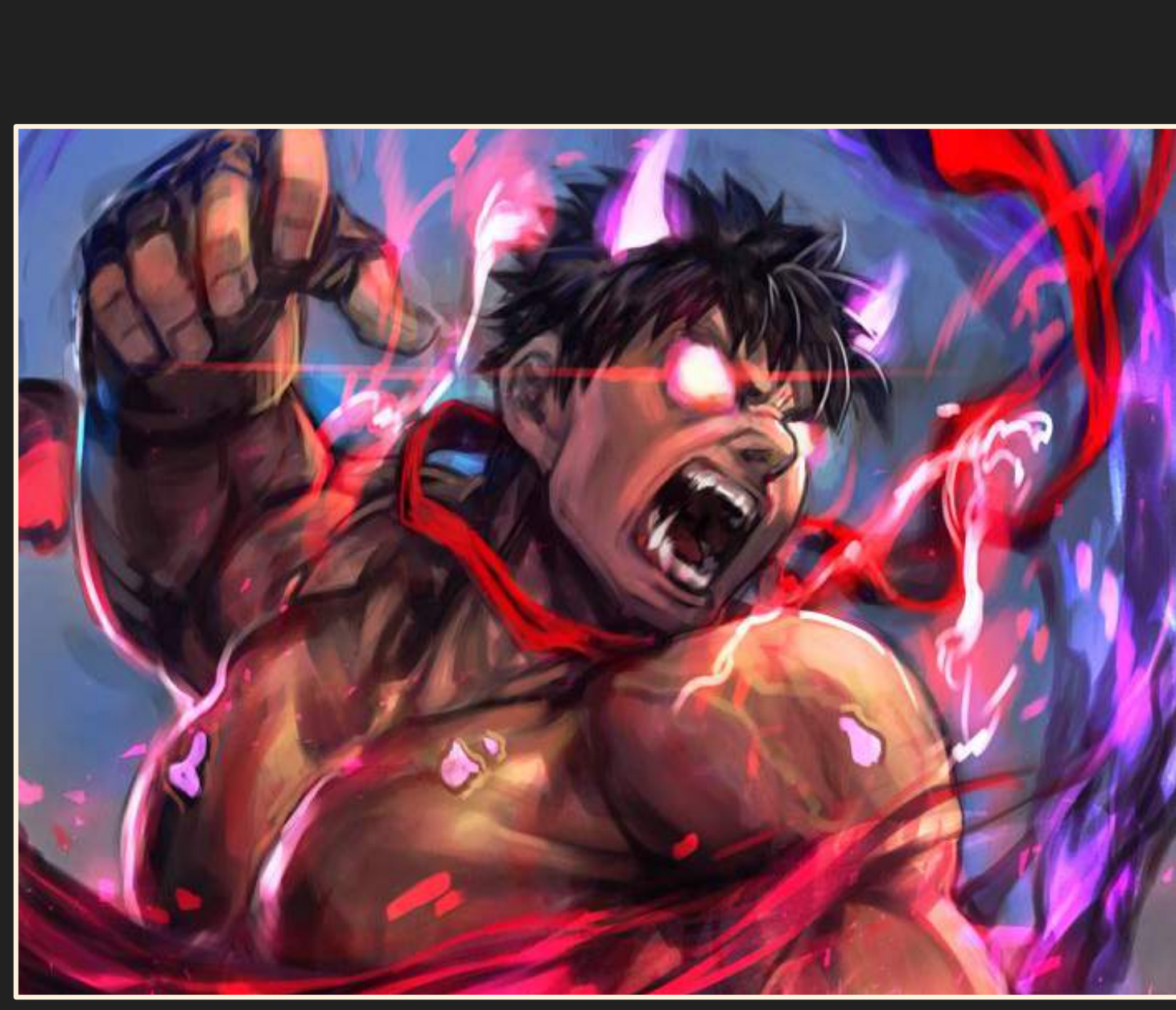
### Weapon Art—Blind Bludgeon (–7 AP)

"Oppression of the Wild Instinct."

Requires **Core G1+**

Devote **✦x4** while in use.

The Blind Bludgeon is one of the few fighting styles specifically designed to remain effective even against opponents that the user can't even see or track. The wielder's swings and strikes become so disorienting and unpredictable that even they don't know where their next strike will land. Even so, their blunt weapon's trajectory seems to always find its mark, as counterattacks and blocks are designed into the attack patterns of the Blind Bludgeon without any cognitive plan on the user's part. Masterful wielders of the style were said to be able to kill mosquitoes with a warhammer, so effortlessly precise was their technique. It's almost impossible to dodge if the target is within the bludgeon's reach, and the style suffuses every strike with grand-slam concussive force that's sure to crumple opponent like tin foil.



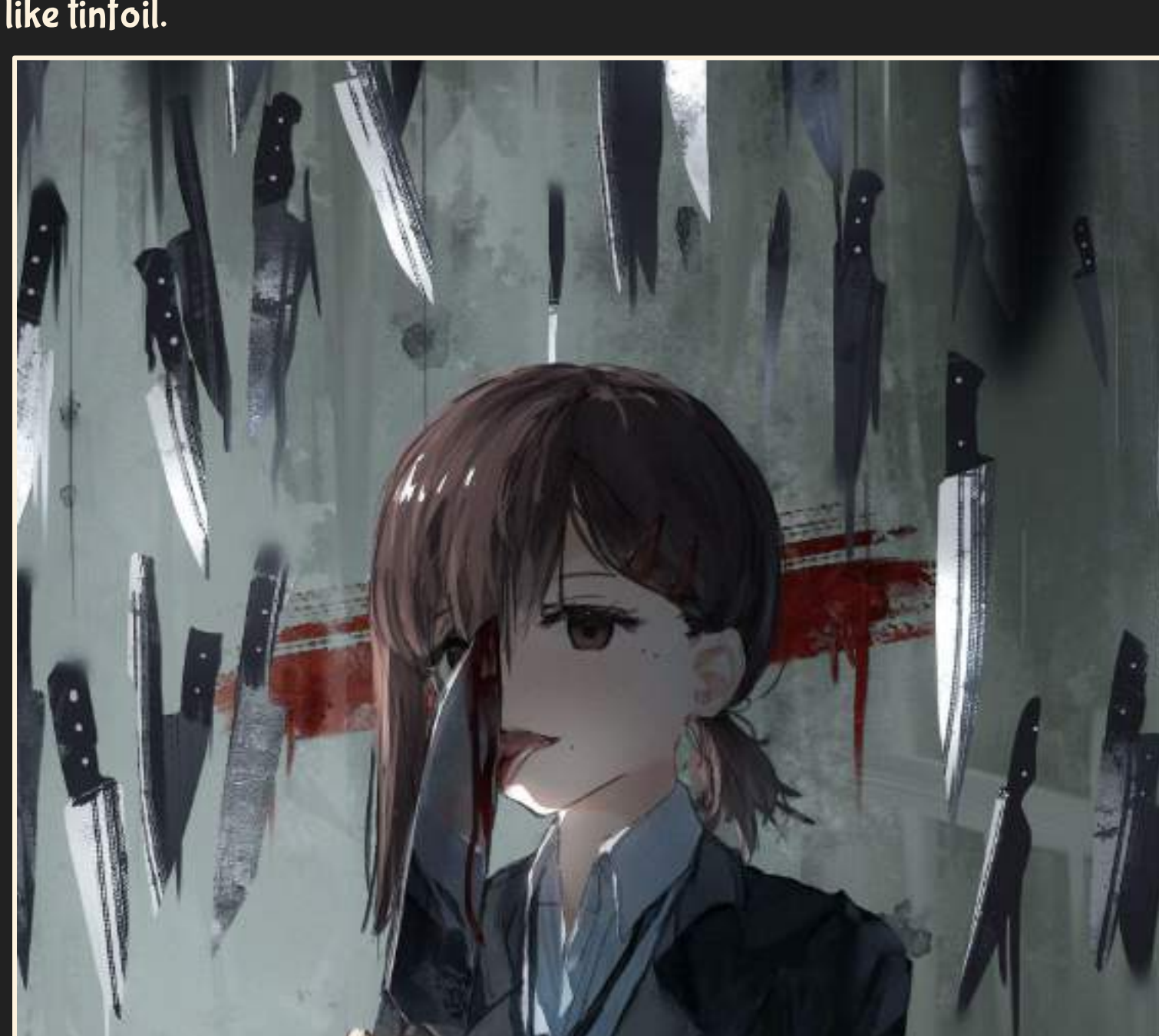
### Weapon Art—Dragon Tantrum (–7 AP)

"Wrath of the Raging Bloodbath."

Requires **Core G1+**

Devote **✦x4** while in use.

The user channels pure, fiery rage into thrashing strikes with a blunt instrument, gaining greater and greater efficacy and defensive protection the angrier they become. As rage builds, their body becomes stronger and stronger, more and more ruthless, eventually becoming so durable that the style no longer needs a defensive strategy, and its user can recklessly tank through blades and cudgels along with their warpath. As long as they can maintain their determination and anger, they can continue their mindless slaughter unabated, sometimes even failing to remember what happened by the time they've turned their opponent into roadkill and stop seeing red.



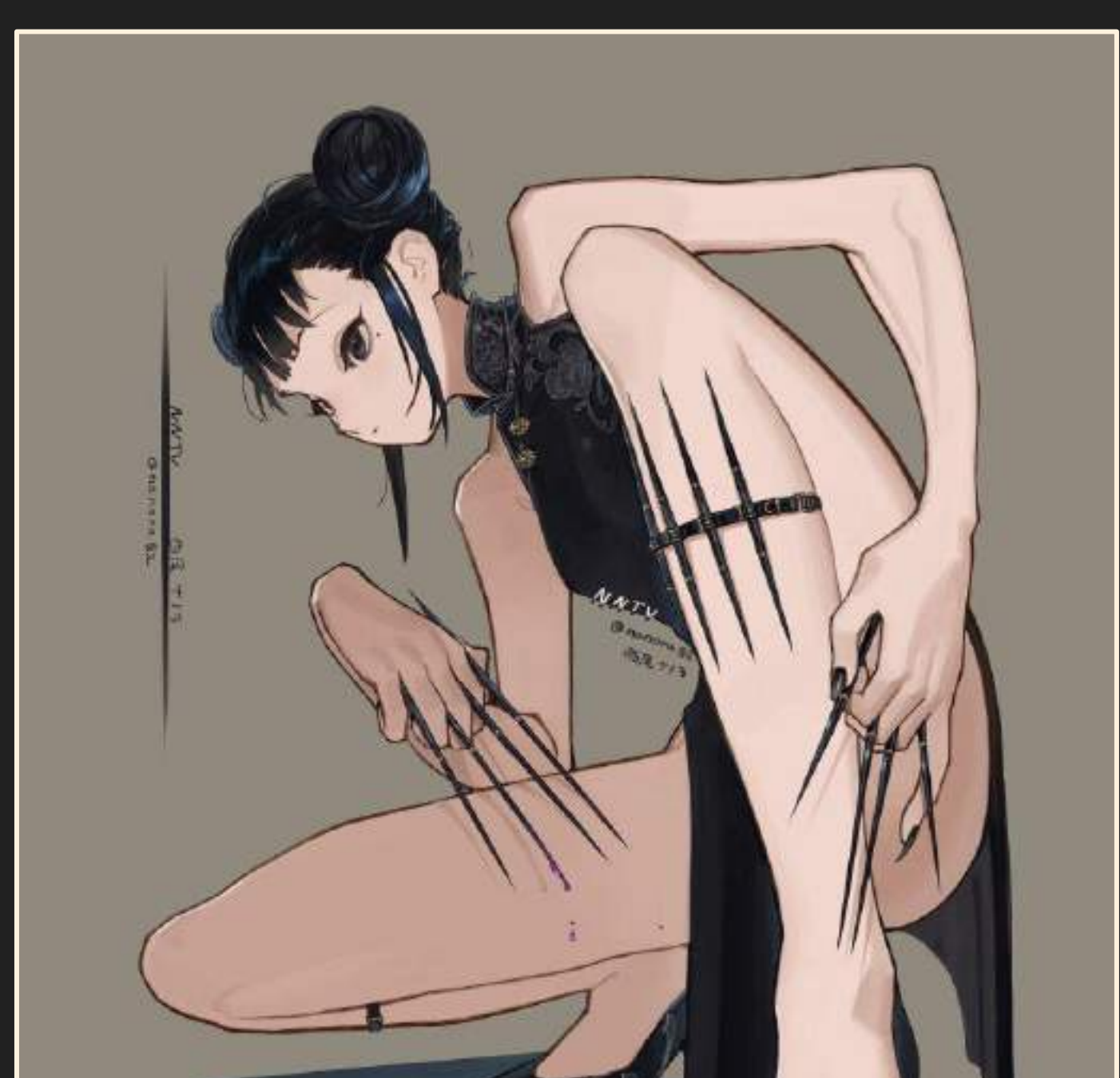
### Weapon Art—Insect Barb (–7 AP)

"Pursuit of the Flying Swarm."

Requires **Phase G1+**

Devote **✦x4** while in use.

A master of this style is able to control any projectiles they launch as if they were an extension of their body, including to suspend a dozen blades in the air around them, turn arrows into a swarm of heat-seeking bolts, or fight with a blinding combination of throwing daggers that they swap between by simply reaching into the air behind them. While most useful for throwing stars, kunai or arrows, the Insect Barb's superb control over the wielder's arsenal is beneficial in almost any weapon-focused martial discipline. The ability to instantly switch to and from reverse grip, retrieve weapons from across the battlefield or position a blade for the perfect strike without changing stance completely alters the dynamics of combat. The Technique grants its user needle-head exactitude in every motion of their body and a natural sense of spatial relations that gives them the advantage in positioning and evasion, especially with respect to the location of their weapons.



### Weapon Art—Falling Rain (–7 AP)

"Speed of the Torrential Descent."

Requires **Phase G1+**

Devote **✦x4** while in use.

The wielder of the Falling Rain gains dramatically increased precision with thrown weapons and projectiles, and gains an immense blurring burst of speed whenever they move in the same direction as one of their projectiles through the air. Not only does this give them a huge advantage in agility and evasion, but it also allows them to rush towards any thrown weapon, catch it mid-flight, and throw it again. If the user can cast enough projectiles, they become a pinball of movement between their darts, striking their foes from so many angles and at such rapid speeds that avoiding damage becomes nearly impossible. The nature of the style incentivizes the use of dozens or even hundreds of weapons at once, allowing for unpredictable movements and overwhelming storms of steel.

*Improvisation, Martial and Weapon Arts can be synchronized in deadly combinations if used in conjunction with one another.*



## Great Core Techniques:



### Five Immortalities of Wukong (−7 AP)

"Preservation in all hostility."

Requires **Core G2+**  
Passive Effect.

The warrior endowed with this effect can resist poison, disease, acid, drowning, and the environmental effects of extreme heat and cold. They incur no harm due to falling from great heights, pressure in the depths of the seas, or burns from the rays of the sun. In every sense they are the ideal survivalist, able to withstand the climates of foreign realms and the strange depths of the Spirit World without any strain on their body. They don't require food to live or sleep to survive, though they'll grow exhausted and weak if deprived for long periods.

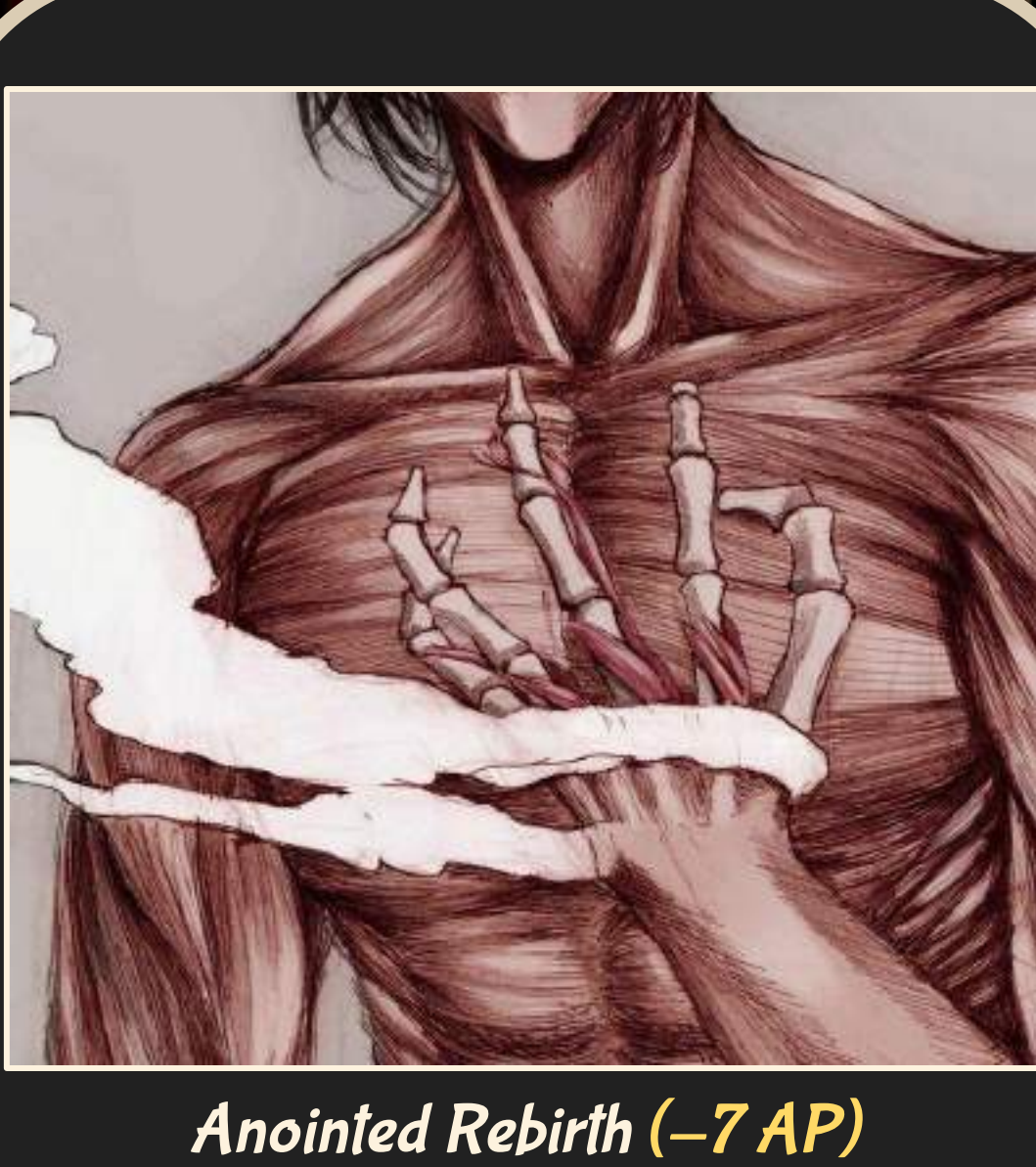


### Naked Warlord Armor (−8 AP)

"Invisible protection through emptiness."

Requires **Core G2+**  
Devote ♦x8 while in use.

A Technique developed by the Fourth Golden Sage, the Naked Warlord Armor increases the user's physical durability exponentially the more skin is exposed to the open air. Shirtless fighters can become more protected than if they were in a suit of armor, and excessively revealing attire can make them practically impervious. The most effective way to harm the user while using this Technique is to force clothing onto them, entrap them, or resort to poisons. This Technique necessitates that its user either tear their clothes from their body or walk around barren as the day they were born to maximize its effects, making it an impractical defense if they have any sense of modesty or shame.



### Anointed Rebirth (−7 AP)

"Restorative Sutra of the Perfect Circle."

Requires **Core G2+**  
Spend ♦x10 to fully restore wounds and condition. Cannot be used for a short period afterward.

The user instantly restores their body to full health, regrowing any lost limbs, expelling any poisons, and sanitizing themselves of any diseases. The user must be conscious enough to release the Technique, and a period of time after their restoration must pass before they can use it again, varying by the skill of the user. This Technique does not reverse the effects of aging and doesn't counteract any supernatural effects like curses, alchemical mutations, or changes to appearance, but heals any physical wounds or bodily damage that result from them. Wounds—but not deformities—are repaired by the Technique.



### Multitude of the Earthly Fiends (−8 AP)

"72 monstrous transformations of Subodhi."

Requires **Core G2+**  
Spend ♦x4 to transform into one of many creatures. Revert at will.

With so many possible creature transformation Techniques created over the ages, the Multitude of the Earthly Fiends serves to combine them into a single ability with a panoply of forms too numerous to name individually. There are seventy-two in total, but examples include a winged monkey, a three-headed wolf, a spike-horned horse, a towering scarlet ogre, a giant toad, an enormous vulture, an eight-headed anaconda, a giant octopus adorned with eyes, a nine-tailed fox, a disembodied head with organs dangling, a stout imp, and a woman with a ten-foot serpent's body for a neck. These compose only a sixth of the forms in the Earthly Fiends, and all of them will generally follow suit, usually being a strange or unnatural variant of animals, a mythological creature, or a strange distortion of the human body. Variants of each form are unique to their user. Even the arsenal itself can vary between users, with some having more transformations suited to reconnaissance, others having transformations designed for combat, and so on. A skilled user will typically have stronger and more strategic transformations than a novice.



### Inner Demon Chrysalis (−8 AP)

"Flesh—Sculpting Pupaion."

Requires **Core G1+**  
Spend ♦x1 for each hour of transformation accelerated, up to 24. Spend ♦x3 to add 100 pounds of biomass to the transformation. You can add weight with no upper bound, with each addition Spending ♦x3 more than the last.

The user enters a durable, transparent chrysalis of metamorphosis, where over twenty-four hours their body is disassembled and reassembled on the cellular level, resulting in any biological form of the user's choosing that weighs less than 500 pounds, though they can add to their weight by dissipating more Aura for the Technique. The transformation can possess any biological faculties and processes from nature, with creativity permitted for interesting combinations and mutations. The user can accelerate this process with more dissipated Aura, potentially making this transformation nigh-instantaneous. The transformation is semi-permanent, and will last until their body is transfigured again. Taking on the form of esteemed dignitaries for espionage, powerful creatures for combat, or even just a massive, hulking bodybuilder for intimidation are all possible. If the Chrysalis is broken mid-transformation, the user will spill like a malformed soup from within, likely dying in the process.

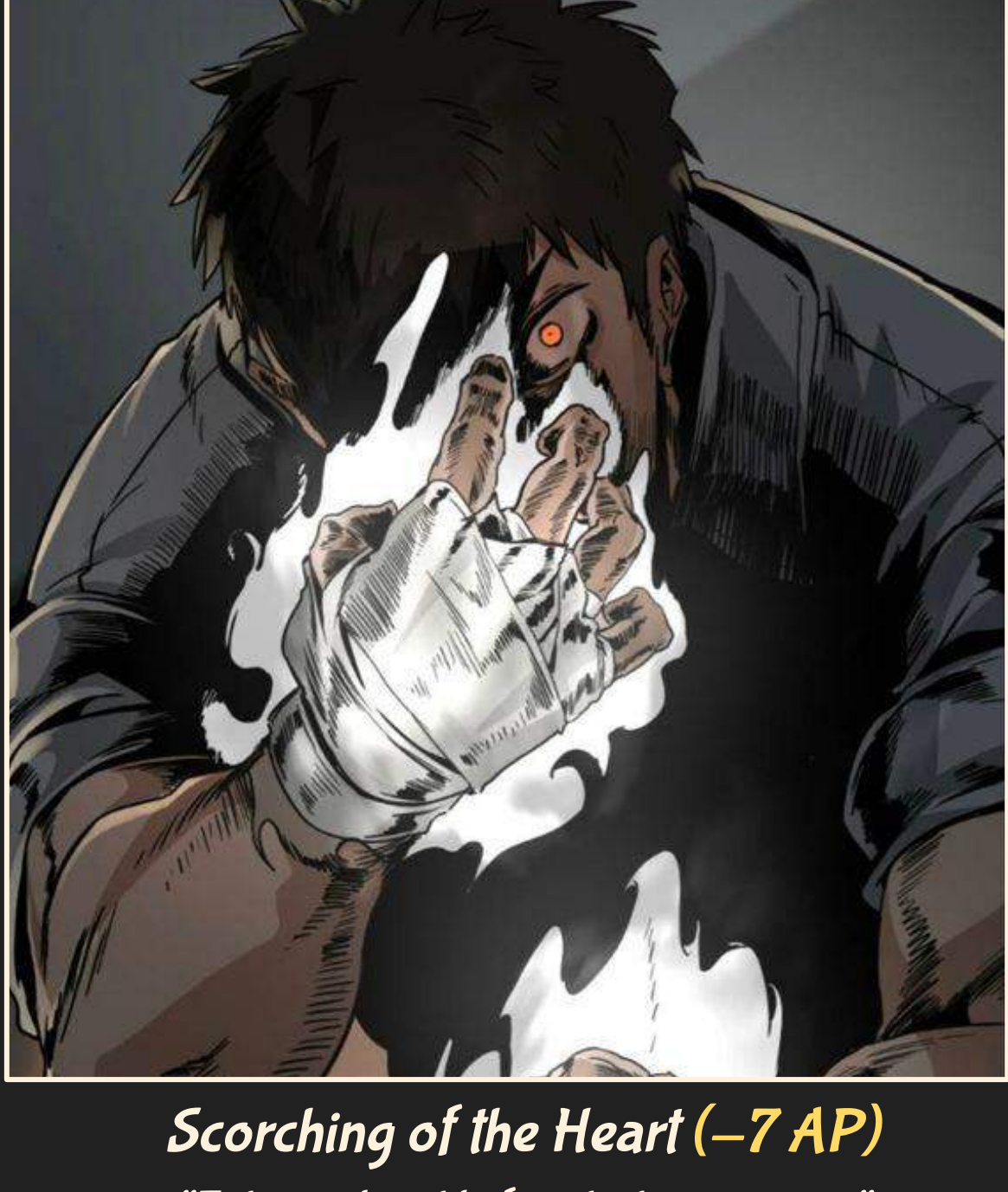


### Inhuman Evolution (−10 AP)

"Self—hewn bestial conversion."

Requires **Core G2+**  
Spend ♦x4, Spend ♦x8, or Spend ♦x16 to initiate transformation. Return to previous form at will or when unconscious.

The user designs 3 bestial forms unique to them, which they sculpt during the process of learning the Technique. Once learned, these forms cannot be adjusted or reshaped, meaning that consideration must be given to its every utility and advantage while being mastered. They could equip them with wings, poisonous barbs, blades of bone, or any other biological abilities they plan and design. Certain limitations on the biomass and complexity of the forms are imposed based on the Technique's Aura resources: if the Inhuman Evolution is a fairly simple emulation of existing animals, it will only require the user to Spend ♦x4 to initiate. If it is significantly larger, with complex biomechanical structures like potent venom, biological armor, greatly enhanced strength and speed, or exotic biochemical processes, it will require the user to Spend ♦x8. If it is massive in size, complexity and strength, equipped with bones stronger than steel, exponential muscular density, metallic exoskeletons, accelerated healing, or other exotic features, it will require the user to Spend ♦x16. The user can design a different form at each level of dissipation for different situations.



### Scorching of the Heart (−7 AP)

"Extinguish not before torturous pains."

Requires **Core G1+**  
Passive Effect

The more stamina the user has spent and the more physical harm they've endured, the stronger and more resistant their body will become. With minor scraping and bruising, one might only feel a slightly unusual bout of fortitude. With swords sticking out of their back and shivering from blood loss, they'll find themselves wielding dramatically more power than they could have ever imagined possible. Combining every factor and Technique that contributes to strength will make them nearly unstoppable. The best way to defeat a user is in one swift stroke, as the longer they survive the more dangerous they'll become.

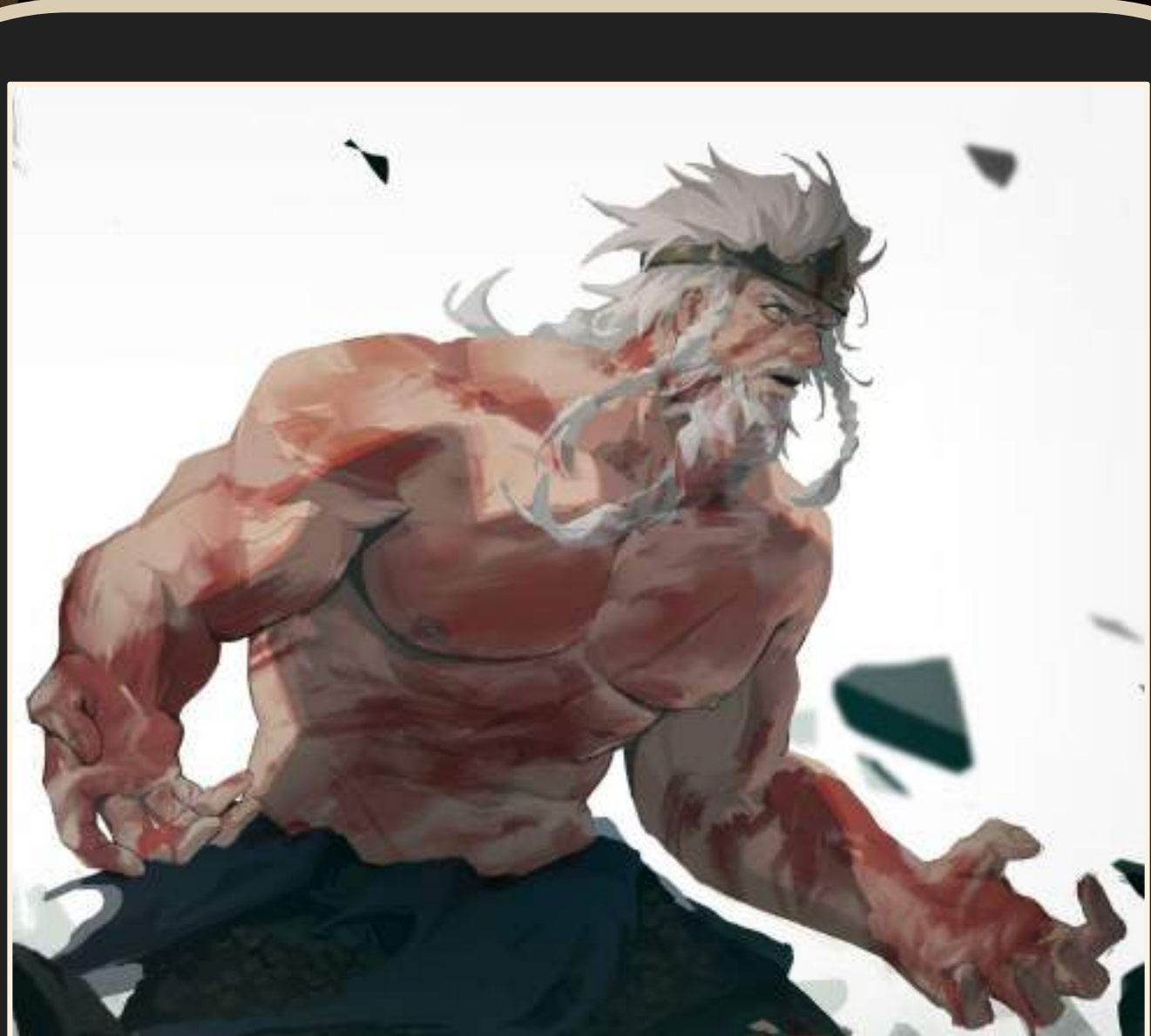


### Stitching of the Heart (−7 AP)

"Wither not before repulsive humiliation."

Requires **Core G1+**  
Passive Effect

Every time the welder incurs serious physical injury and successfully recovers, they gain a small, permanent improvement to physical endurance, durability and strength. The injuries cannot be self-inflicted or undergone on purpose. They must occur in the unpredictable hurricane of real life—and-death combat, when the user is making every effort to avoid them and truly believes their life is at risk. As this ability comes into effect more and more, it will naturally become harder and harder to acquire its benefits. If they're fighting tooth-and-nail every day of their life, they'll gain strength infinitely faster than through natural training. The Stitching of the Heart will also allow them to win against opponents that were previously their equal, giving them the victorious edge in subsequent grudge matches.

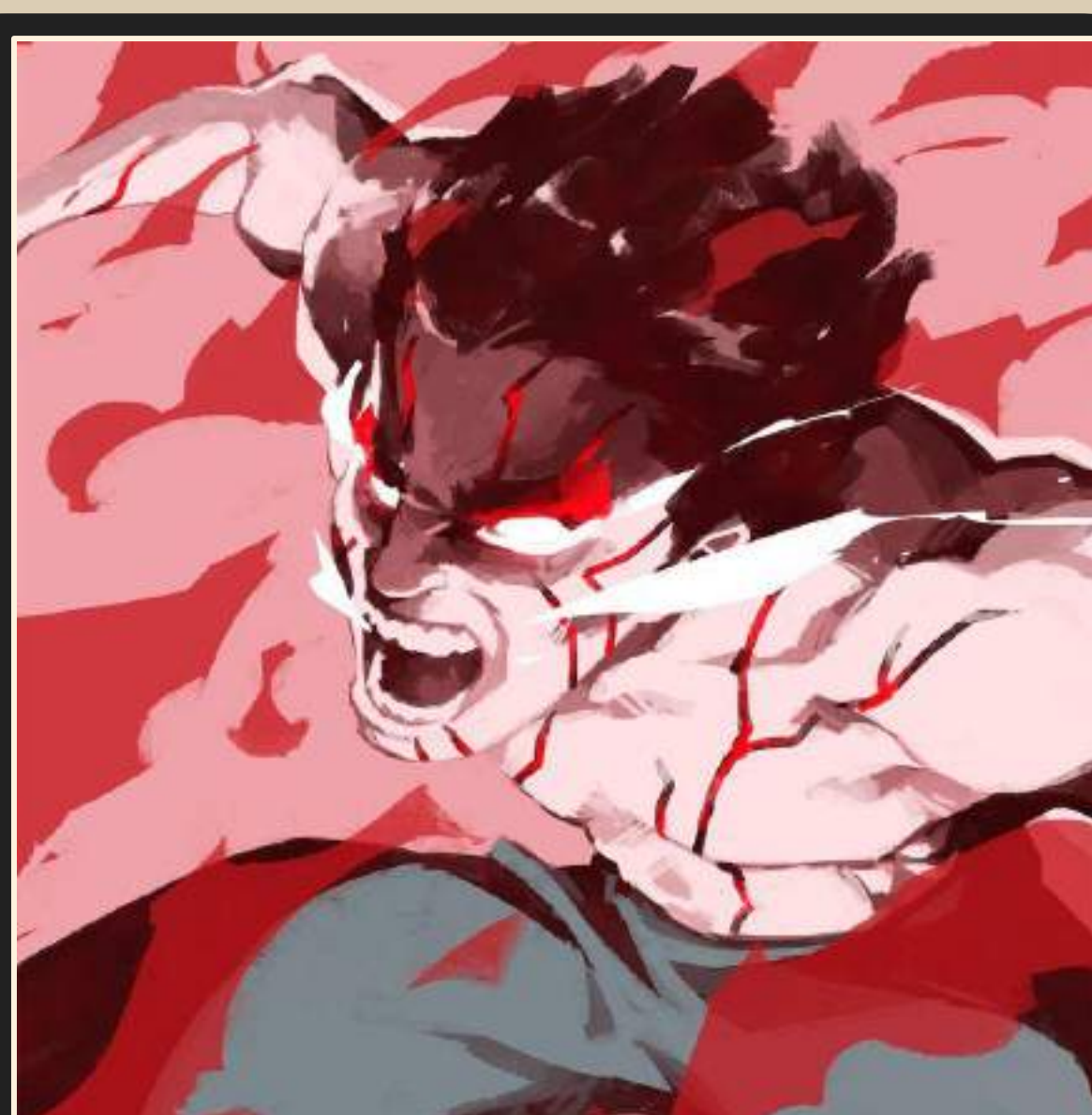


### Recursion Stance (−9 AP)

"Scarring Posture of Sculpted Endurance"

Requires **Core G2+**  
Devote ♦x4 while active. Stance only required during scar formation.

The user dissipates their Aura to form permanent, highly adaptive scar tissues, with any damage they have in the posture itself eventually recovering into hardened, tough armor designed to resist that form of injury in the future. The stances of the Recursion are required only when the user takes damage they want to evolve against, and its dissipation can be maintained in and out of the pose. This Technique allows its users to become progressively more durable with every fight, and can be rapidly accelerated with hard, injurious training. In combination with regenerative abilities, the healing of new armored tissues is almost instant, allowing for mid-combat evolution to new kinds of damage. The armor itself eventually becomes indistinguishable from normal flesh over time, and applies only to the physical force of the damage. It cannot specially protect against individual Techniques, but only the type of force and harm that Technique creates.



### Requiem Stance (−9 AP)

"Fatal Posture of Living Sacrifice."

Requires **Core G2+**  
Devote ♦x4 while in any Requiem Stance.

The self-destructive power of the Requiem Stance can be initiated in 4 positions, each one redirecting blood and energy away from the vital organs and towards the muscles and skin to create astronomical bursts of strength levied against the user's very life. In the first Requiem Stance, the user's circulation to extremities slows to a crawl, slowly causing limbs to become numb, cold and unmoving. In the second, the user's blood flow to the brain slows, causing their vision to blur and their hearing to deafen, eventually resulting in temporary disability in extended use. The user's lungs lose all blood flow in the third Requiem Stance to restrict breathing, eventually resulting in unconsciousness if they maintain it for more than a few minutes. Finally, in the fourth, the flow of blood to their heart stops completely, resulting in death if maintained for anything more than exceptionally short bursts. The reserves of strength unlocked by each Requiem Stance more than make up for these effects, allowing the user to go toe-to-toe with foes far out of their league for quick, lethal bursts of force. The effects of the Requiem Stance are synchronous with other abilities that improve strength and durability, enhancing other Techniques far beyond their limits.



### Meteor Drive (−10 AP)

"Strength Actuator: Power Surge Catalyst."

Requires **Core G2+**  
Devote ♦x4 to enter Meteor Drive: Impact, ♦x8 to enter Meteor Drive: Devastation, and ♦x16 to enter Meteor Drive: Apocalypse.

The Meteor Drive allows a powerful martial artist to shift into highly strenuous concentrations of Aura that increase their striking force and physical strength into the stratosphere. In the Impact stage, the user already begins to feel that they could break the human body with the slightest effort, delivering blows that could shatter stone like glass. In the Devastation Stage, this sensation of power is exponentially amplified. Punches fly straight through the victim's chest like paper, and leaping dozens of stories into the air or creating sonic booms with a dropkick are all within the user's range of abilities. In the Apocalypse stage, even these seemingly godlike feats are dwarfed, and the user's strength is only comparable to high-output explosives. It is said quite accurately that being hit with such an impact is like being struck with a flying comet, hence the Technique's title.

## Great Phase Techniques:



### Shatter Substitution (−7 AP)

"Transmutive Hazard Replacement."

Requires **Phase G2+**  
Devote ♦x3 to prepare a substitution. Devotion ends when the user takes damage.

The user prepares a substitution before they take damage or endure a blow that might otherwise kill them. When they would normally be struck, their body disperses into mirror shards and reconstitutes itself at a position near where they shattered. They must be aware of the location they'll reform at when the Technique is prepared. The effect is triggered by most damage, but it must be damage that would actually wound the user. Meaningless or glancing blows will not trigger its effects, but a more serious hit will trigger it even if the user would survive.

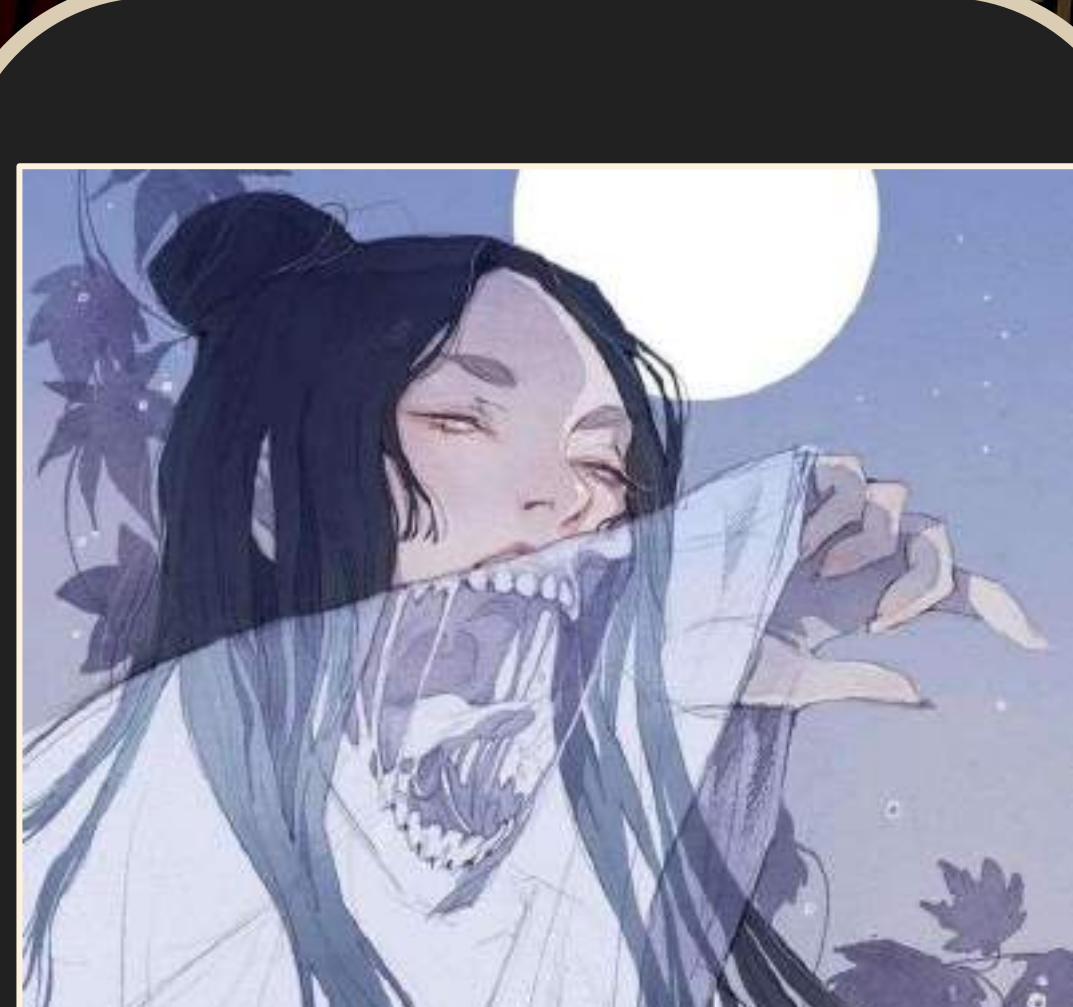


### Subspace Slip (−8 AP)

"Intangible Surface Discontinuity."

Requires **Phase G2+**  
Devote ♦x6 while in use. Toggle effect at will.

The user slips into nonmoving objects and surfaces and treats them like a liquid, easily descending into floors and through walls to infiltrate perilous defenses or hide in plain sight. Moving matter is still completely solid, within reason: a few tremors or a shaking of the ground won't suddenly cause the user to suffocate. If a surface that the user is embedded in suddenly moves, they'll be violently expelled from it to whatever the nearest unoccupied space is, including other non-moving surfaces. Since drowning is a very real possibility, oxygen intake should be considered while the Technique is in use.



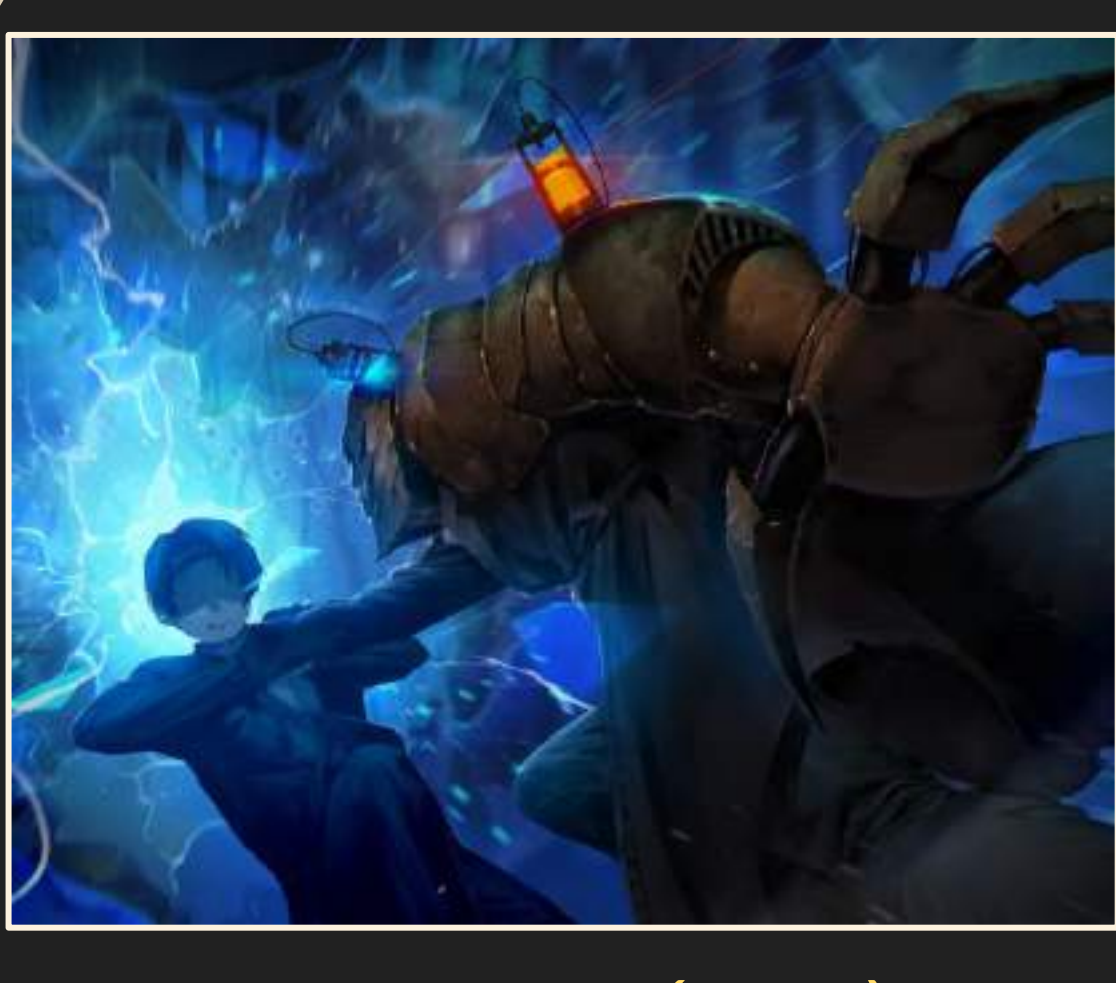
### Concealed Reflection (−10 AP)

"Invisible Secret Isolation."

Requires **Phase G2+**  
Devote ♦x6 while in use. Devote ♦ continuously in proportion to distance covered.

While active, the Concealed Reflection protects the user from being detected by sight, Karma Sense, Sensory Cyanotype, or Reflective Aura, rendering them completely invisible by sensing what's behind them through Mirror World. The user is still detectable with hearing, smell, and touch, requiring keen investigation to trace them. While its strain on the user's Aura Reserve is exceedingly high, its ability to save the user's life and its utility for stealth is an invaluable tool.





### Locus Distortion (–9 AP)

"Relativistic Space Swap."

Requires **Phase G2+**

Devote ♦x1 for each distinct target the Locus Distortion can affect at a time.

The user trades positions with a target in their line of sight, so long as that target has Aura flowing in it—effectively any animal, mortal, or object infused with Aura, including Conducted materials and weapons affected by Techniques. They can throw themselves from buildings and leave targets falling to their doom, escape certain death by projectile hailstorm, or gain distance from dangerous opponents with ease. In a crowd, they're practically unouchable, and projectiles now serve an additional purpose as an easy method of diversion and teleportation. The Locus Distortion is limited to about one teleportation per second, and serious training and augmentation would be required to supersede these limits, especially in a combat situation.



### Folding Possession (–10 AP)

"Topological Psyche Invasion."

Requires **Phase G2+**

Devote ♦x6 while in use. Devotion of ♦ continuously increases while maintained.

The user takes possession of another person or animal's body, physically entering their mouth in a flurry of spiraling distortion. While in this state, the user can't manipulate or use the Aura of their possession target, and targets with stronger Aura will be able to resist their influences. They will be violently expelled from the host when their Aura runs out, as continuous possession requires slowly increasing dissipations to maintain. Strong users are able to hold onto the Folding Possession longer and subdue the resistance of more powerful hosts. It is best used for brief espionage, a way to capture targets, or an easy way to walk your prey into the jaws of death.



### Thousand Reflection Blade Rain (–8 AP)

"Rending Edge Exponentiation."

Requires **Phase G2+**

Spend ♦x2 to double a physical projectile. Can be stacked up to ten times.

Using gravitational wells and silvery reflections, the user duplicates a storm of projectiles, requiring only one arrow, throwing dagger, stone, shuriken or other physical missile to activate. Each time the Technique is released, the number of duplicates of the targeted projectile multiplies by two, reaching one-thousand and twenty-four duplications at the maximum level, hence the Technique's name. While the user cannot alter the trajectory of the projectiles once fired, they can manually set their initial force and direction so they ricochet off of other projectiles at precise points to hit opponents behind walls or around corners. The multiplied projectiles fold back into the mirror world once their purpose is fulfilled, leaving only the original behind.



### Inversion of Agony (–7 AP)

"Converse Wound Infliction."

Requires **Phase G1+**

Spend ♦x7 to mirror all wounds onto a target you can see.

Through the massive reflective force of the Mirror World, the user copies any wounds they have suffered onto a target of their choice within their line of sight. The Inversion of Agony creates wounds regardless of durability or physical shielding, though the inflicted wounds can still be recovered through healing. To inflict truly grievous wounds, the user may have to either damage themselves or endure crippling injuries from their opponent, but if used as a surprise attack it can result in a devastating reversal of fortunes. Notably, 'wounds' must be actually harmful to be reflected, meaning simple body deformity or mutation won't suffice.



### Pandemic Perspective (–7 AP)

"Recursive Illusion Angle."

Requires **Phase G1+**

Spend ♦x7 to create a pandemic illusion.

The wielder creates a highly detailed illusion that can affect all five senses. Anyone who perceives the initial casting of the Technique will be affected, as well as anyone who perceives someone currently affected by the Technique, creating a pandemic effect. These illusions are not absolute or unlimited, but they can create false objects or people, sounds at a close or far distance, tactile hallucinations, distortions in the shape and number of objects and people, sudden and powerful emotions or feelings of pain, nausea, fatigue, delirium or déjà-vu. They can even, most incredibly, alter the perception of Aura through Sense Aura or Sensory Cyanotype. To escape the illusion, the victim must avoid any perception of the created illusions as well as any perception of people affected by the illusions, making the Technique spread like wildfire in crowds or among teams.



### Flicker Frame (–7 AP)

"Incorporeal Shift Frequency."

Requires **Phase G2+**

Devote ♦x1 to ♦x5, with each Devoted ♦ increasing the proportion of time spent in Mirror World while flickering.

The user flickers on a tempo between Mirror World and the real world, allowing them to reposition between attacks and strike unpredictably. While in Mirror World, they are unouchable and invisible, unable to attack but very able to reposition themselves or avoid damage. With the minimum Aura dissipated, the Technique will cause the user to flicker into Mirror World about a fifth of its duration, and will flicker in the real world for only a fifth of the time if the maximum is Dissipated. The exact frequency is up to the user, within a reasonable window of a few seconds. Combining this Technique with teleportation and other repositioning powers, adjusting the dissipation of the Technique to keep flickers unpredictable, and preparing deadly strikes while the opponent is unaware can make a Flicker Frame user nearly unstoppable in hand-to-hand or weapon combat. Importantly, the user themselves has exact, precise knowledge of when they'll swap between Mirror World and the real world.

## Great Flow Techniques:



### Energy Chains (–8 AP)

"Hidden fetters, binding of the ancients."

Requires **Flow G1+**

Devote ♦x1 for each chain currently manifested.

Devolving ends when the chain disappears at the user's will.

With this Technique, the user can manifest nearly indestructible chains of pure Aura, erupting from any location they can perceive and telekinetically moving in accordance with their will. Each individual chain can be extended to nearly any length (within reason) and can have links up to a full five feet across, making them effective at binding even the most massive creatures and Spirits. At the ends of each chain, a massive spiked hook designed to embed itself in concrete or flesh extends outward, easily sinking into nearly any surface. They can be used to rappel from great heights, hold an opponent in place, or retract to fling the user through the air with immense force.



### Harmonic Phantasm (–7 AP)

"Echo Twin."

Requires **Flow G2+**

Devote ♦x3 while in use.

The user can project an echo of themselves through their soul, a tangible image that acts in tandem with them. For all intents and purposes, the Harmonic Phantasm is a soulless copy of the user that can use any of their powers and abilities during the interval of their projection. Any concerted strike against it will cause it to fade, but the user can immediately project the Harmonic Phantasm again from their body when it dissipates. It can fight alongside them, endure a blow to protect them, act as a decoy to divert attacks, and let its user take two actions at the same time in every situation. The Harmonic Phantasm must remain in reasonable proximity to its user or it will dissipate, and can trade places with its creator in a kind of replacement teleportation at any time within a short distance. If the user has a Geist Patron, they can also project an additional Harmonic Phantasm originating from their Geist.



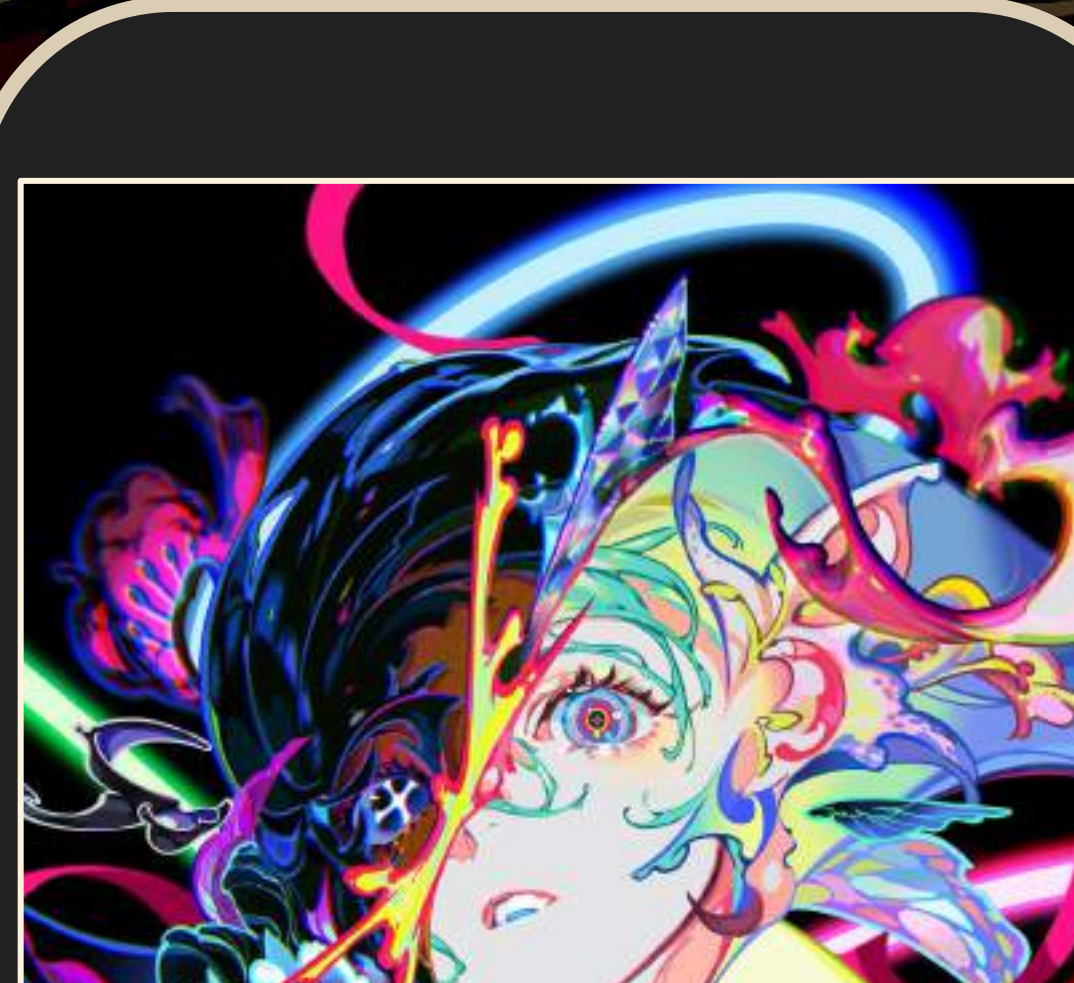
### Gates of the Firmament Barrier (–8 AP)

"Sovereign wall hinders incursion."

Requires **Flow G2+**

Spend ♦x6 to manifest a barrier. Dispel at will.

The user constructs a highly durable, nearly impassable barrier with any appearance they see fit, its size being inversely proportional to its strength. Even at its greatest distances, it is practically impenetrable. Even explosive Techniques and concussive strikes will do no more than crack it, and concerted effort from an utterly monstrous force would be needed to dent its surface. One can't manifest the Gates of the Firmament Barrier at any distance or location they're not able to perceive, and they can establish rules for what is and isn't permitted to pass through it when it's created. It is said that this barrier is like enlombing an opponent in a mountain of solid steel, and few have escaped its bounds without some kind of special relocation abilities.



### Sacrificial Liquidation (–8 AP)

"Annihilating Self Conversion."

Requires **Flow G2+**

Passive Effect. Convert any amount of your own body mass into pure, vaporizing energy bursts at will.

Rather than using their own Aura, the user converts their own body mass into energy to generate enormous, cataclysmic explosions. The sacrifice of one's own bodily integrity can cause terrible damage, and the user should only sacrifice parts of their body which will return to them harmlessly. Hair and nails are popular candidates. In combination with Techniques that create multiple bodies, regenerate the user's flesh, or allow body parts to detach, this Technique can be an easy way to finish a battle without dissipating any Aura, or level multiple city blocks by sacrificing all but the most vital components of one's body. In a suicide attack, such a release of energy could probably be felt from miles away.



### Particle Transmission (–7 AP)

"Path of superluminal motion."

Requires **Flow G2+**

Spend ♦x5 to convert your body to energetic particles and travel in a straight line. Spend ♦x1 for each change of direction along your path.

A masterful transference of energy allows the user to disassemble their body into light-speed elementary particles while maintaining the soul's connection to their fractured body. For most purposes, the Particle Transmission is tantamount to teleportation, with the caveat that it cannot travel across extra-spatial dimensions. To travel via Particle Transmission, there must be a path that the user could feasibly take to reach their destination, without an obstruction that the user's solid body would be unable to realistically pass through. A user couldn't use Particle Transmission to escape a jail cell or bindings, but could use Particle Transmission to escape a building with an open door.



### Nature Acquiescence (–7 AP)

"Sun and Sky Sely-Genesis."

Requires **Flow G2+**

Passive Effect.

The user's body draws upon natural energy for different benefits. If in direct sunlight, they recover their Aura Reserve twice as quickly, and this can compound with any other Recovery Disposition or traits that accelerate Aura regeneration. If exposed to the moon or starlight, their sensory faculties and reflexes are dramatically improved, granting full night vision, echolocation and heightened reaction speeds. Rain or a thunderstorm lets them gain a dramatic multiplication in speed and dexterity. Snow or hail lets them gain a dramatic multiplication in resilience and durability. Dense fog lets them seamlessly merge into its expanse, becoming completely invisible and intangible until they reappear to strike, use Release Techniques, or interact with physical matter. If underwater, they do not need to breathe and can recover from wounds or exhaustion at an accelerated rate.



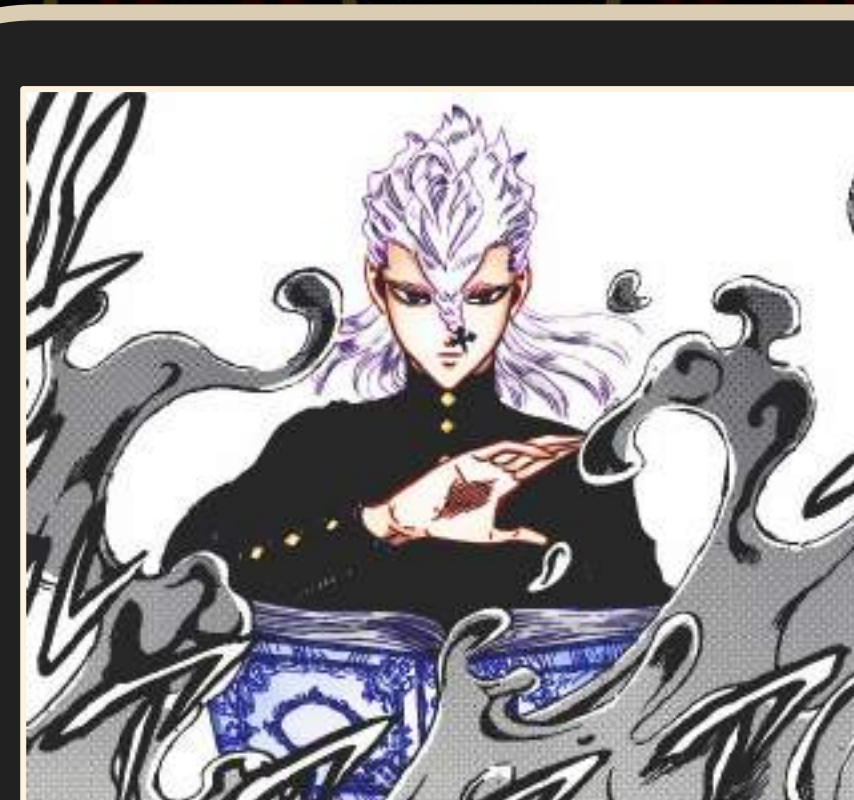
### Sacrificial Blood Conduction (–8 AP)

"Channel of Holy Oblation."

Requires **Flow G1+**

Devote ♦x4 for Minor Conduction Mode, ♦x6 for Major Conduction Mode, and ♦x10 for Max Conduction Mode. Aura is Spent continuously in proportion to the scale of your Conductions.

The user is able to create, manipulate and superheat blood to the scalding temperatures of volcanic lava or molten steel. They can produce oceans of sanguine, steaming death, and the Aura dissipated by any given manifestation is in proportion both to the volume created and the heat introduced. In thin, concentrated jets, Sacrificial Blood can cut with more force and precision than a razor blade. In colossal magmatic waves, Sacrificial Blood can melt the human body into slag or compromise thick metal beams. Blood can even be compressed down into coagulated solids and masses to form clotted barriers, structures and defenses.



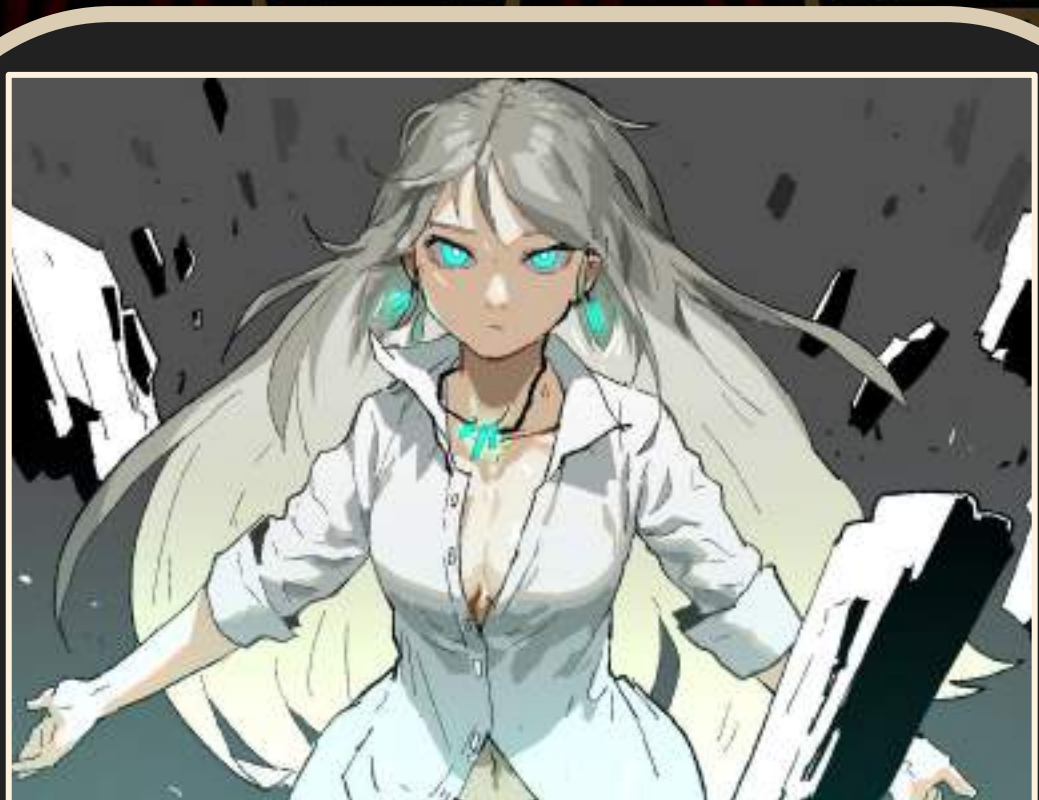
### Sacred Metal Conduction (–8 AP)

"Channel of Burnished Alloy."

Requires **Flow G1+**

Devote ♦x4 for Minor Conduction Mode, ♦x6 for Major Conduction Mode, and ♦x10 for Max Conduction Mode. Aura is Spent continuously in proportion to the scale of your Conductions.

The user can control and produce Sacred Metal, a decorated and embossed substance that can take on the form of dark and brittle heavy metal, golden soft metal, silvery flexible metal, or resonant, conductive brassy alloy. The strength and durability of the user's metallic designs can vary depending on what metal they choose and their skill with the Technique. Sacred Metal can be used to instantly cover the wielder in durable armor, surround and crush foes in magnetic prisons, or create dozens of razor-sharp weapons with a snap. Sacred Metal is its own metallic substance, meaning that metal not created through the Technique is not manipulable to the user. However, all the mundane properties of metal are still present in Sacred Metal, such as durability, conductivity and magnetism.



### Imperial Edifice Conduction (–8 AP)

"Channel of Hewn Stone."

Requires **Flow G1+**

Devote ♦x3 for Minor Conduction Mode, ♦x5 for Major Conduction Mode, and ♦x9 for Max Conduction Mode. Aura is Spent continuously in proportion to the scale of your Conductions.

The user is able to manipulate almost any kind of silicate, such as sand, glass, clay, jade, marble, many kinds of stone, and other common minerals. This form of Conduction is effective both offensively and defensively, allowing the user to protect themselves with walls and pillars or hurl concussive stones and waves of sand at their opponent. Users of this style often shape the battlefield in their favor, approaching from beneath their enemy's feet or creating improvised structures to give them an advantage. Entrapping the enemy in a coffin of stone or crushing them with massive boulders, creating cover with a blinding sandstorm, or impaling foes with spikes of pure glass are all well within the realm of possible applications.



### Raijin Thunderstorm Conduction (–8 AP)

"Channel of roaring clouds."

Requires **Flow G2+**

Devote ♦x5 for Minor Conduction Mode, ♦x7 for Major Conduction Mode, and ♦x12 for Max Conduction Mode. Aura is Spent continuously in proportion to the scale of your Conductions.

The user conducts their Aura into crackling thunder and gusts of storming wind, surrounding themselves with static electricity. As the user wields this ability, dark, vicious storm clouds form around them, crackling with raging energy. The winds they can generate can cover entire rooms, lift roofs from their foundations like tornados and hurricanes, or even allow them to glide on windswept clouds. With enough strength, the user can even replicate the awesome power and destruction of natural lightning bolts with a mere extension of their fingers. In smaller bursts, they can antagonize their foes with intense continuous currents or flashes of blinding voltage. Conducted lightning isn't as fast as natural lightning, but it is no less deadly for it.



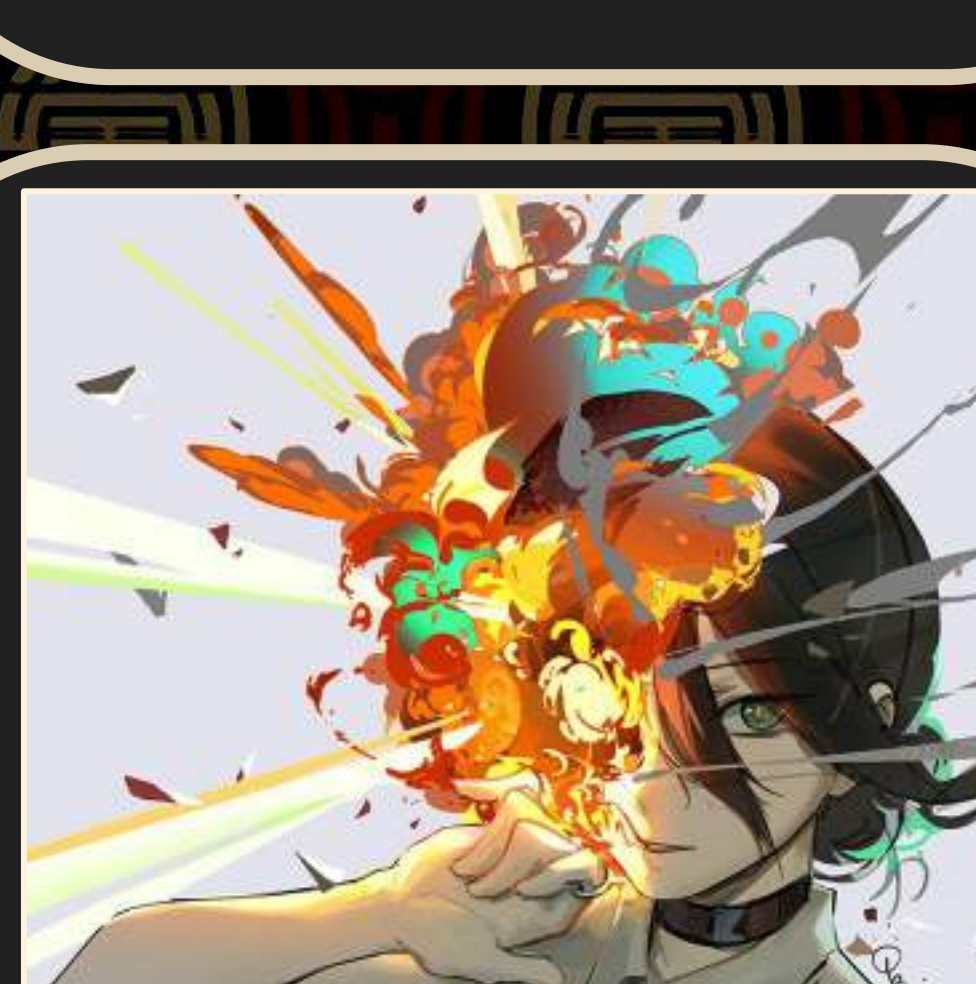
### Purgatorial Inferno Conduction (–8 AP)

"Channel of cleansing agony."

Requires **Flow G2+**

Devote ♦x5 for Minor Conduction Mode, ♦x7 for Major Conduction Mode, and ♦x12 for Max Conduction Mode. Aura is Spent continuously in proportion to the scale of your Conductions.

The user conducts pure blue fire directly from the place of karmic torment, burning hot enough to cremate a human body with just a few moments of exposure. These flames can extend in continuous jets from the user and fly much farther in short, concussive bursts. The flames themselves burn so hot that even flame-resistant materials will catch fire as if soaked in napalm. In higher Conduction Modes, the user can generate evaporating waves of azure that sweep across their enemies, or jets of fire so intense that the battlefield begins to melt under their opponent's feet.



### Lustrous Explosive Conduction (–8 AP)

"Channel of flashing ignition."

Requires **Flow G2+**

Devote ♦x5 for Minor Conduction Mode, ♦x7 for Major Conduction Mode, and ♦x12 for Max Conduction Mode. Aura is Spent continuously in proportion to the scale of your Conductions.

The user conducts pure explosive energy in the form of screaming fireworks and glowing pyrotechnics, howling and crashing like gongs as they reach their targets. These can either be projected as point-blank explosions from the user's body or in shining fireworks the user expels. Easily powerful enough to turn solid stone and steel to dust, this Conduction can also be used in more specialized blasts to set buildings ablaze, scatter smoke and dust across the battlefield, and blind or deafen an opponent with flashbangs. Originally developed to celebrate a holiday or victory in battle, its combat applications were immediately seized upon by war chieftains. Now its ability to shed blood blasphemes its jubilant purpose.