



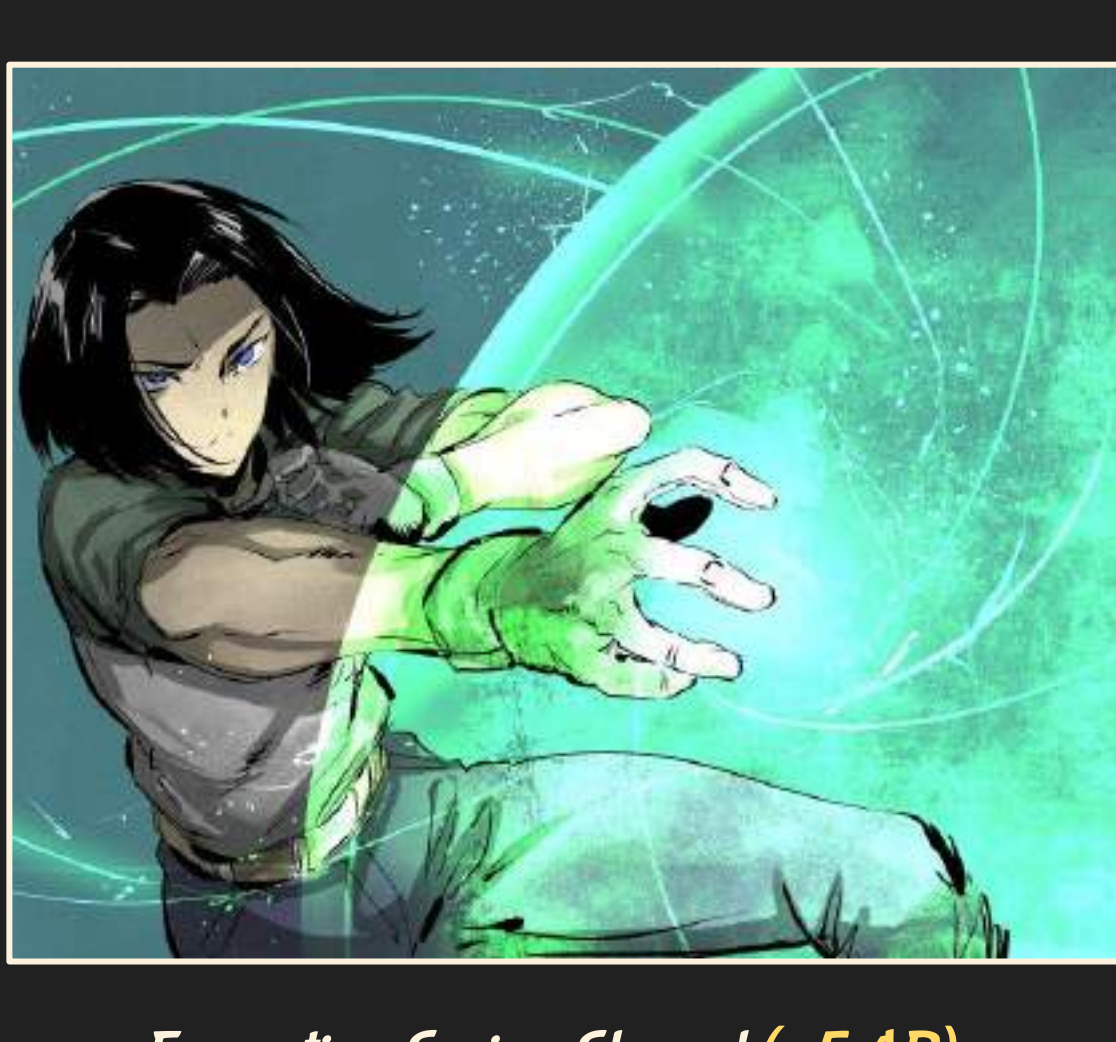
Formation Series: Colosseum (–5 AP)

"Absolute territorial control."

Requires **Flow G2+**

Spend ♦x5 to manifest Conduction elements through the environment.

The user bathes a radius around them with an energy or substance, creating a hostile environment and solid structures across the battlefield. Depending on the Conduction Mode the user is in, the Colosseum can extend over a single room or an entire city block, coating the area in flames, crackling lightning, luminous explosions or boiling acid. While these environmental hazards will be extremely deadly to their opponents, they will part like the red sea to keep the user and their allies safe.



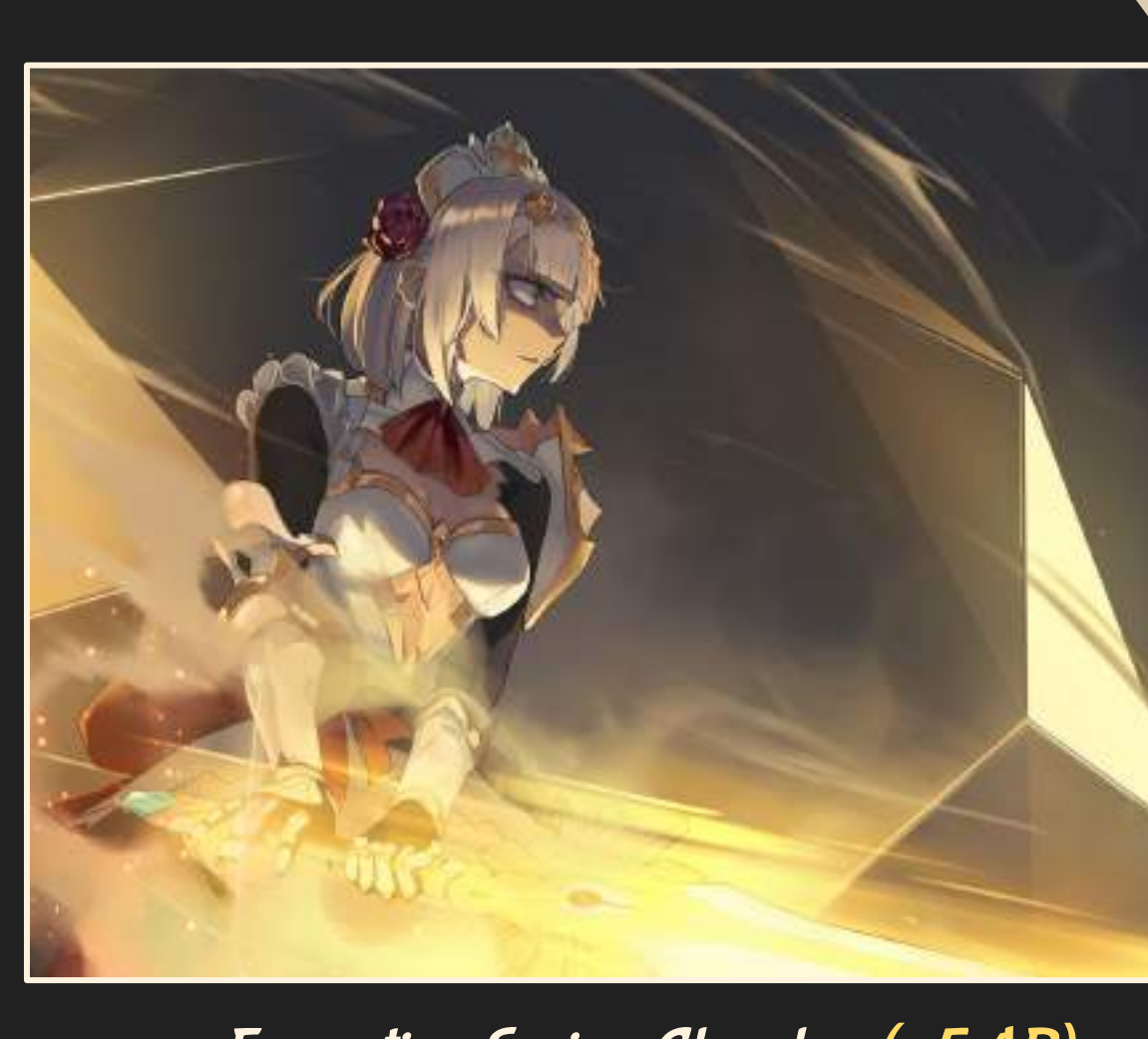
Formation Series: Shroud (–5 AP)

"Reflexive shield."

Requires **Flow G2+**

Devote ♦x4 to maintain a shield. Devote ♦x8 instead to amplify the shield's durability and create autonomous defenses.

When a significant force would touch the user, a hyper-durable coating of repelling energy or substance automatically forms around them, protecting them from damage. The Shroud is astronomically durable, constantly regenerating, and easily able to deflect or destroy anything short of cataclysmic damage without the user's slightest input. The Shroud not only becomes visible in response to obvious danger, but also covers the user when sight-based abilities are targeted at them, blocking line-of-sight. If the wielder needs stronger defenses, the Shroud can be suffused with greater Aura, seething and swirling in eddies around the user. When in this state, anything that touches the Shroud is targeted with vicious autonomous attacks, usually enough to deter any attempt at incursion.



Formation Series: Chamber (–5 AP)

"Oblivion prison."

Requires **Flow G2+**

Devote ♦x6 while creating a prison of annihilation.

Like folding origami, a massive geometric shape folds and encloses around the user's target, encasing them in a nigh-impenetrable barrier. Then, the Chamber fills with exponentially increasingly destructive attacks, eventually annihilating the user's intended victim. Against mortal flesh, even five seconds in the Chamber is enough to ensure death. Even particularly durable opponents will eventually be disassembled inside if they do not break free. If the exterior of the Chamber is broken, a massive burst of force will erupt from within to hopefully obliterate the victim.



Amplification Series: Perforation (–5 AP)

"Trajection of justice."

Requires **Flow G2+**

Devote ♦x4 while manifesting hypersonic projectiles. Redirect and telekinetically manipulate projectiles at will.

The user manifests spears, bullets, baubles and streams with dramatically enhanced speed beyond their usual limits, piercing through almost any surface or individual and reaching the limits of force that are possible with Conduction. The constructs or energy are able to protect the user or entrap enemies, and can skewer an opponent in place or shatter barriers defending them. Their sheer velocities reach beyond conventional ballistics, and can be used like a hydraulic stream to cut or like a hailstorm of bullets to puncture. While higher Conduction Modes can allow for faster, more forceful Conductions, without this Technique, reaching conventional ballistic speeds or breaking the sound barrier is extremely difficult outside of the Perforation.



Amplification Series: Array (–5 AP)

"Comet circlet."

Requires **Flow G2+**

Devote ♦x4 while maintaining your constellation. Devote ♦x8 instead for an expanded Array.

Concentrated substances or energy surround the user in a mantle, hurtling like comets and regenerating around the wielder as they collide with their targets. The closer the intended targets of the Array are to the user, the faster the compressed cores of their mantle will launch and regenerate, until in close quarters their opponent is subjected to a violent hailstorm of impacts faster than the eye can follow. The sheer power and frequency of the Array effectively makes approaching the wielder in close quarters impossible. The Array automatically locks its projectiles onto whatever targets are intended, requiring no aim or thought to maintain its continuous barrage.



Amplification Series: Recompose (–6 AP)

"Matter domination."

Requires **Flow G2+**

Devote ♦x3 while altering existing matter. Aura is Spent continuously in proportion to your conversions

Conductions must typically create their own contents to alter and manipulate, only very rarely converting existing materials for their purposes. The Recompose allows its user to convert objects and materials around them into Conduction elements, so long as they aren't affected by an existing Aura. These include other Conducted materials, living beings, creations of alchemy, or imbued weapons. When converting objects, a user of the Recompose must dissipate the Aura required to make that quantity of material or energy in the first place, but instead direct this energy into altering the existing material.



Devastation Series: Catalyst (–5 AP)

"Seeker bomb."

Requires **Flow G2+**

Spend ♦x1 to create a heat-seeking chaotic explosive.

A seething globe forms in the user's grasp, growing larger and more destructive the longer it is charged. Once released, it will follow its target unerringly, activating at the creator's trigger to produce a devastating burst of destruction. Because it can be charged to nearly any destructive capacity the user requires, it's as useful for remodeling skyscrapers as it is for crippling a durable opponent. The trigger can be any hand gesture of the user's choosing, but if the Catalyst is damaged while in flight it may explode without being triggered.



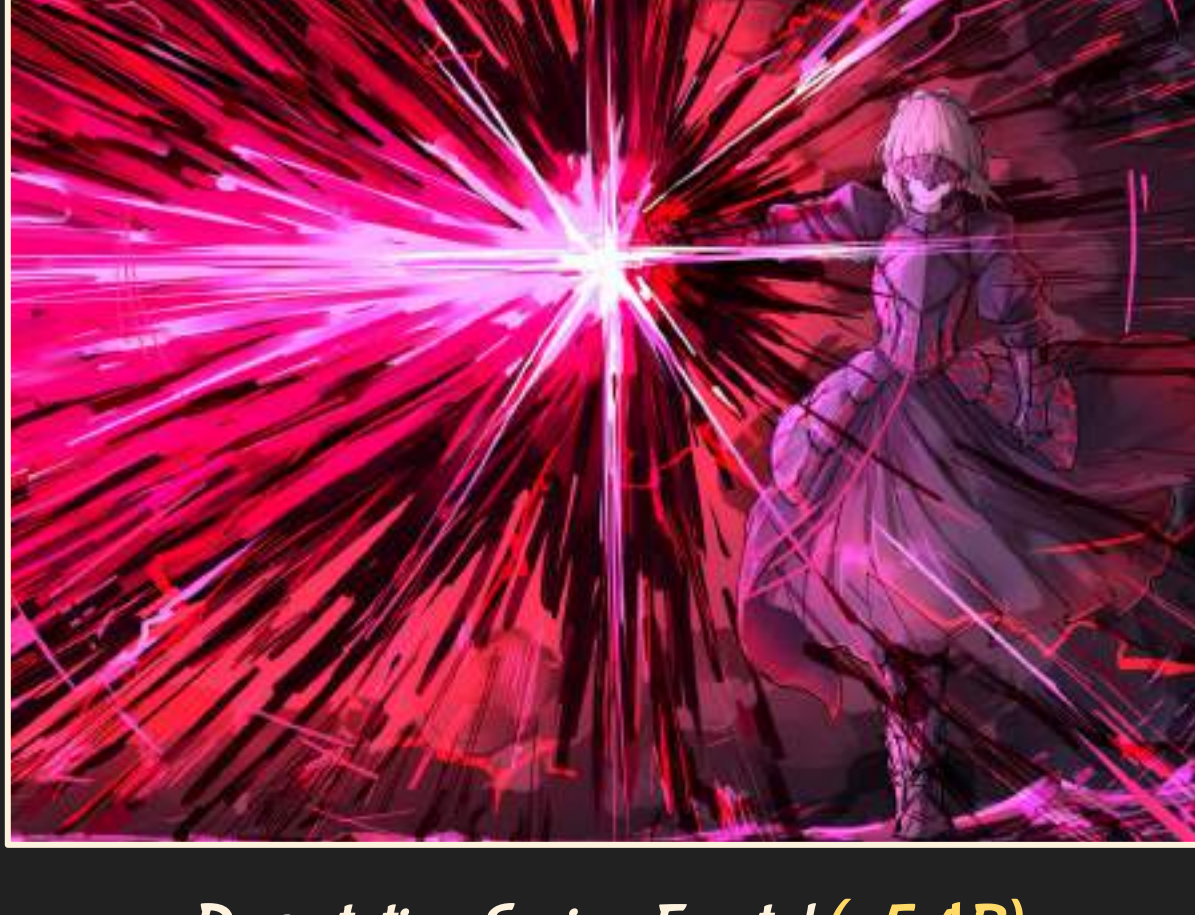
Devastation Series: Pursuit (–5 AP)

"Hunter vein punishment."

Requires **Flow G2+**

Devote ♦x6 while directing and expanding tendrils of energy.

From anywhere on the user's body, they extend crackling veins that slowly expand in branching networks to relentlessly seek out any number of targets. The more skilled the user is, the deadlier these veins become, branching faster and more frequently, piercing entire crowds and perforating their environment with seething gashes and wounds. If given enough time to expand and branch, they can extend over literally unlimited distances, meaning one can direct them to pursue any chosen target with merciless hunting vengeance.



Devastation Series: Fractal (–5 AP)

"Sweeping extermination."

Requires **Flow G2+**

Spend ♦x2 to create a scanning wave, and any amount of ♦ to produce a copied expression where the wave makes contact.

The user produces a column of matter or energy expressed from a hand, mouth, eyes or outstretched fingers which sweeps across their chosen area. They can then duplicate any expression of their Conduction or manipulation wherever the column sweeps, resulting in an unmatched destructive display across the battlefield as explosions, pillars of stone, floods of water, or any other manipulations multiply again and again before them. The wave itself has a nigh-unlimited range, and emits as either a precise, pinpoint ray or an expanding cone for the brief interval of the Technique. Because the Aura dissipation occurs only once no matter how many times it's multiplied out, the Fractal can produce huge areas of effect at greatly diminished energy requisites.



Formation Series: Lens (–5 AP)

"Magnifying focus."

Requires **Flow G2+**

Devote ♦x3 for each Lens created.

Each Lens the user creates takes the form of a durable surface before them which they can control. Any attack or force of the user's that passes through their Lens is greatly magnified, and the user can cast their attacks through multiple Lenses in succession to multiplicatively increase the force of their attacks into the stratosphere or layer defensive Lenses around themselves. With enough at play, the user's attacks can be exponentiated over and over again while simultaneously being defended by a wall of moving shields.



Amplification Series: Coronet (–6 AP)

"Ascending Kingdom."

Requires **Flow G2+**

Devote ♦x5 while in use.

The Coronet forms signets and bands of matter or energy around the user while active, often in the form of a halo, sigils or raiments. While in effect, the Coronet gives its user the ability to fly, and surrounds them with a humming field of their element so suffused with conductive power that approach becomes almost impossible. Manipulations performed within this field are greatly enhanced, and since its radius follows the user even in flight, it can greatly improve their defensive capabilities and keep opponents at a distance. At a range beyond the Coronet's radius, they receive little benefit, making it more suited to protection and close-quarters duels.



Devastation Series: Hailstorm (–5 AP)

"Radiance barrage."

Requires **Flow G2+**

Devote ♦x4 while calling down heavenly beams.

Surrounding and seeking the user's target, radiating points blink into existence, emit a devastating attack, and then fade into obscurity again, repeating their barrage indefinitely. While it's easy enough to predict where these beams will be generated based on their charge-up, the sheer number and volume of the attacks this Techniques produces are exceedingly difficult to evade, especially as they track the position of the victim. The emissions themselves are devastatingly powerful, and enduring even one is like being struck with a thunder bolt in sheer force and explosive power. The user can concentrate the Hailstorm into one massive emission at a time, infrequent and concentrated waves, or rapid, sustained fire.

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



Conduction Form (–10 AP)

"Channel extension: element oneness."

Requires **Flow G2+**

Devote ♦x4 while active. Shifts the user into the subsequent Conduction Mode for all active Conductions.

The Aura circulation of the wielder is infused with their acclimated Conduction methods, becoming physiologically intertwined with them. In this state, any Conduction Modes the user has activated will automatically armor them in compressed, concentrated form and supplement their movement and strikes, greatly increasing overall physical prowess. Any Conduction Techniques the user wields will be incremented above their usual Mode at no additional Aura dissipation. If in Minor Conduction Mode, they will manipulate their elements as if they were in Major Conduction Mode, and if they are in Major Conduction Mode, they will manipulate their element as if they were in Max Conduction Mode. If already in Max Conduction Mode, they will be empowered beyond even this threshold, albeit inefficiently. The benefits of the Conduction Form apply to all Conduction Modes the user has simultaneously activated, making deadly Technique combinations all the more efficient. Higher Conduction Modes also dramatically increase the physical enhancements of the Conduction Form itself.



Conduit Allay (–8 AP)

"Channel extension: reabsorption stream."

Requires **Flow G2+**

Passive Effect. When entering any Conduction Mode, you do not continuously Spend Aura for the equivalent of ♦x1, ♦x2 or ♦x3 Reserve at Minor, Major, and Max Modes respectively. When activating a State Technique, you do not continuously Spend Aura for the equivalent of ♦x3 Reserve. Applies only to that Conduction or State.

Each time the user enters a Conduction Mode or activates a State Technique, they gain a cushioning buffer of energy to use their Techniques without actually drawing from their Reserve. Depending on how they use it, it could either give them free access to Conductions for long, drawn-out fights, or create a ruinous all-out opening that would normally cripple them for the remainder of the clash. The Conduit Allay also naturally encourages its user to ramp up Conduction Modes incrementally as the fight continues, or shift to lower states as the fight comes to its close for additional bursts of combat momentum.



Super Dynamic State (–10 AP)

"Kinetic cloak of energies, striking and shielding."

Requires **Flow G2+**

Devote ♦x12 while active. Aura is Spent in proportion to your State expressions.

The user redirects a massive portion of their power into a cloak of shining physical energy, creating massive kinetic forces that they can direct anywhere from their body, whether defensively to block and match outside forces, to enhance strikes with energy, or to propel themselves rapidly in any direction and even levitate. The energy converted to the Super Dynamic State is more than enough for heavy kinetic augmentations in battle, but overusing it to shield the body from large attacks or deal explosive blows will quickly begin to siphon one's Aura Reserve if used carelessly. Truly cataclysmic attacks may prove more than the Super Dynamic State can handle defensively, regardless of the energy available to the Technique. It is best used to conservatively mitigate damage without dissipating too much energy. The Super Dynamic State can only create kinetic augmentations within a few inches of the user's skin, optimizing its power in exchange for range.



Ultra Conversion State (–10 AP)

"Event horizon of energies, waxing and waning."

Requires **Flow G2+**

Devote ♦x12 while active. Aura is Spent in proportion to your State expressions.

The user's body is enshrouded by a revolving radius of Aura from which they can project kinetic forces and blasts of energy. When projectiles leave this event horizon, they gather multiplicatively greater potency and grow more powerful as they escape. Projectiles approaching the user's energy horizon are inversely suppressed the closer they come, often totally inoperative by the time they impact. In combination with Conduction Techniques, this horizon can dramatically enhance ranged attacks, to say nothing of the energy blasts, beams and bombs the user can naturally generate while the State is active. More Aura is Spent by the Conversion State the greater the enhancement and suppression its radius is tuned to. The Ultra Conversion State's main limitation is its circle of effect, which becomes less effective if your opponents can close the distance and invade the radius.

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



Weapon Link—Flowing Channel and Expanding Ocean (–8 AP)

"Energy Armament, fill thyself."

Requires **Flow G2+**

Passive Effect. Applies to one weapon of your choosing at a time. You can store up to **♦x3** within the weapon at a time by Spending that amount of **♦**.

The wielder's weapon becomes interlinked with their Aura Network, developing glowing connections that attach to them. They can store up to **♦x3** within the weapon, with each **♦** causing its rippling shine to become faster and more frantic. Each **♦** stored within causes the weapon to become faster, strong and sharper. If they instead expend a **♦** stored within, they can create a pulsing ripple of energy that flow like water off of its main body, forming a spectral echo of the weapon that fights autonomously alongside the original to defend or attack. These echoes remain until they are destroyed or dispelled, and have any and all effects and Techniques applied to the original weapon. The user can also reabsorb the **♦** stored within weapon at any time if they need an unnatural source of Aura in a pinch.



Weapon Link—Falling Blossom and Wavering Petal (–8 AP)

"Energy Armament, fill thyself."

Requires **Flow G2+**

Passive Effect. Applies to one weapon of your choosing at a time. User has a number of Petals equal to the number of **♦** in their Aura Reserve at maximum.

The wielder's weapon is surrounded with a rain of peach-blossom petals, making it as light as a feather and as dextrous as thin air. When the user precisely strikes any one of these petals with the linked weapon, a luminous burst of explosive fuschia energy erupts in the direction of the attack, catching even the most nimble of enemies in its radius. Striking multiple petals simultaneously can create clusters of detonations across the battlefield or create distance between the user and their opponent. While the user only has a limited number of petals to activate at a time, they will replenish over time, usually mirroring the wielder's Aura Recovery.



Weapon Link—Booming Thunder and Echoing Howl (–8 AP)

"Ruination Armament, flare thyself."

Requires **Flow G2+**

Passive Effect. Applies to one weapon of your choosing at a time. Spend any amount of **♦** to create an energetic attack.

The wielder's weapon becomes a capacitor of pure, sparking energy, which they can expel in controlled or unrestrained Aura attacks. The energy attacks can come in the form of continuous beams or shafts of energy, depending on what would be most strategically effective. In practical combat, it can be a devastating surprise attack against an unsuspecting enemy, add to the unavoidable storm of projectiles hurtling at a foe, or overcome the disadvantage of distance as a melee fighter. Fine-tuned control over the extent of the blast can allow it to be used conservatively or in all-out finishing moves, depending on how much Aura is dissipated.



Noble Commandment (–10 AP)

"Rule of Law from Heaven on Earth."

Requires **Flow G2+**

Spend a varying amount of **♦** depending on which Commandment is issued.

This Technique demands the highest mastery that the Flow Affinity can grant, translating words as divine orders from on high. As the user discovers more about the Technique, more Commandments than those listed here will be possible with time and diligence. It can affect anyone and anything within earshot, so long as they can hear the Noble Commandment when it's issued.

Fall (Spend **♦x1**): Causes the targets of the Commandment to immediately fall to their knees in a bowing pose.

Move (Spend **♦x1**): Violently flings the targets of the Commandment in a direction of the user's choosing, as if they were suddenly hit with a massive force.

Confess (Spend **♦x1**): Forces the targets to reveal a piece of information of the user's choosing.

Forget (Spend **♦x1**): Forces the targets to forget a piece of information of the user's choosing.

Dream (Spend **♦x1**): Forces the target into a waking dream, disorienting them with whatever distortions and apparitions their mind would conjure if asleep. They will also become drowsy and fall asleep if they can't resist the effects.

Halt (Spend **♦x5**): Immediately freeze the targets in time for a short duration. While the target is frozen, they can't be affected by any outside forces such as damage or gravity, nor moved from their position.

Blind (Spend **♦x5**): Cause the light to leave the targets' eyes for a short duration, rendering them unable to see. They cannot use any abilities which require sight during this period.

ObeY (Spend **♦x6**): Force the target to obey a one-word order, so long as they are able. This could include "Run", "Fight", "Flee", "Jump", "Cut", "Choke", and so forth. The target will snap out of the order after a short duration, usually once the act has been carried out sufficiently or they are about to do something grievously harmful to themselves.

Obliterate (Spend **♦x6**): Generate an enormous, devastating explosion of pure force.

Form (Spend **♦x6**): Create any material object of smaller or equal size to a human being, so long as it has no special properties beyond common, everyday matter.



Sublime Weapon Injection (–9 AP)

"Blade of man's work attains all earthly blessing."

Requires **Flow G2+**

Devote **♦x4** while active.

The user bathes their weaponry in an ocean of energy, multiplying its sharpness, maneuverability and strength far beyond the limits of mortal craftsmanship. A weapon the size of their whole body can be wielded with all the deftness of a fencing foil, and a weapon as thin as a fencing foil can withstand and block cataclysmic blows without bending or breaking. If they wield a bladed weapon, its edge can cleave steel like butter, and even highly durable or armored opponents cannot withstand its bite. If they wield a blunt weapon, its weight and heft will ensure they're practically hitting their targets with a truck, though its fleetness will be no worse for its enormous leverage. If they can block a strike successfully with any tool in their hands, they will almost certainly be unharmed thanks to the Sublime Weapon Injection's durability amplifications.

Great Alchemy Techniques:



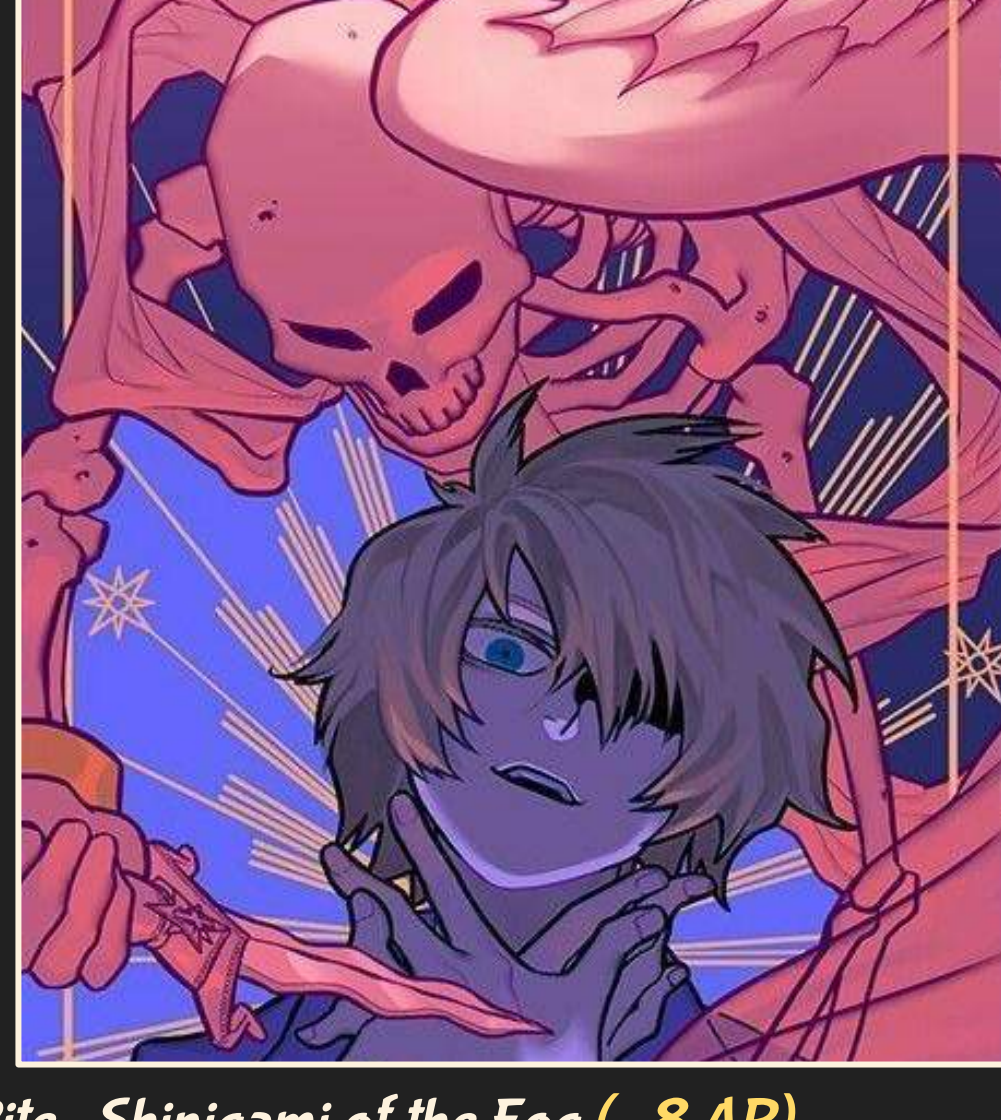
Summon Rite—Ghost Legion Manifest (–9 AP)

"On this epitaph, I beckon; infinite horde of the dead."

Requires **Alchemy G2+**

Devote any amount of **♦** while summoning ghosts, allowing greater hordes of souls to be summoned the more **♦** is Devoted.

Some sorcerers have a special link to the dead and the destroyed, allowing them to call up souls to serve them. These dead are a misty husk of their former selves, bellowing and gathering in ghostly swarms to tear their victims apart. Allowing them merely to haunt can drive most people mad, especially if many ghosts are sent to torment them at once. In killing potential, a swarm of them can drag their victim into peril, slash them open with fangs and claws, or enshroud them in suffocating ghostly energies. While they are only semi-tangible, they can be used en-masse to guard their summoner. If the user has Vessels for these souls, they can allow the dead to inhabit them, becoming vengeful revenants with full bodies.



Summon Rite—Shinigami of the Fog (–8 AP)

"Upon this victim, I beckon; hunter of souls, devourer of mortals."

Requires **Alchemy G2+**

Devote **♦x6** for each Shinigami while summoned. Spend **♦x4** to heal or restore any Shinigami that is damaged or killed.

The user is able to summon the spiritual manifestations of death itself and with visual contact, a name, or an article can send them to relentlessly pursue a victim of their choice. The Shinigami do not rest, do not delay, and innately know the location of their target whether they are hiding around the corner or across entire realms of existence. So long as they move slowly and do not strike out, they can vanish like mist into thin air, becoming invisible to the human eye. Great care must be taken by their victim if they wish to survive, and a heavy footstep in the night or a repose lasting too long can easily spell the end.



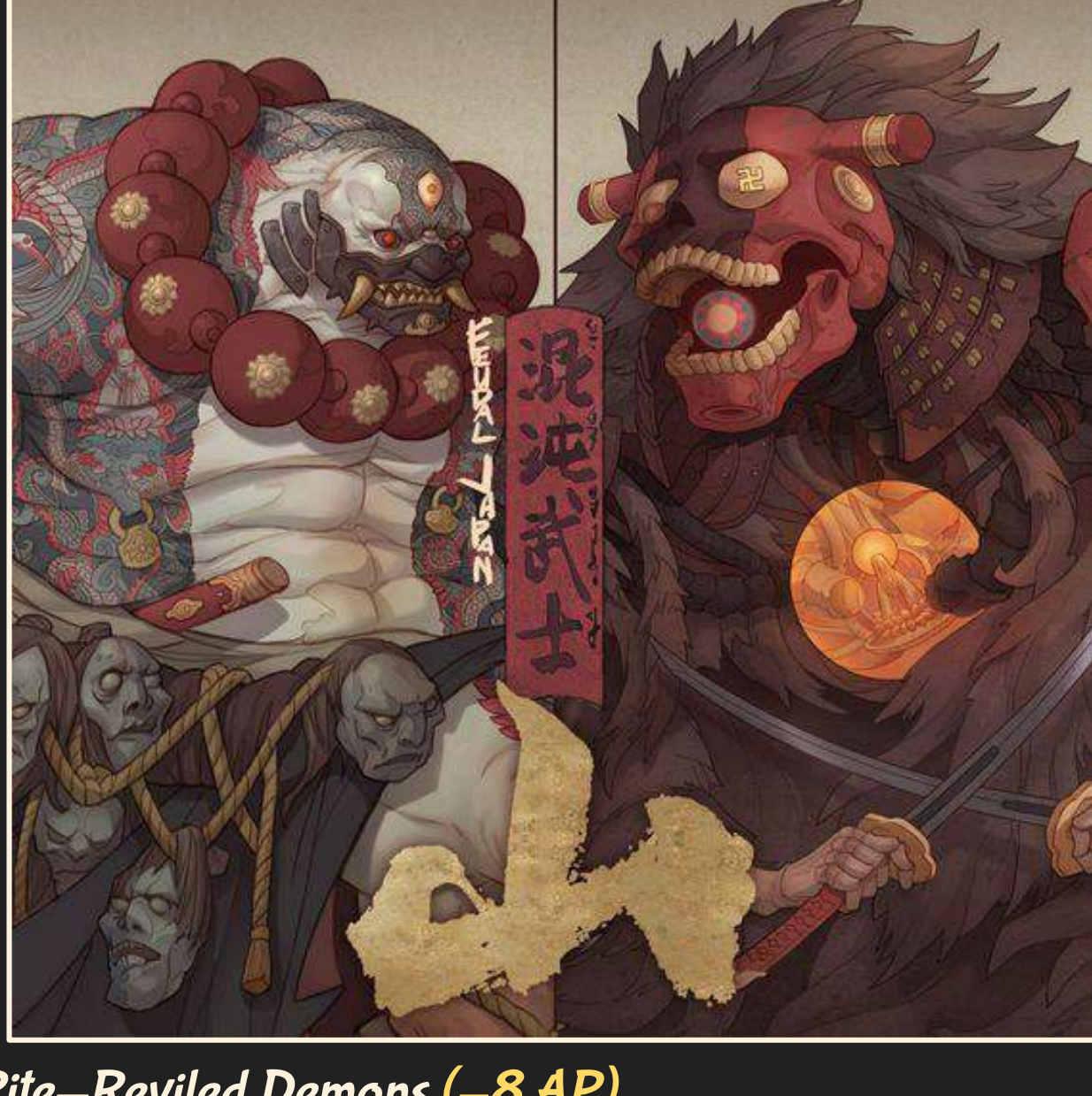
Summon Rite—Exhumation of the Abyss Disciples (–8 AP)

"Beyond, beneath, below, I beckon; servants of the Abyss Lords."

Requires **Alchemy G2+**

Devote **♦x5** for each Eldritch Node produced. Spend any amount of **♦** to expand Eldritch Nodes. Spend the same amount to close them.

A more controlled, contained summoning method to exploit the beasts of the Abyss, the Exhumation allows its user to open and expand gateways to the physical plane from the eldritch darkness beyond the veil. With each Node, the summoner can allow weaker or stronger abyssal entities to traverse into the world of the living, with greater expansion resulting in more horrifying and numerous minions. Notably, the user of the Technique must dissipate a great deal of Aura to close an opened Node, which will force all entities originating from that Node back into the abyss. Their features and capabilities vary, but are usually devouring swarms of tentacles, yawning jaws, screaming faces and bloodshot eyes, completely hostile to all physical life and compelled to devour with unwavering hunger. The summoner does not control the entities produced by this Rite, but they will avoid fatally harming them to maintain the Nodes they provide.



Summon Rite—Reviled Demons (–8 AP)

"From the cruel chasm, I beckon; beasts of darkness, incarnations of vice."

Requires **Alchemy G2+**

Devote **♦x5** for each Great Demon while summoned, and **♦x1** for each Lesser Demon. Spend **♦x4** to heal or restore any Demon that is damaged or killed.

Some sorcerers are able to maintain physical bodies on behalf of colossal demons, torturers from the furthest realms of punishment each suited to a different form of vice. The summoner can select which vice their Demon specializes in, and this will largely tailor their abilities and form. A Great Demon will tower high above any mortal fighter in size, wielding all manner of torturous instruments to slaughter foes on the summoner's behalf. Lesser Demons can often be summoned in such great numbers that they serve as a veritable militia.



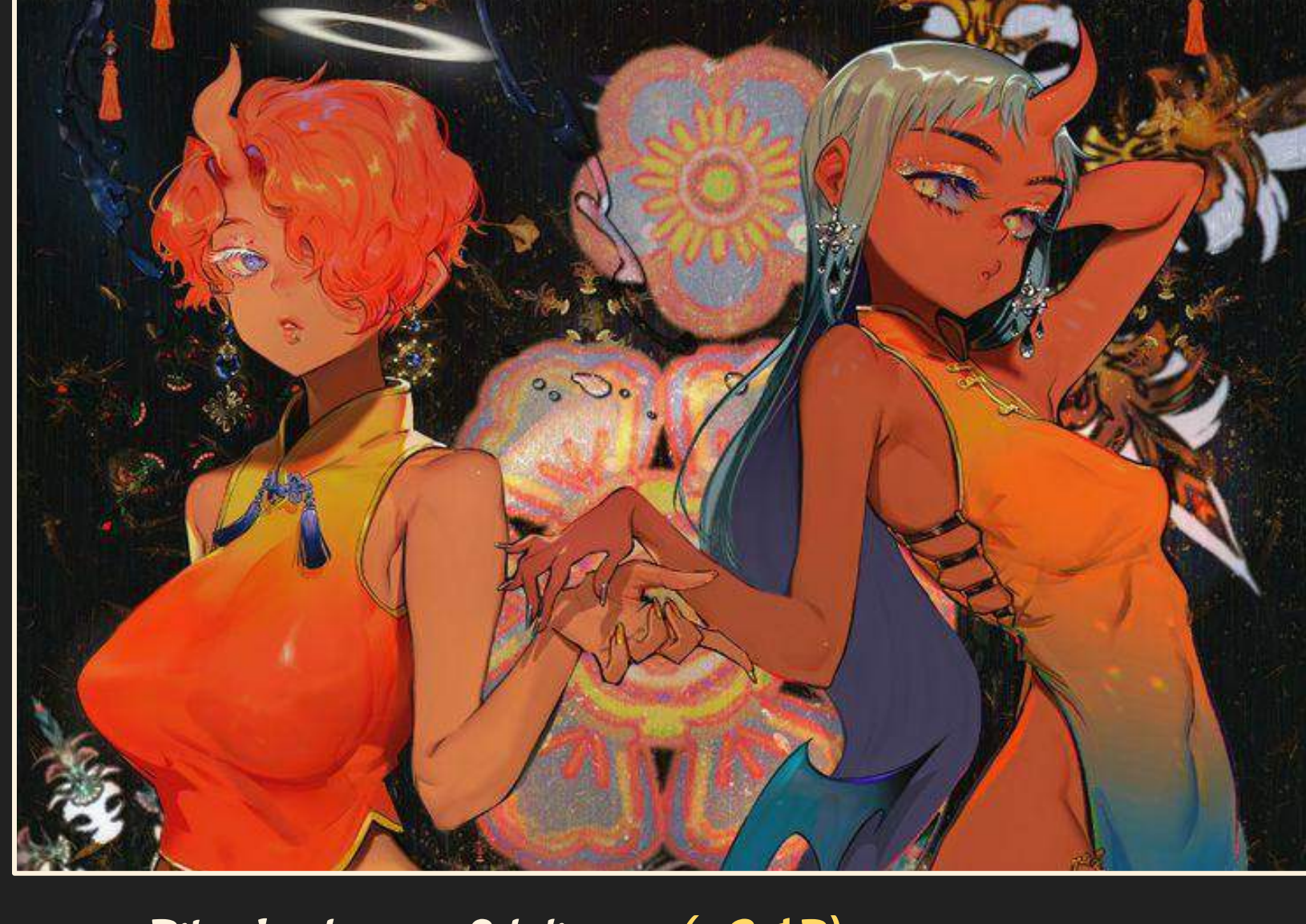
Summon Rite—Coalescence of the Desecrated Grave (–9 AP)

"From this flesh, I beckon; conglomerate necrosis, blasphemy of form."

Requires **Alchemy G2+**

Devote **♦x1** for each Coalescence resurrected or amalgamated. Aura is Spent continuously as your Coalescence autonomously regenerates.

With each casting of the Coalescence of the Desecrated Grave, the sorcerer draws up flesh from the pits of reincarnation, amalgamating their hideous remains into necrotic abominations of meat and bone in shapes of their choosing. The more instances of the Technique are singular, the more flesh can be split into separate creatures or coalesced into a singular macabre monstrosity. Like clay, it can be divided into many or gathered into a few. More coalescing flesh means a more powerful sculpture of gore, and the Technique draws on any available flesh from the surrounding area to grow stronger, whether introduced by the caster or acquired over bestial rampages of death. If the user can cause enough mayhem, the Technique can snowball into more powerful and dangerous creations by absorbing the flesh of its victims. Regardless of the size of the Coalescence, it draws freely upon its user's Aura to generate more flesh for self-expansion or to regenerate from harm.



Summon Rite—Lecherous Odalisques (–8 AP)

"With warmth, I beckon; inhuman craving, insatiable harem."

Requires **Alchemy G2+**

Devote **♦x1** for each Succubus or Incubus currently summoned. Spend **♦x6** to restore any Succubus or Incubus if killed or destroyed.

The Spirit World is practically infested with Succubi and Incubi, being some of the few Spirits that can naturally expand their populations by victimizing mortals. For the sorcerer that can tame them, they are a surprisingly useful target for summoning Techniques given how many can be drawn out at a time. Their true power lies in the variety of Techniques they can abuse for their master's clandestine goals. Each one is capable of altering their form to blend into crowds, flight, a variety of Body Sigils, numerous poisons naturally produced by their physiology, and the capacity to copy the voice and behavior of others. As spies, scouts and assassins, they can be highly effective if they remain undetected.



Summon Rite—Monarch of the Dreaming Dead (–10 AP)

"By my noble right, I beckon; the passed and gone, the dead and dreaming."

Requires Alchemy G2+

Devote ♦x5 to maintain a summoned soul or while propositioning a contract.

Devote any amount of ♦ to supply them with an Aura Reserve. Spend ♦x10 to create a basic Vessel. Conflicts resolved by who is willing to Devote the most ♦ for priority.

As a master sorcerer, the user is able to demand an audience with the souls of the deceased. Once contacted, the user can propose a binding agreement between themselves and the dead soul, which both parties must follow of their own free will or end the Technique. The soul will then carry out the agreement, provided any Vessel of their choosing for the soul to inhabit. The user may create a basic Vessel in the form of a statue that becomes lifelike when inhabited. The deceased soul will have no Aura Reserve unless it is provided by the caster, who can choose an appropriate amount of their own Aura Reserve to Devote towards the summoned soul's available pool. If multiple sorcerers are trying to summon the same soul, they must Devote additional Aura to beat out their competitors for the rights to maintain them.



Summon Rite—Monarch of the Servant's Soul (–8 AP)

"By my noble right, I beckon; the greatest and least, the servant and soul."

Requires Alchemy G2+

Devote ♦x5 to maintain a summoned servant or while propositioning a contract. Spend any amount of ♦ they can hold to supplement their Aura Reserve. Conflicts resolved by who is willing to Devote the most ♦ for priority.

The sorcerer makes contact with a living mortal, and is able to propose terms that, if freely agreed upon, must be followed with free will or end the Technique. Once the contract is formed, the sorcerer can summon their new servant at will, within the bounds of their agreement. The servant's Aura Reserve will be completely drained upon arrival, requiring supplementation by the sorcerer. For the duration of the summoning, the servant cannot recover Aura naturally, but can be aided by the sorcerer or unnatural means. When the servant is unsummoned, their Aura Reserve will be completely drained again. If multiple sorcerers are trying to summon the same soul, they must Devote additional Aura to beat out their competitors for the rights to maintain them.



Summon Rite—Spirit Acolyte (–10 AP)

"By binding patrimony, I beckon; sycophant guardian."

Requires Alchemy G2+

Devote any amount of ♦ while manifesting the user's patron Spirit Acolyte. The Acolyte's capabilities are proportional to the amount Devoted.

Spend ♦x20 to restore Spirit Acolyte if damaged or killed.

Sorcerer families often pass down the patronage of certain Spirits to the members of their dynasty, giving future generations a powerful guardian as their inheritance. The user has tamed a Spirit in this manner, and may have elected one Spirit over another based on its form, strength, knowledge or abilities. Its capabilities, powers, Techniques and fighting proficiency may vary from Spirit to Spirit, but are almost always primarily limited by the Aura its summoner dissipates to grant the Acolyte its devastating strength. It can potentially possess any Techniques or abilities a trained mortal can, but usually a limited number of strong abilities or one extremely powerful ability. The Spirit Acolyte will only be able to use its Techniques if its summoner Devotes enough Aura for it to use. The more Aura Devoted to empower it, the more Techniques hidden in its ancient knowledge it can cast.

You may choose this Technique multiple times for multiple Spirit Acolytes.

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



Oblative Gesture (–10 AP)

"Mudra to the presiding Spirits."

Requires Alchemy G2+

Spend a varying amount of ♦ depending on which Gesture is issued.

Certain Spirits have been tamed over the eons by ritualistic pacts and bindings to respond with decisive action through a single summoning gesture of the hands. Unlike a traditional Summon Rite, this Technique is merely a mutual contract between man and Spirit. Many previous wielders have created bindings and pacts with various Spirits through this Technique, and the user can also create and assign Oblative Gestures to any Spirit they can form a mutual pact with. Among the Spirits the Oblative Gesture has already created pacts with, a user can call upon the following:

Kaibo (Spend ♦x1): Summoned by flicking the fingers across the user's peripheral vision. An enormous black talon immediately manifests, slashes across the line the user flicked, and returns to Spirit World.

Mure (Spend ♦x1): Summoned by balling the user's fist. A swirling, silvery ball of levitating fish swarms around the user, either to protect them from danger or to surround and entrap their enemy. The swarm disappears back into Spirit World when either more than half of them are damaged or when the user dispels them.

Guzo (Spend ♦x1): Summoned by putting two hands together in a praying position. A statue of wrought metal—at most a little larger than the caster—erupts from the ground and blocks an impact or effect intended for the user as if it were a living person, absorbing special effects like another victim would. Guzo falls back into the ground and re-emerges to block attacks and impacts that would otherwise harm the user, adjusting its posture to best defend them. If Guzo is broken or dispelled, it will need to be resummoned to defend the user again. Guzo takes on any shape its creator chooses, and can be used as an empty Vessel for the purposes of souls and other Techniques.

Dokuro (Spend ♦x2): A towering, ten-meter skeleton manifests behind the user, performs the gesture that the user summons them with, and then returns to Spirit World. For instance, a user could make the motion of punching a wall, sweeping their hand across the battlefield, or crushing their enemy, and Dokuro would mimic it.

Gyoryu (Spend ♦x3): Summoned by forming the hand into a mouth and then clapping it closed into a fist around where the target region is. From the nearest surface, a carp dragon will emerge, crush the targeted region with the force of a raging locomotive, and return through another nearby surface.

Obakeyashi (Spend ♦x2): Summoned by mimicking the roof of a house with two hands. Creates a modest dwelling painted completely black. A targeted enemy within the house will have the whole dwelling's contents—furniture, cutlery, baseboards and shingles—violently set upon them as if by a poltergeist. An ally or the user will have the dwelling's contents telekinetically moved to defend them. The interior dimensions of the house vastly exceed the exterior ones, and its hallways and segmented rooms extend for hundreds of miles, creating a labyrinth to hide in or get a foe lost. Obakeyashi returns to Spirit World when all four interior pillars are found and broken or it is dispelled, violently flinging all occupants outward.

Uranaishi (Spend ♦x2): Summoned by interlacing one's fingers and joining their thumbs. Calls upon a ten-foot tall figure wrapped in bandages, dangling like a marionette upon invisible strings. The user can ask the likelihood of a certain unrealized event, and Uranaishi will reveal that likelihood, though her means will vary. She could be as vague as saying "likely" or "unlikely", or she could give exact percent odds, and anything in between. The future is often far more complex than her answers convey, but they can give strong hints.

Hotaru (Spend ♦x3): Summoned by snapping one's fingers. A tiny flying beetle is produced and instantly erupts into a blinding, bright explosion. The explosion spreads a highly flammable oil throughout the radius of the explosion, causing fires from the initial flash to spread easily and produce billows of thick, black smoke. If the user wishes to delay the explosion and direct Hotaru to land on a target, they can also do so.

Iriguchi (Spend ♦x3): Summoned by putting two hands together and opening them like jaws. Produces an enormous human mouth on a surface of the user's choice, which will open and immediately swallow whatever enters it. If the object is inanimate, it will remain in Iriguchi, and can be produced again at any time by summoning the mouth and having it regurgitate the item. If the object is animate and alive, a second mouth will form in another location of the user's choosing, vomiting up the swallowed subjects at the second mouth. This location can be anywhere the user is familiar with. Iriguchi can also swallow attacks or projectiles and vomit them back through a second mouth.



Exploding Dragon Powder (–7 AP)

"Black dusts of fire and thunder."

Requires Alchemy G1+

Spend ♦x1 to create about one handful of Dragon Powder. Must be prepared beforehand.

With a certain compounding of minerals, the user has discovered a kind of gunpowder that ignites the moment its creator wills it, though fire can still ignite it. With a few grains, it creates simple sparks, thick smoke and ignites its surroundings. In larger amounts, it can be enough to blast doors from their hinges or blow limbs off of enemies, and in massive amounts can be enough to blow entire buildings to splinters. Since the user can create large amounts of it before a battle, they can fill gourds and vessels to the brim with Dragon Powder, laying traps and mines in anticipation of an opponent. If they're able to animate objects or servants, they can fill them to the brim and create living bombs that seek their target.



Mannequin Servantcraft (–7 AP)

"Homunculus vessel: empty human likeness."

Requires Alchemy G2+

Spend ♦x1 to sculpt an animate humanoid homunculus. Can be prepared beforehand or in combat.

Lifelike humanoid servants with no conscious soul are known as Mannequins, often created as personal attendants or bodyguards for powerful sorcerers. Since they possess no soul, Aura cannot be harvested from them and they cannot use Release Techniques of any kind, though anything a mortal human can do is within their power. An alchemist might keep them as living repositories of knowledge studying day and night for their benefit, trained fighters who protect their interests with their lives, or simply as beautiful living decorations in their sanctum and bedchamber. Their appearance and simulated disposition are entirely up to their preference as a sorcerer, so long as the Mannequins are humanoid and consist of biological flesh. They can also serve as impromptu Vessels for any souls in the user's possession.



Construct Golemancy (–8 AP)

"Carve by life-giving injection."

Requires Alchemy G2+

Spend ♦x2 to animate any continuous material into a golem much smaller than a human. Spend ♦x6 for one around the size of a human, or Spend ♦x10 for one monstrously larger than a human. Must have sufficient material of the same substance. Can be prepared beforehand or in combat.

With a touch, the user carves an effigy out of a solid material they choose (stone, wood, metal, etc.) and animates it with crude sentience to serve them. So long as the continuous mass of material is large enough to carve them out, any shape is possible. From a road, gargoyles of asphalt may crawl from craters. From a great tree, swarms of oak birds may search across the area. The material used to create the golem cannot be mixed, and must be uniform within reason. Some materials are more suitable than others: a golem made out of stray detritus will have much less combat utility than a golem of stone, and a small cloud of leaves will be much faster and better at scouting than a large one made of metal.



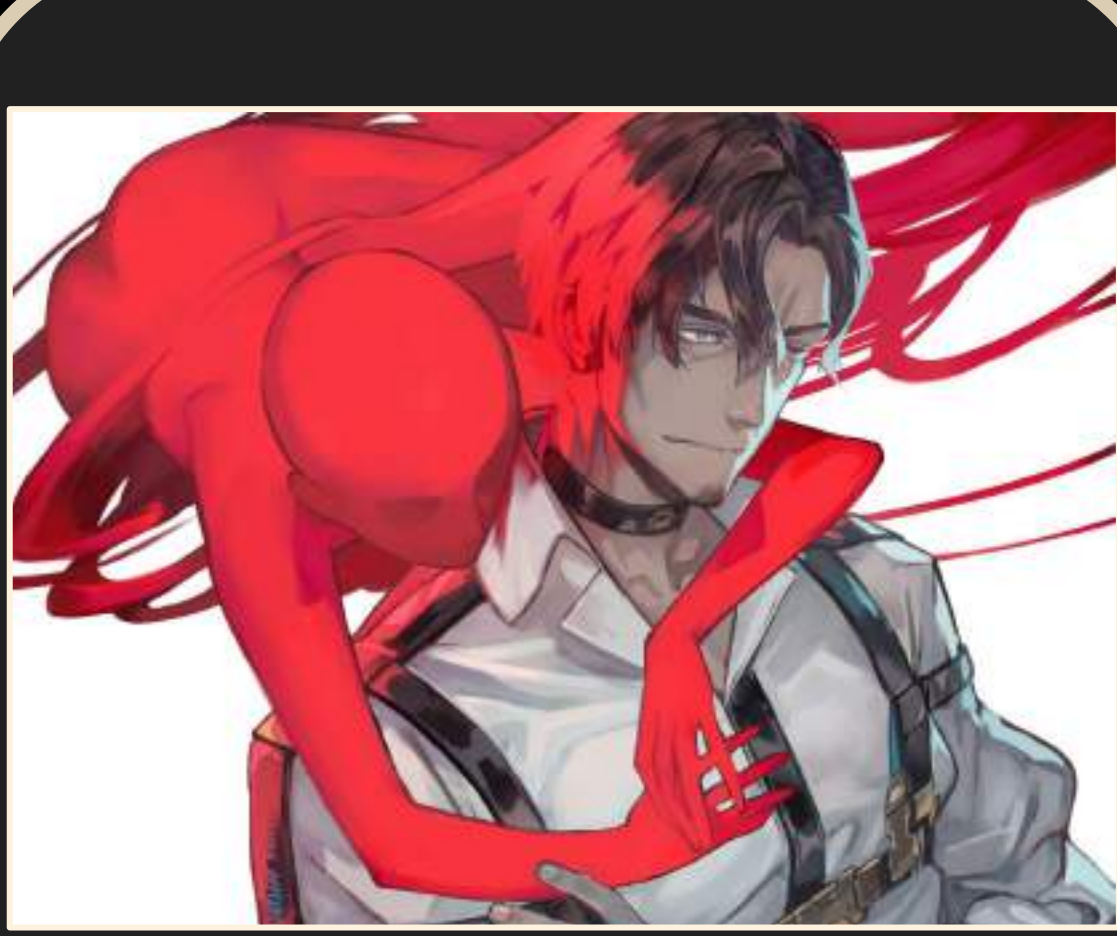
Emergent Origami Recursion (–10 AP)

"Imaginary folding paper animation."

Requires Alchemy G2+

Spend any amount of ♦ to proportionally multiply and animate any quantity of parchment and increase the animated origami's strength and durability. Can be prepared beforehand or in combat.

The user has discovered an ingenious method of folding paper that results in more paper than they started with. Any paper created this way is fully animated and able to fold itself into endlessly more complex labyrinths of origami, sharpening like blades, hardening like steel, convulsing like muscles. With just a pinch of Aura, a sorcerer can turn a sheet of parchment into a screaming origami dragon that soars over the battlefield, or with one paper airplane create swarms of needle-sharp darts that hail down on their opponent. The only real limit is how much Aura they are willing to expend on their creations, and with great quantities of Aura they can generate armies of paper men, towering giants, or armor and weapons that easily outmatch any natural materials in sharpness and strength. These origami constructs can synchronistically use any Paper Sigils, so long as each one is imbued beforehand.



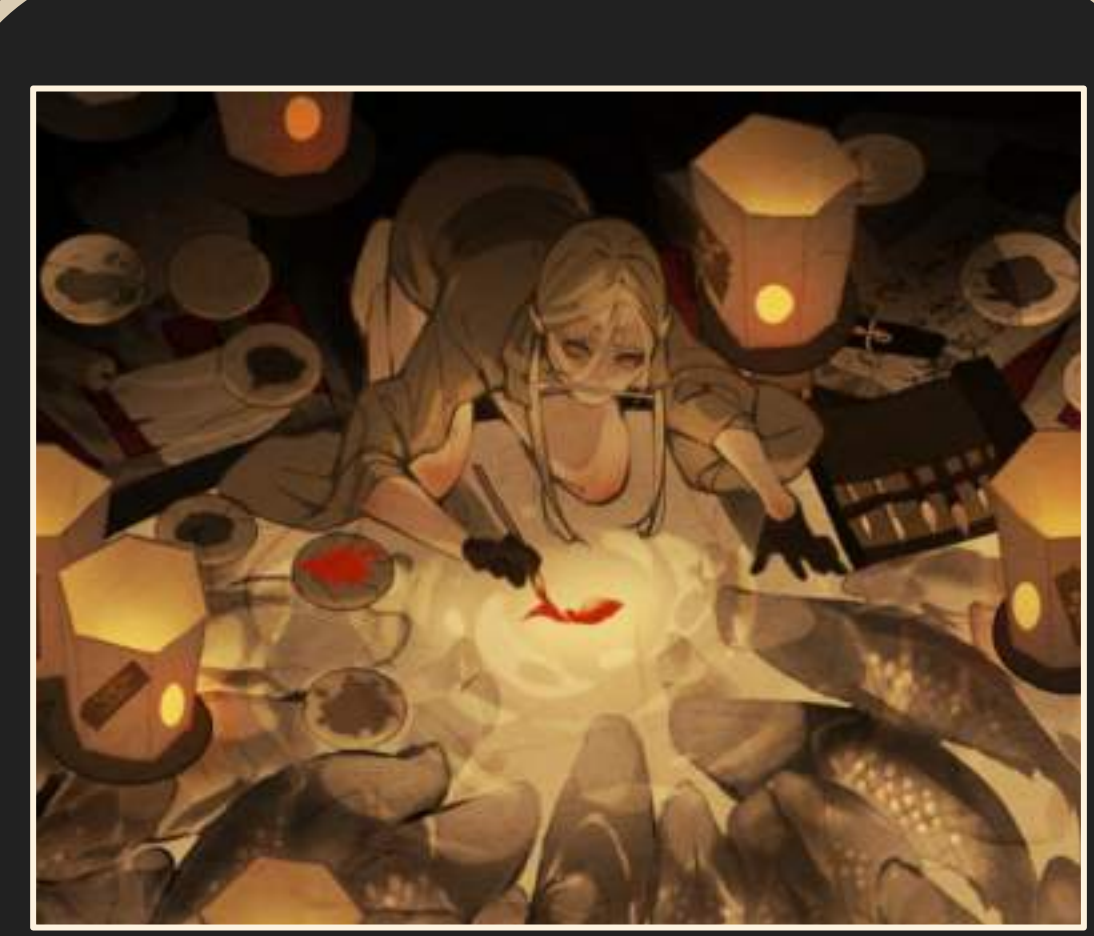
Geist Patron (–7 AP)

"Aid of He Who Helps with All Means."

Requires Alchemy G1+

Devote ♦x4 while manifested.

The user's soul takes full physical form and detaches from their body, creating an autonomous humanoid being—a Geist—at the user's aid. Since the Geist has the entirety of the user's Aura circulation contained in its body, they can use and benefit from any of the wielder's Techniques and effects, possessing greatly enhanced durability thanks to its pure Aura physiology. The user and their Geist fight in perfect harmony, with synchronized strikes and mutual defense that forces the opponent to track two fighters at once. A user can perceive anything their Geist perceives, and any abilities requiring touch or contact can be done through the Geist on their behalf. Damage the Geist suffers is mirrored onto its user's body, and vice versa. Its physical appearance is always humanoid, but is unique to the user and suits them.



Lifegiving Ink (–10 AP)

"Painter's animation stroke."

Requires Alchemy G2+

Spend any amount of ♦ to generate alchemical ink, animate any drawing made with it or proportionally increase the drawing's size, strength and durability. Can be prepared beforehand or in combat.

Using alchemically generated ink that flows from their fingertips, tear ducts and tongue, the user can animate physical constructs and creatures that they draw. A more detailed design can potentially blend into the environment by sheer realism, while a crude design will be animated in broad strokes of black and white or splashes of color. Drawings they create will have no special properties beyond the strength and durability they imbue them with, making them perfect for weapons, armor, barriers and creatures, but ineffective for creating food, water, potent chemicals, technological constructs or anything similar. Since extra dissipation is required to give independent life to what the user has drawn, this Technique is more commonly used to create inanimate objects than animate ones.



Army of a Thread (–10 AP)

"Loop of the animator's knot."

Requires *Alchemy G2+*

Spend any amount of ♦ to proportionally multiply and animate any quantity of string or hair, or to increase an animated crochet's strength and durability. Can be prepared beforehand or in combat.

The user has found a curious form of knot that produces more thread than they started with, and can organize threads in intricate weaves that form these impossible knots a thousand times over with a single effortless pulling of thread. Every fiber created this way is fully animate and able to move independently, forming larger and larger constructions with more Aura. The Monkey King himself was able to create an army out of his hairs, but a user of the Army of a Thread is capable of much more with a little creativity. They can tie war elephants of thread, living bindings that chase after their target, or even clothing that moves with strikes and hardens to protect them. When enchanted, a thread is tougher than metal, and in thin strands can be sharper than a razor blade. When sewn together, they are capable of serving as durable weapons, armor and golems. Since even a single strand is enough, the artist can create these powerful constructs in the heat of combat using a plucked hair or prepare them in the comfort of their alcove.



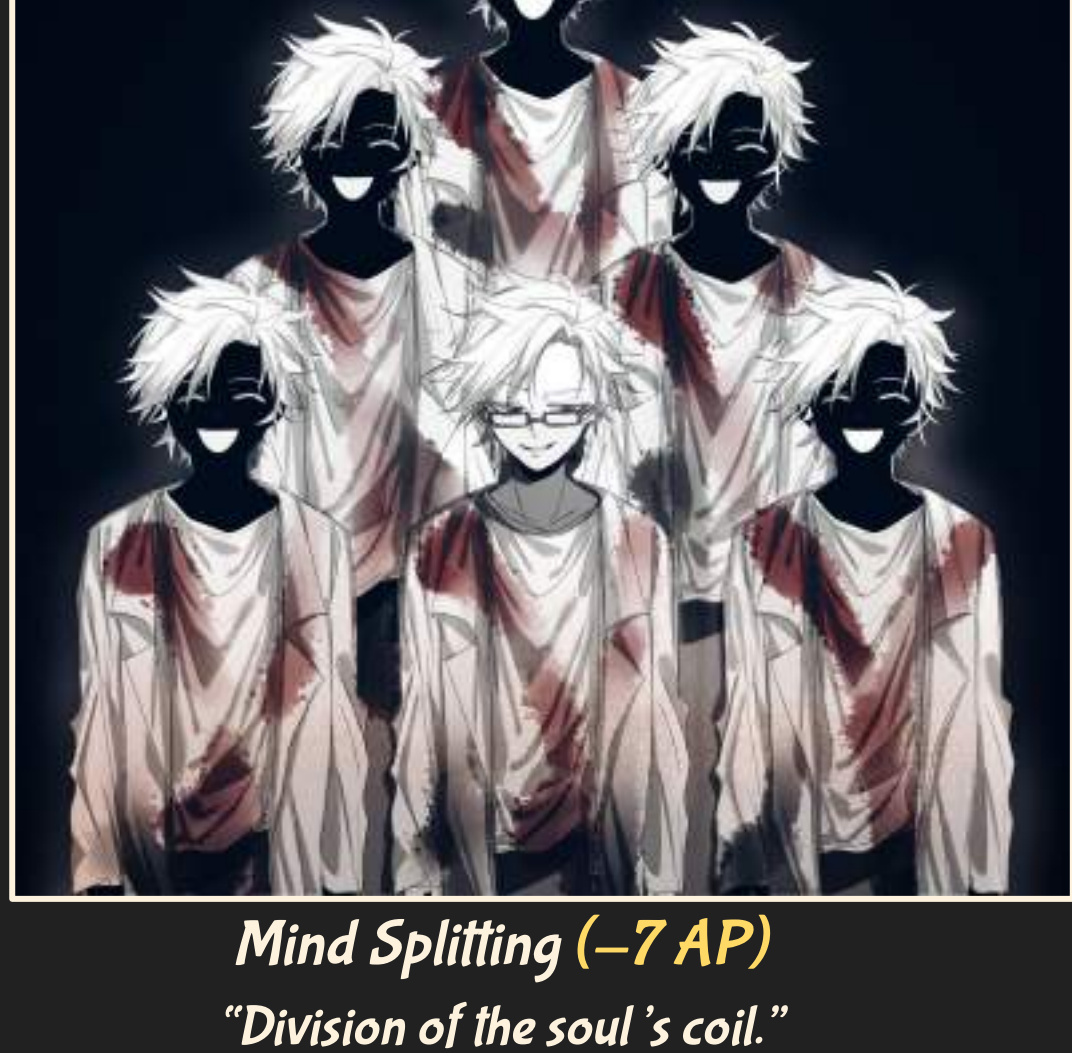
Enchanted Mirror of Darkness (–8 AP)

"Screaming mirrors to the world unseen."

Requires *Alchemy G2+* or *Phase G2+*

Devote ♦x3 while moving the viewing location of a Mirror of Darkness. Spend ♦x3 to create additional Mirrors of Darkness. Toggle projection of any Mirror of Darkness at will.

Extending their hand, the user creates a floating, circular mirror. One side of this mirror remains with them, while the other, invisible to everyone except the user, floats ominously through the air through walls and other obstructions. The user can see through one to another, like a glass wormhole. The mirrors they've created retain the location they've been moved to between castings of this Technique. While being able to maintain covert surveillance is useful, what is truly dangerous about this Technique is that it allows visual contact with the target of Release Techniques from a distance. Possession, curses, impromptu teleportations and Conductions can be carried out in locations where the user is in no danger. The Enchanted Mirrors of Darkness are projections in Mirror World, and so can be seen in mirrors or while in this realm by the naked eye.



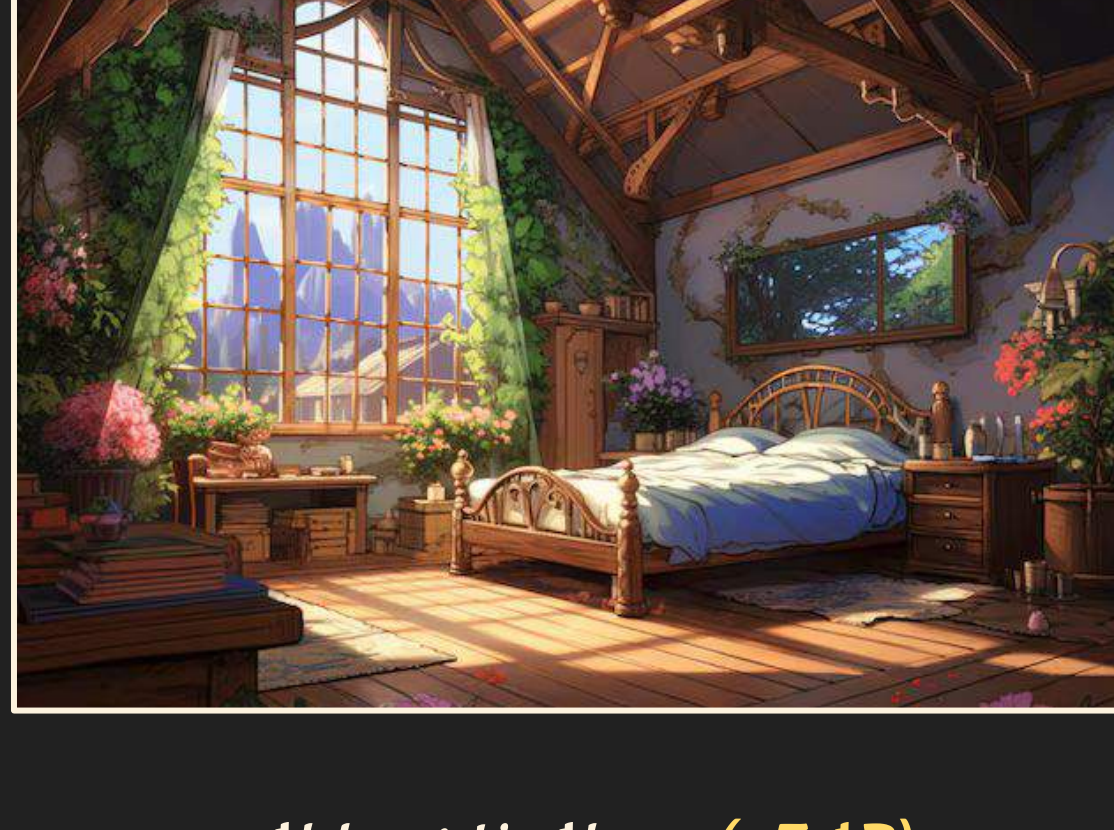
Mind Splitting (–7 AP)

"Division of the soul's coil."

Requires *Alchemy G2+*

Spend ♦x10 to fill a Vessel with a portion of your soul. If a Vessel filled this way is destroyed, your soul's lifespan is cut by one year. Death only occurs when all Vessels filled this way are destroyed.

A master sorcerer can detach portions of their soul from their physical body and interlink them to possess multiple bodies at once. Vessels can include any the user has designed, intact corpses of animals or humans, or even objects enchanted with the Urn of the Dead. Since these Vessels share a soul, they also share the user's Aura Reserve, as well as their senses and memories. While useful in combat to act as a one-man army, the Technique is most obviously useful as a way to evade death in the long term, allowing a user to hide fragments of the soul in phylacteries, split into many cooperating bodies, or spread influence across the City Between and lead a hundred lives at once. It would take a tactical genius to corner a prolific user, but the steep lifespan costs incurred by losing a piece of one's soul is something that can be exploited by a keen opponent.



Alchemist's Alcove (–7 AP)

"Hidden home of the sorcerer."

Requires *Alchemy G2+*

Spend ♦x15 to mark and delineate a location as your Alcove, or expand its radius. Within, you can shape and transfigure raw materials that you have enchanted. Spend ♦x6 to enchant a reasonable cache of material.

With a quick ritual and a rhyming incantation, the sorcerer manifests a single stick of bright, crimson chalk. This chalk lasts a great deal longer than mundane chalk, but will still run out beyond a certain point. The sorcerer then uses this chalk to draw a closed shape which will serve as the border of their Alchemist's Alcove, a supernatural habitation for the aspiring hermit. The creator will know when anyone crosses the scarlet border they've drawn, and this Technique allows them to enchant any materials they bring into the border to move, reconfigure and craft themselves into shapes and amenities. A sorcerer can place their Alcove within a forest and enchant surrounding trees, commanding them to assemble into a humble cottage, or could just as easily place their Alcove in a mountain and enchant its stone to carve out a marble cavern. A sorcerer can only ever have one Alchemist's Alcove at a time, though when they move their Alchemist's Alcove, the home they constructed using its effect remains.



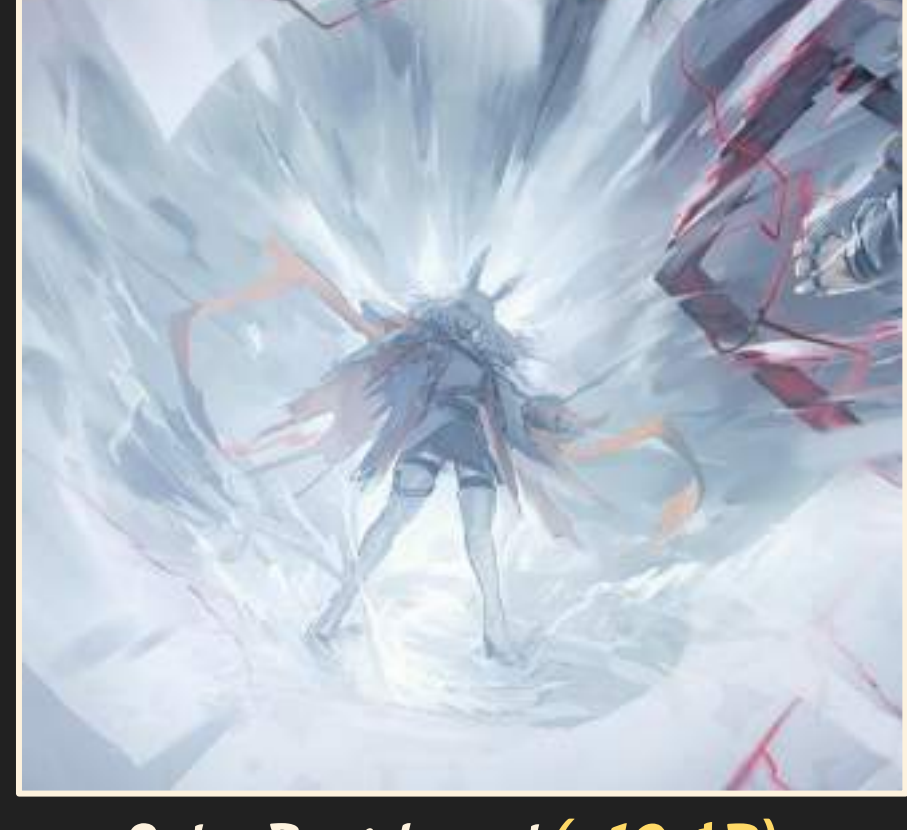
Soul-Shattering Howl (–7 AP)

"Last scream's living flare."

Requires *Alchemy G2+*

Passive Effect. Casting a Soul-Shattering Howl expends at least one soul in your possession, and requires one to be activated.

Alchemists who make use of the Soul-Shattering Howl are among the most feared in the City Between, as it is an abominably cruel Technique. Sealed souls may be placed in any suitable container, but the user themselves is treated as a bottomless receptacle of souls for containment. They can then dissolve their souls or portions of souls—even their own, if separated—in whatever quantity they choose, producing an enormous wave of latent energy that is followed by a banshee-like scream of unfathomable agony. The more souls are used, the more powerful the Soul-Shattering Howl, though even one soul produces more than enough violent energy for most situations.



Outer Banishment (–10 AP)

"Exile Order: Begone from this world."

Requires *Alchemy G2+*

Spend ♦x10 to banish a target to a random location in Youdu. Spend ♦x20 to banish a target to a random location in Spirit World or Mortal World.

After performing an intense, precise breathing pattern which requires incredible focus, the sorcerer's eyes gleam with kaleidoscopic visions of manifold locations across the great wheel of creation and, if they can maintain eye contact for more than a few moments on a chosen target, will violently and forcibly translocate them to another region of Youdu or even another dimension entirely. An attentive opponent can evade the Technique by using cover or moving quicker than the eye can see, so it is best used when the target cannot see the user's eyes for the tell-tale flash of the cosmos in their pupils. It is commonly used by Exorcists against Spirits too powerful to conventionally seal and opponents too strong to kill.



Poison Specialist (–9 AP)

"Saturated venom body."

Requires *Alchemy G2+*

Devote ♦x4 to continually produce doses of poison. Spend ♦x4 to make someone a Toxin Vector.

The user has an expansive knowledge of poisons and chemicals that dismantle the human body's natural function. What's more, they can negate certain naturally flowing humors and eddies throughout their body to internally produce numerous toxins from the mouth, tear ducts, lungs, sweat, skin oils, fingertips or the bloodstream. The variety of effects they can produce is absolutely astounding. They can create draughts and toxins that cause amnesia, paralysis, unconsciousness, hallucination, disorientation, necrosis, organ failure, muteness, difficulty with breathing, extreme pain or ecstasy, blindness, uncontrollable rage, helpless desire, bodily mutilations and growths, internal bleeding, temporary idiocy, severe drunkenness, physical weakness, and even Aura System debilitation. If treated properly over time before the victim dies, it's possible to recover from these effects, but if left untreated its malignant effects will persist indefinitely. Any toxin the user has created will come into effect in the circumstances they plan, such as after a certain time, instantly, or the next time they fight. The user themselves is completely immune to poisons and diseases of any kind, including their own.

Application of these poisoning effects can be spread not only by them, but also by those they've made into Toxin Vectors, persons who become suffused with the pernicious effect of their choice and proliferate it through touch until the toxin dose is fully dispersed.



Panacea Specialist (–9 AP)

"Saturated medicine body."

Requires *Alchemy G2+*

Devote ♦x4 to continually produce doses of panacea. Spend ♦x4 to make someone a Healing Vector.

The user has an expansive knowledge of medicines and herbs that protect, enhance and heal the body to its best possible condition. By channeling the lifegiving humors of their own body, they can produce these salves and medicines from the mouth, tear ducts, lungs, sweat, skin oils, fingertips or the bloodstream. These medicines and salves can be effective on the user themselves, including to heal their own wounds, diseases or internal damages. They may also treat and stabilize poisons or diseases, seal, sterilize, and restore cuts and gashes with the equivalent of a week's healing, set, splint and repair broken bones with the equivalent of a month's healing, replace lost teeth, eyes, digits or damaged organs, instigate the growth of lost limbs over the next month, warm or cool a frostbitten or fevered body, reduce physical pain to a minimum, immediately clot and contain bleeding, supplement dietary deficiencies, accelerate muscle recovery, reverse and repair genetic disorders, slow down bodily aging, restore lost senses, and prompt the accelerated regeneration of nearly any wound. Application of these medicinal effects can be spread not only by the user, but also by those they've made into Healing Vectors, persons who become suffused with the healing effect of their choice and proliferate it through touch until the medicine dose is fully dispersed. The user's bloodstream is so suffused with healing panacea that they are immune to the effects of poison and disease themselves, as are any of their Healing Vectors while the dose remains within them.



Bursting Paper Sigil (–7 AP)

"Talisman that gathers energies."

Requires *Alchemy G2+*

Spend ♦x3 to create. When attached to a target or source, they cannot naturally recover Aura. When activated, either restore ♦x1 your Aura Reserve if sufficiently filled, or create an explosion of stored Aura proportional to the amount of time attached. Must be prepared beforehand.

The Bursting Paper Sigil siphons the natural Aura production of any source it is placed upon, taking on a luminous glow the more Aura it stores. Most often, it is placed on the body of the user or one of their Aura Slaves. After anywhere from a few days to a few weeks, the Bursting Paper Sigil can be harvested and ignites in a bright blue flame to restore Aura a maximum of three times per day for a given person. With each passing day of siphoning, its volatile, explosive potential will compound without pale, with some sorcerers practically carrying cluster bombs on their body stickers that can be activated at will. It is common practice to remove Bursting Paper Sigils at night to allow Aura to recover somewhat with sleep, but some forego even this in the pursuit of more powerful explosives. If through some other effect the one attached cannot recover Aura naturally, the Bursting Paper Sigil will not be to siphon Aura for its effects from them. This also means that only one Bursting Paper Sigil can be siphoning from any given source at a time. Their explosive potential does have a distinct limit, but you probably won't find it without some trickery and meddling with time itself.



Puppeteering Paper Sigil (–7 AP)

"Talisman that moves its mount."

Requires *Alchemy G2+*

Spend ♦x3 to create. Must be prepared beforehand.

Telekinetic abilities, especially ones that can be applied remotely, are quite hard to come by in the arsenal of Youdu's Techniques. With the Puppeteering Paper Sigil attached to an object, the creator can telekinetically manipulate, move, levitate and reorient it from any distance, even when they cannot physically see the object they're controlling. Their telekinesis overpowers any capacity of the target to move against it, and can prevent a strong victim from moving or stop a wheel from turning. The most ethically troubling and deadly application is to a human subject, allowing the user to puppeteer their body with sadistic glee until the Sigil is removed. It may also be used as a remote mechanism for activating certain objects like bombs or locks, or can be attached to weapons to give the user telekinetic control over them in combat. If the Sigil is attached to a living being, the user can manually vocalize through their mouth with their own voice, including to use any abilities that are vocal in nature.



Listening Paper Sigil (–7 AP)

"Talisman that hears all."

Requires *Alchemy G2+*

Spend ♦x8 to create. Must be prepared beforehand.

The Listening Paper Sigil can manipulate sounds around itself by muting certain sounds or phrases selectively, or create deafening sounds from its surface. It can record and replay sounds that it has heard and sound from one Listening Paper Sigil to another, acting as both a tool for eavesdropping and an impromptu communication tool. If its muting effects are used to full effect, they can enforce secrecy or even forbid Ritual Phrases in their proximity.



Hypnotic Paper Sigil (–7 AP)

"Talisman that controls its holder."

Requires *Alchemy G2+*

Spend ♦x8 to create. Must be prepared beforehand.

If the Hypnotic Paper Sigil is stuck to a subject, they are compelled to follow a short command—likely only a sentence or so in length—that is contained on the page. Once the command is carried out sufficiently, the hypnosis is broken. The command must not be fatal to the victim, nor absurdly long in its duration. Strategic usage of the Hypnotic Paper Sigil often revolves around placing it inconspicuously or when the victim is not aware. Destroying or tearing the Hypnotic Paper Sigil will break the effects of any command the user has administered through it.



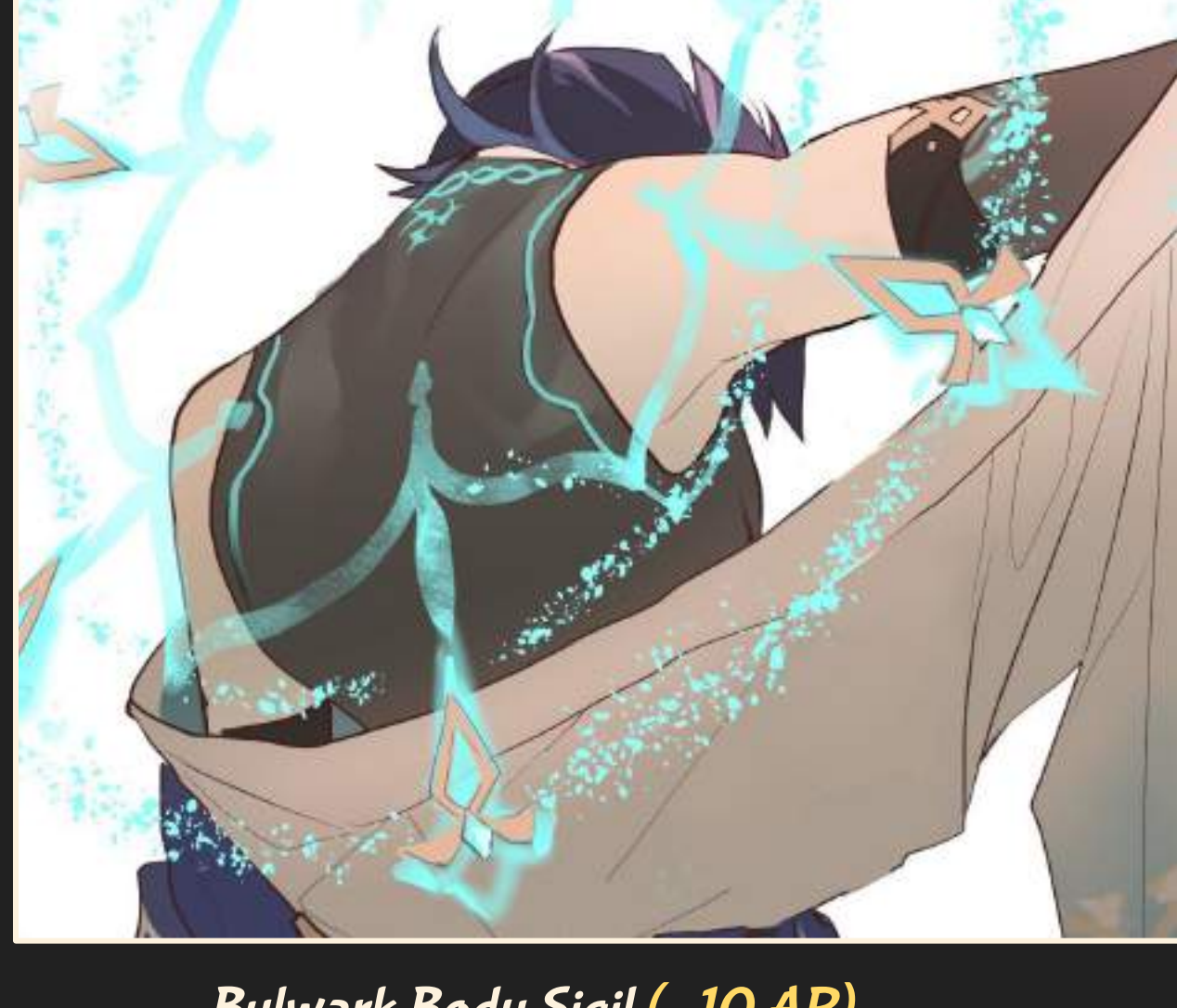
Parasite Body Sigil (–7 AP)

"Tattoo that sees through manifold eyes."

Requires Alchemy G2+

Spend ♦x6 to create via touch. Can be prepared beforehand or in combat.

A user of the Parasite Body Sigil is able to simultaneously experience the sensory faculties of anyone they place the Sigil onto, seeing through their eyes and hearing through their ears. The Parasite Body Sigil visually disappears into the applied person's skin when placed, allowing them to act as a living wire while everyone around them is none the wiser. It can be placed both on humans and animals alike, giving it excellent synergy with Summon Rites and abilities that can wipe the target's memories. Information gathering, stealthy ability activation through sight, and much more are possible with ingenuity. Any Eye Techniques of the Sigil's creator will be visually and functionally mirrored in the eyes of their parasitic victim, and can be activated at the user's discretion.



Bulwark Body Sigil (–10 AP)

"Tattoo that dodges death."

Requires Alchemy G2+

Spend ♦x10 to create via touch. With a Bulwark Body Sigil available. Spend ♦x3 to divert an attack and expend the sigil. Can be prepared beforehand or in combat.

The Bulwark Body Sigil is the ultimate defense for the skilled sorcerer, granting them one second of total, complete immunity to any and all bodily harm when activated. Once the effect is activated, the Sigil so carefully and meticulously traced will fade completely from the user's body and be rendered moot. The effect of the Bulwark Body Sigil can activate automatically to save the user's life with no direct intention required, but will only do so to avoid truly fatal damage. Each Bulwark Body Sigil has its own dissipation merely to produce the effect, and is best suited to massive Aura Reserves that can use multiple sigils in rapid succession. Some sorcerers famously cover their entire body in these markings as their sole means of protection, evading death over and over again in desperate situations.



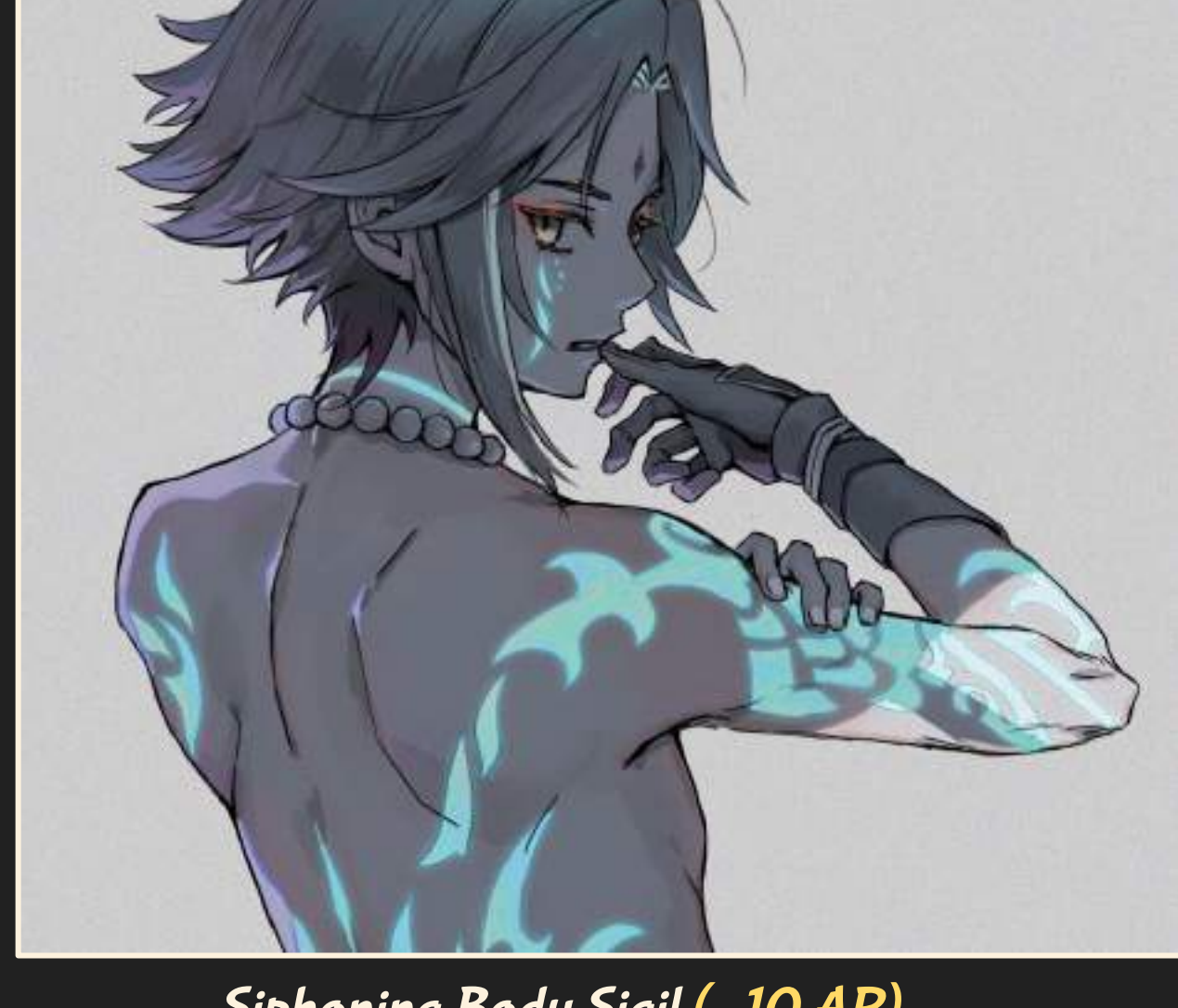
Eight-Point Sealing Body Sigil (–8 AP)

"Tattoo that binds all spirits."

Requires Alchemy G2+

Spend ♦x8 to create via touch. Can be prepared beforehand or in combat

A more advanced form of the Four-Point Sealing Body Sigil, the Eight-Point variant allows its user to wipe eight memories from the victim, and seals the victim from reincarnating for eight years if they perish with the Sigil on their body. It also allows the user to force a Spirit to transfer its consciousness into another body with the Eight-Point Sealing Body Sigil on it and remain there for up to eight years if the Spirit's form is destroyed. It is one of the treasured Techniques of the Exorcist Guild, allowing them to dispatch Spirits and perform espionage in secret for long intervals and properly plan contingencies. A person may only ever have one Eight-Point Sealing Body Sigil on them at a time, and it can be removed by a lengthy ceremonial cleansing if one discovers it, though any lost memories will not be returned.



Siphoning Body Sigil (–10 AP)

"Tattoo that dams the energy streams."

Requires Alchemy G2+

Spend ♦x3 to create via touch. Target must Devote ♦x3 for each Siphoning Body Sigil applied to them. Subject dies if too many Siphoning Body Sigils are applied to them. Can be prepared beforehand or in combat.

The Siphoning Body Sigil makes the merest touch from a powerful sorcerer a potentially deadly and debilitating curse, slowly binding their Aura Reserve with each successive strike, making the victim's Aura System more and more contracted and strained. This Technique can be used to cripple and contain foes with dangerous abilities or quickly dispatch an opponent who was too reckless with their Aura. It is often employed by the Overseers to prisoners that would otherwise escape, limiting them to the minimum possible Reserve of energy without killing them.



Lifegiving Immolation Blessing (–8 AP)

"Dead flesh lives again."

Requires Alchemy G2+

Transfer any amount of your lifespan to an intact body to rejuvenate or resurrect it. A person can only be resurrected once through this Technique, and if resurrected, once the transferred lifespan runs out, the subject dies.

With this blessing, a sorcerer is able to deliberately sacrifice any amount of their own lifespan and transfer it to another—even one who is already dead. Transferring lifespan to someone still living will merely extend their life and shorten the user's, which may be useful in its own right. If lifespan is transferred to an intact dead body, that person will be resurrected for the duration of the lifespan transferred to them, after which they will crumble to dust and pass on from this world. Surgeries, repairs and healings must be conducted to make the body habitable again if it is seriously damaged. Since the body disintegrates into fine dust when the revival period ends or when they die a second time, resurrection becomes impossible more than once.



Senescent Youth Curse (–8 AP)

"Old flesh becomes new. New flesh becomes old."

Requires Alchemy G2+

Devote ♦x5 for each target of the Curse at a time.

The user can rapidly change the age of someone they are able to visually concentrate upon without interruption. Once cast, the user can either rapidly accelerate or reverse their aging. If the target is rapidly aging, the curse accelerates their body's movements and perception of time along with their age, giving them a dramatic increase in speed at the cost of ever-increasing losses in coordination, strength and durability due to bodily and mental senescence. If they are reversing their age, wounds, poison and disease are rapidly replaced by new young flesh, allowing them to visibly regenerate from injury at the cost of growing younger and more feeble. The Senescent Youth Curse can be cast either onto a victim or onto the user himself if they desire the benefits. Its effects cannot be interrupted or stopped until the caster loses awareness of the situation, and usually becomes fatal within several minutes. If used on themselves, the curse ends when they become elderly and delirious, or when they are so young that they lose track of what's happening. It may also be used as a disguise or extend life by falling unconscious or getting drunk during use, but only changes the age of the body and not the soul.

Great Secret Martial Arts:



Secret Martial Art—Mountain—Smashing Lord (–10 AP)

"Fist of the tectonic king."

Requires Core G2+

Devote ♦x6 while in use.

With this Technique, the user's Aura is fully funneled into making every strike as forceful and brutal as possible, with wide, savage stances and barbaric, earth-shattering attacks. Its benefits are most pronounced in those with naturally powerful muscles, maximizing the effectiveness of every sinew and tendon's force to turn bone into powder and organs into mush. The blows inflicted through this martial art leave gong-like crashes and thunderous roars in the air, magnifying every impact with supernatural power far beyond what the wielder is naturally capable of. Its one disadvantage is its predictability, as when every blow is wound up like a toy soldier, the Technique demands clever battle strategy and effective bluffs to hit nimble opponents with over-telegraphed haymakers and uppercuts.



Secret Martial Art—Spiral Impulse (–10 AP)

"Acceleration of the elliptic orbit."

Requires Phase G2+

Devote ♦x6 while in use.

The user magnifies the force of gravitational attraction along the trajectory of their strikes and the target, causing their fists, heels and elbows to be drawn towards their opponent's most vital weak points like a falling boulder. Dodging and feints are almost entirely ineffective against this fighting style, as the user's strikes are literally drawn by magnetic attraction to connect to their target. The user's own reactions and strategy have almost no effect on where their fist finds its mark, and most strikes reach their opponent through pure, heat-seeking centripetal force. If the user sees that their strikes are being drawn towards a trap, such as an opponent with spikes on their armor or contact-based abilities, they can reverse the force of gravitation and repulse their body away from their target, and this repulsion is frequently used to defensively avoid their enemy's weapons, projectiles and strikes.



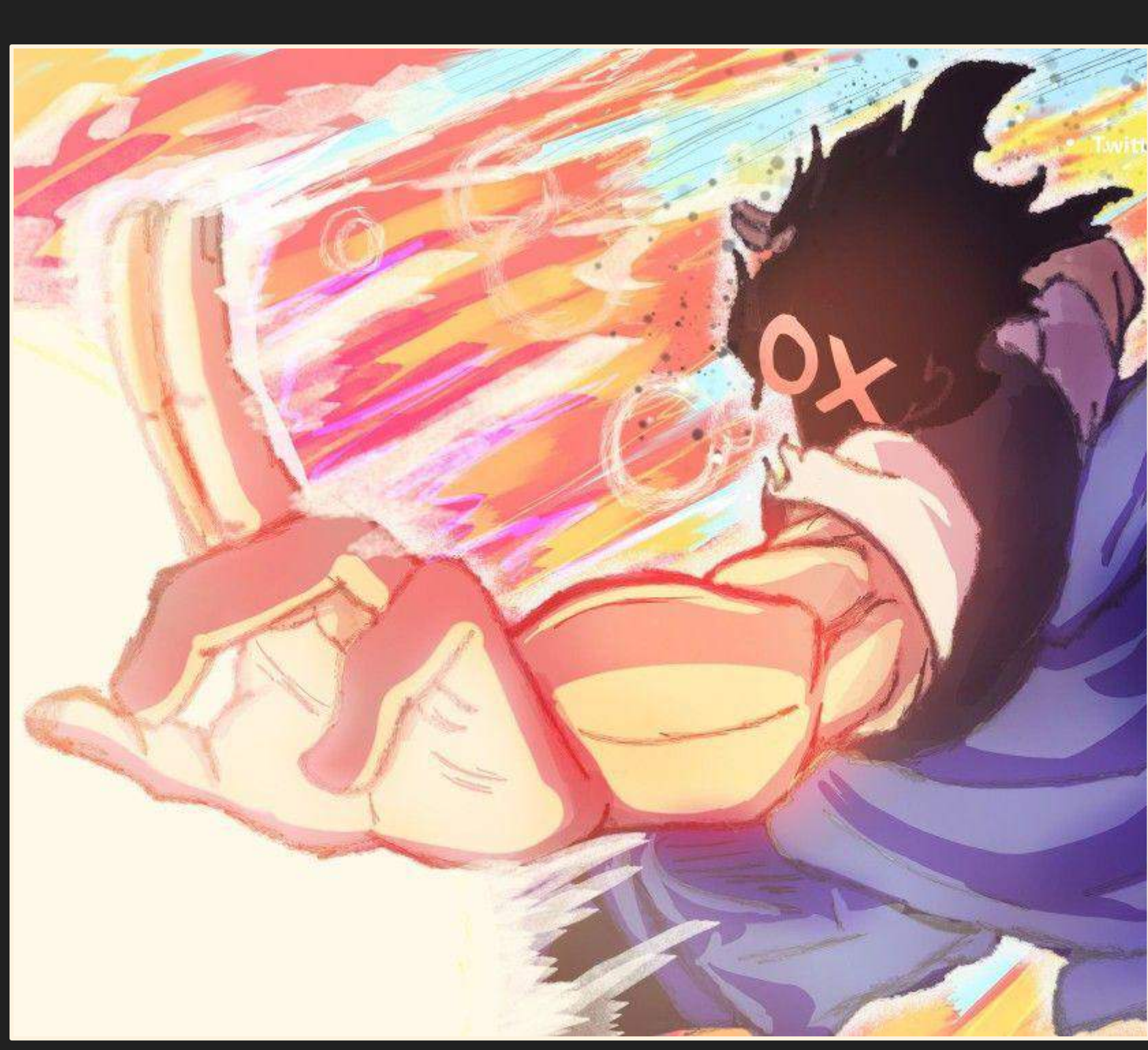
Secret Martial Art—Conduit Connection (–10 AP)

"Charge of the widening channel."

Requires Flow G2+

Devote ♦x6 while in use. Aura is Spent continuously while in use if no Conduction Mode is active

The user extends and coats their body with Conduction elements they've acquired, propelling their movements and suffusing every strike. The style is designed to maximize the martial effectiveness and augmentation of Conduction elements in whatever form they come, synchronizing the combat style with the advantages that Conductions grant. With enough practice, it will become second nature to be surrounded with Conductions in combat, exploiting every advantage they bring. If the user has no Conduction Techniques active, this fighting style conducts pure energy and dissipates Aura continuously while in use, creating much greater effects than usual at a high depletion. When this style is used at the same time as a Conduction Technique, it becomes proportionally more deadly with higher Conduction Modes.



Secret Martial Art—Soft—Strike San—Shou (–10 AP)

"Puncture of the collapsing anatomy."

Requires Alchemy G2+

Devote ♦x6 while in use.

Wielding a clinical knowledge of the body's energy centers and pressure points, the user dismantles the most delicate and critical targets on their opponent's body with soft, seemingly harmless strikes that build up to a sudden, dramatic collapse of bodily functions. A tap on the wrist might cause the victim's blood flow to stop, rendering their entire arm paralyzed and unmovable. A flick to the chest might cause the victim's heart to accelerate until it pops like a balloon. The weaker an opponent's Aura System is, the fewer strikes it will take to leave them convulsing on the ground, and the exact effects of each strike are up to the sorcerer wielding the style. They might want to simply paralyze their opponent limb-by-limb, or cause their neck to explode in a shower of crimson.

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

Master Statuses:



Master Status—Unstoppable Force (–12 AP)

"Center of true strength."

Requires Core G2+

Proportional to the Devotion. ♦ to gain strength proportional to the Devotion.

With mastery of the Core Affinity, the user's Aura leylines naturally segment themselves to enhance the body's strength with any amount of Aura redirected to them. They can carry an elephant in one hand, tear chunks out of the pavement like paper, go toe-to-toe in contests of strength with monsters the size of mountains, depending on how much Aura is dissipated. The more Aura concentrated through this Technique into the muscles, the more force is created, with bounds only in principle rather than as a hard rule. By dissipating enough Aura on a kick, they can shatter solid steel; dissipating more could allow them to lift a highrise from its foundations. The benefits of this ability are multiplicative, and synchronize dramatically with other Release Techniques that enhance raw strength.



Master Status—Immovable Object (–12 AP)

"Center of true resilience."

Requires Core G2+

Proportional to the Devotion. ♦ to gain durability proportional to the Devotion.

The Core Affinity has been absorbed towards increasing bodily durability to its most absurd bounds, forcibly circulating oceans of Aura around the skin and bones. The more Aura the user pours into the Technique, the stronger their body will become, until they are transmuted into an immovable, invincible mountain. The benefits of the Immovable Object synchronize multiplicatively with any other Techniques that increase durability and healing. With mere mundane flesh, a user is practically untouchable if they pour enough Aura towards durability. How much more so when hardened and reinforced with other Techniques?



Master Status—Relative Form (–12 AP)

"Center of true transforming."

Requires Core G2+

Spend ♦x10 to reconfigure your body. Devote ♦x10 instead to reconfigure your body dynamically while maintained.

With sufficient flexibility in the body's makeup, the Core Affinity lets the user dramatically alter the shape of their body at will, adding or subtracting nearly any human features and organs. With this ability, a wielder can increase their body's volume and weight by up to twenty times, or decrease their body's volume and weight by up to twenty times. Within these bounds, they can form their body shape and composition into almost anything, molding it like simple clay. They could sprout dozens of hands, extend their neck and limbs dozens of meters, permit thousands of eyes to blossom across their entire body, or turn hands and feet into deadly scythes, blades and spears of bone. So long as the user is composing their body out of components from human physiology, anything is possible. They could form armors of iron out of the oxides in blood or even sprout wings made of fingers to take flight. While dynamically altering their form, the user gains a slow, thorough healing for the duration in which they are transforming, meaning that even the most grotesque distortions of the body can recover.



Master Status—Distortion (–12 AP)

"Instant Spatial Translocation."

Requires Phase G2+

Devote any amount of ♦ to perform short–distance teleportation. Minimum period between teleportations decreases as Devotion increases.

The flow of the user's Phase Affinity centers around the spatial relationships of objects to one another, allowing for a versatile teleportation with minimal Aura dissipation. Users can teleport instantaneously to any location they're presently aware of in the immediate vicinity. Beyond that, they can also alter the position of objects or people to any location they're aware of close by, so long as they are not secured in place by a strong force and can fit spatially within. For instance, to teleport someone's sword out of their hand, they would have to loosen their grip on it, to teleport a heavy stone it would need to be up in the air or in motion, and to teleport a person in a stable stance they would need to be off the ground. For the purposes of this ability, any ambient space counts as somewhere the user is aware of, even if they aren't directly looking at their target. A wielder only needs to know for certain what's going on in that location to use the ability.



Master Status—Convolution (–12 AP)

"Geometric Gravity Well."

Requires Phase G2+

Devote any amount of ♦ to increase or decrease a chosen gravitational strength between objects. Alter the direction of any gravitation you're manipulating with no dissipation. Spend ♦x10 to permanently alter the strength or direction of gravity in a reasonable area.

The user's Phase Affinity is deeply interwoven with the curvature of spacetime, allowing them to recenter and recalibrate the force of local gravity. The more Aura they pour into the Technique, the stronger the gravitational effect, and they can locally direct where gravitation compels objects to move. To avoid attacks, they can create massive repellant forces that cause projectiles to dissipate; to ensure their own attacks hit, they can cause enemies to become veritable black holes that weapons and projectiles are attracted to, and enemies can be crushed under massive snap alterations to gravity or thrown into walls by changing its direction. So long as there is a distinct physical object or direction to focus the center of gravity on, they can cause local gravity to point almost anywhere.



Master Status—Fluctuation (–12 AP)

"Polymotive Velocity Ascendancy."

Requires Phase G2+

Spend any amount of ♦ to dramatically increase any velocity you can perceive, including your own. Devote any amount of ♦ to dramatically increase any observed velocity indefinitely, including yourself. Alter the trajectory of objects affected by this Technique with no dissipation.

Speed and trajectory are all the wielder knows, and their Phase Affinity is centered around creating motion so powerful that bullets are practically sluggish. They are able to direct Aura into exponential increases in velocity for themselves and any other target they are aware of, and they can alter the direction of any velocity under their control to create snap accelerations and dodges. The speed created by Fluctuation can only be diminished by intersection with solid, physical obstructions: air resistance, gravity, and even magnetism will fail to decelerate their motion in any meaningful way. These artificial speed multiplications do not change the impact of any affected targets, only how quickly they can occur.



Master Status—Stoic Architect (–12 AP)

"Great channel of order."

Requires Flow G2+

Devote ♦x2 for Minor Conduction Mode, ♦x5 for Major Conduction Mode, and ♦x8 for Max Conduction Mode. Aura is Spent continuously in proportion to the scale of your Conductions.

The Stoic Architect's user has mastered the purest methods of formative Aura conduction, and is able to create barriers, weapons, bindings and other constructs at a scale and precision difficult to match in any Conduction. When in a Conduction Mode of the Stoic Architect, they can perform these constructions out of pure, concentrated energy, or enhance the constructs created through other Conduction Modes to new heights beyond their usual capabilities. Walls of blood, spheres of fire, columns of ice or gleaming weapons of Aura are all greatly enhanced the higher the Stoic Architect ascends its dissipations. Formation Series Techniques benefit to a dramatically higher degree, achieving feats of design whose detail and scale are nearly unmatched. This Technique is treated as a "Conduction" Technique.



Master Status—Reified Champion (–12 AP)

"Great channel of slasis."

Requires Flow G2+

Devote ♦x2 for Minor Conduction Mode, ♦x5 for Major Conduction Mode, and ♦x8 for Max Conduction Mode. Aura is Spent continuously in proportion to the scale of your Conductions.

The Reified Champion allows its wielder to amplify their physical capabilities in concentrated, focused applications of matter and energy. They can use pure body–enhancing energy or increase the speed, accuracy and precision of their Conduction expressions to equally absurd heights when this Technique is active. The higher the Reified Champion's Mode, the higher the enhancements they experience. Different Conductions used give different enhancements and unique properties to the user's body depending on the situation. Lightning might increase raw speed, blood might proactively repair wounds and vegetation might produce latent poisons, but these natural advantages and others like them can change when a user strategically shapes the element's features to their liking. Without a Conduction Mode, the Reified Champion directs all of its efficacy to raw physical prowess. Amplification Series Techniques enter a league of their own with the Reified Champion, bringing their already impressive feats to a whole new level. This Technique is treated as a "Conduction" Technique.



Master Status—Tandava Scourge (–12 AP)

"Great channel of chaos."

Requires Flow G2+

Devote ♦x2 for Minor Conduction Mode, ♦x5 for Major Conduction Mode, and ♦x8 for Max Conduction Mode. Aura is Spent continuously in proportion to the scale of your Conductions.

The Tandava Scourge awakens the latent destructive powers of its user to wreak untold havoc through their Conductions. They're masterfully able to shape and emit chaotic energy in its most purely disastrous applications, including focused waves, bursts and flying missiles. Their Conduction Modes are dramatically amplified for crushing, blasting, razing and other explicitly ruinous expressions while the Tandava Scourge is being dissipated for. Pure annihilating power seeps into their waves of scorching fire, fans of slicing cuts, sharpened metal fragments, or sheer, screaming emanations of unbridled energy. Devastation Series Techniques become apocalyptic expressions of chaotic force while it is active, delivering untold mayhem wherever they reach. This Technique is treated as a "Conduction" Technique.



Master Status—Transmutation (–12 AP)

"Spellcraft of equivalent exchange."

Requires Alchemy G2+

Spend ♦x1 to transmute a human–sized volume of nonliving matter into any other form of common, nonliving matter with touch. Spend any amount of ♦ to add special properties, enchantments or curses to any non–living object. Strength of the imbued properties is proportional to the amount of ♦ Spent at the instant of activation.

One of the most useful applications of the alchemical discipline is the equivalent exchange of matter between material states, as well as permanent enchantments, curses, hexes and bewitchments to change fundamental properties. As a master sorcerer, these versatile manipulations are available to the user. From a sword that burns with cobalt fire to a cloak that allows the user to levitate, so long as the sorcerer has sufficient Aura to imbue an object on an object, they can create utilities from the curious and entertaining to the astoundingly powerful, with more dissipation resulting in greater effects. Extremely potent effects will often require some kind of mitigating limitation, especially if they imitate the effects of a Release Technique or the user lacks the Aura Reserve to realize them. Since any matter can be transmuted, the wielder has almost no limits on the material resources and components at their disposal. Transmutation can even be quite useful in combat, if used creatively.



Master Status—Transfiguration (–12 AP)

"Spellcraft of animale anointment."

Requires Alchemy G2+

Spend ♦x1 to shape, reconfigure, generate or animate a human–sized mass of biological material with touch.

Masterful sorcerers are well known for their ability to sculpt and create living beings out of thin air, either sculpting new life with Aura over days or weeks or in an instant. These abilities can be used to shape their own body or the bodies of others, generate new bodies as Vessels for souls or animate servants and guardians, create new species of animals and plants, heal wounds and ailments, or replace withered and damaged bodies. The user can even create living objects that resemble the mundane, like chests and drawers with mouths and teeth, flying brooms and rugs, or weapons that crawl on spider's legs. Any beings created with Transfiguration are classified as Chimeras, and must be kept under control by the sorcerer or else they are a kill–on–sight rogue monster. Though this Technique's material limits are strict, a skilled animator can nudge them in their favor up to the largest human sizes, and in theory mutate an undefended opponent into a horrifying blasphemy of form with a mere touch.



Master Status—Transmigration (–12 AP)

"Spellcraft of spirit synthesis."

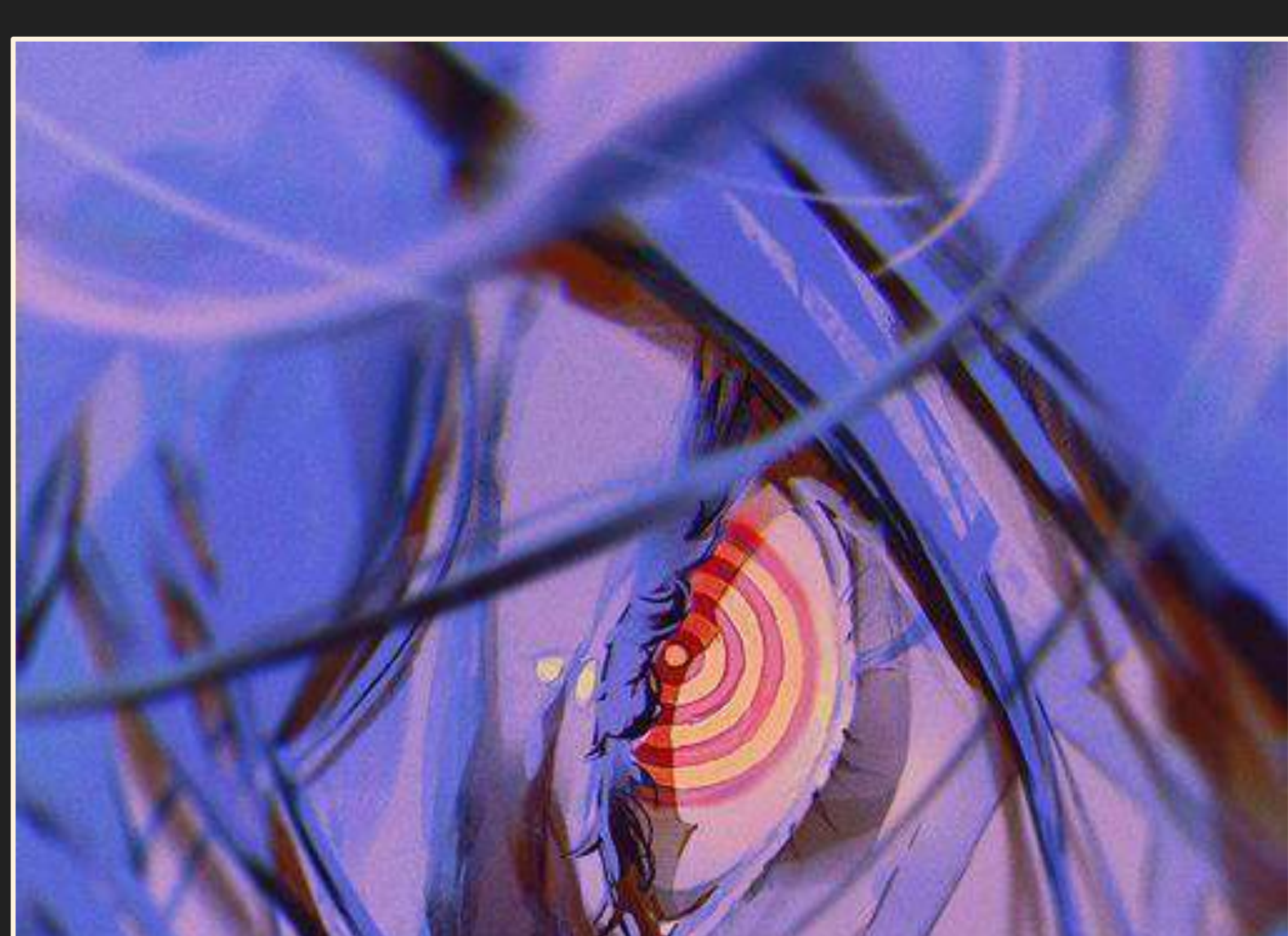
Requires Alchemy G2+

Spend any amount of ♦ to lure a Spirit to your location, and Devote any amount of ♦ to empower the physical form they will inhabit. You control the Spirit's activities so long as the Devotion effect is active and maintaining their body.

Sorcerers who specialize in controlling and manipulating Spirits have found a method which uses a sum of Aura to bait them out, whereupon the user can infer them into a physical form and command them. The more Aura is used as a lure, the more competitive Spirits will become to approach it, leading to a stronger Spirit being eventually found. The more Aura is Devoted to letting that Spirit create its physical form, the more powers and strengths it will be able to use from its arsenal of Techniques. Finding the right balance between attracting a strong Spirit and providing enough Aura to use that strength to its fullest allows for a greater degree of versatility and skill on the summoner's part. In addition to being one of the only ways to truly summon any Spirit, the Transmigration can also be used to lure Spirits for deals, information, or other purposes. This Technique is treated as a Summon Rite.

Legendary Release Techniques

Eye Techniques:



Hypnotist's Spiral Eye (–18 AP)

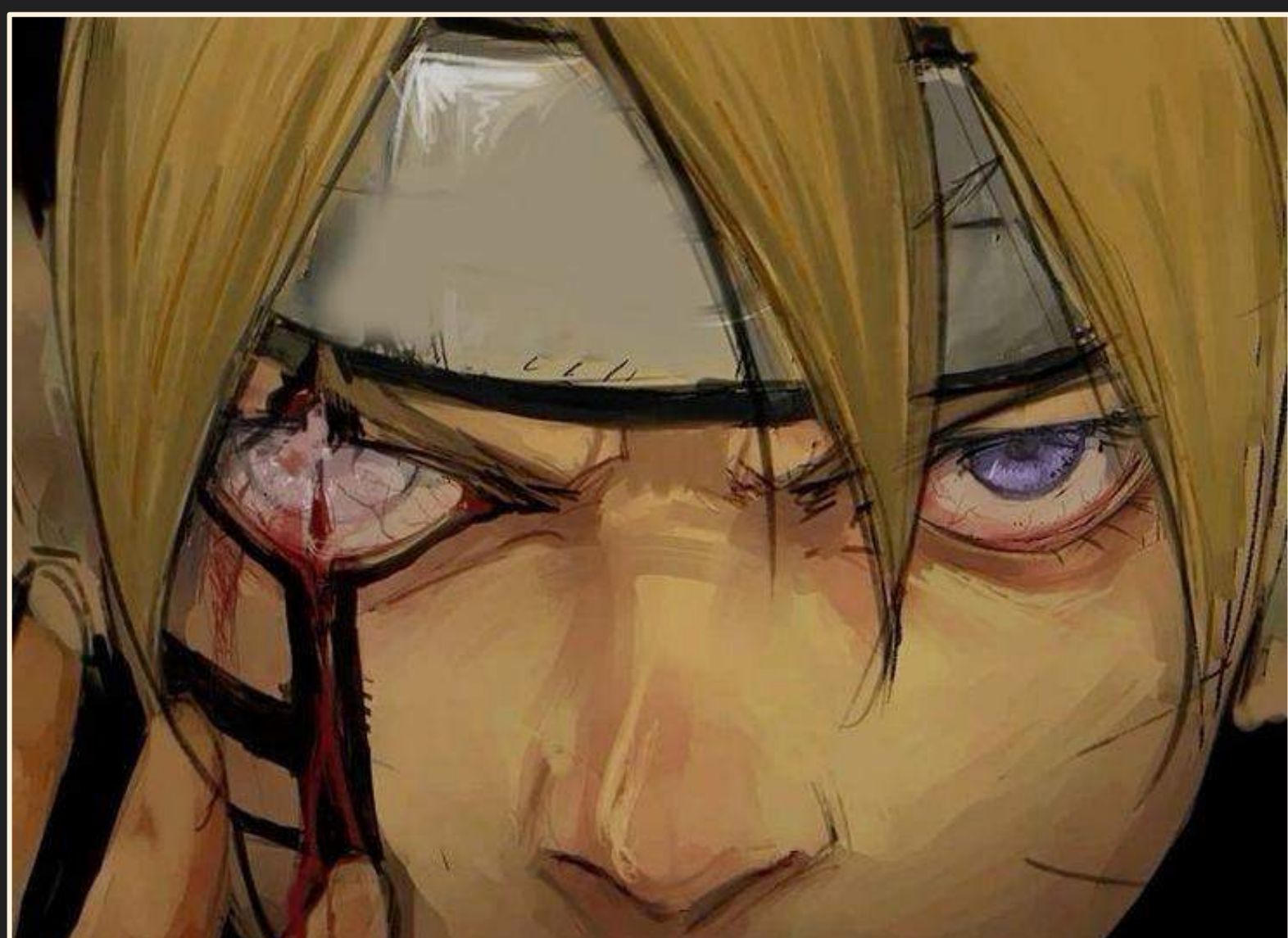
"All–Commanding Sight."

Requires any G3 Affinity.

Passive Effect. Devote ♦x1 for every command maintained indefinitely.

One or both of the wielder's eyes now contain a swirling pattern, mesmerizing and greatly distressing if stared into for too long. Any commands the user makes to someone staring without obstruction into the Spiral Eye must be followed so long as they are not fatal to the victim or absurd in duration, and commands are only released when the victim falls unconscious and awakes again. The wielder can Devote their Aura in order to maintain any given command, potentially indefinitely. Even outside of direct commands, the powers of the Spiral Eye will linger after a victim has been affected. If someone is told certain orders or suggestions while staring into it, they will become subconsciously inclined to obey when further commands are issued, eventually being fully conditioned over consistent, repeated exposure without any need to hypnotize them or Devote Aura. Any commanded victim has no idea that the command is directing them. They will fully believe they are acting according to their own will until the command is no longer binding. With sustained eye contact, the user can also force someone to fall asleep or experience hallucinations they design, whether subtle or overt. Anyone who has looked into the user's Spiral Eye, even for a moment, will permanently have their dreams controlled by the wielder, allowing for clandestine implantation of ideas. The user can also erase and implant memories, depending on the duration of eye contact. With short, quick glances they can erase short term memory, and longer, sustained eye contact can fundamentally alter the victim's recollection of their life.

You can only learn two "Eye" Release Techniques unless an Alteration specifies.



Ronin's Dead Eye (–18 AP)

"All–Anticipating Sight."

Requires any G3 Affinity.

Passive Effect. Devote ♦x1 for every second into the future you perceive simultaneously.

One or both of the wielder's eyes are blinded either by manual disfigurement, scarring, or genetic mutation, granting them hidden visions which strategically dominate almost any fight. Most famously, the user is able to see snippets of the potential future and act to change them, depending on how much Aura they are willing to Devote to the Eye. A fast enough user could flawlessly dodge their opponent's strikes anywhere from five to ten seconds in advance, or strategically adjust for their opponent's Release Techniques before they even use them. When the user makes direct, unobstructed eye contact with a victim, they can read into that person's thoughts and intentions. Brief looks will reveal their next move or their immediate plan, while sustained eye contact can allow the user to violently search through memories and thoughts like an open book. This turns every battle into a game of cat and mouse: the wielder knows exactly what is going to happen, and the opponent must adjust their plans every time they are dismantled or found out. With their chosen eye, the wielder also sees critical weak points on their opponent at all times to aid in combat, and can eidetically remember everything seen through their chosen eye.

You can only learn two "Eye" Release Techniques unless an Alteration specifies.



Sorcerer's Servant Eye (–18 AP)

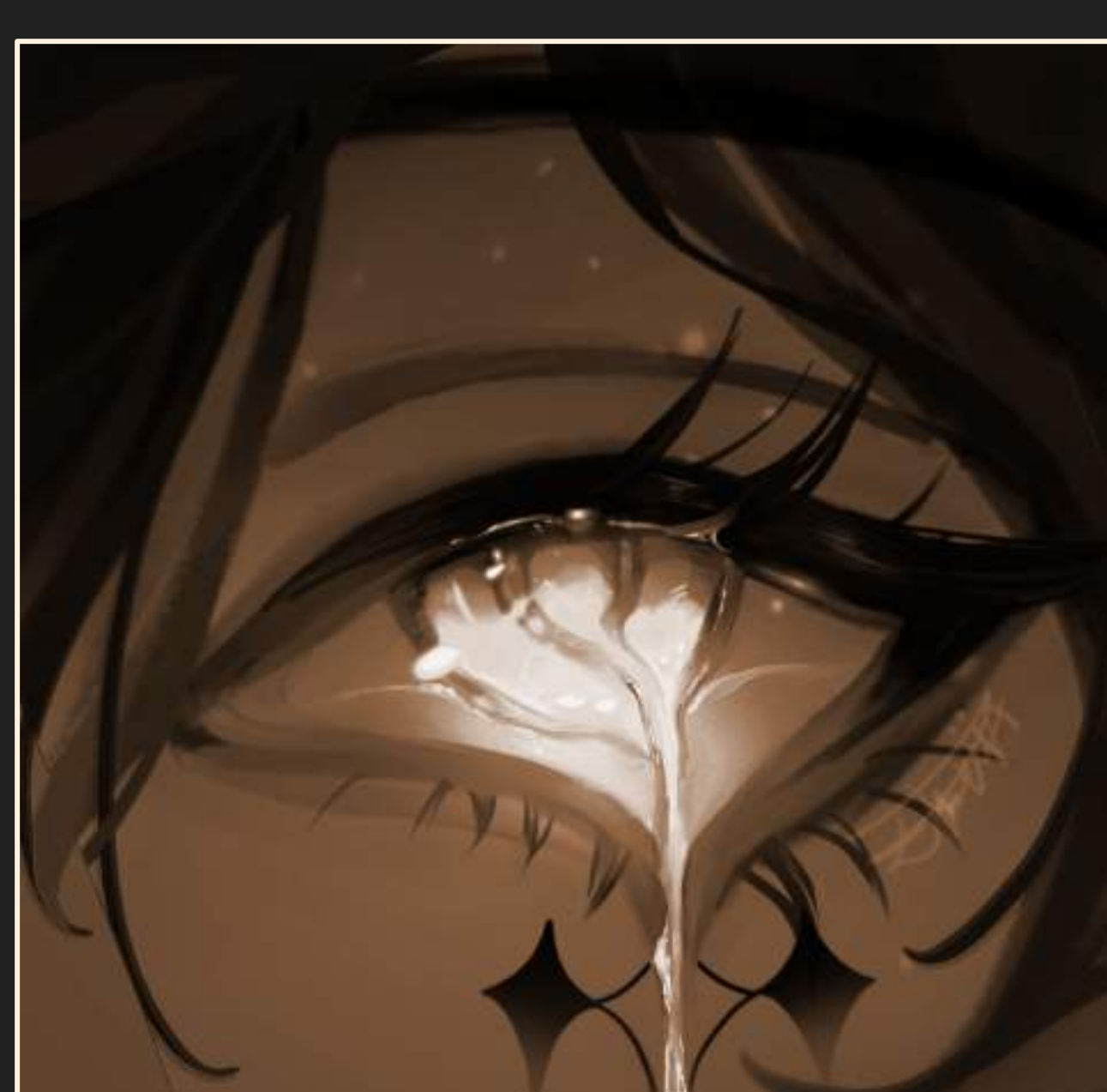
"All–Binding Sight."

Requires any G3 Affinity.

Passive Effect. Devote ♦x1 for each trapped soul.

The user's eye becomes an entrapping receptacle for souls, forcing them into servitude and binding them to the user's will. Any agreement made out of free will and full knowledge while making unobstructed eye contact with the Servant Eye will be soulbinding. If broken, the agreeer's body will turn to a statue, and their soul will be trapped in the Eye. Anyone who dies while making unobstructed eye contact with the Servant Eye will also have their body turned to stone and have their soul trapped within. The wielder can manifest trapped souls like poltergeists to do their bidding, swarming any threat to them, performing tasks, serving as informants or possessing objects. Souls can interact with the physical world if trapped in the Eye, and the stronger their Aura in life, the stronger the soul will be as a minion. The wielder can even force trapped souls to use any Release Techniques they knew in life by offering their own Aura Reserve for its dissipation requirements. Such Techniques are severely weakened, since the Aura System drawn on to cast them is likely untrained. The user may relinquish trapped souls into Vessels of their choosing, allowing them to embody statues that were once alive or any other suitable body or object. By making eye contact with any two beings in rapid succession, the wielder can transfer two souls instantly, swapping their bodies. They can also swap their own soul to anyone else's body with even brief eye contact. Any Release Techniques are kept by the soul they belong to, meaning the user will keep their Servant Eye and any other Techniques in their new body, as will the victim.

You can only learn two "Eye" Release Techniques unless an Alteration specifies.



Demon's Possession Eye (–18 AP)

"All–Punishing Sight."

Requires any G3 Affinity.

Passive Effect. Devote ♦x1 for each member of your hivemind.

With the eyes of a demon in one or both sockets, the user can manifest immense, horrifying torment and pain for anyone in their peripheral vision, a mere taste of the agony awaiting sinners before their reincarnation. Anywhere in their line of vision, they can manifest crucibles of invisible hellfire and unseen devouring pestilence from the place of evil, melting and consuming with magmatic ruination. To the outside observer, the one struck with this Technique seems to burn and char and be devoured by swarms of insects by no visible means of harm, though the user themselves can see the howling infernos and gnawing worms coating their victims through the revealing power of the Possession Eye. The more these manifestations from hell are used, the more foggy the vision of the Demon's Possession Eye will become, though this progressive blindness will fade with time if the wielder refrains from overusing this effect. The Eye's namesake ability can add anyone to a possession Legion, usually requiring the user to bind the victim or force their eyes open to maintain the extended eye contact necessary for assimilation. This hivemind of possessed bodies can be puppeteered as the wielder sees fit. They see through their eyes, feel what they feel, and direct their movements. The victim's mind will still be intact, protesting and agonizing as their body is controlled against their will by the Eye. The wielder can even use this ability on animals to act as scouts or information gatherers. Since users do not control a victim's soul, the Legion cannot be forced to use Release Techniques. The trapped consciousness of victims can still initiate Techniques if they choose, but they must be permitted by the possessor of the Eye who has dominated them.

You can only learn two "Eye" Release Techniques unless an Alteration specifies.



Secret Weapon Art—Blade that Cleave the World (–15 AP)
"Hidden Cutting Style; Suspended Sunder."

Requires Phase G2+ or Flow G2+

Devote ♦x8 while in use.

With this mastery, the wielder has superseded the Fundamental Limit of Blade, and wields such weapons with the kind of mythic, lightning-quick proficiency and lethality spoken of in fairy tales. Any time they strike with a bladed weapon, the cut's immense lacerating force emanates through eternly like an echo, reaching targets that the blade cannot physically touch. A simple wave of the sword through the air can slice an opponent's neck from fifty meters away, or cleave cleanly through beams of pure marble at a distance. It is no longer of any importance what weapon the user wields. Their Technique is so masterful, so legendary, that a butterknife becomes as effective as a sword and twice as sharp. The effective range of the Blade that Cleave the World is as far as the eye can see, as broad as the user's vision for its shearing edge can fathom. Even without the ability to strike at such great distances, the Blade that Cleave the World provides nearly perfect mastery over combat with any cutting edge to its user. A wielder of the Technique is most notably able to delay the effects of their slashes for any duration, allowing opponents to continue fighting without knowing they are already dead, or collapse the supports of a building one-by-one over the course of combat. In a powerful display, they can strike their opponent with a flash of steel and bisect them only when they finally stealth their blade, or immediately release a previous slash when an enemy lowers their defenses.



Secret Martial Art—Palm that Splits the Sea (–15 AP)
"Hidden Impacting Style; Vibration Resonance."

Requires Core G2+ or Flow G2+

Devote ♦x8 while in use.

With this mastery, the wielder has superseded the Fundamental Limit of Palm, and possesses the striking power in their hands and feet to shape heavenly destiny. When they strike with their hand or foot, the force of the blow can transmit across any distance the user can perceive to reach its target, flying like a gust of divine force across the battlefield to break their enemies. Contact is no longer required to make bone-breaking martial strikes, and in famous cases a master could create gusts so powerful that they split the oceans in two to reach their target. With the blows of the style, the user is able to create waves of pressure in any medium, most commonly air and water, which spread and carry the impact of their attacks in radiating eddies or reflect off of rigid materials like a sound wave, allowing them to attack with martial strikes from angles they cannot possibly see in a radius around them. Their body's physical strength is no longer a factor in how hard they hit, as even a light backhand in the Palm that Splits the Sea is enough to send most mortal fighters flying. Effective in both close quarters and at a distance, this style combines every benefit of its unparalleled force with its ability to defeat an opponent without a single touch.

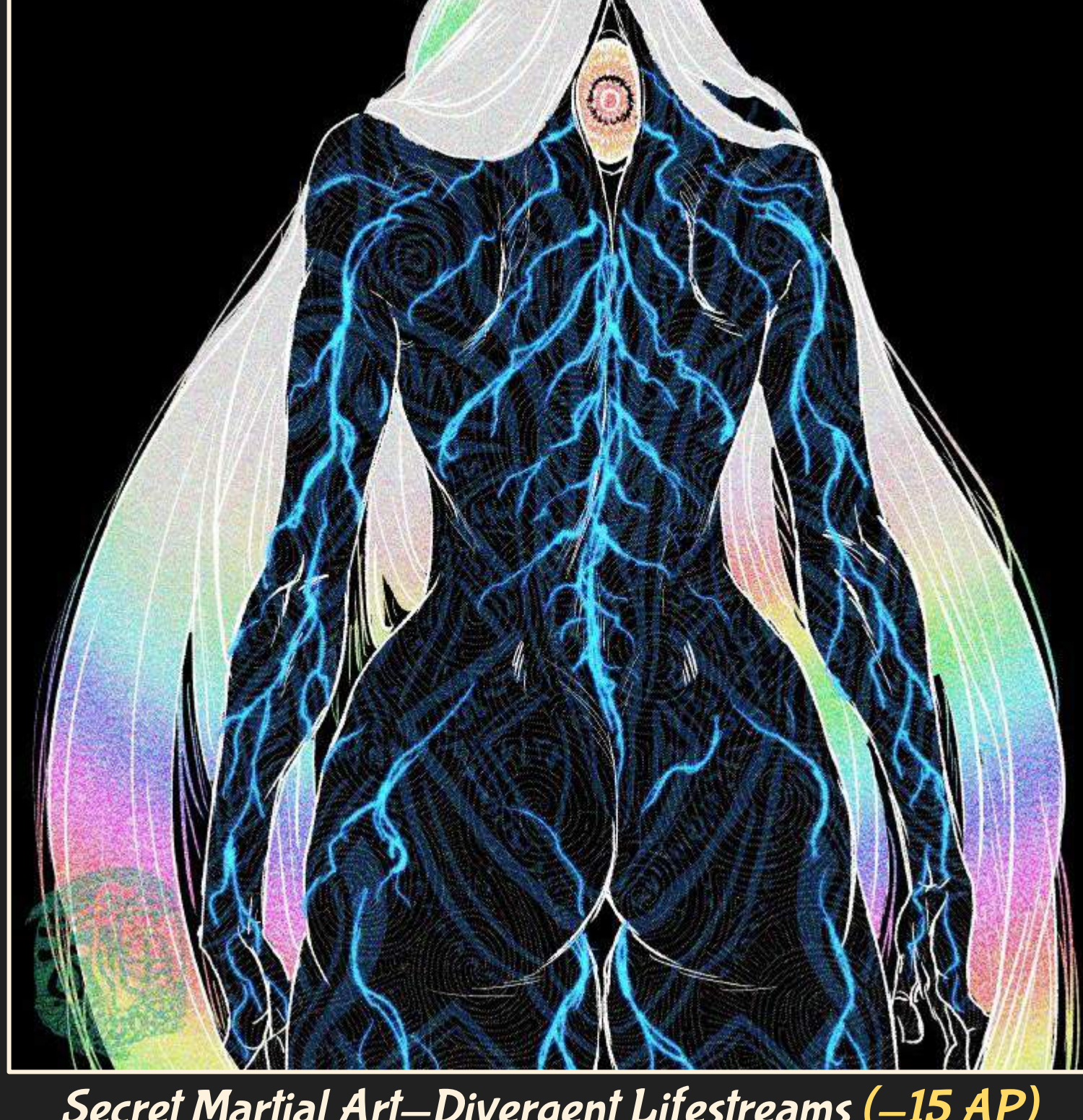


Secret Martial Art—Ruination Gong (–15 AP)
"Echo of the Funeral Chime."

Requires Core G3

Devote ♦x8 while in use.

The Ruination Gong is the ultimate style of patient, deliberate predation, remaining almost purely defensive until the user lands devastating killing blows suffused with Aura. Each movement is focused either on finding and positioning for the death blow or executing flourishing strikes. The wielder may create deliberate openings for a strike to draw in a nimble enemy or refrain from any kind of strike for extended periods to bring the opponent's guard down, only to immediately throw their fist through their ribcage like a bullet through wet paper. It is patient, calculated and merciless, like the roar of a thunderbolt. When they successfully land their death-blows, the deep bellow of a brass gong rings as if the gods themselves have borne witness to the user's immaculate bloodlust. When an enemy is hit by any kind of attack in the Ruination Gong style, the user pushes debilitating fathoms of Aura into the foe's system, weakening their defenses, slowing their movements and crippling their strength. This property encourages either a series of hard, heavy blows, or a heavy blow followed by a flurry of attacks that take advantage of the first strike's weakening. These effects last until the victim has had a great deal of time to recover, and become more and more debilitating with each attack of the Ruination Gong they endure. Eventually, the user's opponent falls into a death spiral, crumbling before them until at last the gong rings one final time for their prey's execution.



Secret Martial Art—Divergent Lifestreams (–15 AP)
"Touch of the Meridian Recast."

Requires Alchemy G3

Devote ♦x8 while in use.

This style requires an inordinate knowledge of the connections between the human soul and body, the location of internal meridians and their leylines, and is usually the preferred Technique of legendary mystics and hermit-witches. By concentrating Aura into five fingertips at once and dismantling Aura leylines with precise, blurring strikes, the user is able to completely reconfigure their opponent's Aura System. Aside from causing crippling organ damage with each strike, the victim will find their Aura Techniques harder and harder to use the more blows they take. Eventually, their Aura System is so thoroughly rewoven that they must resort to more basic Techniques or use their favored powers at a dramatically decreased power. If they're struck enough times, they must completely relearn their arsenal of abilities before they can use them again. This style can be especially effective against highly durable opponents, whose resilience and regeneration Techniques will fade and weaken with every point of contact. With even a few strikes, the opponent will have to begin from the ground up to get their Techniques back to their former strength.

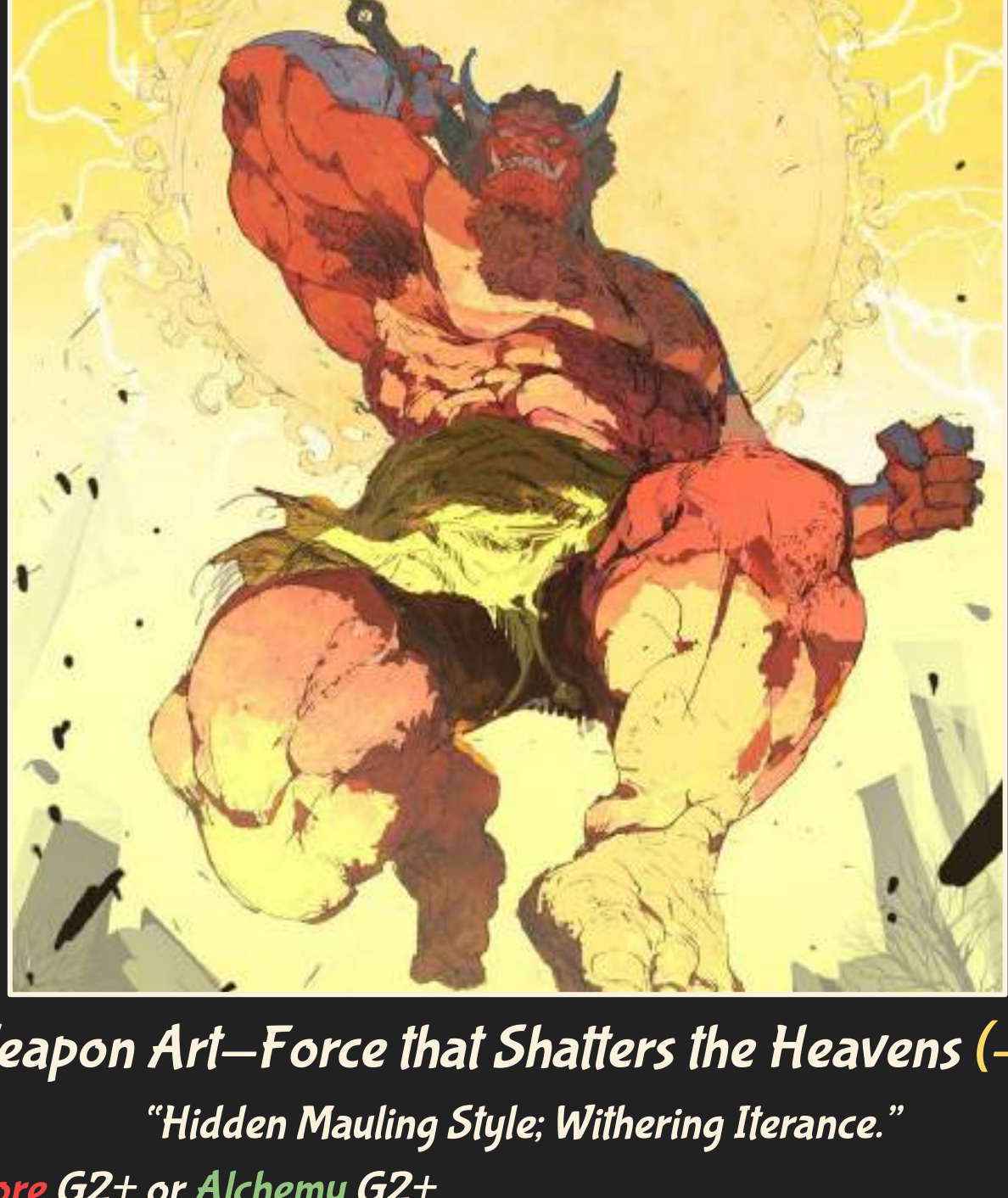


Secret Weapon Art—Time-Slipping Saber (–15 AP)
"Edge of the Infallible Destiny."

Requires Phase G3

Devote ♦x6 while in use. Spend ♦x3 to seek the opponent's destiny.

This style of blade technique demands inhuman precision from its user, actively altering the flow of time around the user's blade to create bluffs, thrusts and slashes that are otherwise impossible to achieve or defend against. In a rapid draining of Aura, the user of this Technique can seek out and ordinate processions of events seconds into the future, allowing them to always guarantee their blow connects by altering causality itself, so long as even a remote possibility of contact exists. Even without this trump card, the Time-Slipping Saber is a nearly invincible style, striking with speed and precision that can scarcely be matched by another method or Technique.

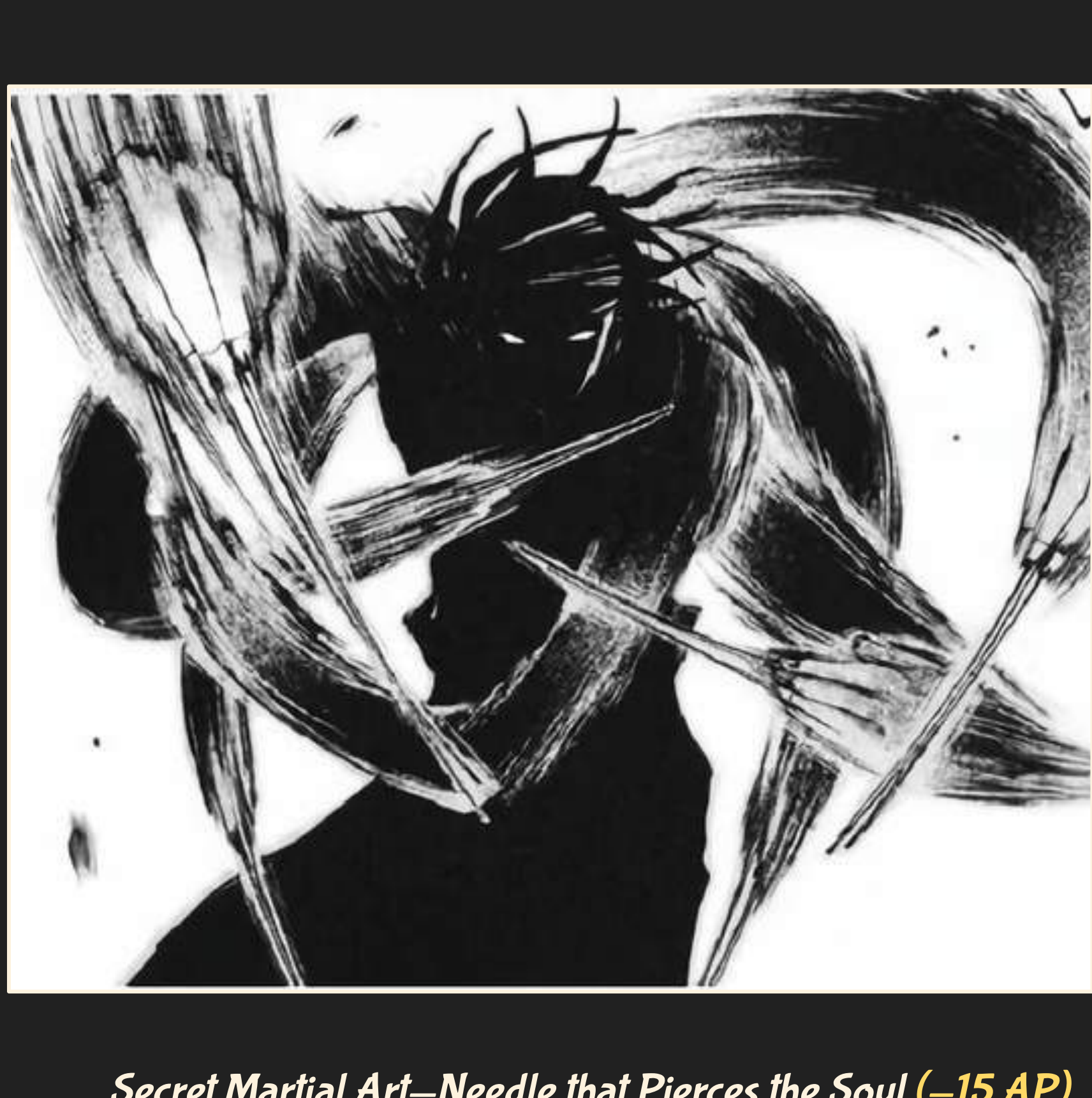


Secret Weapon Art—Force that Shatters the Heavens (–15 AP)
"Hidden Mauling Style; Withering Iterance."

Requires Core G2+ or Alchemy G2+

Devote ♦x8 while in use.

With this mastery, the wielder has superseded the Fundamental Limit of Force, and wields bludgeoning and blunt instruments with seismic destruction, making each battle more like a natural disaster than a duel. Any time they strike with a blunt weapon, the force of the strike emanates like a meteor through space to reach any target they can see, even across vast distances. One heave of a cudgel is enough to deliver a skull-smashing blow to an entire crowd of opponents, leave a crater in the battlefield, or splinter an entire building's foundations. The weapon is no longer important, and the wielder could be as effective with a simple walking stick as with a warhammer. Each strike weakens the physical durability of whatever surface it collides with, causing fractures and chips to form against the skin of resilient foes until, when they have endured too many blows to bear, they shatter like glass. No opponent, no matter how steadfast they believe themselves to be, can endure such weakening effects indefinitely. This Technique's effective range spreads as far as the eye can see, and provides to its wielder a degree of proficiency with forceful, crushing weaponry that is unmatched by any other fighting style.



Secret Martial Art—Needle that Pierces the Soul (–15 AP)
"Hidden Scoring Style; Shen Vivisection."

Requires Phase G2+ or Alchemy G2+

Devote ♦x8 while in use.

With this mastery, the wielder has superseded the Fundamental Limit of Needle, and expertly jabs and strikes with inhumanly precise extended fingers towards the delicate connections between the target's body and soul. With enough Aura suffusing each strike and pouring into the target, these connections are severed one by one, causing the once animate limbs of the victim to become disconnected from their soul's control, and must be either amputated or treated by a skilled Alchemist to recover. If enough strikes are made at the proper locations, the target's soul will be severed from their body, killing them regardless of resilience or protection. What's more, these deathly-precise strikes with the fingers project through the air towards their target, even without the physical contact of fingers. The sensation, so reports acclaim, is like being hit with a fifty-caliber bullet. With such immense oceans of Aura pooling into the fingertips, they become the primary defensive tool of the martial artist, effortlessly catching their opponent's fists and heels between digits and dismantling their very essence with each feint and block.

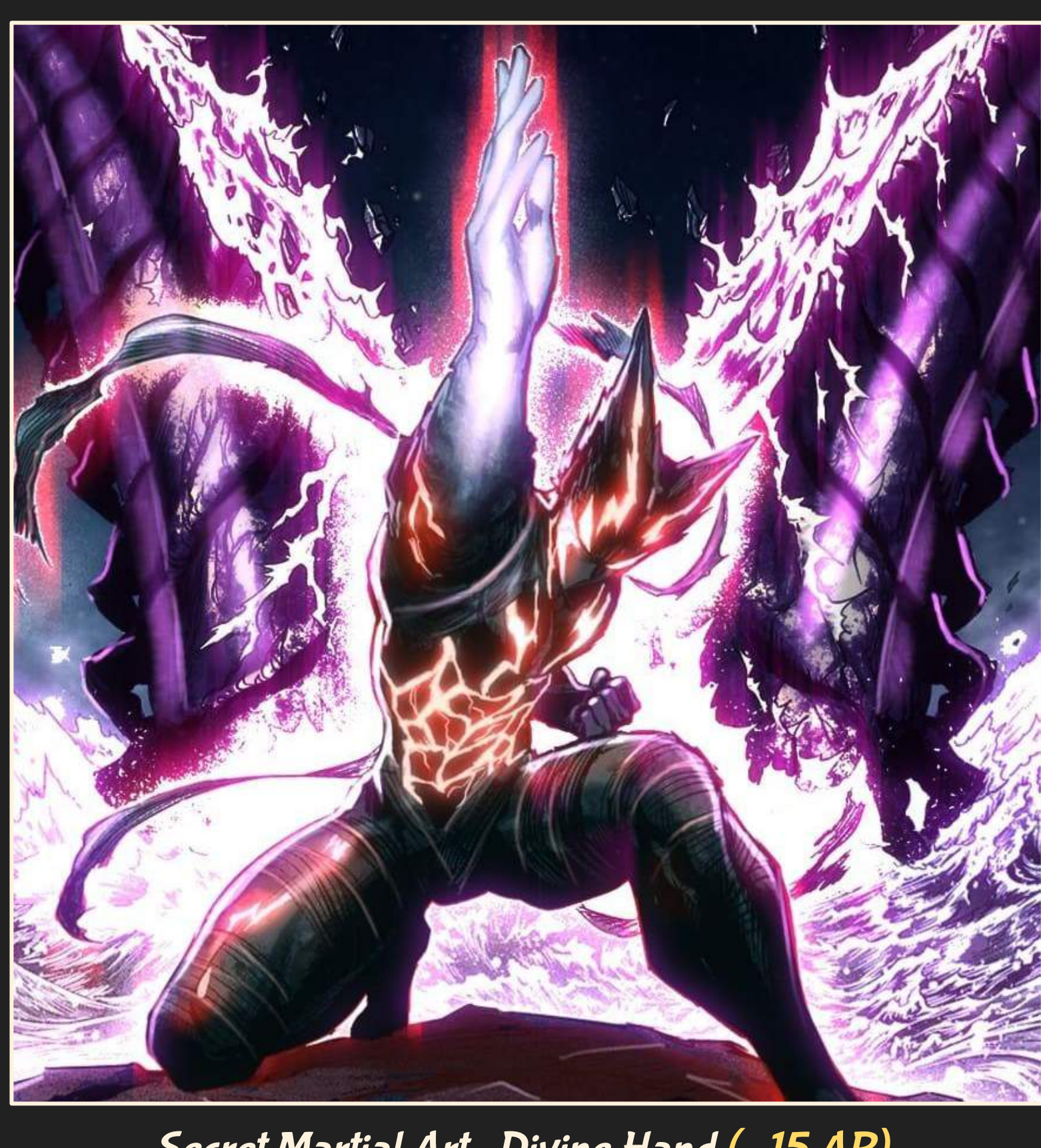


Secret Martial Art—Celestial Alignment (–15 AP)
"Consubstantiation of the Unseen Tao."

Requires Flow G3

Devote ♦x8 while in use.

Users of the Celestial Alignment become sublimated into the world around them, with no tangible separation between themselves and the universe. Any energy sensor would merely detect a peculiar breeze in their presence so long as they are dissipating the style's requirements. The style itself creates attacks originating beyond the physical body of its user, allowing them to exert what would otherwise be impossible leverages and forces requiring only contact. A single touch of the finger in the style can deal a full-force punch by exerting itself through the world as an extension of the user's body, making mere touch the vector of all their strikes. What's more, the user's body can sublimate itself into the anatomy of those they make contact with, penetrating fingers and even entire hands into a foe's chest and destroying them from the inside. Learning to perform this legendary feat requires great concentration and a gentleness of movement that many aren't accustomed to, and some skilled practitioners are able to fully reach through their enemy's chest and out their back before a sudden clenching of their hand gapes the victim's ribcage.



Secret Martial Art—Divine Hand (–15 AP)
"Style of the Supreme Judgement."

Requires any G3 Affinity

Devote ♦x12 while in use.

The Divine Hand is one of the most consistent contenders for the greatest fighting style in history. Every cell of the user's body is suffused with concentrated Aura that allows their coordination, strength, durability and speed to approach that of the gods. The user pressurizes and supercharges this energy into any part of their body they choose, allowing their finger to deflect blades and shatter concrete, or their forehead to endure unmatched concussive forces. The more the user concentrates their energy into smaller sectors of their body, the stronger, faster and more durable that body part becomes, creating displays of power in which the user splatters their opponent with a single flick of their wrist or pins their opponents to the ground with a little finger. There are perhaps martial arts that can match the Divine Hand in speed, or force, or evasion, but never all of these. It is the culmination of the best features and advantages of the entire martial discipline, mastered by only a few warriors in a given century. The user's energy concentrates automatically in any place where physical force is applied or damage is anticipated as a defensive measure, dispersing and spreading only when struck in multiple places at once.



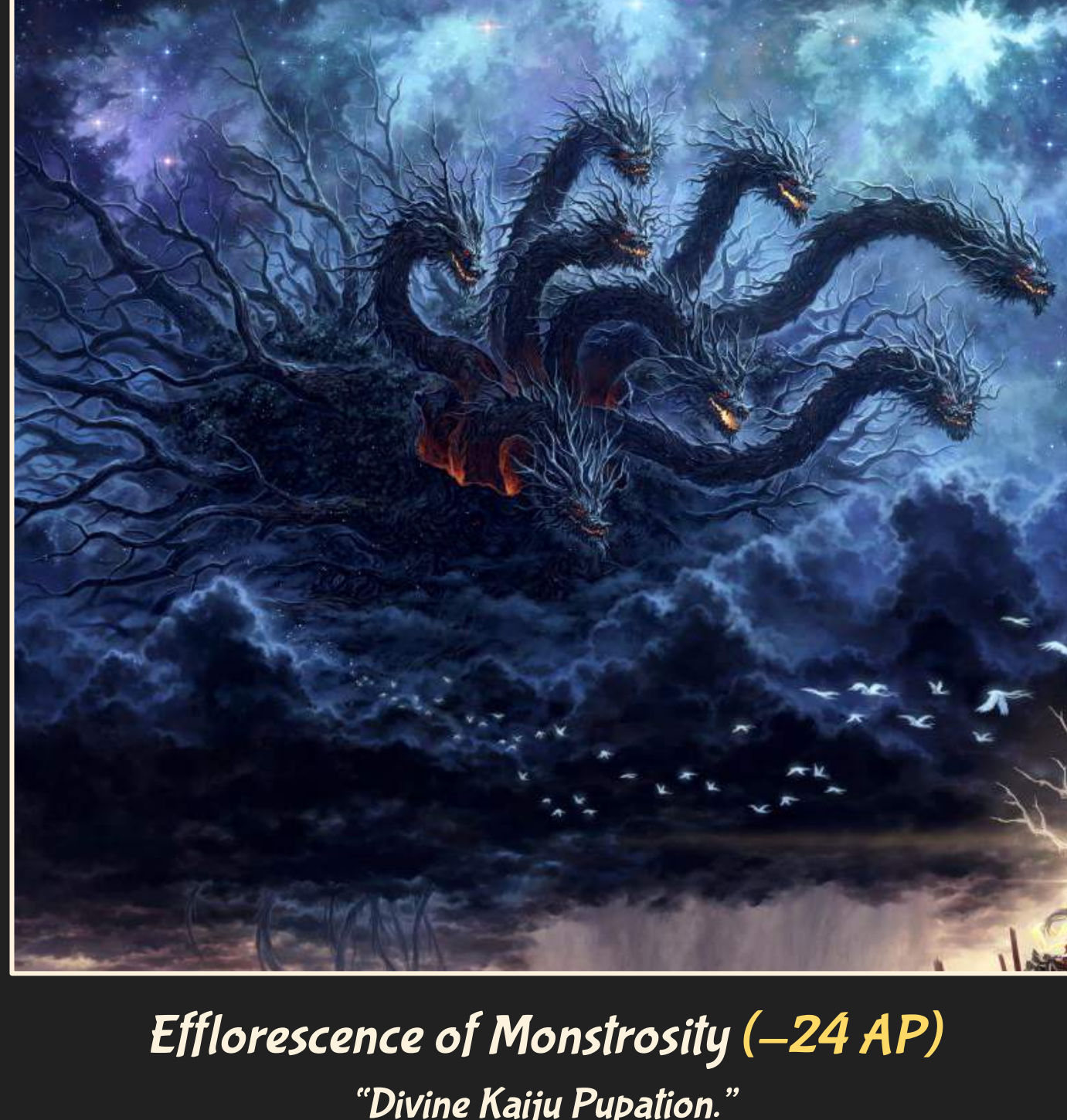
Secret Weapon Art—Space-Slipping Spine (–15 AP)
"Bolt of the Infallible Collision."

Requires Phase G3

Devote ♦x6 while in use. Devote ♦x3 if dynamically teleporting projectiles.

The Space-Slipping Spine is the ultimate projectile art, with each slung dart moving like lightning across a beautiful curvature of subspace, attaining velocities and accuracy that are nearly impossible to dodge. In a rapid draining of Aura, the user can cause any number of cast projectiles to accelerate to massive speeds in spacetime, before teleporting to any unoccupied space they can perceive to impact their target. Each flying dart can collide with utterly tremendous force, carried by the gravitational pulls that drag comets to the earth in their fiery splendor. The user can change both the position and the orientation of their projectiles while they are accelerating, from teleporting them back and forth to gain massive accelerations or transporting them within inches of their target for a nearly unavoidable attack. Even without this trump card, the Space-Slipping Spine is the most precise and elegant Technique of the ranger or dagger-thrower, with unmatched accuracy and lethality.

Legendary Core Techniques:



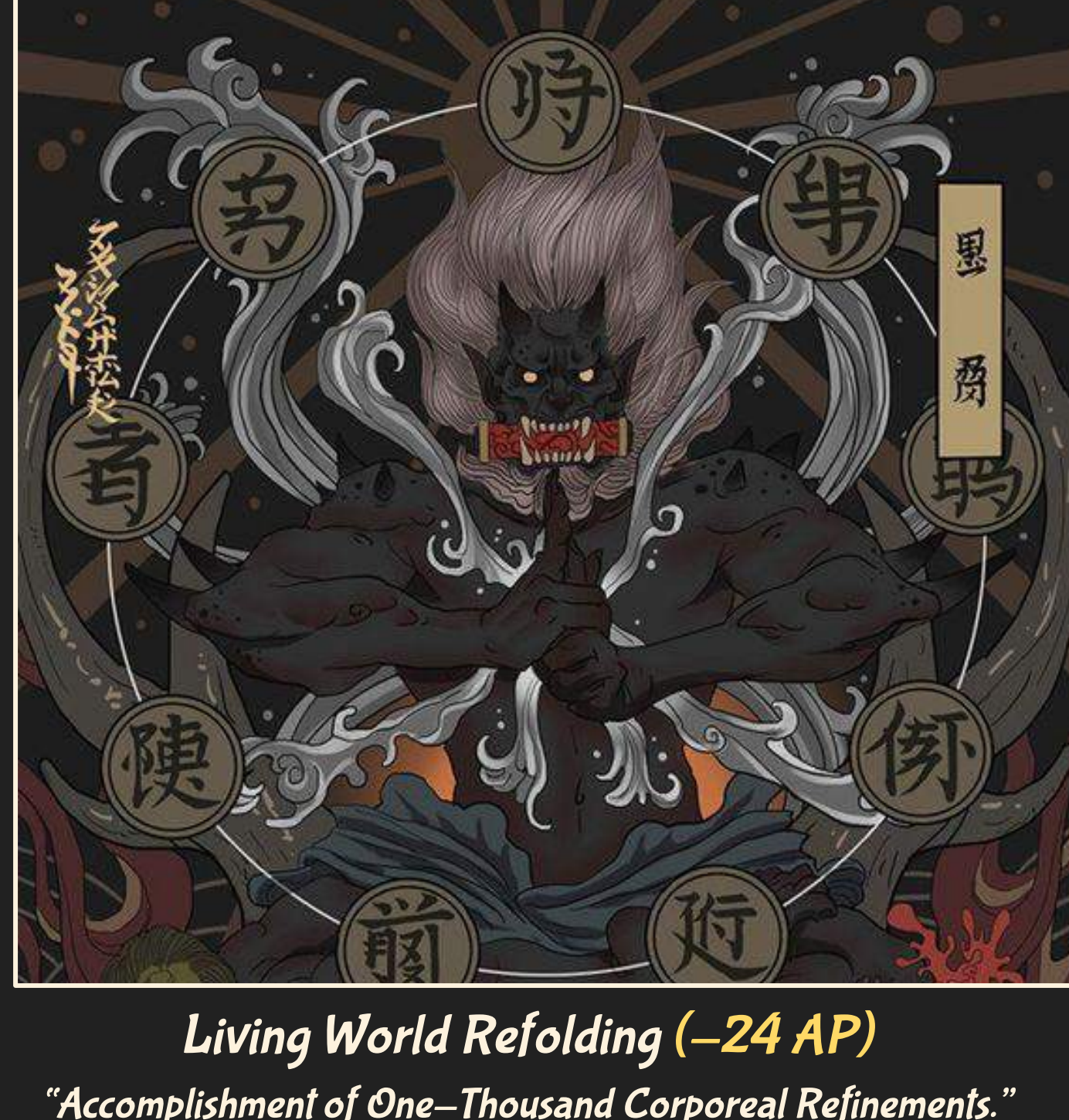
Efflorescence of Monstrosity (–24 AP)

"Divine Kaiju Pupation."

Requires **Core G3**

Spend ♦x1 for each hour of transformation accelerated. Spend ♦x3 to double your initial mass. You can double your initial mass without limit, with each doubling Spending ♦x3 more than the last.

Entering into a nearly impenetrable transparent chrysalis of metamorphosis, over the next forty–eight hours the user's body will be disassembled and reassembled on the cellular level, into any biological form they choose. They are initially limited by a total weight of 10,000 pounds, but through the rapid dissipation of their Aura Reserve can multiply this mass limit to almost any degree, with some legendary users creating kaiju–like forms up to a million pounds in size. They can also accelerate the transformation process using their Aura Reserve if they choose, allowing its effects to occur without delay. This transformation is semi–permanent until another transforming effect comes into play, and any feats and features achievable with biological cells are potentially in the realm of possibility. If by some miracle the chrysalis is broken during the transformation process, the user will spill in a stew of stem cells and amniotic fluid, likely dying if no other factors can save them. If all forty–eight hours of transformation are accelerated, the metamorphosis occurs immediately and without its cocoon.



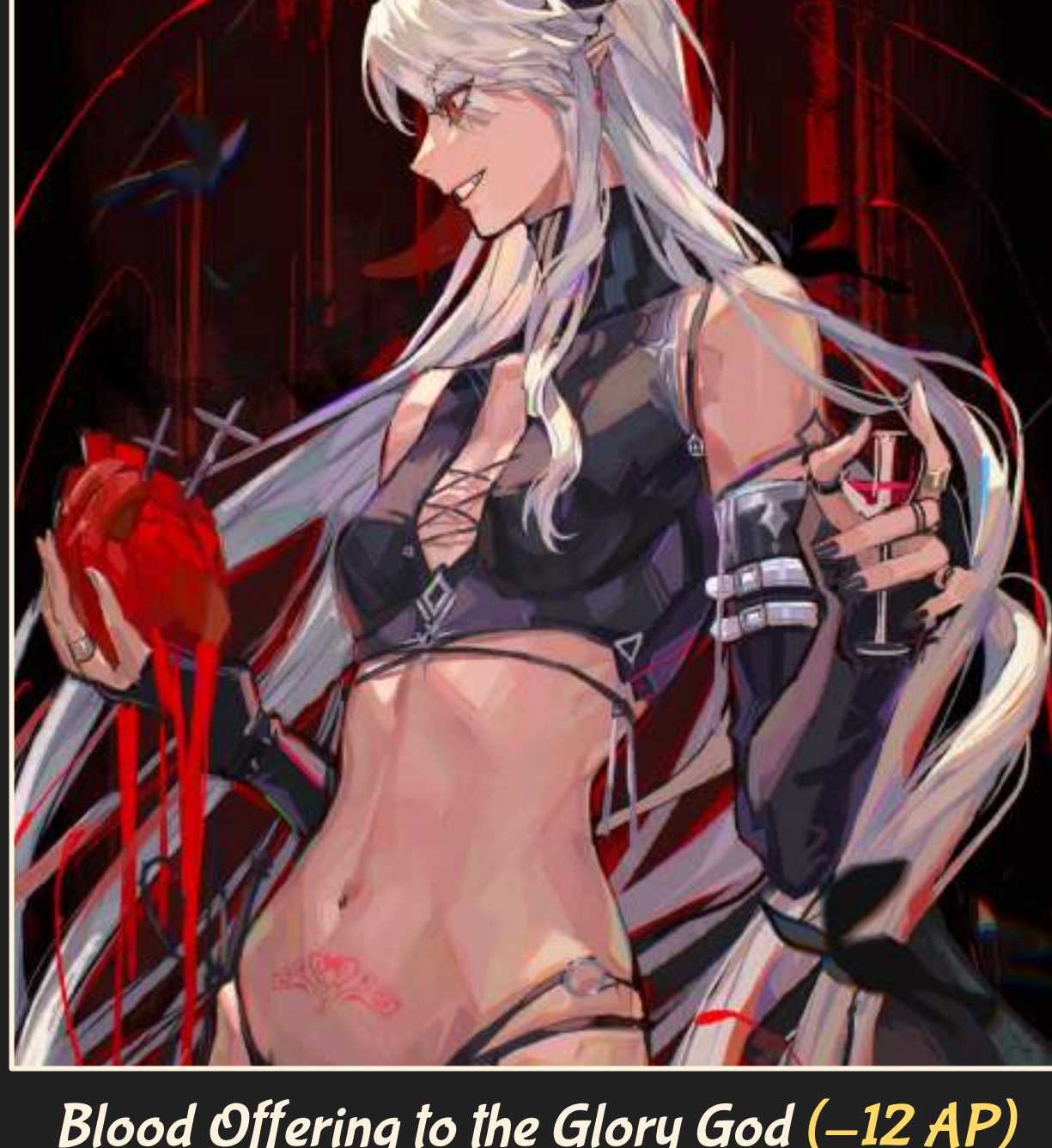
Living World Refolding (–24 AP)

"Accomplishment of One–Thousand Corporeal Refinements."

Requires **Core G3**

Devote ♦x5 to add a density layer to your body. You can add density layers without limit, and each layer Devotes ♦x2 more than the last.

With this Technique, the user coats their body in a layer of augmented density, providing additional weight and momentum to their body while dramatically improving their physical resistance against external forces. The weight of this layer does not diminish the user's ability to maneuver and fight, making every jump lift them higher and every punch carry greater force because of the sheer inertia and mass behind it. While this ability may have utility with only one created layer, its true utility arises by stacking layers on top of one another, as each layer becomes stronger, heavier and denser in accordance with the number of layers above it. With only two layers, it is almost impossible to inflict more than fleshwounds, and with five, the user quickly becomes a walking mountain of unouchable fortitude, with a simple punch leaving craters in the earth. For contact–based abilities to succeed against them, they must penetrate every layer of protection to reach the user's true skin, a feat that becomes more and more impossible the more layers are added.



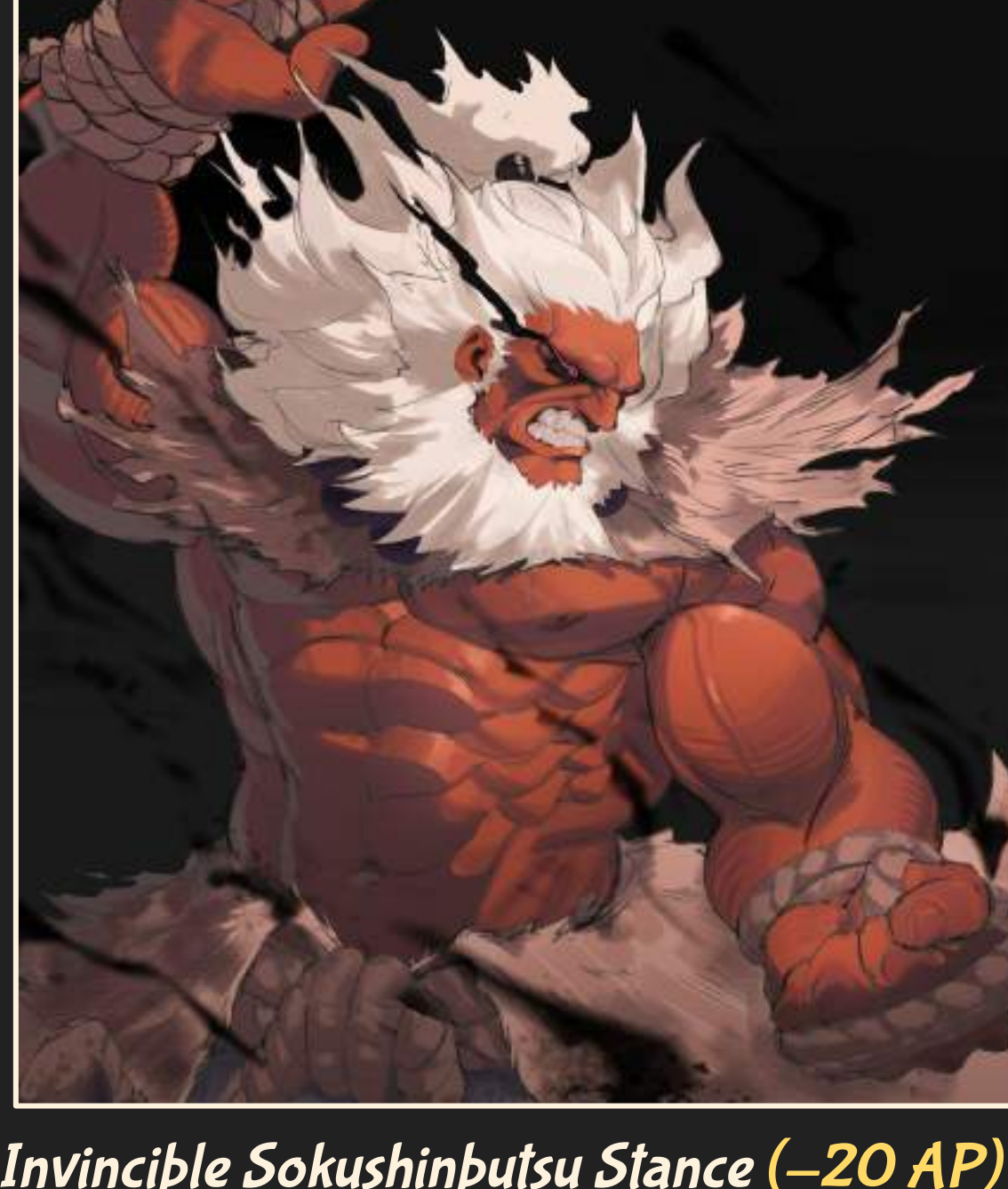
Blood Offering to the Glory God (–12 AP)

"Votive Victim–Benediction Gore."

Requires **Core G2+**

Spend ♦x10 to absorb strength and durability from a victim's body.

In a morbid sacrificial offering, the practitioner of this Technique merges their own body with a recently deceased corpse in a macabre mingling of flesh. If the body's owner is truly dead, the practitioner will absorb a bloodied shadow of the victim's strength and durability in the form of their soul. Every soul the user has thus acquired can be projected at once around them, both to protect them from damage and to enhance their own blows, absorbing the damage that would otherwise kill them and supplementing their own strength with that of hundreds, perhaps even thousands of fallen foes. While these boons can dramatically add to the user's stockpile of strength and protect them from lethal damage, any enhancements through other Release Techniques will not multiply or synchronize with the strength proffered by this one, since it originates from foreign souls. With enough blood on their hands, the Blood Offering can build upon itself without limit. Enact this ritual a thousand times over, and blades will stop being able to even draw blood. Souls acquired through other Techniques can be used in the Blood Offering as if they were a victim, but once sacrificed in a Blood Offering, they cannot be used for other purposes or Techniques.



Invincible Sokushinbutsu Stance (–20 AP)

"Posture of Impermanence Immolation."

Requires **Core G3**

Spend ♦x1 to enter the stance and become immutable. Spend ♦x1 to exit and reenter the stance briefly for an indomitable blow. Fully exit the stance at will.

There are one hundred and eight hidden stances which allow Core Aura to fully permeate every cell of the body. In these stances, a masterful wielder is immune to all forms of impermanence and rendered completely invincible, including to physical damage, mental deterioration, and even the abstract effects of time and space. If the user sees an attack coming and is able to enter a Sokushinbutsu Stance, they will emerge unscathed even in the face of armageddon. The user cannot be disturbed from the posture by anything except their own movements. They are so rooted that they cannot even be transported to other dimensions or spaces. During any shift between these 108 stances, the user's striking force becomes truly indomitable, and nothing, save for the Invincible Sokushinbutsu Stance itself, can withstand such a blow head–on without perishing or taking serious damage.



Reconciliation of the Immortal Coil (–15 AP)

"Liberating Mortification: Fruit of the Suffering Cycle."

Requires **Core G3**

Passive Effect. Devote ♦x1 for one maintained adaption. Each additional adaption Devotes ♦x2 more than the last.

The user is given rapid, consistent regeneration of their physical form that responds actively to harm. This regeneration is independent of any mutilation to their body, and so long as a piece of them remains uncontained and undestroyed, it will slowly regrow into the wielder of the Technique. The user's body can dedicate Aura to a powerful adaption against any injury or malady they have incurred or are threatened by, to make this regeneration even more effective. If poisoned, burned, stabbed, tortured, aged, erased or even melted, they can adapt to this form of bodily degeneration and begin to exponentially resist it. Each stacked adaption reduces the damage caused by that type of attack by 80%, and they can maintain multiple stacks against the same type of effect. With two instances, the resulting damage will be reduced by 96%; with three, 99.2%; with four, 99.84%, and so on. Increasing quantities of adaption will exponentially accelerate the regeneration of the Immortal Coil, with maximal dissipation resulting in maximal regenerative capabilities.



Illumination of the Heart (–10 AP)

"Suffer not before illusion."

Requires **Core G3**

Passive Effect

Through an enlightened harmony of Auras centered in the heart, a masterful martial artist attains a slew of powerful immunities to strange magic and curses. The user's soul cannot be removed from their body or manipulated by any means without their willingness, and cannot have their body puppeteered, commanded, mutilated, transfigured or possessed by outside forces. They are strongly resistant to illusions, able to discern what is and isn't real with relative ease when caught in traps of perception. Curses and enchantments, as well as Sigils, cannot affect them unless they willingly allow them. The Technique itself derives from a heart so powerful that its own flowing Aura disrupts those that come too close to altering its stability.



Divine War Form (–20 AP)

"Royal Elephant.
Splendid Queen.
Circular Stone.
Charging Horse.
Illuminating Gem.
Noble Treasurer.
Invincible Warlord."

By this gesture obtains his World–Crushing Avatar."

Requires **Core G3**

Devote ♦x15 while maintained. Aura is continuously Spent while in use.

The user takes up the mantle of the ancient gods, momentarily transcending to the towering form of the thousand–armed Chakravarti. Each Divine War Form is unique to its user, but allows them to become the vessel for an unstoppable force of slaughter and blood. Nearly indestructible and monolithic in size, the fearsome warrior who wields the Technique obtains a glimpse into the universal truth of war, along with an instinctual mastery of battle and an unquenchable thirst for carnage. Its enormous dissipation requires its user to expend an ocean of energy, but in exchange they brandish the ultimate harmony of destruction, albeit briefly.

Legendary Phase Techniques:



Eon Reversal (–15 AP)

"Temporal Revision Principle."

Requires **Phase G2+**

Spend ♦x1 from every second of time reversed. Can be stacked indefinitely.

Gliding on the fabric of nearby space, the user returns to their body in the past, allowing them to relive and avoid nearly any attack or strategy used against them at a great cost to their Aura. The Aura cost is drained from their current Aura pool and follows them into their prior body, allowing anyone with Sensory Cyanotype to detect when the ability was used by seeing a sudden and inexplicable dissipation. If the user is sufficiently cornered with no possibility of escape for more than a few seconds, the ability will likely be unable to save them, so planning and foresight are critical in using it to its fullest. This ability can be chained upon itself multiple times, if the user has enough Aura to do so.



Eon Convulsion (–25 AP)

"Temporal Cessation Principle."

Requires **Phase G3**

Spend ♦x1 for every second of stopped time.

By seeping the influence of their Aura across higher dimensions, the user stops time for all but themselves. Only someone releasing this Technique can move within an activated Eon Convulsion, and only those in alternate spatial dimensions or who also know this Technique will be able to see, hear, and recall what happened during a time stop. The few precious moments of time this Technique gives are best capitalized on with massive bursts of speed and precision, allowing every millisecond to be used to its fullest effect. While other Release Techniques can be initiated during an Eon Convulsion, their properties and consequences will not come into effect until the Eon Convulsion ends.



Mirror World Inversion (–16 AP)

"Reflection Realm Traversal."

Requires **Phase G3**

Spend ♦x5 to enter or bring a target in contact into Mirror World. Spend ♦x5 to exit or return target in contact at will.

The user is capable of physically entering and interacting with Mirror World, the mysterious parallel realm of inversion that pervades the cosmos. This space is a copy of the real world, with the inhabitants and objects inside mechanically pantomiming the real world. The user's body is intangible to everything in Mirror World, though they are able to selectively interact with physical objects while being impossible to harm. When the user exits Mirror World, they return to the equivalent position in the real world. The Mirror World Inversion can be used to escape danger, infiltrate nearly any location, observe events from the shadows, entrap a foe, or maintain a secret hideaway. The user may project a mirror-like reflection of themselves from Mirror World onto the real world at any time, visually and audibly appearing without any threat of being harmed like a hologram. There is only one Mirror World, meaning everyone using this Technique shares the same space. The user will still appear in mirrors regardless of which world they are in, allowing a crafty opponent to see their presence in combat. Release Techniques cast from within the Mirror World have no effects in the real world, and vice versa.



Singularity Spiral (–16 AP)

"Spatial Force Convergence."

Requires **Phase G3**

Devote ♦x6 to maintain a singularity of gravitation or repulsion. Toggle the maintained singularities from stable to unstable, gravitation to repulsion, or slowly move them telekinetically at will.

The user creates a singularity anywhere that they can touch, either in the form of a seamless portal or a space-bending point that violently pulls or pushes everything around it. When the Singularity Spiral is 'stable', it is a wormhole anyone and anything can freely pass through without harm, and can be adjusted to greater or smaller size within reason. Without another Singularity Spiral to serve as the exit, any lone Singularity Spiral in a 'stable' state will lead to an impenetrable, formless mirror which can be used defensively. With multiple Singularity Spirals in a stable state, they can adjust which one leads to which like shifting doorways. In an 'unstable' state, the Singularity Spiral converges to a tiny point in space, creating a massive gravitation or repulsion that grows stronger the closer one becomes to it. At its center, the forces it creates are enough to tear the target apart on a spatial level, while further away it impels everything in its ambient space toward or away from it.



Paradox Point (–12 AP)

"Imaginary Mass Projection."

Requires **Phase G3**

Spend ♦x1 to generate a Paradox Point, and Spend any amount of ♦ to successively increase its radius.

A single point of spatial incongruity condenses at the user's will, beginning at the size of a needle's head and expanding dramatically the more Aura is dissipated for the Technique. It moves at lightning-speed with the slightest force from its creator, screaming towards its target with the deafening howl of collapsing physical laws. Until its momentum is fully expended and it lies still, it will hungrily erase any matter it comes into contact with, leaving mathematically exact perforations in its wake. For the sake of all other Techniques, the Paradox Point is treated as a projectile weapon, allowing it to be multiplied, accelerated, made invisible, and much, much more.



Perfect Perspective (–12 AP)

"Absolute Illusion Angle."

Requires **Phase G3**

Spend ♦x15 to create the perfect illusion.

The user creates the ultimate illusion, the distortion of every sense in anyone who perceives its casting. If caught by witnessing the casting of the Technique, the victims can have all five of their senses completely manipulated with impunity, in addition to the more subtle cognitive senses that are far more difficult to fool. The victim can have their perception of time, their awareness of memories, their understanding of right and wrong, their logical reasoning, and their intuition of cause and effect twisted by the ability. In fact, the only cognitive faculty this Technique cannot manipulate is the subject's free will and sentience, which comes directly from their soul. Being caught in the Perfect Perspective is practically a sentence to the madhouse. Victims are left in whatever nightmare the caster architects, violently flailing at nothing or perceiving the passage of time so quickly that they can barely move in response to it. Snapping out of the Technique requires long-term medical care and psychological rehabilitation to physical reality. Until then, the victims are caught in a never-ending nightmare.



Spokeless Cosmic Wheel (–18 AP)

"Time becomes meaningless—cyclical passing of ages."

Requires **Phase G3**

Spend ♦x5 to use. Spend ♦x1 to extend radius of effect by one meter, with no upper bound.

At the user's command and with the proper body form, a geometric shape is formed by snaking lines along the ground, slowly drawing the shape of the great wheel of time. Once completed, the area, contained within this radius is entrapped in dilated time for one Kalpa, or 4,320,000,000,000 years, over the span of the millisecond when the attack is completed. Everything from within the selected shape experiences this dilation at once, evenly dispersing all matter and energy subjected to the attack throughout the effective range. Only on very rare occasions has anyone survived this attack, and if some erudite Technique allows them to do so, they would likely be driven mad. Sometimes, this Technique has unexpected results, like new plant life evolving over the course of the eons within the selected area, or materials dramatically changing properties due to sheer probabilistic coalescence. If an opponent is trapped within the radius or fails to avoid it before the activation, death is almost certain. The Technique's radius is approximately five meters, but with exorbitant dissipations it may extend over vast distances.

Legendary Flow Techniques:



Rending Scission Conduction (–16 AP)

"Mythic Channel of Savage Amputation."

Requires **Flow G3**

Passive Effect for Minor Conduction Mode, Devote ♦x10 for Major Conduction Mode and ♦x15 for Max Conduction Mode. Aura is Spent continuously in proportion to your Conductions, except in Minor Conduction Mode.

The user can control and manipulate dividing force, creating incisions and cleaving cuts with a wave of their fingers or a stolid glance. The stronger their Conduction Mode, the more devastating this cutting force can become, from a mere utility razor blade up to a falling guillotine or industrial hydraulics. Mere mortals can be cleaved in two with a wave of the hand, as can thick beams, metal barriers or door hinges. At still higher levels, entire buildings or forested glades can be divided in a single rending cut. Facing a user of this Conduction Technique is like walking into a blender, and in projectile or physical form the Rending Scission appears as a procession of visible rifts in the air.



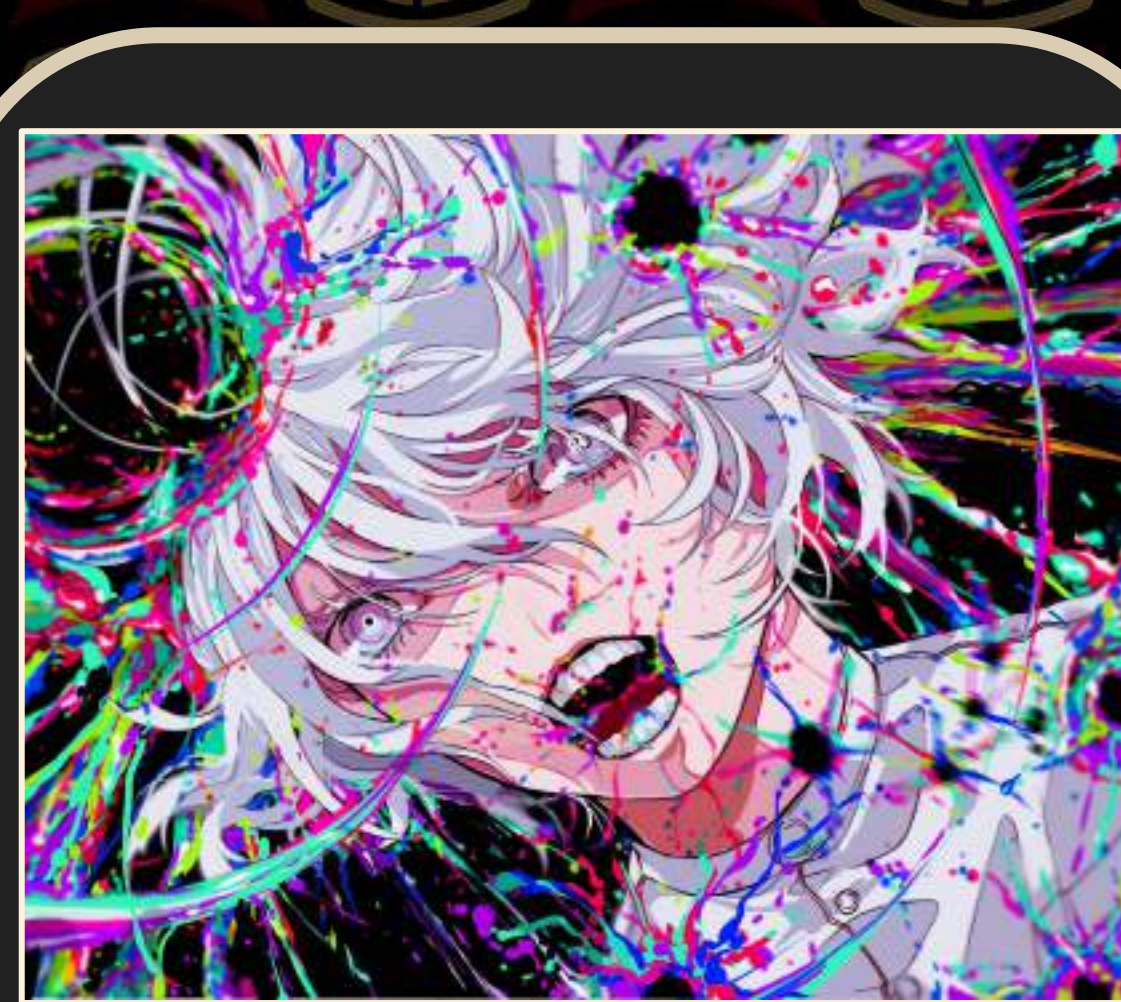
Hadron Prism Conduction (–16 AP)

"Mythic Channel of Lattice Geometry."

Requires **Flow G3**

Passive Effect for Minor Conduction Mode, Devote ♦x10 for Major Conduction Mode and ♦x15 for Max Conduction Mode. Aura is Spent continuously in proportion to your Conductions, except in Minor Conduction Mode.

The Hadron Prism is a high-indestructible crystal lattice, and those who can control its formation and expression are few and far between. In walls and barriers, it can repel forces that might otherwise cause city blocks to crumble; in sharpened projectiles, spikes and prisons, it can skewer through solid steel like butter, much less the wielder's enemies. Its immense durability owes to its curious ability to disperse energy across each of its facets, generating thunderous shockwaves when struck and sending lightning and fire's heat in plasmatic jets from its edges. It can be used as a projection surface for other Release Techniques, or even for the force of physical strikes.



Hollow Void Conduction (–16 AP)

"Mythic Channel of Tremor Pulsation."

Requires **Flow G3**

Passive Effect for Minor Conduction Mode, Devote ♦x10 for Major Conduction Mode and ♦x15 for Max Conduction Mode. Aura is Spent continuously in proportion to your Conductions, except in Minor Conduction Mode.

The user can create high pressure or dispersion points in nearly any medium, causing tremors, bursts and hollowings wherever they direct their Technique. These can mimic sounds, create sonic booms, or collapse and expand matter for destructive applications. In projectile or material form, the Hollow Void can create visually pulsing vacuums and compressions so volatile that matter disperses or explodes with contact, creating both a high-impenetrable defense and a devastating offense. It can also be paired with other Conduction Techniques to create compressed elemental expressions or disperse a Conduction across vast areas.



Absolute Force Conduction (–16 AP)

"Mythic Channel of Motive Influence."

Requires **Flow G3**

Passive Effect for Minor Conduction Mode, Devote ♦x10 for Major Conduction Mode and ♦x15 for Max Conduction Mode. Aura is Spent continuously in proportion to your Conductions, except in Minor Conduction Mode.

The wielder is an unparalleled telekinetic, able to generate physical force at any distance to draw objects towards themselves, crush opponents, or suspend objects in mid-air. As their Conduction Mode rises, the amount of force they can generate becomes truly absurd, leaving craters in city blocks and splattered human remains wherever they direct their energy. Lifting and tossing enormous masses, flying, or repelling incoming forces around them are typical combat applications, though far more creativity is potentially possible. Divesting the enemy of their weaponry and equipment, surrounding a foe in a planetoid of rubble and stone, or telekinetically strangling a victim by the throat might come to mind in the hands of a skilled user. In projectile or physical form, the Absolute Force Conduction takes the form of literal lines of force and compulsion in the air, generating a lattice of semi-transparent mirage.



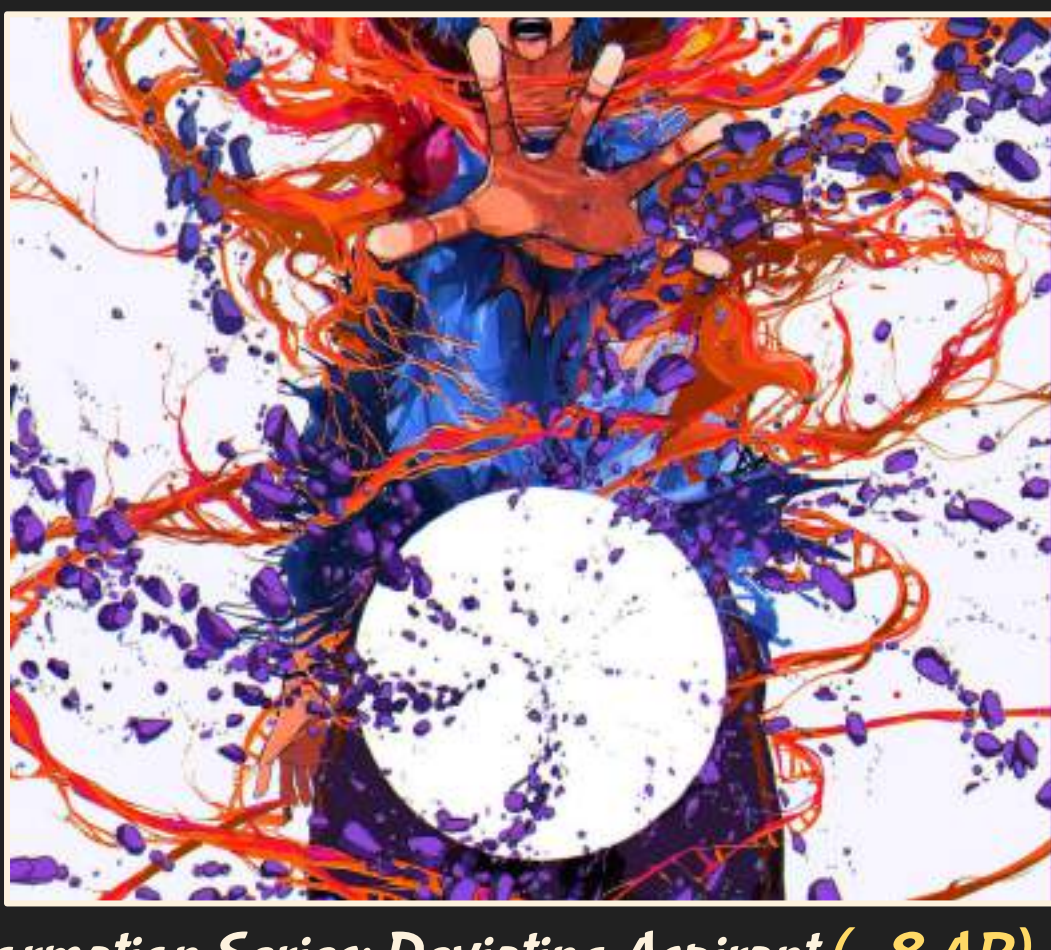
Gamma Energy Conduction (–16 AP)

"Mythic Channel of Collapsing Stars."

Requires **Flow G3**

Passive Effect for Minor Conduction Mode, Devote ♦x10 for Major Conduction Mode and ♦x15 for Max Conduction Mode. Aura is Spent continuously in proportion to your Conductions, except in Minor Conduction Mode.

Pure, unfiltered energy must usually be expressed through its dilute forms that are ordered, static or chaotic. It can sometimes require decades of practice to master its most effective and refined harmony, the Gamma Energy. With it, the user can raise a simple finger and create columns of gleaming obliteration, wave their hand and cast a barrage of exploding projectiles, or create forking rays that spare like dividing blades across the horizon. In terms of pure destructive capacity, few Conductions if any can compare to the havoc a rare wielder of the Gamma Energy can create. The direction and movement of any projection the user creates is fully under their control, allowing beams and bolts to snake around corners and curve like heat-seeking missiles to meet their targets.



Formation Series: Deviating Aspirant (-8 AP)
"Killing Recompense to the Heavens"

Requires **Flow G3**

Spend **♦x10** to generate one instance.

Acting as the ultimate channel of divine coalescence, the user manifests geometric compression points of matter and energy that relentlessly pursue the punishment of their selected target. Each one decompresses into massive barriers or atomically-sharpened blades around their victim, autonomously doing everything in their power to deflect any attempt at retaliation and collide at speeds sufficient to leave precise, geometric holes in their body. The sheer speed and durability the Aspirants possess cannot be understated. They leave massive, thunderous crashes of kinetic force in their wake as they fly, moving in an invisible blur and coming to sudden stops to effortlessly deflect even violent explosions and nigh-insurmountable forces. Once the target is dead or subdued—whichever the caster desires—the Aspirants will decompress into the nothingness from whence they came, making it a persistent and near-inescapable threat against single targets but less effective against multiple foes.

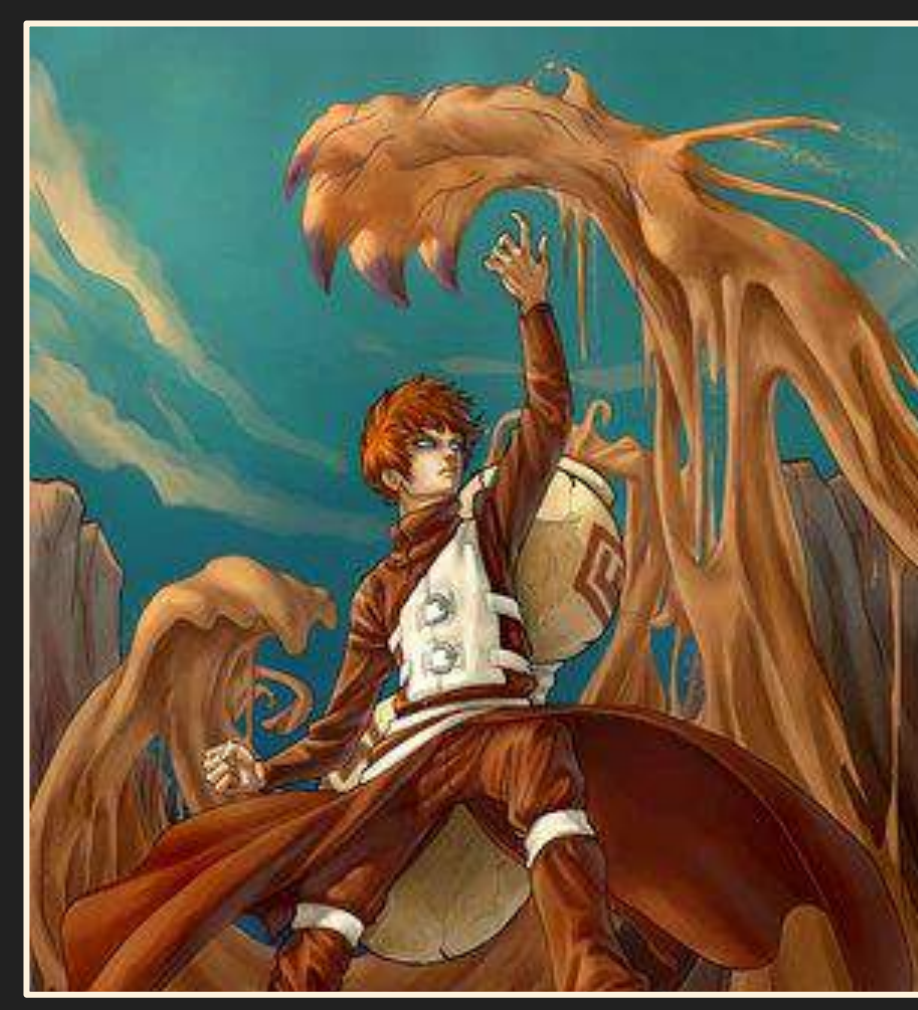


Devastation Series: Ecliptic Column (-8 AP)
"Unsealed Horizon: Plummeting Star Planisphere."

Requires **Flow G3**

Spend **♦x8** to use.

Descending from the sky, the user generates a monolithic pillar of matter or energy centered at an impact zone they direct with a pointed finger. The resulting explosion of force can be felt in tremors from miles away. While there is a brief, terrifying delay between the casting of the Column and its impact, if the wielder is effectively able to prevent their foes from making a hasty escape, there is simply no hope of survival. It can make for a cataclysmic entrance in battle, or act as a nuclear option when an army is at the user's doorstep. Because of its sheer destructive capacity, it is best used away from populated areas unless total pandemonium is the intention, and is usually reserved as a true trump card against an unstoppable threat.



Amplification Series: Animale Nexus (-8 AP)
"Motive element scope."

Requires **Flow G3**

Passive Effect:

An instinctual mastery of various Flow Techniques allows the user's Aura System to act with full intelligence and awareness to protect them and act on their behalf with materials and energy. In any Conduction Mode, protective and offensive Conductions will automatically fight on the user's behalf in a radius around them, with a full 360° sensory awareness of any threat that could approach. The exact form of autonomous Conduction will vary based upon the user's proficiencies, but will always act in a way the user would otherwise want. If a preferred Conduction produces physical barriers and objects, the user will never fear a stray arrow or a sucker punch again. If it produces flames, energy, or physical force, they can expect attackers to be shredded to pieces if they dare approach. Whatever the case may be, they will be an unstoppable focal point of Conductive devastation, with elemental whips and walls appearing from nothing alongside heat-seeking projectiles and destructive columns. If no Conduction Mode is active, the Animale Nexus draws from energy and material around the user.



Formation Series: Tower Effigy (-8 AP)
"Sky-piercing Sacred Soldier."

Requires **Flow G3**

Devote **♦x8** while in use.

While active, the user constructs a titanic suit of material or energy around themselves, reaching high into the sky with massively enhanced strength and durability. The user themselves is placed into a small chamber within the construct where they are protected from outside damage. The Tower Effigy mimics their movements, attacks and posture within this chamber, allowing them to fight hand-to-hand, fire attacks from within, and see the outside environment from their vantage point while piloting the colossus. The Tower Effigy can be any shape of the user's choosing, but is often humanoid and equipped with armor and weapons for martial combat.



Devastation Series: Culmination Supernova (-8 AP)
"Abdication of all limits to disaster."

Requires **Flow G3**

Spend any amount of **♦**, creating an uncontrolled attack in proportion to the **♦ Spent**.

The user gives up all control and restraint, releasing everything they have in a chaotic and unbridled display of destruction. The user can exert a modicum of control over how the Supernova is formed, such as for a beam, explosion or barrage, but not more than that. Once the Technique is cast, its havoc is completely out of the user's hands. They can only make an anecdotal guess as to how destructive the Supernova will be based on the Aura they pour into it. Using it in proximity to allies, civilians, or anything that shouldn't be completely razed is inadvisable. While such desperate attacks are very possible in the course of normal Conduction, the Supernova draws up additional strength by severing every measure of control the user exerts over the expression, and requires a great deal of knowledge to loosen the ingrained limits typically imposed by the caster.



Amplification Series: Medium Sublimation (-8 AP)
"Scope of motive elements."

Requires **Flow G3**

Devote **♦x5** while in use.

Whatever Conductions the user is currently using are expressed with such perfected acumen that the very essence of their internal Aura changes. While the Medium Sublimation is active, every Release Technique is molded, filtered, augmented and suffused with the user's Conduction Mode, to varying effect depending on the Technique. Summons may crackle with sparking bolts of electricity, weapons and martial arts may incorporate jets of flame and spines of metal into every movement, strength and speed enhancements may be further propelled by the unnatural introduction of matter and energy, and far beyond. The precise effects, while always positive, depend on the user's style of combat and interpretation of the Techniques in their arsenal, and changing this interpretation with specialized training can change the Medium Sublimation's effects too. It can, in principle, infuse powerful elemental effects into literally any Technique in its owner's arsenal.

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

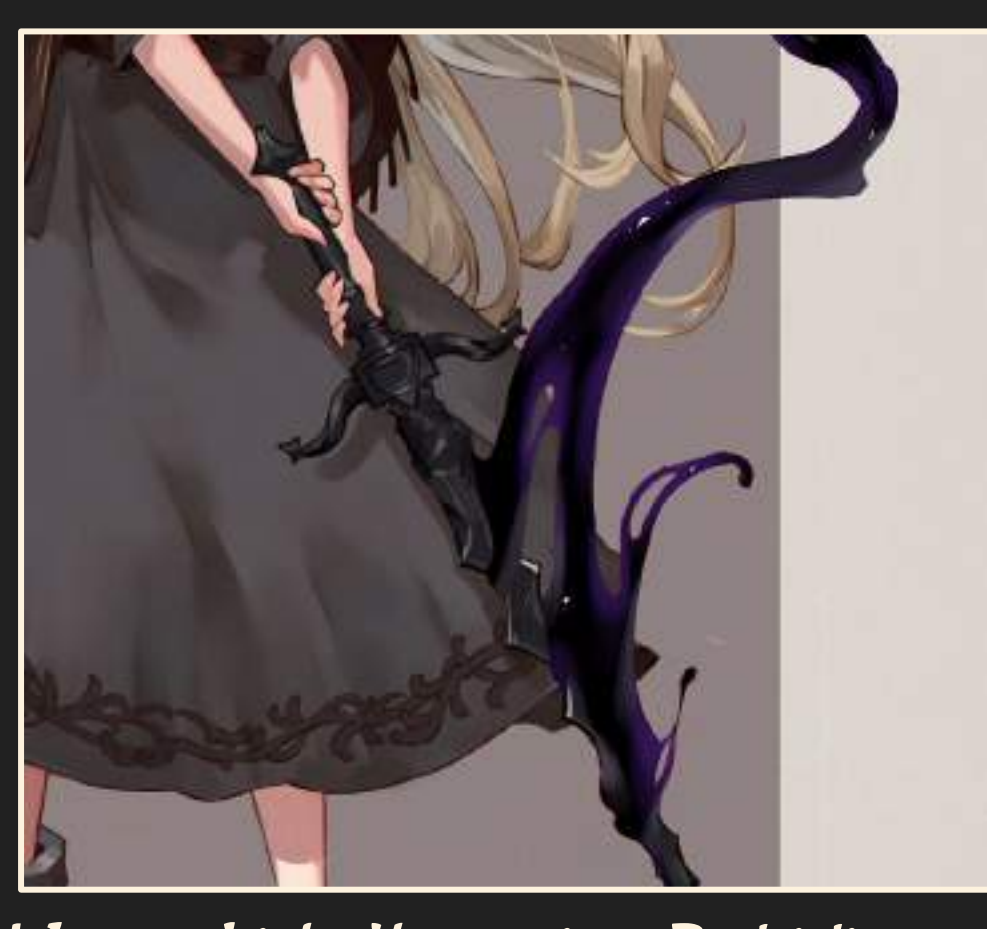


Weapon Link—Collapsing Star and Surging Vortex (-9 AP)
"Absorptive armament, purge thyself."

Requires **Flow G3**

Passive Effect. Applies to one weapon of your choosing at a time. Release absorbed energy at any time in the form of a massive attack.

The user's weapon becomes a bottomless battery of energies, absorbing the impact of anything that collides with it to become stronger. It absorbs heat from sunlight, disintegrating force from explosions and blasts of Aura, slicing incisions from blades and daggers, thunder from the very clouds and much more. Any type of force or energy that collides with its surface will be completely swallowed in its expanse, defending its user and building toward an attack of unprecedented power. At any time, the user can release the stored energy of the Collapsing Star in an enormous burst, sometimes collected over many hundreds of opponents, obliterating nearly anything in its path if enough energy has been funneled into its stockpile. Against opponents who rely heavily on powerful attacks of energy or strength, the wielder has an invincible defense and a deadly retaliation at their disposal.



Weapon Link—Harmonious Restriction and Resplendent Ceremony (-9 AP)
"Subjugating armament, unshackle thyself."

Requires **Flow G3**

Passive Effect. Applies to one weapon of your choosing at a time. Spend any amount of **♦** to refresh the vital energy of the entrapped Spirit.

The user's selected weapon becomes an entrapping tomb for Spirits. If a Spirit is defeated or exorcized using their chosen armament, the Spirit's power is absorbed into the weapon, allowing the wielder to manifest the unique abilities and powers of that Spirit until its vital energy is used up. They can supplement the Spirit's vital energies with their own, dissipating Aura to keep using its powerful effects and combat enhancements. While only one Spirit may be contained in the weapon at a time, the user can release it and replace it with another at their leisure, effectively becoming stronger and stronger the deadlier and deadlier the Spirits they face become. If the wielder is a truly talented Exorcist, they could obtain power without end, accruing stronger and stronger Spirits until no foe can oppose them.



Weapon Link—Faithful Soul and Resurrected Servant (-9 AP)
"Living armament, become thyself."

Requires **Flow G3**

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

When this Technique is learned, the user reclaims a soul from the river Vaitarani before its reincarnation, much as Kofuku—san did for you. They may handpick the soul they reclaim, including what kind of person they were in life. That soul is intimately linked with their own, and inhabits the weapon the Faithful Soul and Resurrected Servant is applied to, which is treated as their body. They are then, for all intents and purposes, a Conscript owned by the user, and possess their own independent pool of Aura, their own Affinities, and their own arsenal of Techniques. They are completely loyal and can communicate through the link in their souls. Whatever weapon the Faithful Soul and Resurrected Servant applies to can transform into full human form and back when its wielder chooses, and this human form is fully up to the user's discretion. The stronger the new Conscript is, the more powerful the weapon they inhabit will be, especially if they have Techniques that increase their strength, generate poison, or heal through touch. If they don't, they can always be taught new abilities.



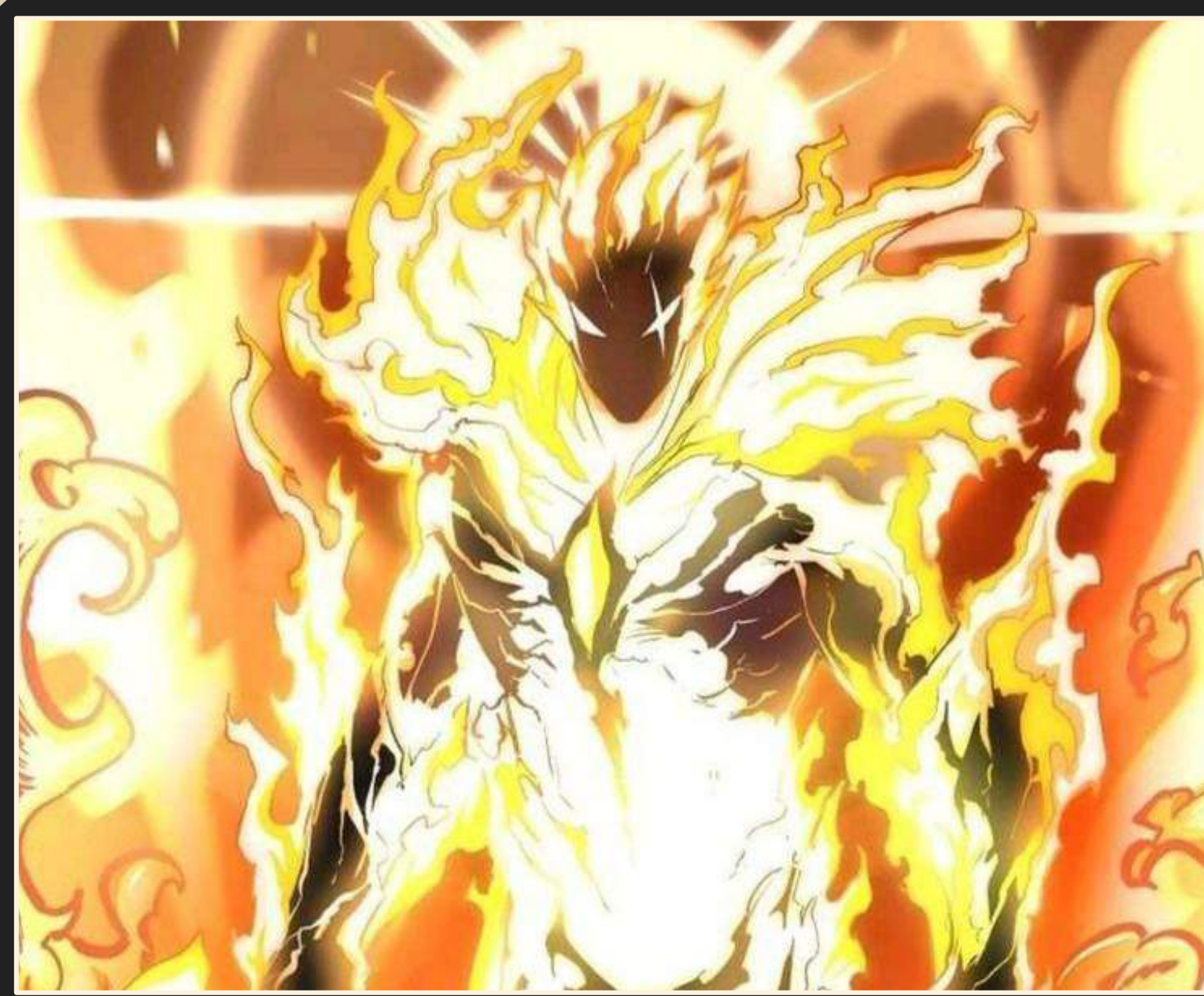
Omnipotent Synchronicity of the Elements (-16 AP)
"Confluence of sacred channels, harmony of undivided substance."

Requires **Flow G3**

Devote **♦x2** for Minor Conduction Mode, Devote **♦x12** for Major Conduction Mode, and Devote **♦x15** for Maximal Conduction Mode. Aura is Spent continuously in proportion to your Conductions, except in Minor Conduction Mode. The Conduction Mode chosen with this Technique is applied to every "Conduction" Technique you have simultaneously.

The ability to maintain a multitude of Conduction Modes simultaneously requires either masterful dissipation or an oceanic Aura Reserve to use effectively. The wielder of the Omnipotent Synchronicity can instead reap the benefits of both at the price of neither. Regardless of what Conductions they possess, all of them are activated at the Mode used with the Omnipotent Synchronicity, potentially activating dozens of Conduction methods at once with masterful optimization of their energy dissipation. While in use, the user can also synchronistically use combinations of their elements, change one element into another they know at will, and create fusions and admixtures that would be otherwise impossible, even up to and including completely new Conduction elements.

This Technique is treated as a "Conduction" Technique.



Heavenly Regalia (-15 AP)
"Ceremonial Defense of the Infinite Raiment."

Requires **Flow G3**

Devote **♦x15** while active. Aura is Spent steadily when taking damage.

A cocoon of pure Aura armors the user, surrounding them in the ultimate defensive cloak. Each time they would suffer some kind of damaging effect or a forceful attack reaches them, a portion of their Aura Reserve simply dissipates in response, completely guarding them against the hostile incursion while they have Aura left to use. The stronger the attacks involved, the more Aura must be Spent to protect against it, though in principle the Heavenly Regalia can defend its user against absolutely anything. The energy dissipated by each attack is almost entirely negligible, especially if the user is diligently avoiding whatever damage they can and has a healthy mechanism of regeneration. It would necessitate an absolutely apocalyptic amount of force to drain multiple **♦** in a single attack. Even very strong attacks will only be able to drain a negligible portion of one **♦**, if that. In the course of most martial combat, the user will likely never come close to the upper bound of the Heavenly Regalia's limits unless they use it recklessly. Still, its defenses can be overpowered with sheer, concentrated brute force or environmental hazards, and its constant dissipation may cripple the user's ability to use other Release Techniques as frequently.



Majestic Weapon Injection (-10 AP)
"Blade of man's work attains heavenly providence."

Requires **Flow G2+**

Devote **♦x10** while active.

The user suffuses their weapon with such bottomless quantities of Aura that the physical material of their armament changes form, becoming a gleaming construct of crackling, solid energy. Such weapons are completely indestructible, and phase through normal matter with enough power and cutting force that there is typically no resistance at all. Even matter suffused with or protected through Release Techniques is not safe, and though its attacks may be resisted through such means, they cannot be immunized against. No matter how strong, no matter how dense, no matter how well-armored, the Majestic Weapon Injection will always produce at least some damage if it hits its mark, assuming damage is possible at all. For the purposes of defense and maneuverability, the weapon is as light as a feather and ten times as maneuverable, and a wielder can parry against world-rending, cataclysmic forces with even a simple blocking stance.



Gates of the Heavenly Prison (-12 AP)
"Celestial partition of the manifold realms."

Requires **Flow G3**

Spend **♦x8** to manifest a barrier. Dispel at will.

The user constructs a self-regenerating, nigh-indestructible barrier of pure, compressed Aura that takes on the appearance of their choosing. The Gates of the Heavenly Prison sacrifice nothing of their durability even when spread across vast distances, though the user must be able to perceive wherever they place its limits. For practical purposes, the Gates of the Heavenly Prison is utterly impenetrable. Nothing has ever broken through the Technique before, and even putting a fracture in it is a monolithic feat of godlike strength. It regenerates from even these minuscule damages so quickly that escape is nigh-impossible. Beyond even this limit, the barrier has a special property that makes whatever side the creator of the Prison is on completely impassable, even through spatial distortion or special relocation Techniques. If the user traps themselves inside with an opponent, that foe will be unable to escape, unless a force from the outside manages the feat of omnipotent strength required to breach the Prison. As with other Gate Techniques, the user may create rules for what can and cannot pass through the Prison when they manifest it.



Holy Harmonic State (-20 AP)
"True unity with energies, becoming and integrating."

Requires **Flow G2+**

Devote **♦x12** while active. Aura is Spent in proportion to your State expressions.

The Holy Harmonic State places its user momentarily at the pinnacle of the wheel, allowing their body to become composed of universal sovereign energies. In this transformation, their body can only ever be dispersed into energy, where it can then reform by embodying a Vessel. In this state, if their energy is disrupted or redirected, they can still incur harm to their soul and even die, though this is very difficult to achieve. As the ultimate conduit, their destructive capacity approaches that of the ancient gods, freely manipulating divine energy in emanating waves, a stolid glance, or a raising of fingers. They can use their innate energy to augment any of their physical capabilities, to disperse into energy and reform at any location that energy can reach, and to halt physical motion in a flashing diffusion emanating from the object. If used extensively or recklessly, they may be thrust back into their base form if their Aura becomes siphoned. Visually, the transformation is indicated by a circular aureole around the back of their head, a striking physical depiction of their momentary attainment of the divine.

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



Forbidden False Buddha (–8 AP)
"Blasphemous Longevity: Satōri Mimic."

Requires Alchemy G3

Spend all remaining ♦ and render your Aura Reserve unusable for 49 days to reverse the aging of your body and soul by one decade.

By entering a very precise position and meditating for 49 days and nights, the user decreases their age by ten years, completely halting the functions of their Aura System in the process. This is known as a False Buddha Technique because it is not viable in the long term, and not a true form of immortality. The maintenance ritual is bound to fail someday, however waterproof the contingencies to protect the user are. Even so, pseudo-immortality is possible, at least theoretically. Legends tell of certain false Buddhas who lived for over a thousand years through frequent use of this Technique. Realistically, a skilled sorcerer might last several hundred years doing the same, especially if they are well hidden and prepared.

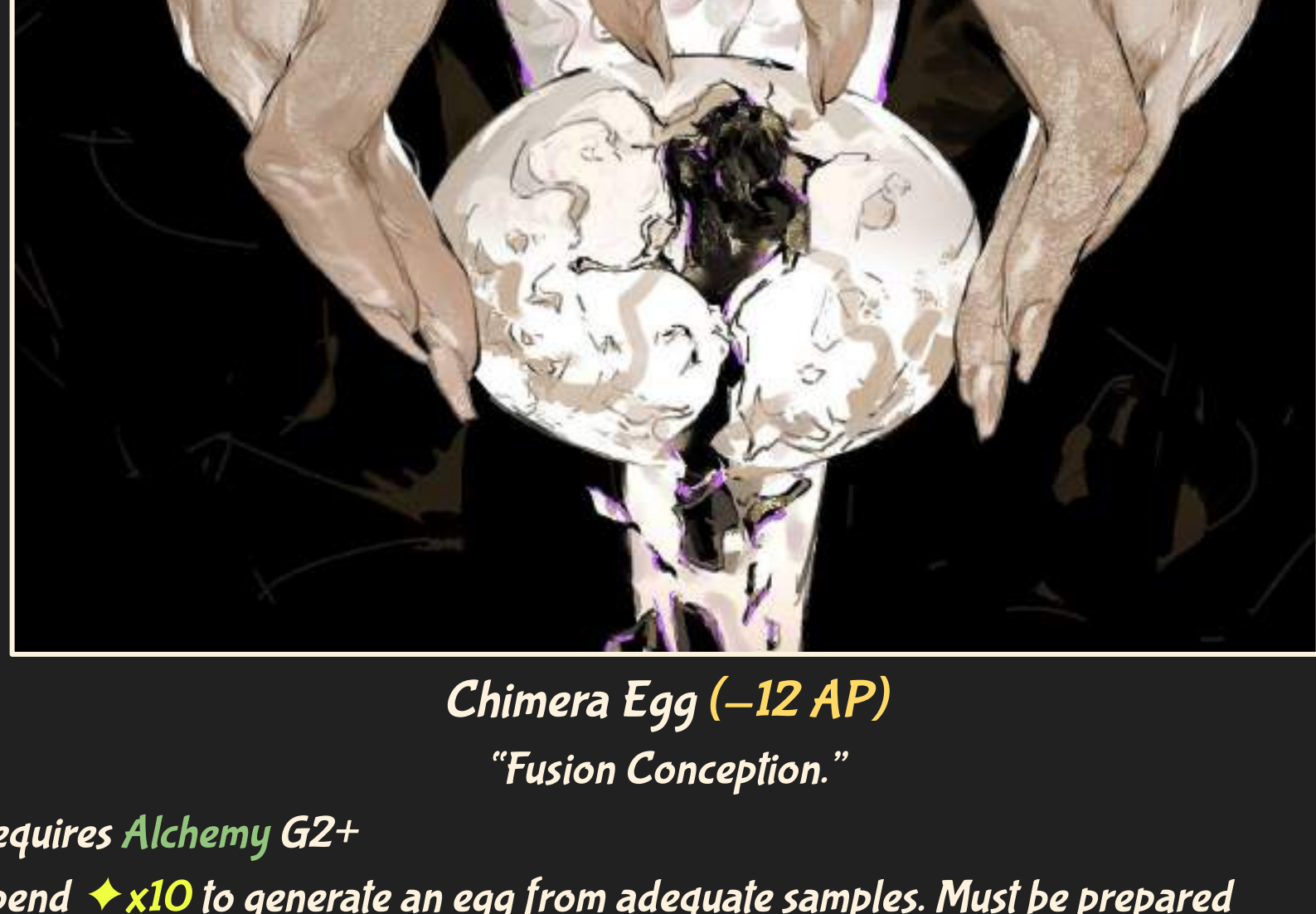


Curse of the Burning Mayfly (–8 AP)
"Primordial Qi Life Forfeiture."

Requires Alchemy G3

Sacrifice one year of your body and soul's lifespan to regenerate your entire Aura Reserve. Can only be used once per day. Must end all Devotion effects to activate. Users cannot naturally recover ♦ for seven days after activation.

Using a dark, agonizing ritual process, a user can sacrifice a portion of their lifespan to fill their Aura Reserves with immense wells of strength. While exceedingly dangerous and potentially lethal if used frequently, many sorcerers who have mastered Techniques to extend or expand their lifespan use the Burning Mayfly much more frequently, as they are able to supplement their lifespan through painstaking rituals at a later time. For most others, the Burning Mayfly represents a dramatic and costly trump card, to be used only in the most desperate of situations where one's very life will be in jeopardy. The immense burden on the user's Aura System causes their recovery to be completely inoperable for days after usage, leaving them vulnerable during their recuperation.

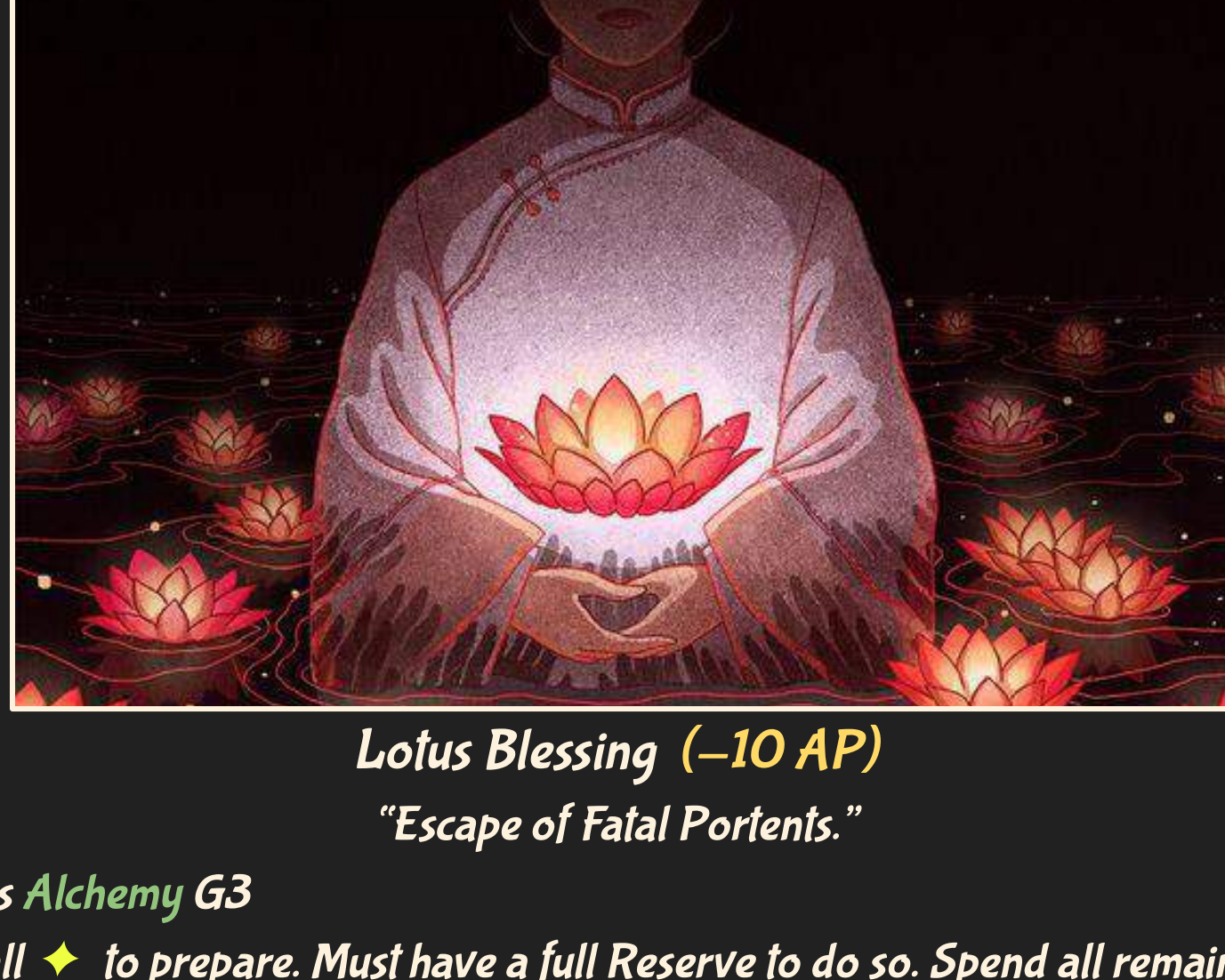


Chimera Egg (–12 AP)
"Fusion Conception."

Requires Alchemy G2+

Spend ♦x10 to generate an egg from adequate samples. Must be prepared beforehand.

From any combination of tissue samples sourced from living beings, the user can alchemically amalgamate and meld the traits and biological abilities of samples into an egg, which if properly incubated will hatch a Chimera possessing the chosen traits. The sorcerer could combine the wings of a bird with the poison of a cobra, the predatory jaws of a Venus Flytrap with the obedience and protectiveness of a domestic hound, the strength of a bear with the shell of a crab, and much more. Any Chimera will understand and obey its creator's commands, though they will need to raise it to adulthood to see its full form come to fruition. Chimeras are a universal species, and are able to blend their traits with any other Chimera or living being through crossbreeding, meaning their keepers can expedite this process and create entire bloodlines of monstrosities on a whim. The accidental release of creatures created with this Technique is the cause of feral Chimeras in the Border Wilds, incessantly intermingling into destructive monstrosities. It is greatly frowned upon to use this Technique to create humanoid or sentient Chimeras, but it is very possible.



Lotus Blessing (–10 AP)
"Escape of Fatal Portents."

Requires Alchemy G3

Spend all ♦ to prepare. Must have a full Reserve to do so. Spend all remaining ♦ and end all Devotion effects when lifesaving effect is sprung. Must be prepared beforehand.

A great and terrible ritual unfolds at the hands of the practitioner, where sigils fly, candles quiver and voices sing. When it is completed, whoever the ritual was cast upon is hidden from the god of death. If they should suffer any kind of mortal fate during the time after the Lotus Blessing, they will be immediately transported in a burst of flower petals to the location where the rite took place, healed to the body they had at the time of the rite and completely drained of Aura. To regain the protection of the Technique again, the ritual must be repeated. This is the only known sorcery which can truly cheat death, not just assuage it, and preparing it is no easy task. It requires days of preparation and seclusion during which the affected parties will be exceedingly vulnerable. The Lotus Blessing can be cast on the user themselves or on another if they are present.



Vessel Transfer (–10 AP)
"Body Decoupling Conversion Yajna."

Requires Alchemy G3

Spend ♦x5 to transfer a soul from one suitable Vessel to another. Spend ♦x1 to custom design a Vessel. Must be prepared beforehand.

Assuming the user has the victim restrained, they can transfer a person's soul or a Spirit's consciousness to a Vessel in their possession. Removing a soul from its body will cause that body to itself become a Vessel, a petrified statue which only returns to life when a soul inhabits it. The user can then place the removed soul into another Vessel. They can sculpt Vessels of their own design, with the potential to benefit and suffer from alterations in the same manner as Kofuko-san's give-and-take alterations you may possess. Within the Vessels they create, the sorcerer can inscribe certain commands and rules which the body must obey; if one inscribes that it will lose a finger each time it tells a lie, the Vessel will follow the command and its hand will fall apart, for example. One can extend their life by transferring their soul to a younger Vessel, but will quickly outgrow it and require a new one. Each Vessel lasts less and less time as the user approaches the threshold of 160 to 200 years, the soul's terminal age.



Spirit Subjugation (–16 AP)
"Elder Entity Tyrant."

Requires Alchemy G3

Spend ♦x12 to subjugate a Spirit whose body has been destroyed. Empower Spirits you've subjugated beyond their normal limits by Spending any amount of ♦ on them.

Certain sorcerers have mastered the art of forcibly enslaving Spirits they're able to overwhelm in combat, acquiring a small army of powerful beings they can call forth on a whim. If the wielder initiates this Technique when a Spirit's body is destroyed, they will give it enough Aura to reform a new body immediately. This body is up to the sorcerer's design. It can be identical to the original body of the Spirit, or something completely new, within reason. From then on, that Spirit will be trapped in Spirit World until it is called forth by its new master's summons. It will be bound to follow the sorcerer's will, whether through direct command or implicit wishes. If the Spirit's body is destroyed in the process of serving them, its master must initiate the Spirit Subjugation again at the time of destruction or the Spirit will be freed from their control.

This Technique is treated as a Summon Rite.



Soul Coagulation (–8 AP)
"Germinating of Sapience."

Requires Alchemy G3

Spend all remaining ♦ to create an artificial soul. Must have a full Reserve to do so.

With primordial magic originating from the beginning of time itself, a sorcerer is able to execute a complex, hours-spanning ritual to create an artificial soul loyal to them, a fully conscious awareness which they can place in any Vessel or object of their choosing. The soul will possess its own willpower, its own karma, and its own self-awareness, and possesses memories and personality of the user's design. Its initial Aura Reserve will be minuscule, but this is enough to cultivate with training and meditation. The souls created this way do not suffer aging of the soul, only the body. If they are transferred assiduously to new Vessels, they can potentially live forever, but will not reincarnate.



Summon Rite—Unbinding of the Abyss Lords (–15 AP)

"Beyond, beneath, below. I beckon; unfurling blossoms hiding the Abyss Lords."

Requires Alchemy G3

Devote ♦x5 to release one of the many Abyss Lords. Devoting dissipation ends when you release them from your control, rather than when banishing them. Spend ♦x9 to banish any Abyss Lord you have summoned.

A greatly discouraged summoning rite involves creating controlled, exploitable lapses in the fetters of the Abyss Lords, abominations so horrible and so unnatural that the physical world can only contain a fraction of their obsidian majesty in bodily form. The Abyss Lords are enough to drive most onlookers to madness, and even those who are especially resilient in the face of unfathomable terror will likely bleed from the eyes if they stare upon them for too long. Some Abyss Lords are massive, writhing beasts that can smash through buildings, some are flying demons that breathe pestilent disease down upon mankind, some are silent, unmoving figures that stare on from the distance, waiting for a single moment of vulnerability to move with lightning speeds and devour their victim. They are all utterly, petrifyingly abominable, and they do not return to the chasm from whence they came when the summoning ends. Rather, they must be manually rebound through a further strenuous dissipation of Aura, meaning that their summoners can always create more of them than they can realistically banish at a time. If the one who summoned them is killed while they are still unleashed, they will be free to roam the third dimension uncontrolled and wreak havoc across a thousand worlds.



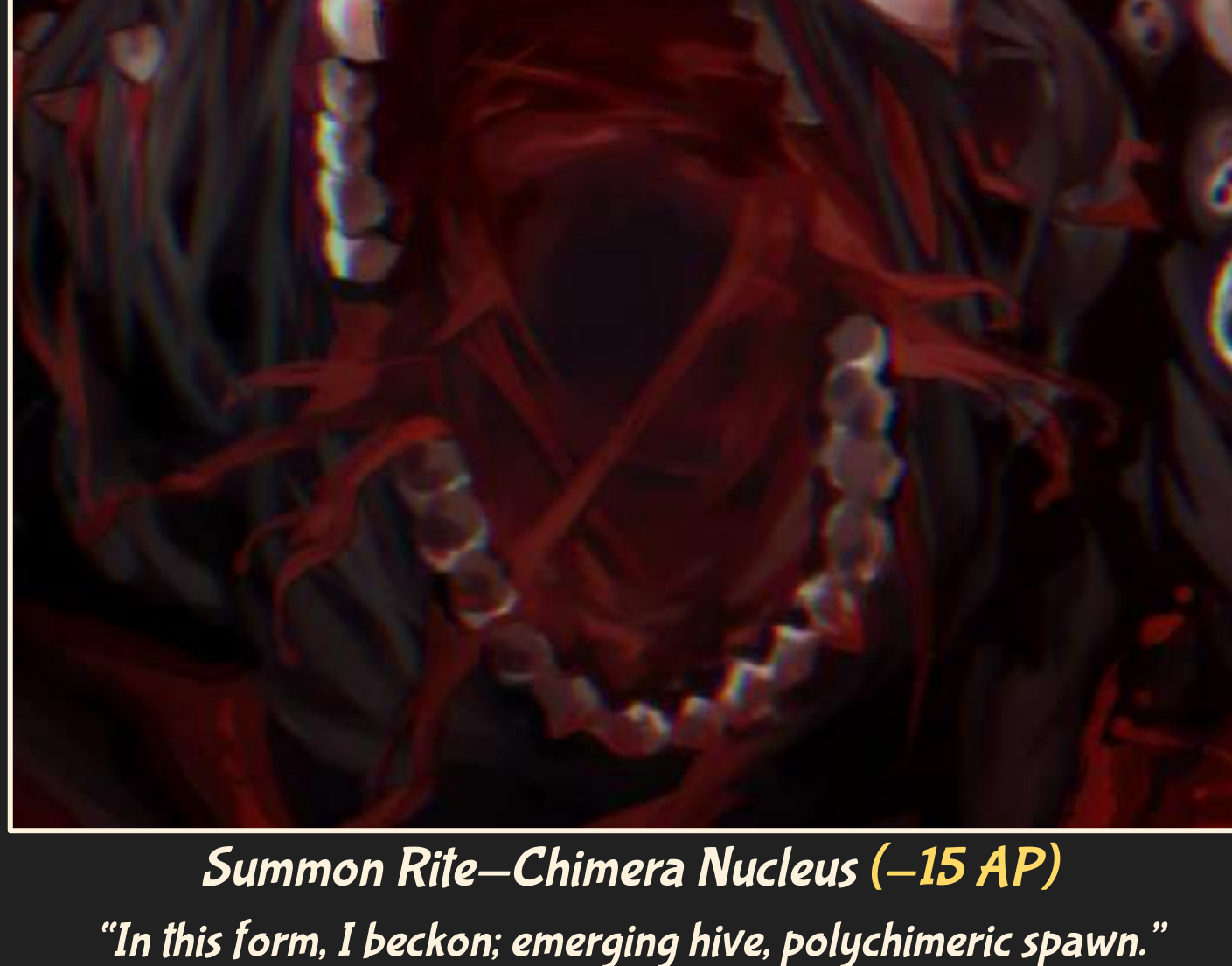
Summon Rite—Extinction Relapse (–15 AP)

"From the ancient chaos, I beckon; remnant race, forgotten by time."

Requires Alchemy G3

Devote ♦x8 for every extinct creature while summoned. Aura is Spent continuously as your creatures autonomously regenerate.

So long as no living instance of a given creature is known to exist, but has existed before, the user may knit its muscles and sinews together anew and command instances of ancient beasts to their service. This doesn't just include ancient and prehistoric beings from Mortal World, but also long-forgotten cryptids, mythological creatures, undiscovered beasts in the depths of the sea, and even true dragons. Their antediluvian size, potential for supernatural abilities, and savage brutality make them excellent as disruptive tools and living walls for the enterprising summoner, though if a living instance is found in the wild, it will disrupt their ability to summon the beast in the future. This inconsistency is frequently remedied by extermination campaigns set out by power-hungry sorcerers, eager to acquire rare creatures for their own goals.



Summon Rite—Chimera Nucleus (–15 AP)

"In this form, I beckon; emerging hive, polychimeric spawn."

Requires Alchemy G3

Devote ♦x10 for each Chimera Nucleus summoned.

The most dangerous and horrifying form of Chimera is the so-called "nucleus" of their hives, a biological commingling of flesh that intakes cellular samples from the environment around it, generates Chimeras using them, and grows in size with each Chimera it creates, creating larger and larger monstrosities with every passing moment. It is exceptionally dangerous to deliberately create these Chimera Nuclei, but incredibly deadly in battle through a skilled summoner. They lumber in twisting yarn balls of tendons and gibbering mouths, regenerating so rapidly that nearly nothing can keep them down for long, distracting their would-be attackers with onslaughts of poisonous abominations of meat and bone, half-humanoid beasts, and swarms of transfigured plant and animal life. Hiding a Chimera Nucleus within the battlefield or in proximity to it is a surefire way to sow chaos across entire districts. If the wielder is especially cruel, they can feed it summoned creatures or abominations created through alchemy as fodder to accelerate the Chimera Nucleus's spawning rate.



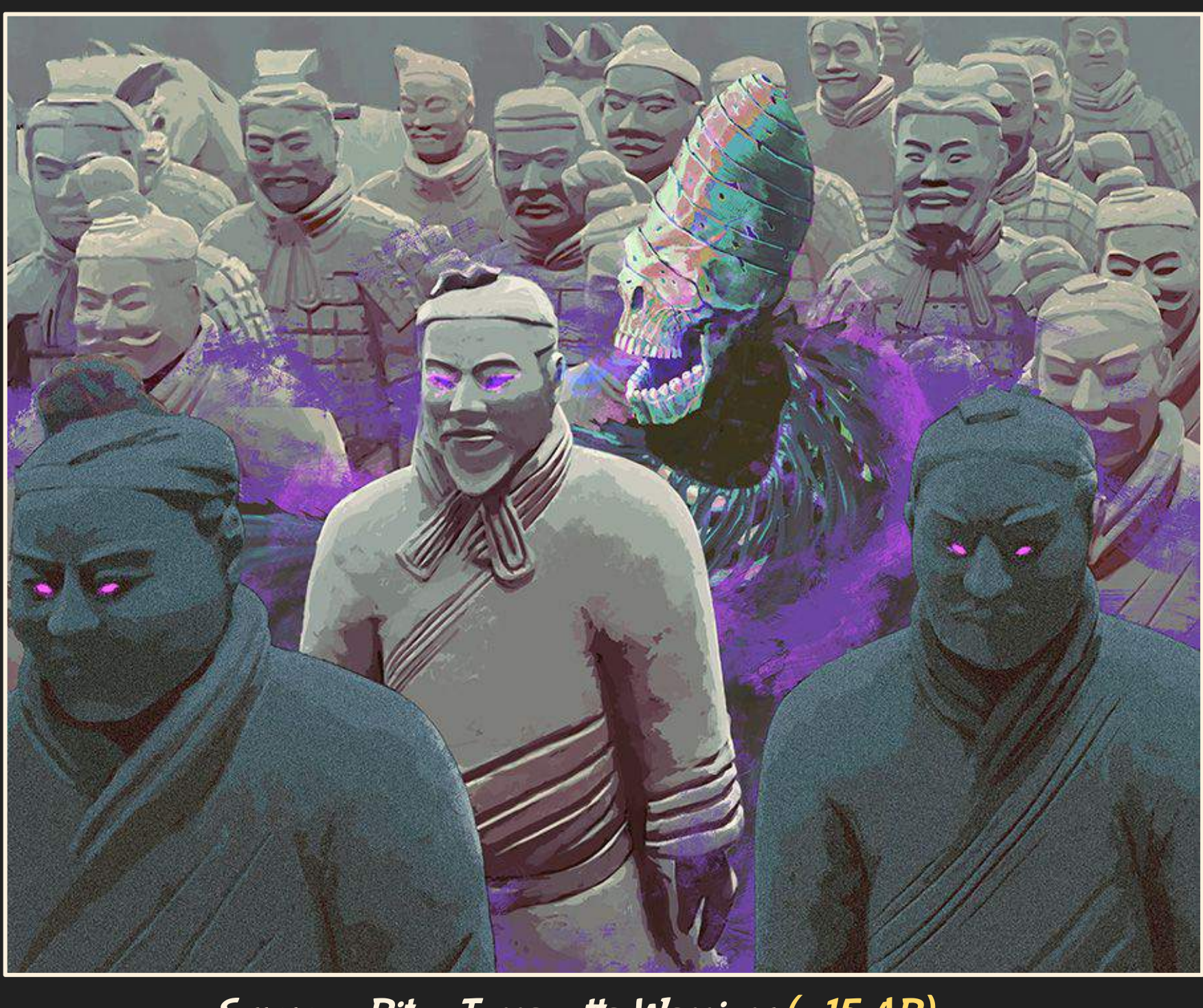
Summon Rite—Angelic Avars (–15 AP)

"For the aid of mankind, I beckon; noble host of the pure land beyond."

Requires Alchemy G3

Devote ♦x15 for each Avatar while summoned. Aura is Spent continuously while summoned, and is Spent dramatically faster when an Avatar is damaged.

Connections to the highest divine authorities in the cosmos allow the user to directly call upon the intercession of celestial entities, with the dissipation of the Technique being merely the cost of maintaining a suitable body for their awesome might. The individual capabilities and Techniques vary between each Avatar, but their primary utility lies in their nearly unstoppable physical might and destructive capabilities. As a personal sentinel, a walking nuclear option, or an impenetrable escort, you'd be hard-pressed to find one of the few opponents that can fight toe-to-toe with beings of such godlike physical prowess. Defeating even one requires careful strategic assessment and tactics on an enemy's part, much less multiple. They are inherently temporary due to the constant dissipation required to maintain them, and their usage is suited to sorcerers with Aura Reserves enormous enough to sustain them in sustained fights.



Summon Rite—Terracotta Warriors (–15 AP)

"As their commander, I beckon; inherited army to carry their master home."

Requires **Alchemy G3**

Devote ♦x1 for every fifty Terracotta Soldiers summoned simultaneously. Spend ♦x1 to repair one Terracotta Soldier.

Some sorcerers are gifted a band of possessed terracotta statues from their previous lives, usually if they were a warlord, emperor, or general in a prior incarnation. With an army of thousands such warriors at their disposal, the user can easily lead a noble, trained battalion into massive battlefields. Among them are not only swordsmen, foot-soldiers and archers, but also cavalry, elephant-riders, strongmen, generals, drummers, chariots and spearmen, all masters of their own unique battle expertise. With the summoner as their strategic head, an alchemist can wage wars single-handedly if they can keep the scale of conflict relatively small.



Summon Rite—Almighty Limb (–10 AP)

"Below the fulcrum, I beckon; hands which uphold the world, shackled effigy."

Requires **Alchemy G2+**

Devote ♦x10 to control any one limb of the Wheel–Turning Effigy at a time. Cannot control more than one.

Though the Effigy shackled by eight chains and eight seals to uphold the wheel of Samsara is fettered, a masterful sorcerer can do the unthinkable and loosen its bindings for a temporary display of its unstoppable power. Each limb is massive, and can submerge and re-emerge from any surface of the user's choosing to defend them with its indestructible durance or its immense, divine force. While arms and hands are the most common emanation of the Effigy, the user can also swap to its legs, mouths, eyes that emit waves of divine fire, and much more. All are equally indestructible and capable of untold devastation on the summoner's behalf. The Wheel–Turning Effigy has multitudes of every limb and extremity imaginable, so hundreds or even thousands of summoners may use this Technique without clashing for the right to their summons.



Summon Rite—Living Fortress (–10 AP)

"From this seed, I beckon; living architecture expansion."

Requires **Alchemy G3**

Spend ♦x15 to produce a Fortress Seed. Fortress Seed requires time to germinate, and will fully complete a living structure of the creator's choosing after 49 days.

The Living Fortress derives its disciplined practice from bonsai, allowing a masterful sorcerer to prune and direct a seed's growth to create a massive biological structure of their design. Its halls churn with blood or sap, bioluminescent light fixtures glow in response to human presence, doorways of smooth muscle or flytrap-like jaws flit open and closed for guests, and halls wind like roots through the ground below. Any sort of structure from a bunker to a highrise is possible, though with a maximum adolescence of 49 days the Living Fortress does not have an unlimited potential for size.

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



Confining Paper Sigil (–10 AP)

"Talisman that seals for eternity."

Requires **Alchemy G2+**

Spend ♦x10 to create a Confining Paper Sigil. Devote ♦x1 for each Confining Paper Sigil actively imprisoning at a time. Must be prepared beforehand.

A Confining Paper Sigil begins to siphon its attached target into a space outside of time, beginning as soon as it is adhered. If the Confining Paper Sigil is not removed or damaged before the siphoning process completes, it will fully subsume its target and fold itself neatly into a paper shape. Unless the paper shape unfolds, is torn or is destroyed, the confined target will remain in the strange space within with no experience of time or thought, though the creator of a Confining Paper Sigil always has the power to undo its effects. While it is useful for entrapping a foe or hiding a precious object away, it can also have more niche uses in combination with certain paper folding Techniques. Origami Servant or Emergent Origami Recursion can animate the paper shape and use it for rapid transit of the user and their treasured cargo, for example.



Disguising Paper Sigil (–10 AP)

"Talisman that masquerades subtly."

Requires **Alchemy G2+**

Spend ♦x10 to create a Disguising Paper Sigil. Must be prepared beforehand.

By placing a Disguising Paper Sigil onto a target, the user can cause that target to take on the surface-level appearance and properties of any object depicted on the Sigil. For instance, a sorcerer could place a Disguising Paper Sigil on a mundane stone with the word "Statue," and it would take on that appearance, heaviness, and shape. The Disguising Paper Sigil can't create special properties like enchantments, curses, or Aura effects, though it will emulate most common physical properties seamlessly. Once transformed, the Disguising Paper Sigil will become invisible and adhere to the target, requiring probing hands and thorough investigation to feel out and remove.

Legend Statues:



Legend Status—Consummate Self–Incarnation (–15 AP)

"Bodily Perfection by Dukha Recurrence."

Requires **Core G3**

Devote ♦x10 while maintained. Passive effects have no dissipation.

With the attainment of the highest level of the Core Affinity, the wielder of the Consummate Self–Incarnation becomes a living archetype of force. Their body moves with the fury of a comet, the fortitude of a mountain, and the persistence of gold. Their natural regeneration, muscular strength and bodily fortitude by sheer passive Aura circulation exceed all mortal comparison, and they have even attained more innocuous benefits like a greater resistance to disease and an increased lung capacity. As an additional passive effect of the Self–Incarnation, the user receives complete immunity to any damage that isn't enhanced or suffused with Aura. Mundane martial arts, falling buildings, day-to-day aging, infection and so on will not affect them if the harm isn't attached to a Technique. They are additionally given a drastic of endurance—factor even to those attacks affected by Aura, which while not invincible is more than enough to protect them against weaker or middling Techniques. While the Devoting effect of the Consummate Self–Incarnation is in play, the user is able to actively siphon the strength, resilience and regenerative capacity from their foes by contact and add it permanently to their own arsenal, requiring their victim to spend months or even years training before they can return to their prior capabilities. In combat, a mere touch can cripple a foe, while extended contact can make them a frail invalid who might take months to recover from even a minor injury. Against other users of Techniques which enhance strength, durability and regenerative capacity, the Consummate Self–Incarnation may take longer to become effective, but can fundamentally reshape their greatest powers into a prize for the taking.



Legend Status—Waning Lunar Eon (–15 AP)

"Untouchable Mirror Interstice."

Requires **Phase G3**

Devote ♦x10 while maintained. Passive effects have no dissipation.

With the attainment of the highest level of the Phase Affinity, the user's Aura System expands and contract in currents that transcend temporal barriers. Their speed and precision are second to none, achieving blinding velocities and hyperbolic control over their body's movements as a passive byproduct of their Aura circulation. They are even gifted with more subtle enhancements to their reflexes, acrobatic abilities and mental processing speeds. As another passive effect, the user's Release Techniques activate automatically in any situation where they would otherwise wish to use them, and their body autonomously dodges any attack they would otherwise wish to dodge, assuming they're able to. The Devoting effect of the Waning Lunar Eon slips portions of the user's body into Mirror World to avoid contact with anything the user would prefer to avoid, leaving gashes of thin air where blades would cut them and floating limbs where explosions of energy impact them. If the user's entire body would otherwise be destroyed, they will be fully slipped into Mirror World and unable to attack or affect people in the real world until they end the Devoting effect of the Waning Lunar Eon, whereupon they will return at the approximately equivalent location in the real world. They may repeat this process as many times as they choose, given sufficient Aura Reserves.



Legend Status—Encompassing World Avatar (–15 AP)

"Limitless Radiance. Embodied Cosmos. Forbidden Enclosure."

Requires **Flow G3**

Devote ♦x10 while maintained. Passive effects have no dissipation.

With the attainment of the highest level of the Flow Affinity, the user's Aura becomes a physical force, a literal network of glowing veins across their body. Their mind whirs like a supercomputer through information, and their sensory abilities are sufficient to discriminate moles of dust in the wind or distinguish the vibration of people's footsteps. As a passive effect, State and Conduction Techniques no longer Spend Aura continuously while in use or in proportion to expressions, owing to the immaculate circulation of their Flow Affinity in physical leylines. The Devotional Effect of the World Avatar allows its user to infuse their very soul into matter and energy around them, including that which they manipulate through Conduction Techniques, to truly become one with the universe and embody almost anything. They can become radiant shafts of light diffusing through a room, or a moving wave of blood, or a crackling electric charge across the battlefield by transferring their body into a physical medium. The user may only embody a limited quantity of any given medium, and will only incur harm or death if the medium they embody is destroyed or dissipated. Many methods of traditional physical damage can be mitigated entirely, and the mediums they choose to embody benefit from any enhancements their physical form would normally have. For all intents and purposes—including contact—what the wielder inhabits is treated as their body.



Legend Status—Universal Sovereign (–15 AP)

"I am the teacher of three worlds. My way leads to liberation from all suffering."

Requires **Alchemy G3**

Devote ♦x10 while maintained. Passive effects have no dissipation.

With the highest feats of Alchemy, the user obtains true enlightenment, escaping the cycle of rebirth and attaining heaven. The sovereign one has transcended the mortal soul and become a Spirit, and will regestate their physical form in Spirit World when they die instead of being reincarnated. For the purposes of all Techniques, their soul has an infinite lifespan, and only their body needs to be maintained, replaced, or restored to stay young forever. They can unnaturally restore large portions of their Aura Reserve by being present for a ritual, sacrifice, or ceremony conducted in worship towards them, with the amount regained being greater the larger and more elaborate the sacrifices and rituals involved are. While their mortal body may still recover Aura naturally, in future gestations as a true Spirit they will require this worship and other unnatural means as their sole supply of Aura. When the Devoting effect of the Universal Sovereign is active, the wielder becomes a massive beacon of gestating energy for Spirits, allowing hordes to surround them like moths to a flame, constantly regenerating, incarnating, and empowering themselves from the ocean of energy they offer. These Spirits naturally begin to possess wielder's current Summon Rites, infusing them with incredible power and natural regenerative properties to propel them to new heights of power. If the user so desires, they can perform Summon Fusions onto themselves, physically transforming into and acquiring the powers of the creatures and entities they have mastered through Summon Rites. Any dissipations which allow an active Summon Rite to be reformed and regenerated can be performed by the user on themselves if they appropriately dissipate the required Aura.

Misc. Legendary Techniques:



Inner Realm (–12 AP)

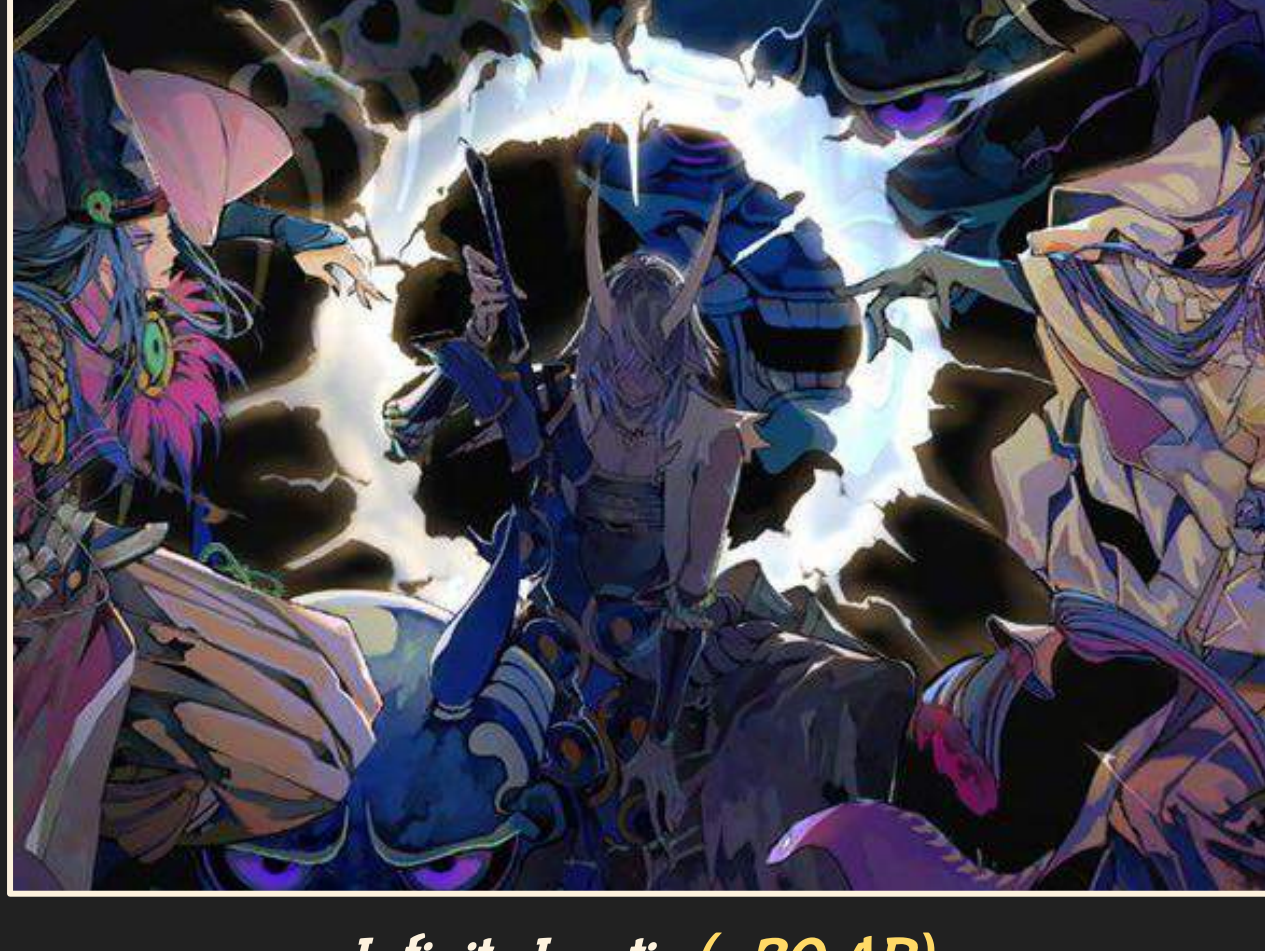
"Enter the Dream World."

Requires any **G3 Affinity**

Spend ♦x15 to use. Aura is Spent continuously while the Technique is active.

Return immediately caught in the Technique at will.

One who knows this Technique possesses enough power and concentrated leylines to construct a subconscious pocket world, an Inner Realm, with their Aura flow. Usually reserved only for the most powerful Spirits, this pocket dimension embodies the currents of the user's Aura, and cements itself as a construct in Spirit World, distorting space in the radius of its effects. Anyone and anything within around a dozen meters of the activation can be pulled into its essence. The Inner Realm's creator is treated as being technically in one-way physical contact with everything and everyone inside, can perceive every location and object simultaneously inside, and can make any of their Techniques originate from any location inside, including within the body of their opponents. The environment itself is completely formed by their design, and can be adjusted spatially and physically to their liking. Some users may only be able to maintain the Inner Realm for a brief interval, while others may have the Reserves to maintain it for hours at a time. It can end either when its user cannot maintain its dissipation, or by killing the user in their own world of control.



Infinite Inertia (–20 AP)

"Revelation of all human futility."

Requires any **G3 Affinity**

Spend all remaining ♦ and end all Devoting effects to activate. Nullify or deactivate any remaining Release Technique as if its wielder had done so. User cannot naturally recover ♦ for seven days after using this Technique. Must have Aura remaining to use this Technique. The nullified Technique is unusable by its wielder for a short period, proportional to the ♦ Spent.

In a desperate finishing move, the legendary master of this Technique can sacrifice every ounce of Aura in their Reserve to completely nullify and deactivate one Release Technique, as long as they have even an ounce of Aura to speak of. The more Aura is dissipated, the longer the nullification will last—a matter of minutes for a full Reserve, less than a minute for the barest requirements. This is the only Technique of its kind, and the ability to negate the Aura of others is extremely rare and unparalleled in any similar Technique. It is best strategically used at the end of a battle, and is often exploited in combination with Aura restoratives such as the Bursling Paper Sigil and the Dan Tien Liquor Flask to use multiple times in a single battle. If these physical aids are destroyed or compromised, a specialist in this Technique may be left completely defenseless. The target of the Technique must be present when it is cast in order to affect them, and must be using the Technique that is to be nullified.