

While the Supernatural Martial Arts are most often thought of as tools of battle, a view the name tends to encourage, it is possible to harness them for uses beyond combat. Early in the second age, a Solar wished that they could reshape their body like their Lunar Mate. The two worked together to create a Terrestrial Martial Art that could achieve this, and Quicksilver Body Style was the result.

Weapons and Armor: By its very nature, Quicksilver Body Style is not compatible with weapons or armor.

Body Sculpting Technique

Cost: 2m; **Mins:** Martial Arts 2, Essence 1; **Type:** Simple

Keywords: None

Duration: One scene

Prerequisite Charms: None

By pushing essence into one's body, it becomes possible to alter its shape. At this level, the changes are minor in nature: Changing the color or length of hair, changing eye color, applying or removing bodily markings, and modest adjustments to body or facial shape are the general range of what can be achieved. These changes require one long tick to complete and fade after a while, but by spending a point of willpower while they are still in effect the change can be made real and will become the character's new natural form. There is one exception though, using this charm to shorten one's hair or nails will not cost willpower to keep, so this charm is also useful for maintaining standards of grooming.

Form Reshaping Methodology

Cost: – ; **Mins:** Martial Arts 3, Essence 1; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Body Sculpting Technique

With greater skill, it becomes possible to make greater changes. With this charm, Body Sculpting Technique overcomes its previous limits and can now reshape the body to anything within the

limits of the human form, skin, hair, and eye colors not possible naturally, changes to age, even changes to size equivalent to the Large or Small mutations are possible with this. Changes to age are not real even if maintained however, and this charm does not give the ability to change gender, the various bodily aspects involved in such a change require special training.

Twin-Faced Enlightenment

Cost: –; **Mins:** Martial Arts 2, Essence 2; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Body Sculpting Technique

Through study of the body's essence flows, it becomes possible to change a character's sex. With this charm, Body Sculpting Technique can change the user's gender to male, female, hermaphrodite, or sexless. Without the aid of Form Reshaping Methodology however, the character will only look like themselves as a different gender.

Quicksilver Body Form

Cost: 6m; **Mins:** Martial Arts 4, Essence 2; **Type:** Simple

Keywords: Form-type

Duration: One scene

Prerequisite Charms: Form Reshaping Methodology, Twin-Faced Enlightenment

Through careful motions and precise control of one's essence, the character flows between forms with the grace and speed of water. Activating Quicksilver Body Form, the character may make any change possible with its prerequisites, taking as little as one short tick to do so and requiring no further essence expenditures however many times they reshape themselves. In addition, with this mastery it becomes possible for the character to improve their body in tangible ways. While Quicksilver Body Form is active, the character may raise Strength, Dexterity, Stamina, and Appearance as a training effect.

Changing Plumage Wisdom

Cost: – ; Mins: Martial Arts 5, Essence 2; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Quicksilver Body Form

Extending the control of essence granted by Quicksilver Body Form, the character now learns to shape the clothing they wear with the same skill with which they shape their body. While Quicksilver Body Form is active, mundane clothing can be altered in almost any way imaginable, or with an expenditure of two willpower clothing with a resources value of at most 1 can even be created outright. Artifact clothing can only be changed if the character has motes committed to it. This can also alter weapons and armor, but mundane weapons and armor can only take cosmetic changes while remaining functional. Artifact weapons and armor are more pliable thanks to their supernatural nature, but even then there are limits – a Reinforced Breastplate could be made to cover little of its wearer’s chest, Superheavy Plate cannot. This will not change the statistics of the equipment, and only equipment that is simplistic in its design can take more than minor cosmetic adjustments. This greater understanding also means the style is no longer incompatible with weapons or armor, though it remains one not intended for combat.

Inhuman Configuration Understanding

Cost: – ; Mins: Martial Arts 4, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Quicksilver Body Form

Improving the control of essence granted by Quicksilver Body Form, the character now learns to push beyond the limits of the human form. While Quicksilver Body Form is active, the changes made can now grant a body that is no longer human in its shape. This can be used to reshape the character’s body in almost any way as long as the end result is still a living creature that requires no supernatural assistance to live and cannot go beyond the size range of the Giant and Miniscule mutations, but to offer guidelines the following mutations can be obtained through this: Claws/Fangs, Enhanced Sense, Fur/Feathers/Leaves/Fish Scales, Hooves, Tail, Gills, Huge, Tiny, Wolf’s Pace, Impossible Joints, Giant, Miniscule, Tentacles, Multiple Limbs, Fish-Body, Serpent’s Body, Wings.

Fluidic Figure Mastery

Cost: – ; Mins: Martial Arts 5, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Changing Plumage Wisdom, Inhuman Configuration Understanding

To a master of Quicksilver Body Style, shapeshifting is not a matter of great effort but a thing to be done whenever the mood strikes. First, changes made with Body Sculpting Technique or Quicksilver Body Form last for one day instead of one scene and can be completed in as little as one short tick without Quicksilver Body Form active. Secondly, locking in changes to the character costs 3 motes instead of 1 willpower, and if they pay 3 points of willpower to lock in the form it becomes one that can be shifted into as an unrolled reflexive action costing no motes, this can include artifact clothing if it is worn both when the form is locked and when shifting. Next, while Quicksilver Body Form is active the character can now reshape the bodies of others, though if the target wishes to retain the changes they must pay a point of willpower. The final effect is one that the style's creators themselves did not discover, though they did realize there was something yet undiscovered about it. If a mortal has their age changed and locks in the change with one point of *permanent* willpower, the change will become real – someone at the age of 70 who is reduced to 16 and pays 1 permanent willpower will not only look 16 but actually be 16, aging from that point on normally.