

# Body Path Techniques

Printable list of Body Path techniques with rarity and effects.

## IRON PALM STRIKE

- Rarity: Common
- Description/Effects: A focused, heavy strike with Qi concentrated in the palm. Deals high single-target damage. Secondary: The target suffers Minor Internal Shock, reducing their movement speed by 1 for 1 round.

## FLESH FORTIFICATION

- Rarity: Common
- Description/Effects: Harden the skin and muscle with Qi, gaining +1 Armor for 2 rounds. Secondary: Activate Minor Regeneration, healing 1 HP per round for 2 rounds.

## LEAPING THUNDER

- Rarity: Common
- Description/Effects: Perform a massive, Qi-fueled leap, ignoring difficult terrain and moving up to 5 squares. Secondary: Upon landing, all adjacent enemies must pass a Balance Check or be Stunned for 1 round.

## CRUSHING EMBRACE

- Rarity: Common
- Description/Effects: Initiate a powerful Grapple attempt. If successful, the target is Restrained. Secondary: Inflict Crushing Pain (1 DoT per round) while the grapple is maintained.

## SHOCKWAVE STOMP

- Rarity: Common
- Description/Effects: Slam a foot down, releasing a burst of Qi that deals damage in a small cone (3 squares). Secondary: All affected enemies are pushed back 1 square (Forced Movement).

## UNBREAKABLE STANCE

- Rarity: Common
- Description/Effects: Enter a rooted defensive stance. Gain Immunity to Forced Movement for 1 round. Secondary: The next successful block or parry grants 1 temporary Qi.

## VITALITY SURGE

- Rarity: Common
- Description/Effects: A rapid infusion of Qi to the body's core, immediately restoring 5 HP. Secondary: Gain a temporary +1 bonus to Strength for 1 round.

## **FLURRY OF BLOWS**

- Rarity: Common
- Description/Effects: Make two quick, lower-damage attacks against a single target.  
Secondary: Each hit has a chance to inflict Minor Bleeding (1 DoT for 2 rounds).

## **BODY REFINEMENT**

- Rarity: Common
- Description/Effects: Activate a low-level refinement of the body's systems. For the next 3 rounds, all healing received is increased by 1. Secondary: Gain advantage on saving throws against Poisons for 3 rounds.

## **QI-INFUSED FIST**

- Rarity: Common
- Description/Effects: A powerful, focused strike that channels Qi to bypass defenses.  
Deals moderate single-target damage. Secondary: Ignores 1 point of the target's Armor for this attack.

## **IRON BODY STANCE**

- Rarity: Uncommon
- Description/Effects: Enter a defensive stance for 3 rounds. Gain 20% damage reduction and regenerate 1% of maximum HP per round. This effect persists even if the user takes a different action.

## **SHOCKWAVE STOMP**

- Rarity: Uncommon
- Description/Effects: Slam the ground, dealing Strength (x2.5) damage to all enemies within a 5-meter radius. Affected targets are knocked back 2 meters and have their movement speed reduced by 30% for 1 round.

## **FLESH FORTIFICATION**

- Rarity: Uncommon
- Description/Effects: Temporarily harden your flesh, increasing your maximum HP by 25% for 2 rounds. While active, you are immune to the next two instances of Stun or Paralysis.

## **RAPID HEALING PULSE**

- Rarity: Uncommon
- Description/Effects: Instantly heal for 15% of your maximum HP. Additionally, this pulse cleanses one minor debuff (e.g., Bleed, Poison, Slow) from yourself and one adjacent ally.

## **UNSTOPPABLE CHARGE**

- Rarity: Uncommon
- Description/Effects: Charge up to 10 meters in a straight line. Deal Strength (x4.2)

damage to the first target hit. If the charge is not interrupted, gain a 10% damage bonus on your next attack.

## ADRENAL SURGE

- Rarity: Uncommon
- Description/Effects: Trigger a massive adrenaline release, increasing your physical damage by 25% and granting an extra 5 meters of movement for 2 rounds. This technique cannot be stacked with other offensive enhancements.

## BONE-SHATTERING BLOW

- Rarity: Uncommon
- Description/Effects: Deliver a focused strike, dealing massive Strength (x4.5) damage to a single target. The target's physical defense is reduced by 20% for 1 round.

## KINETIC ABSORPTION

- Rarity: Uncommon
- Description/Effects: As a reaction to taking damage, you absorb 50% of the damage dealt (up to 10% of your max HP) and convert it into a charge. Your next attack deals the stored charge as bonus damage.

## TWIN FIST BARRAGE

- Rarity: Uncommon
- Description/Effects: Unleash a rapid sequence of two strikes against a single target. Each strike deals Strength (x2.0) damage. Each strike has a 30% chance to Stagger the target, preventing their next reaction.

## ADAMANTINE SKIN TRANSFORMATION

- Rarity: Rare
- Description/Effects: The user's skin hardens into a metallic sheen. Grants Damage Reduction equal to 20% of the user's Toughness stat for 3 rounds. During this time, the user gains Unstoppable (cannot be moved or knocked down) and their next successful unarmed attack deals an additional 20% of the technique's base damage as Blunt Force damage.

## IRON GRIP OF THE EARTH

- Rarity: Rare
- Description/Effects: A successful grapple attempt against a target of equal or lesser size immediately locks them in a debilitating hold. While grappling, the user regenerates Qi equal to 10% of the target's current Stamina per round, and the target suffers a stacking Fatigue debuff (reducing all speed and action points by 5% per stack, max 3 stacks). The user can maintain the grapple for up to 3 rounds, or until the target breaks free.

## **CRUSHING MOUNTAIN STOMP**

- Rarity: Rare
- Description/Effects: The user slams their foot into the ground, generating a localized shockwave that deals damage to all enemies in a 5-meter radius. Targets hit must pass a Toughness check or be Stunned for 1 round. The shockwave also disrupts the ground, creating a patch of Difficult Terrain in the area for 2 rounds.

## **APEX PREDATOR FORM**

- Rarity: Epic
- Description/Effects: The cultivator transforms into a perfect physical specimen, gaining a massive boost to all physical stats (Strength, Dexterity, Constitution). For 5 rounds, the cultivator gains Perfect Regeneration, instantly healing 20% of their maximum HP at the start of each turn and automatically shrugging off the first debilitating status effect (Stun, Paralysis, etc.) applied each round. All unarmed attacks gain the Single Target x9.5 multiplier.

## **SEISMIC HEARTBEAT**

- Rarity: Epic
- Description/Effects: The cultivator slams their fist or foot into the ground, projecting a massive, concussive shockwave in a 30-meter radius. Deals Area of Effect x7.25 damage to all enemies. Enemies who fail a Constitution save are instantly Stunned for 1 round. The shockwave temporarily destabilizes the enemy's internal Qi flow; for the next 3 rounds, all enemies affected suffer a -2 penalty to their Qi Cost reduction rolls and cannot use movement-based techniques (e.g., Shadow Step, Swift Strike).

## **ADAMANTINE COLOSSUS FORM**

- Rarity: Legendary
- Description/Effects: The cultivator's body transforms into a towering, iron-hard form. Grants massive boosts to strength and defense, and immunity to all crowd control effects for 60 seconds.

## **MOUNTAIN-SHATTERING PALM**

- Rarity: Legendary
- Description/Effects: A single, focused palm strike that releases a hemispherical shockwave, dealing massive external and internal damage to all enemies in a 50-meter radius and stunning them briefly.

## **APEX IMMORTAL BODY**

- Rarity: Mythic
- Description/Effects: The cultivator's physical form becomes a conceptual entity of 'Body'. All damage taken is reduced by 80%, and any severed limb or organ regenerates instantly. Can survive for 10 minutes even after the heart is destroyed.

## **HEAVEN-CRUSHING GRAPPLE**

- Rarity: Mythic
- Description/Effects: A targeted grapple that locks onto the opponent's physical form, regardless of distance or defense. The target is instantly pulled into a crushing embrace that ignores all physical and energy defenses, dealing damage based on the target's own maximum health.

## **PRIMORDIAL BODY REBIRTH**

- Rarity: Divine
- Description/Effects: The cultivator shatters their current body, then instantly reforms a new body from the surrounding Qi and elemental energy, granting a 100% full heal, permanent +10% to all physical stats, and a temporary state of invulnerability. Can be used once per battle.

## **RESILIENT FLESH**

- Rarity: Common
- Description/Effects: The cultivator's skin hardens, granting a temporary Damage Reduction of 15% against the next incoming attack. This effect lasts for 1 round.

## **MUSCLE FIBER SURGE**

- Rarity: Common
- Description/Effects: A quick surge of Qi into the muscle fibers, increasing the cultivator's Initiative by 2 for the current combat round.

## **VICIOUS GRAPPLER**

- Rarity: Common
- Description/Effects: A powerful grab that deals physical damage and attempts to immobilize the target for 1 round (requires a successful contested Strength check).

## **MINOR WOUND CLOSURE**

- Rarity: Common
- Description/Effects: The cultivator rapidly closes minor cuts and bruises, restoring a small amount of their own Health.

## **BONE-CRUSHING BLOW**

- Rarity: Common
- Description/Effects: A focused, heavy strike designed to bypass defenses, dealing physical damage and ignoring 10% of the target's physical defense.

## **GROUNDING POSTURE**

- Rarity: Common
- Description/Effects: The cultivator adopts an unmoving stance, gaining temporary Immunity to forced movement effects for 1 round.

## **ADRENALINE RUSH**

- Rarity: Common
- Description/Effects: A sudden burst of Qi stimulates the body's fight-or-flight response, immediately recovering a small amount of the cultivator's Stamina.

## **SWEEPING KICK**

- Rarity: Common
- Description/Effects: A wide, low kick that deals physical damage to all adjacent enemies. Has a low chance (15%) to Trip one target, causing them to lose their next action.

## **IRON SKIN TRANSFORMATION**

- Rarity: Uncommon
- Description/Effects: The user's skin hardens into a metallic sheen, granting a massive 60% reduction to all incoming physical and elemental damage for 2 turns. This effect ends immediately if the user attempts to move more than 5 meters in a single turn.

## **VITALITY SURGE**

- Rarity: Uncommon
- Description/Effects: The user channels Qi to rapidly repair their body, instantly restoring a significant amount of Health. Additionally, the user gains the 'Rejuvenation' status, healing for a small amount at the start of their next 3 turns.

## **SEISMIC STOMP**

- Rarity: Uncommon
- Description/Effects: The user slams the ground, sending a shockwave through the earth that deals damage to all enemies in a 5-meter radius. All affected enemies are knocked back 3 meters and suffer 'Dazed' (20% reduced accuracy) for 1 turn.

## **APEX PREDATOR'S LEAP**

- Rarity: Uncommon
- Description/Effects: The user executes a powerful leap, instantly closing the distance to a target up to 15 meters away, ignoring all intervening terrain. The resulting strike deals damage and applies 'Vulnerability' to the target, causing the next attack against them to deal +20% damage.

## **UNBREAKABLE STANCE**

- Rarity: Uncommon
- Description/Effects: The user enters a focused, unyielding stance for 3 turns. While in this stance, the user is immune to all forced movement effects (knockback, pull) and all Crowd Control (Stun, Sleep, Grapple). All of the user's attacks gain a +1.0 damage multiplier while the stance is active.

## **INTERNAL SHOCKWAVE**

- Rarity: Uncommon
- Description/Effects: A focused strike that bypasses the target's external defenses. The damage from this technique ignores 50% of the target's physical defense rating. On a successful hit, it applies 3 stacks of 'Internal Bleeding', a powerful damage-over-time effect that lasts 2 turns.

## **BERSERKER'S RAGE**

- Rarity: Uncommon
- Description/Effects: The user enters a temporary state of controlled rage for 3 turns. While active, the user gains +20% to all damage dealt and +10% movement speed. However, the user suffers a -15% penalty to all incoming healing and regeneration effects.

## **CHAIN GRAPPLE**

- Rarity: Uncommon
- Description/Effects: The user rapidly strikes up to 3 enemies within a 5-meter cone. Each successful hit deals damage and has a 50% chance to apply the 'Immobilized' status for 1 turn, preventing movement but allowing attacks. This technique prioritizes targets that are already Immobilized or Grappled.

## **ACCELERATED HEALING**

- Rarity: Uncommon
- Description/Effects: The user focuses Qi to dramatically speed up their natural healing process. For the next 4 turns, all healing and regeneration effects applied to the user (including external sources) are increased by 30%. This effect stacks with other healing buffs.

## **IRON FIST OF THE MOUNTAIN BREAKER**

- Rarity: Rare
- Description/Effects: Focuses all physical Qi into a single limb, temporarily hardening it to the density of a rare metal. The next strike deals massive physical damage and ignores a portion of the target's physical defense.

## **QUAKING STOMP**

- Rarity: Rare
- Description/Effects: A powerful downward stomp that releases a concussive shockwave in a cone, dealing physical damage and briefly staggering all enemies caught in the blast.

## **KINETIC OVERLOAD**

- Rarity: Rare
- Description/Effects: A rapid-fire sequence of strikes, each hit generating residual kinetic energy that amplifies the damage of the next. The final strike is a powerful grapple-throw.

## **APEX PREDATOR FORM**

- Rarity: Rare
- Description/Effects: The cultivator undergoes a partial, controlled transformation, manifesting hardened skin, enhanced musculature, and razor-sharp claws for 60 seconds. Grants a significant boost to STR and CON.

## **RAPID TISSUE SYNTHESIS**

- Rarity: Rare
- Description/Effects: Activates the body's latent regenerative capacity, rapidly closing minor wounds and accelerating the healing of deeper injuries over 30 seconds. Requires concentration.

## **STONE GRIP**

- Rarity: Rare
- Description/Effects: A defensive technique that allows the cultivator to catch and redirect an incoming physical attack. If successful, the attacker is briefly immobilized, and the damage taken is halved.

## **INDOMITABLE WILL**

- Rarity: Rare
- Description/Effects: The cultivator's body becomes a fortress of pure will and Qi. Grants a substantial percentage reduction to all incoming physical and elemental damage for 15 seconds.

## **THUNDERCLAP LEAP**

- Rarity: Rare
- Description/Effects: A burst of Qi is released from the legs, propelling the cultivator into the air or across the ground at incredible speed. The initial push creates a minor, localized shockwave that pushes back nearby foes.

## **CRUSHING EMBRACE**

- Rarity: Rare
- Description/Effects: A powerful, advanced grappling technique. If successful, the target is completely immobilized and takes continuous crushing damage until they break free or the cultivator releases the hold. Inflicts a short stun on release.

## **EARTH-SHATTERING STOMP**

- Rarity: Rare
- Description/Effects: The cultivator slams their foot down with immense force, channeling physical energy into a devastating shockwave that travels outward in a 15-meter cone. Targets hit are knocked prone and suffer internal concussive damage.

## **ADAMANTINE FIST BARRAGE**

- Rarity: Rare
- Description/Effects: The cultivator's fists are momentarily coated in a layer of hardened Qi, allowing them to execute a rapid-fire sequence of five devastating strikes. The final strike has a chance to momentarily grapple and restrain the target.

## VACUUM PALM BLAST

- Rarity: Rare
- Description/Effects: A focused, high-velocity strike that compresses the air in front of the cultivator's palm, releasing a concentrated shockwave of kinetic energy that can strike targets up to 20 meters away, bypassing light armor.

## RAPID CELLULAR RECONSTITUTION

- Rarity: Rare
- Description/Effects: Activates an accelerated regeneration state. For the next 10 seconds, the cultivator's body rapidly repairs minor wounds and suppresses fatigue, granting a temporary boost to Endurance and Stamina recovery.

## IRON-SKIN TRANSFORMATION

- Rarity: Rare
- Description/Effects: The cultivator's skin hardens into a metallic sheen, a minor transformation that significantly increases physical defense and resistance to piercing damage for 60 seconds. Also grants immunity to minor toxins.

## KINETIC ABSORPTION SHELL

- Rarity: Rare
- Description/Effects: A reactive technique that creates a temporary, invisible layer of dense Qi around the body. This layer absorbs and disperses a portion of incoming kinetic energy from physical attacks, reducing damage taken.

## UNYIELDING STANCE

- Rarity: Rare
- Description/Effects: The cultivator roots themselves to the ground, increasing their mass and density. This grants high resistance to all forms of forced movement, knockbacks, and grappling attempts for 15 seconds.

## BLAZING COMET DASH

- Rarity: Rare
- Description/Effects: A sudden burst of physical energy propels the cultivator forward in a straight line, covering 30 meters instantly. The speed of the dash makes the cultivator momentarily intangible, allowing them to evade attacks.

## IRON FIST OF RUIN

- Rarity: Epic

- Description/Effects: Focuses all physical power into a single, devastating punch. On impact, the target suffers a Shockwave that bypasses a portion of their external defense and applies a stacking 'Internal Rupture' debuff, causing them to take increased damage from subsequent physical attacks.

## **MOUNTAIN-SPLITTING STOMP**

- Rarity: Epic
- Description/Effects: The cultivator slams their foot down, channeling immense force into the ground to create a massive, localized Shockwave that radiates outward. All enemies in the area are knocked back and suffer AoE damage. If an enemy is knocked into terrain, they are briefly stunned.

## **APEX PREDATOR'S LUNGE**

- Rarity: Epic
- Description/Effects: A rapid, short-range lunge that uses a temporary Physical Enhancement to increase attack speed and critical hit chance for the duration of the strike. If the attack lands, the cultivator gains a temporary burst of movement speed.

## **ADAMANTINE SHELL TRANSFORMATION**

- Rarity: Epic
- Description/Effects: The cultivator's skin hardens into a near-impenetrable layer of Adamantine Shell, a partial Transformation that grants massive damage reduction and temporary immunity to all crowd control effects. The cultivator's movement speed is slightly reduced for the duration.

## **UNBREAKABLE STANCE**

- Rarity: Epic
- Description/Effects: The cultivator enters a perfect defensive posture. The next incoming physical attack is completely nullified, and the attacker is immediately subjected to a powerful Grappling counter-attack, stunning them for a short duration.

## **RAGING BULL CHARGE**

- Rarity: Epic
- Description/Effects: The cultivator initiates a powerful, unstoppable charge that breaks through minor obstacles and pushes aside weaker enemies. The charge ends with a minor Shockwave, briefly staggering all enemies in the immediate vicinity of the destination.

## **HEART OF THE IMMORTAL**

- Rarity: Epic
- Description/Effects: Activates a powerful, sustained Regeneration effect that rapidly restores health and stamina over time. During this technique, the cultivator's body purges minor toxins and injuries, and their maximum health is temporarily increased.

## **COLOSSUS'S MIGHT**

- Rarity: Epic
- Description/Effects: A potent Physical Enhancement that dramatically increases the cultivator's Strength and Constitution for a moderate duration. This buff also grants a temporary resistance to being moved or knocked down.

## **WORLD-SHATTERING TITAN'S FIST**

- Rarity: Legendary
- Description/Effects: The cultivator channels all physical and spiritual energy into a single strike, momentarily transforming their arm into a colossal, crystalline limb. The impact generates a Reality-Rending Shockwave that ignores conventional defenses and causes Temporal Fracture (a powerful DoT that accelerates the target's physical decay). The force is sufficient to punch through continental shields or shatter small moons.

## **NINE HEAVENS' IMMORTAL STOMP**

- Rarity: Legendary
- Description/Effects: The cultivator leaps high and descends with a force that compresses the air and earth beneath them into a singularity. The resulting Gravitational Collapse creates a city-block-sized crater and inflicts a permanent Crushing Force debuff on all survivors, halving their movement and attack speed. Secondary effect: Seismic Disruption that destabilizes the terrain for miles.

## **PERFECT FLESH: APEX GRAPPLE**

- Rarity: Legendary
- Description/Effects: A technique that combines ultimate speed and strength. The cultivator locks onto a target, regardless of distance, and executes a series of Dimensional Throws that hurl the opponent across multiple planes of existence before slamming them back into the original location. The final impact applies Internal Rupture, a critical wound that bypasses all external armor and regeneration.

## **AEGIS OF THE IMMORTAL FLESH**

- Rarity: Legendary
- Description/Effects: The cultivator's body enters a state of Absolute Perfection, rendering them immune to all forms of damage, debuffs, and spiritual attacks for a short duration. Any damage taken during this period is converted into pure Qi and instantly heals all allies within a mountain-range radius. Upon expiration, the cultivator gains a permanent, minor increase to their maximum HP and Qi capacity.

## **MOUNTAIN-CRUSHING ADAMANT FORM**

- Rarity: Legendary
- Description/Effects: The cultivator's skin hardens into a substance tougher than any known metal, glowing with internal power. All incoming physical attacks are Deflected back at the attacker with 150% of their original force. Spiritual attacks are absorbed

and converted into a Kinetic Charge, which can be released as a devastating, mountain-level AoE shockwave.

## VOID-BREACHING LEAP OF THE TITAN

- Rarity: Legendary
- Description/Effects: A single, explosive muscle contraction allows the cultivator to instantly traverse vast distances, tearing a temporary hole in space. This is not mere speed, but Localized Teleportation powered by raw physical force. The technique leaves behind a Temporal Echo at the starting point, which can be instantly returned to within the next minute, allowing for perfect evasion and repositioning.

## HEARTBEAT OF THE PRIMORDIAL GOD

- Rarity: Legendary
- Description/Effects: The cultivator's heart beats once, resonating with the very fabric of life. This single pulse sends a wave of Absolute Regeneration across the battlefield (mountain-range scale), instantly healing all allies' wounds, restoring their Qi, and removing all negative status effects. For a short time, all affected allies gain Immortal Vigor, preventing their HP from dropping below 1.

## PINNACLE OF THE BODY'S WILL

- Rarity: Legendary
- Description/Effects: The cultivator projects their perfect physical will onto an ally. The target gains a massive, temporary boost to all physical stats (Strength, Constitution, Agility) and becomes immune to mental and spiritual interference. This technique also grants Unbreakable Resolve, allowing the target to ignore pain and continue fighting even with fatal injuries for the duration.

## COSMIC ENTITY EMBODIMENT: FIST OF THE UNBORN STAR

- Rarity: Mythic
- Description/Effects: The cultivator briefly manifests a single limb of their Cosmic Entity Embodiment, a physical form from the age before time. The strike is not a punch, but a localized gravitational singularity compressed into a fist. Upon impact, it momentarily warps the local spacetime around the target, subjecting them to the crushing pressure of a collapsing star. The technique is a conceptual attack against the target's physical location in the universe, ensuring the damage is absolute and cannot be defended against by simple physical barriers or energy shields.

## PRIMORDIAL FLESH-SHATTERING ROAR

- Rarity: Mythic
- Description/Effects: The cultivator channels the Primordial Flesh of the universe through their vocal cords, unleashing a reality-warping sonic wave. This wave does not travel through air, but through the concept of physicality itself, causing all matter within a continental radius to vibrate at a frequency that threatens to unbind its molecular structure. Opponents are not just damaged; their very physical form is momentarily

reverted to a state of pre-existence, causing catastrophic internal and external trauma that bypasses all conventional defenses.

## **ETERNAL ENDURANCE: SHELL OF THE UNIVERSE-BODY**

- Rarity: Mythic
- Description/Effects: The cultivator's body becomes a miniature, self-contained universe. This technique projects a shimmering, invisible barrier that is not made of energy or Qi, but of pure, unmoving physical law. Any attack that strikes the barrier is subjected to a conceptual time-reversal, causing the force of the blow to return to its point of origin before it was launched. This effectively nullifies the attack and inflicts a portion of the original damage back onto the attacker, regardless of distance or dimension. The barrier lasts for one full minute.

## **TRANSCENDENT PHYSICALITY: STEP BEYOND FORM**

- Rarity: Mythic
- Description/Effects: The cultivator's physical form momentarily transcends the need for spatial continuity. Instead of moving through space, they move outside the concept of space itself, instantly reappearing at any location within a planetary range. This is not a conventional teleportation but a conceptual shift of their physical coordinates, allowing them to bypass all intervening obstacles, dimensional barriers, and temporal distortions. The technique can be used to instantly reposition allies or objects in contact with the cultivator.

## **PRIMORDIAL FLESH: THE GREAT REPAIR**

- Rarity: Mythic
- Description/Effects: The cultivator touches an ally and channels the Primordial Flesh—the fundamental, perfect physical matter from which all life was first formed. This technique doesn't heal injuries; it rewrites the physical history of the target's body, instantly reverting all damage, disease, and conceptual corruption to a state of perfect health from a moment in the past. It can restore lost limbs, reverse aging, and nullify conceptual attacks that target the body's integrity. The effect is instantaneous.

## **UNIVERSE-BODY'S WILL: PHYSICAL LAW IMPOSITION**

- Rarity: Mythic
- Description/Effects: The cultivator imposes the absolute physical laws of their Universe-Body onto a target ally. For a short duration (30 seconds), the ally's physical form becomes conceptually perfect and unassailable by lesser laws. Their strength, speed, and durability are temporarily elevated to a level that defies the current reality, granting them immunity to all non-Mythic tier techniques and a massive boost to all physical stats. This technique is a temporary, localized reality alteration.

## **OMNIPOTENT TITAN'S WORLD-SHATTERING FIST**

- Rarity: Divine
- Description/Effects: The cultivator's fist becomes a singularity, condensing the mass and

energy of a collapsing universe into a single point of impact. The strike transcends the physical, erasing the target's concept of existence from the current dimension, severing their connection to the timeline and all parallel realities. The residual force creates a permanent, non-healing void in the fabric of space-time, a scar on reality that only a God of Creation can mend. This technique bypasses all conventional defenses, striking the target's fundamental essence.

## **ETERNAL GOD-FLESH INCARNATION**

- Rarity: Divine
- Description/Effects: The cultivator's physical form is temporarily elevated to the state of immortal god-flesh, a manifestation of the Physical Perfection Deity. All incoming physical, conceptual, and energy damage is instantly converted into harmless cosmic background radiation and dispersed across the multiverse. The user gains absolute immunity to all forms of physical manipulation, temporal effects, and causality-based attacks. For the duration, the user's body is a fixed point in reality, unmoving and unchangeable by any force short of another Divine-tier power.

## **COSMIC FOUNDATION: UNIVERSE-BODY MANIFESTATION**

- Rarity: Divine
- Description/Effects: The cultivator manifests their true, cosmic body, projecting the internal pocket universe contained within their physical form outward to create a Divine Domain of infinite size. Within this domain, the user's will is the only law, and they can mandate the physical properties of all matter (e.g., setting the speed of light, increasing gravity to crushing levels, or instantly transmuting elements). The user can instantly repair any damage to their body by drawing on the infinite mass of their internal universe. This domain is a permanent, self-sustaining dimension that only dissipates upon the user's death.

## **IRON SINEW BIND**

- Rarity: Uncommon
- Description/Effects: Reinforces the user's tendons and muscles for superior grappling. On a successful grapple, the target is Restrained and suffers -30% to escape attempts for 2 turns. User can still attack while grappling.

## **TITAN'S COMMANDING PRESENCE**

- Rarity: Epic
- Description/Effects: Projects overwhelming physical dominance. All enemies in a medium radius are Taunted for 3 turns, forcing them to target the user. Taunted enemies deal -15% damage against other targets and have -10 Initiative.

## **PRESSURE POINT CASCADE**

- Rarity: Uncommon
- Description/Effects: Strikes multiple pressure points in rapid succession. The target suffers Weakness (-20% damage) and Slow (-20% movement speed) for 2 turns. Critical hits

extend duration by 1 turn.