

# Brave New World Pathways

This is a list of all approved Pathways for the RP "Brave New World"

## Custom Pathways

### Season Pathways - By BielT

#### Prankster Pathway - By BielT

##### Sequence 1 - Prankster

Fórmula:

Main Ingredients:

- Tail of a White Tailed Fox (small fox which can create small illusions)
- 20g of Will-o-wisp Dust

Secondary Ingredients:

- 8 Gold Mint Leaves
- 5ml of Bufo Alvarius Secretion
- 100ml of Purified water
- 10g of sunflower essence

Acting Principles:

- Best prank is the one everyone laughs
- There must be audience
- Never get caught

Powers:

- Minor cantrips and better agility

##### Sequence 2 - Folklorist

Fórmula:

Main Ingredients:

- 70g of root of a Bearded Oak (Strange tree which emits sounds that make people lose their sense of direction)
- Heart of a Fable Hare (Horned Hare which only eats clovers, its impossible to enter their burrows, so capturing them when they are outside is the only choice)

Secondary Ingredients:

- 3 Four leaves clovers
- 80ml of Purified Water

- Blood of Fable Hare
- 12 Red oak Leaves

Acting Principles:

- Research and spread knowledge on folklore
- Spread the belief of folk stories

Powers:

Folklorist can give power to folk believes and make them work.

For example a Folklorist can make garlic repel vampires, a four leaf clover increase luck, cold iron to hurt supernatural creatures, folk medicine to actually work, holding someone by stepping on their shadow and so on.

### Sequence 3 - Champion

Fórmula:

Main Ingredients:

- Bugbears Tooth
- 300g of powdered Blood Crystal

Secondary Ingredients:

- Red Sunshine Petals (flower which grows near Blood Crystals)
- 200ml of Spirituality rich blood
- Complete Stalk of Gold Mint

Acting Principles:

- A champion wins fights
- courage is the main point
- accepting bets and dares and accomplish them is important

Powers:

Strength and resistance boost and also fast regeneration

### Sequence 4 - Storyteller

Fórmula:

Main Ingredients:

- Bindings of Living Book
- Brain of Rune Tortoise

Secondary Ingredients:

- 100ml of Rune tortoise blood
- 10ml of taint made from black faced grass
- 10ml Treant Sap
- Eye of a bugbear

Acting Principles:

- Tells stories or sing ballads and poems
- A story is not a myth but real facts laced with grandeur
- Never boost too much a story
- You can alter the story to make it sounds grander but never lie or alter the facts too much

Powers:

True cantrips

Eloquence: the storyteller has a aura of dignity which makes their words more convincing, it's impossible to shame a Storyteller in a social occasion unless they allow it

Gift of words: storytellers can imbue their songs, poems and ballads with powers, it can also be used as medium for the true cantrips

## Sequence 5 - Hero

Fórmula:

Main Ingredients:

- Troll's heart
- Spinal Fluid of a thunderbird

Secondary Ingredients:

- 200ml of Troll's blood
- 3 feathers of thunderbird
- 5g of Droplet Gem Powder
- 10g of Purple Moss polen

Ritual:

In isolation stare at the eyes of a basilisk while holding a weapon once wielded by an enemy

Acting Principles:

- a Hero must never abandon their companions
- a Hero protects those around them
- a hero can fight till his last breath

Powers:

Heroic Blood: a hero has massive boost on strength and vitality

Lights bless: a hero can imbue power of light in his normal attacks and strengthen his true cantrips which use light

Battle Trance: when a hero enters this stage he gains a massive boost in reflex and focus, virtually a hero can fight till his literal last breath (it doesn't help him survive fatal damage tho, just help ignoring it for some time)

## Sequence 6 - Fey

Fórmula:

Main Ingredients:

- 4 Pixie's wings
- A full piece of prismatic Ore

Secondary Ingredients:

- 10 Golden Clovers
- 100ml of Troll Blood
- 15g of powdered Thunderbird's beak
- 5ml of Condensed Red Mist

Ritual: Have people tell and sing about your feats and achievement while drinking in a festival which has at least one day and two nights of duration.

Acting Principles:

- Strictly Follow the customs and chivalry codes
- Demonstrate elegance and bravery

Mythical Form:

The Fey grows taller and slender, with long ears and four protuberances on its back, the eyes and hair attain a state of pure light and a myriad of mystical symbols appear and disappear constantly from them.

Powers:

Summer's Breath: a Fey can imbue his vitality and regenerative abilities into other beings and even items through touch. It has the side making the plants and flowers around the Fey to bloom and wind to become warmer as if it was summer. (it happens even without actively using the power)

Faerie Light: Fey can command light and fire, any attack using light or fire which contains the Fey's spirituality can't be healed by mundane means and magical healing will have only half the original effect.

## Sensata Pathway - By BielT

### Sequence 1 - Sensata

Fórmula:

Main Ingredients:

- Eye of Cyclop Owl
- Ears of a Giant Bat

Secondary Ingredients:

- 1 Golden Clover
- 10ml of Night Vanilla's Essencial Oils
- 20ml of Mist Water
- 9g of Crystal Snake Skin

Acting Principles:

- Immerse yourself in all kinds of sensorial experiences
- Mix diversifies senses

Powers: highly increases sensorial capabilities

Can mix sense to generate effects like seeing sound and so on.

Can share senses with other beings, it can be unilateral or bilateral

## Sequence 2 - Channeler

Fórmula:

Main Ingredients:

- 1 thousand eyes maggot
- An entire Echo Stone

Secondary Ingredients:

- 5ml of Treant's sap
- 20g of Rune tortoise powdered shell
- 4 Stalks of blue Ivy
- 7ml of Bufo Alvarius Secretion

Acting Principles:

- Channel the senses of different kind of beings
- Experience the world in a way outside human capabilities

Powers: increase in intelligence, reaction speed and analitic power

Ability to magnify or lessen a person's sensations (at higher level can cause a sensorial overload or sense deprivation)

## Sequence 3 - Mirroring Mystic

Fórmula:

Main Ingredients:

- An entire Unmelting Ice
- Horn of a Crystal Snake

Secondary Ingredients:

- 100ml of Crystal Snake
- 6 pieces of Chiming Tree's fruits
- 10ml of Condensed Red Mist

Acting Principles:

- Experience another life
- copy others actions
- Show case the mysticism related to mirrors
- Mirroring Mystic will unknowing mirror things, using the wrong hand to do things, write from the right to the left

Powers: Can generate Ice or fire by magnifying cold or warmth

Mirror blink

Increase in fitness

#### Sequence 4 - Duality Magician

Fórmula:

Main Ingredients:

- Lungs of an Ancient Mist Seagull
- Skin of Redmountain's Lizard

Secondary Ingredients:

- Frozen Flower's roots
- 40ml of Ancient Mist Seagull blood
- 5ml of Redmountains's Lizard's Spit
- 2 Petals of Poisonous Redmountain's lavender

Acting Principles:

- Experience extreme situations
- Maintain at least 2 different identities
- Understand duality

Powers: gains the power to create mirror clones of themselves or other people

Mirror clones can utilize every power the Duality mage has and all clones share the same spirituality pool with the owner.

Mirror clones can be discartable clones which have a time limit or semi permanent ones which require rituals to create.

Discartable mirror clones don't have intelligence and need to be controlled by the caster, they have an initial maximum range of 1km and that range doubles per upgrade.

Permanent Clones have intelligence and can act independently, they can also communicate with the caster through the spirituality link, maximum distance the link can be maintained is 2 cities of distance, after which the clone will gradually consume the spirituality stored inside itself and then brake down after finishing consuming it.

## Sequence 5 - Abnormally

Fórmula:

Main Ingredients:

- Full Pitch Black Murderous Sunflower

Secondary Ingredients:

- 10 Golden Clovers
- 100ml of Troll Blood
- 15g Purple Moss Polen
- 1 Petal of Burning Flower

Ritual: Drink the potion in a place which has great relevance for history and not much relation with supernatural events.

Acting Principles:

- Create abnormalities
- Experience abnormallies

Powers:

Now everything can be magnified or reduced to proportions that are in every sense abnormal

Minor Bending: gain the power to bend a small portion of reality to realize allow minor feats (Unlike lawyer pathway which can distord things, minor Bending isn't restricted to distorting something or some "law" that exist, it can also add "new laws" that doesn't exist)

## Sequence 6 - Autumn Conjuror

Fórmula:

Main Ingredients:

- A two colored Rose
- Brain of a two headed Hound

Secondary Ingredients:

- Blood from a two headed hound
- Ancient Wraith Spirituality
- 30ml of Mist Spring Water
- a Griffon's Feather

Ritual: Force a demigod being into a slumber state and then drink the potion

Acting Principles:

- Create new things

- Destroy old things
- Force beings into either slumber or inability to sleep

Mythical Form:

The Autumn Conjurer's skin becomes colorful and with a strange texture which resembles an Stained Glass Artwork, Wings of such material sprouts from its back.

Powers:

Conjuring: Ability to bring imaginary objects into reality.

Autumn Aura: you emit a passive aura which makes beings either sleep and lethargic or lively and energetic. By actively using it, the aura can be strengthened and also gain the properties of making the slumbered slowly wither and rejuvenating the awakened.

## Lurker Pathway - By BielT

Sequence 1 - Lurker:

Fórmula:

Main Ingredients:

- Blind Mole's frontal lobe
- 1 patch of Purple Moss

Secondary Ingredients:

- 20ml of Murk water
- 10ml of Blind Mole's gastric juice
- 4 stalks of Black faced Grass
- 30 drops of Night Vanilla's essential oils

Acting Principles:

- Observe from the shadows
- remain unseen

Powers: user physical strength is improving while he is in the dark (unlike Sleepless power Lurker's isn't dependent on time, it can work the same in the day as long as the lurker is somewhere light doesn't shine, on the other hand it won't work even in the night as long as there is light)

Also unlike many pathway the lurker doesn't have a night vision ability, instead it has a passive ability to directly know what is hidden in the shadows, so it can move freely in complete darkness.



## Sequence 2 - Blind Erudite:

Fórmula:

Main Ingredients:

- Stone Ambusher liver
- Deep Manta Ray's stinger

Secondary Ingredients:

- 4 drops of Poisonous Redmountain's lavender essential oils
- 10 ml of murk water
- 40ml of Stone Ambusher's blood
- 12g of powdered obsidian

Acting Principles:

- act as a blind person giving up vision
- immerse in the dark places
- research the darkness in their physical, psychological, mystical and philosophical meaning

Powers: Blind Erudites have the ability to control shadows expanding, reducing, shaping, grafting them.

They also gain knowledge of many magical rituals and spells of dark domain.

## Sequence 3 - NightGaunt:

Fórmula:

Main Ingredients:

- Nightgaunt Beyonder Characteristic

Secondary Ingredients:

- 2 stalks of Red Sunshine's
- 10ml of condensed Red Mist
- 30 drops of Poisonous Redmountain's Lavender essential oils
- 10ml of rattlesnake poison

Acting Principles:

- Become a being of the darkness
- capture creatures and bring them to the darkness
- live in silence

Powers: Absolute Darkness - creates an area of deep darkness which absorbs normal light and sounds

Shadow Tendrils - NightGaunt can form 'limbs' of semi-physical shadows which can be used to attack or perform other actions like holding objects (higher levels can even glide using wings formed by shadows)

Shadow Slide - a NightGaunt can temporary merge with shadows to move, it can't phase through physical objects like walls but can pass through any open spaces like cracks or locks

#### Sequence 4 - Nightmare Eater

Fórmula:

Main Ingredients:

- 1 Baku's intestines
- 1 horn of Crystal Snake

Secondary Ingredients:

- Baku's pituitary gland
- 1 fruit of Chime Tree
- Rainbow Salamander's Salivary Gland
- 20g of Dragon Tooth Grass powder

Acting Principles:

- Stimulate the fear on living beings
- Control and utilize people's fears
- Cause panic

Powers: Foul Language - Fear

Foul Language - Panic

Foul Language - Frenzy

Shadow density - can make shadows dense, a person walking through it feels like they are walking through water

Gains knowledge of magic rituals and spells from mind domain

#### Sequence 5 - Boogeyman

Fórmula:

Main Ingredients:

- an Boogeyman's real body

Secondary Ingredients:

- 60ml of Black-Hunting Giant Lizard's Spinal Fluid
- 80ml of Troll's Blood
- 1 Thunderbird Feather
- 9 Wraiths residual spiritualities

Ritual: Capture a spark of inextinguishable flame and drink the potion while basking in it's light and warmth (alternatively you can drink it while basking in the power of a unshadowed)

#### Acting Principles:

- Create rules (can utilize normal society rules instead)
- Punish those who disobey your self made rules (they don't need to know about your rules since the rules are just a personal standard)
- Kidnap living beings and feast of their fear

Shadow Form - Boogeyman Merges with the shadows gaining a physical boost and many secondary effects.

In this form the Boogeyman is constantly in a half real and half state being able to change between solid and illusory as he wishes

It also gains an aura of fear, which constantly pressures his enemies amplifying any mind ability of the user, the aura will come from any and all shadows in the area constantly tipping off abilities which rely on spirituality or divination to predict danger.

#### Sequence 6 - Dwarf

##### Fórmula:

##### Main Ingredients:

- Eye of a Face-Devourer
- An entire Despair Weaver

##### Secondary Ingredients:

- an Troll's tongue
- 9 different poisons of beyonder origin
- 9 Baku teeth
- 9 Giant Bats vocal cords

Ritual: Capture an intelligent being, force it into a state of true despair, use a ritual or other means to condense that despair into a physical form and then drink the potion (the stronger the being captured the higher the chance of success)

#### Acting Principles:

- Create strong things
- Transform the dark emotions of living beings into power
- Distorting the desires of others

#### Mythical Form:

The dwarf assumes a form eyeless humanoid of about 1,50m of height with a stout body, his skin becomes pitch black and rough unpleasant texture covered in madness inducing symbols

#### Powers:

Feelings Distillery: Dwarfs have the power to extract and distill the dark feelings of living beings into a physical form

Darksmith: Dwarfs have the power to create artifacts using beyonder characteristics, and by adding essences made from the dark feelings of living beings he can gain some control over the negative effects of the artifacts he crafts

Dark Seals: by utilizing distilled feelings the dwarf can create temporary seals to affect artifacts.

When using artifacts with those seals instead of triggering its the normal negative effect, it will trigger a negative effect based on the dark feeling which originated the seal. (Each seal can withstand 3 to 5 triggers of the artifact)

Dark Sigils: Dwarf can create charms by using distilled dark feelings

Winter's Discord: Dark feelings are easier to sprout when a dwarf is close.

## Illusionist Pathway - By BielT

### Sequence 1 - Illusionists

Fórmula:

Main Ingredients:

- 1 True Root of Mist Treant
- 1 Flower of Hypnotic Lily

Secondary Ingredients:

- 20ml of Mist Spring Water
- 8 Petals of Elf Flower
- 12g of Prismatic Crystal
- 18 Drops of Psychotria Viridis Essential Oil

Acting Principles:

- Entertain others with illusions
- Surprise others

Powers: Illusion and sixth sense

### Sequence 2 - Plot Twister

Fórmula:

Main Ingredients:

- Bindings of a Living Book
- Roots of a Human Eater Carnation

Secondary Ingredients:

- 10 Leaves of Diplopterys Cabrerana
- 13 Drops of Mimosa Tenuiflora Essence
- 18 Leaves of Silver Tobacco

- 30ml of Pure Water

Acting Principles:

- Make things develop in a surprising direction
- Fool people into doing what you want or only noticing what you want

Powers: Intelligence + massive spirituality boost + misdirection

### Sequence 3 - Director (obfuscate)

Fórmula:

Main Ingredients:

- Half of a Red Mist Source
- Eyes of a Ghost Deer

Secondary Ingredients:

- 30ml of Condensed Red Mist
- Brain Fluid of an Oracle Chameleon
- Ghost Deer Blood
- 80g of Stellar Aqua Crystal

Acting Principles:

- Don't appear and it you do, make so people can't see your true form
- Manipulate things to develop in the way you want to

Powers: Disappearance of mind's eye + anti prophecy + anti divination + invisibility

### Sequence 4 - Changeling

Fórmula:

Main Ingredients:

- An Changelings Heart

Secondary Ingredients:

- 8g of Pixie's dust
- 3 Bearded Oak's Vine
- A Chime Tree's Fruit
- Half Dendrobates

Acting Principles:

- Understand the difference between reality and illusion
- Convince people to live inside the illusion

Power: Illusion form - changeling can transform his own body in a illusion being effectively intangible to anything that isn't a illusion or can't affect the illusion

Can assume any form he wishes to

## Sequence 5 - Dream Caster

Fórmula:

Main Ingredients:

- Dream Catcher's Heart
- 1 Horn of a Crystal Snake

Secondary Ingredients:

- 4 Drops of Crystal Snake Brain Fluid
- 20g of Powdered Prismatic Ore
- 60ml of Hallucinogenic Hibiscus
- 30ml of Mind Dragon's Blood

Ritual: Drink the potion while digging out a Screaming Mandrake (alternatively it can be drank while listening to a Banshee's scream)

Acting Principles:

- Helps people achieve their dreams or goals
- understand what is the meaning of dreams
- Create satisfying dreams

Powers:

Hyper realism: illusions become so close to reality that they can fool a person's brain to believe in what happened (for example people can die by being shot by a illusion)

Dream Travel

## Sequence 6 - Dream Builder

Fórmula:

Main Ingredients:

- 12 Dream Maker's Paws
- Head of a Sandman

Secondary Ingredients:

- 10ml of Mandrake Juice
- Venom Gland of Dream Maker
- Brain Mater of a Satori
- 1 eye from a Ancient Mist Seagull

Ritual: Trap a Demigod Being inside a dream without his notice

Acting Principles:

- Dreams and Reality are two sides of the same coin
- The Truth is what you believe in and living in reality is a choice
- Allows others to have a taste of their true dreams

#### Mythical Form:

The Dream Builder's body becomes an ever-changing shape of light and mist.

(Dream Builders are one of the few pathways which can utilize their mythical form in combat, because the illusion form gained from the Changeling potion is considered a lesser version of the Builder's half mythical form.

#### Powers:

Dream Building: the Dream Builder's power over the sea of conscience allows him to shape it and create locations and worlds inside it.

Spring Aura: The colors, smells, sounds, textures and tastes become deeper and stronger near the Dream Builder, the world appears to be less real and it becomes easier for people to confuse the illusory and the real.

Silver Paths: Using this power the Dream Builder can create physical or figurative (symbolic) "paths" which leads to specific locations inside the Sea of Consciousness, Builder can also utilize this power build shortcuts between two physical locations by traversing the sea of consciousness, the builder can also allow others to use those paths

## Ungrouped Pathways - By various

### Rogue Pathway - By AG5 Reaper

#### Level 1: Rogue

##### Abilities:

Increased general physical prowess most notably in agility, dexterity, and flexibility. Instinct and perception sharpen. Awaken the power of Shadowflip, currently provide stealth in the dark.

##### Acting:

A mischievous knave, providing service at the grey area in the edge of law and morality. Is highly perceptive on human behavior.

#### Level 2: Woodswraith

##### Abilities:

Same physical and mental boost. Gain the ability to imbue toxic properties onto weapons at hand.

Acting:

A rogue is bound to civilization. A woodswraith take a step further, able to survive - and even thrive - in untamed wilderness. Able to identify and raises edible and poisonous vegetations, brew herbal concoction, and creating makeshift tools from what's available.

### Level 3: Killer

Abilities:

Gain the power of Vertigo, to reverse the effect of gravity at will. Only affect self and anyone in direct touch. Shadowflip improve to allow clinging on vertical surfaces in the dark.

Acting:

The riskier the deal, the better the payout. Step into the unquestionably dark path of trading lives for coins, and for the thrill of the process. Gain knack for striking vital spots.

### Level 4: Assassin

Abilities:

Gain the power of Hardlight, creating transparent platforms anywhere within a short distance of the user. These platforms have fixed size and shape, and are brittle enough to be shattered with a strong blow.

Acting:

An assassin goes beyond a killer, slipping into the most airtight place to claim a life and leave unseen. Gain a sensitivity to split-second timing on when to strike.

### Level 5: Split Swordsman

Abilities:

Gain the power of Dart, enhancing one's footstep with short burst of speed as well as directional change without needing any tangible footing.

A split swordsman have all the skill of an assassin that is polished for actual combat, weaving in and out unpredictably and finish the contract even after one is spotted by the target. Some people are just impossible to catch off-guard, after all.

Acting:

Beyond striking vitals, also foresee several sequential steps ahead in order to create and make use of openings instead of only waiting for one to present itself.

### Level 6: Spectre

Abilities:

Able to morph into a semi-intangible denizen of darkness. Shadowflip allows self and unresisting creatures to sink into any patch of darkness, as well as storing and controlling weapons inside. All of it gain a powerful toxic properties, and victims struck



may be afflicted with Vertigo which lingered for a time even when contact is broken. In similar vein Dart may be applied to stored weapons, allowing them to suddenly accelerate and to some extent change trajectory. Hardlight may change properties from being blade-thin to turn into the jarringly visible and highly resilient Redshift barrier.

Acting:

To vanquish those beyond the mortal limit, one have to transcend the mortal limit.

Continue the path by taking down demigods, by any means necessary. Gain a near-total perception of everything in significant radius especially if shrouded in shadows, and the capability to semi-autonomously control a large amount of stored armaments.

## Merchant Pathway - By Evil\_Ginger

Sequence 1 - Clerk

Formula:

Main Ingredients:

- 
- 

Secondary Ingredients:

- 
- 
- 
- 

Acting Principles:

- Participate in the act of buying and selling
- Determine what the customer wants

Powers: Highly increases mental functions

Can calculate many things instantly

Sequence 2 - Salesman

Formula:

Main Ingredients:

- 
- 

Secondary Ingredients:

- 
-

- 
- 

Acting Principles:

- Make others buy what you are selling
- Make connections with other businesses or loyal customers

Powers: increase in intelligence, reaction speed and analytic power

Gains the ability to persuade others to buy or sell to you

### Sequence 3 - Peddler

Formula:

Main Ingredients:

- 
- 

Secondary Ingredients:

- 
- 
- 

Acting Principles:

- Travel to eight different major cities and spread your influence
- Locate profitable opportunities
- Amass wealth
- A Peddler will constantly try to find business ventures, to the point that they will mumble seemingly unrelated topics and do mathematical calculations aloud.

Powers: Can generate a limited Pocket Space of 3 cubic meters

Can store any Wares as long as it fits in the space. Living things will be suspended in time until removal.

Increase in charisma, to better persuade others.

### Sequence 4 - Sales Representative

Formula:

Main Ingredients:

- 
- 

Secondary Ingredients:

- 
-

- 
- 

Acting Principles:

- Get to know powerful leaders
- Partner with two other companies/organizations
- Understand value of all things

Powers: Retrieve Wares remotely into Inventory

Inventory Space expands to 10 cubic meters

Can inherently use any Wares effectively

Sequence 5 - CEO

Formula:

Main Ingredients:

- 

Secondary Ingredients:

- 
- 
- 
- 

Ritual: Drink the potion surrounded entirely by money

Acting Principles:

- Become the number one Merchant Company in a major City
- Must always have Inventory filled with Wares

Powers:

Established locations and land that you own can be teleported to or from, can remotely summon Wares to interfere in combat. Inventory Space is now equal to the amount of space you own.

Sequence 6 - Owner

Formula:

Main Ingredients:

- 
- 

Secondary Ingredients:

-

- 
- 
- 

Ritual: Make a Demigod a part of your Wares and then drink the potion

Acting Principles:

- Own as much as you can
- Your service is now the product. Loan your Wares instead of selling them
- Force others to make the purchase

Merchant King:

Space visibly distorts around you and a golden throne appears.

Powers:

Purchasing Power - you can now buy anything from someone else, even their remaining Time.

Money Mania: you emit a passive aura which makes beings want to buy your Wares or sell you theirs. Actively using this presence can influence others to buy above the market price and sell below it. Using this in battle can mean even plundering the opponent of their equipment or life.

## Sound Pathway

Level 1, Sound Detective:

- Increased hearing range in distance and sound detection, can detect locations of people without seeing them
- Acting as a Sound Detective means to locate things through sound and act as a scout/reconnaissance, good at tracking through sound

Level 2, Vocalist:

- Increased vocal range in distance and sound, more resilient body to sound damage, can create high-resonance sounds that cause damage to normal humans and animals within a short range.
- Acting as a Vocalist means to use the power of the voice to harm those who cause dissonance in the sound of life, vocal range can work in tandem with Sound Detective abilities to echo-locate things within range - useful for tracking and scouting.

Level 3, Discordant Harmoniser:

- Deeper understanding of sound and how it affects others, increased charm, increased sound resilience, increased reflexes, can pinpoint and target specific

sounds, can buff up allies' abilities through song within short range, can debuff enemies' abilities through song within short range

- Acting as a Discordant Harmoniser means to help allies and hinder enemies through the power of song/sound

#### Level 4, Conductor:

- Can manipulate objects through sound, increased vocal and hearing range, increased authority, can order, increased charm, incredibly focused mind, can see detailed images through sound, can detect thoughts through sound, can deal significant sound damage that can harm level 3 and below beyonders, deal regular damage to level 4 beyonders.

- Acting as a Conductor means to take control of the symphony of life, using knowledge of sound and how it interacts with the world the Conductor can control the environment and create a small soundscape where they can direct/command those within such as giving better buffs/worse debuffs, or even enhanced damage.

#### Level 5, Diva/Divo:

- Increase in charm, increase in vocal range, increase in vocal damage power, increase in minute(as in small) sound control

- Acting as a Diva/Divo means to take centre stage and use the power of sound to enrapture those who listen, can deal tremendous damage to pinpointed targets - or heal the minds/bodies/souls of pinpointed targets

#### Level 6, Virtuoso:

- Massive increase to all previous abilities, can become one with sound and become corporeal - travelling from one place to another through sounds - and become impervious to any damage using sound within vocal range, can suppress other supernatural abilities through the use of sound but only if there's sound.

- Acting as a Virtuoso means to have the ability to influence the strengths and weaknesses of other supernatural ability users within the Virtuoso's soundscape.

### Wanderer Pathway - by Platys

#### Level 1: Wanderer

##### Formula:

##### Main Ingredients:

- White fowl's hoof
- Eagle's heart

##### Secondary Ingredients:

- 5 20ml doses of river water from different rivers
- Feather of Sparrow

- 10g of silver dust
- 20g of bamboo stalk

Abilities:

Passive: Increased endurance and slightly increased dexterity and strength.

Active:

### **Misty step**

*In the morning mist, there lie many dangers for unsuspecting wanderers.*

In decreased visibility settings, one can become nearly invisible. This doesn't apply to darkness.

In all settings, wanderer's steps carry her further than they should with greater distance, least visible she is.

Acting:

*It is a well-known secret, that to truly know the world, one must walk a hundred miles.*

Travel.

## Level 2: Explorer

Formula:

Main Ingredients:

- Eye of Silent Owl
- Lilly of the valley

Secondary Ingredients:

- 5g Dirt from grave long lost
- Gold coin
- 40ml Hydrochloric Acid
- 80g Lime

Abilities:

Passive: Greatly increased perception and endurance

Active:

*To brave new lands, one must brave its inhabitants first.*

Explorer gains access to minor ritual magic, basic tools and weapons proficiency and one resistance to the greatest environmental hazard within 100 meters. Explorer is always aware of which resistance this is. There is a short cooldown before resistance can change again. Wild/Plantlife counts towards the environment if they have special attacks or poison.

Minor increase in potency of **Misty Step**, gains power to walk on water

Acting:

Explore long lost places or walk the land none have before.

### Level 3: Rover

Formula:

Main Ingredients:

- Rainbow Serpent's scale
- Stalk of glowing fungus

Secondary Ingredients:

- Single hair of mountain troll
- Feather of Arrow Sparrow
- 100ml of water collected at least 100m deep
- Leaf of Sacred Oak

Abilities:

Passive: Greatly increased memory and clarity of mind, a slight increase in endurance

Active:

*There are sights few will ever see. To glimpse them, we have to look through the eyes of others.*

There is land within our minds, shaped by each of our actions, each of our thoughts and each of our encounters. To travel this land is a privilege of those on this path.

Using this ability on a willing, incapacitated or lesser mind can reveal secrets hidden within. If one is willing to brave the journey to reach them.

Minor increase in potency of **Misty Step**

Acting:

*To glimpse the truth, one must seek the secrets.*

Uncover secrets.

### Level 4: Wayfarer

Formula:

Main Ingredients:

- Jade Cicada (whole)
- Lingering Soul

Secondary Ingredients:

- 5g Magnetite
- Golden Seagull's skull
- 200ml of lost human's blood
- Iron Boar's Tusk

Abilities:

Passive: Increase in all physical stats

Active:

*What is a journey without destination?*

Gains the ability to passively sense the way to the target. This can be location, creature or object. If it is beyond the ability of Wayfarer to reach on her own, the only thing sensed is a sense of loss.

This ability can be granted to others as a curse. Once granted, they are compelled to move towards destination at all cost. To use this ability in such way, Wayfarer had to visit target destination before. Ability will guide the victim in shortest and safest way possible. Sufficiently strong mind can resist effects.

Increase in the potency of **Misty Step**, gains power to step inside spirit-world under ideal conditions.

Acting:

*Sometimes, the way is more important than the destination. Not in this case.*

Reach places of interest under your own power.

Level 5: Globetrotter

Formula:

Main Ingredients:

- Beating heart of a Roc
- A single stalk of soothing grass

Secondary Ingredients:

- 10g of Gnomeblight
- 10g of Golden Salve
- A drop of giant's heart-blood
- 50ml of Dryad sap

Abilities:

Passive: Increase in endurance and dexterity, minor increase in perception

Active:



*I have traveled the world. And can do so again.*

Gains ability to set up beacons at any location. Return to beacon is then instant and isn't prohibited by any power blocking things out of the target destination. A maximum of 4 can be active at once, they are immobile. Beacon can be expended to send a willing creature to the destination.

Increase in potency of **Misty Step**, slowly generates mist when used, the mist sticks to user

Ritual:

Drink potion while crossing significant border. Then cross two more within a week.

Acting:

*There is no such thing as a place not visited by Globetrotter.*

Visiting countries, continents or worlds not yet visited.

## Level 6: Voyager

Formula:

Main Ingredients:

- Sea Serpent's liver
- Razor Fish fin

Secondary Ingredients:

- 50ml of red water
- 50ml of green water
- 50ml of blue water
- 50ml of black water

Abilities:

Passive: Great increase in all physical stats

Active:

*Oh, but the voyage just began.*

Visibility limitations of **Misty Step removed**, great amount of mist generated instantly whenever used, Beacons are not expended by sending willing creature through and can stick to objects or creatures, an unwilling creature can be sent to an active beacon, expending it. Environmental resistance becomes immunity, become able to step inside the mind of alert unwilling creature. Gains the ability to set up a beacon at a location such creature visited. Gains ability to grant Wayfarers ability to multiple creatures.

Ritual:

Drink the potion while gazing upon leviathan.

Acting:

*Greatest Voyages are those riddled by great dangers.*

Experiencing danger during travels.

## Aspirant Pathway - By TiggerBane

### 1. Aspirant of Bile

Acting Principles

- Knowledge is power but only in the right hands in the wrong hands it can lead to madness and folly.
- There are strange forces in the universe which seek to prevent perfection yet claim to be it's source. They must be brought to just and shackled to your whim!
- The human body is a thing which can be refined intricately though the true secrets lie in the knowledge you store in your mind.

Powers:

- Minor resistances to Drugs
- Photographic memory.

### 2. Delver of Fabius's tomes

Acting Principles:

- The tomes of Fabius tell of the truth of the universe do not stray from them or you shall be taken down the dark walkways of the world.
- Everything is a tool that can be worked on even your own body. When there are no easy subjects to perform on you yourself work best.
- The clonelord the master of perfection has many musings and stories some of these are more esoteric in nature.

Powers:

- You can remember memories of how your memories were before they were edited.
- Due to the abuse you have inflicted upon yourself you have peak human strength.

### 3. Offerings of the Gods

Acting Principles:

- There are many pathways to perfection some are far more dangerous than others and some are traps laid by others whom do not want their lies challenged.
- Curses and lies are the tools of the esoterics trade do not fall temptation to their momentary graces. For they shall do naught but lead you astray.

Powers:

- Beings claiming to be gods will give you offers that will suit your needs. But in the long run taint you being.
- Increase in fitness above human levels and the ability through extensive surgery to change your appearance.

#### 4. Test subject

Acting principles:

- There are many whom have walked before you. Will you fall into their traps or will you have them fall for yours? Either way test subjects are always required.
- Benefits are always gained no matter who is doing the experimentation but will they pervert the pathway that is the question?

Powers:

- Increases in physical power by a factor of 10.
- Resistances to drugs and mental attacks increases drastically.

#### 5. Elutrian confederacy

Acting Principles:

- To experiment is something that all humans do but to find the twisting skeins of fate and those that meddle to make your monsters hideous that is the path of the few.
- If one is looked at by the maw for long enough they will wish to look back.

Powers:

- The being has started to create artificial life however they are a mess due to some form of outside interference being deranged and not truly fitting the specifications.
- If they reach near to the end of this pathway they will be able to see these beings that are messing with their work.

#### 6. Puppet/Gene enhanced

Acting Principles:

- Assistants are always necessary and sometimes they are required to be tougher and stronger than even you so a way to control beings is required.
- Perfection is not something which can be left for the now but must be planned for the future.

Powers:

- The ability to manipulate and control those beings that have been made by yourself.
- The beings that you create can now procreate of their own accord.

### Reciprocity Pathway - By Quaesitor

#### Sequence 1 - Punching Bag

Acting rules:

- Accepting the negative feelings and helping them disperse them
- Don't show your injuries

Powers:

- Tough body
- Fast recovery (for a human)
- Knows how to take a hit and disperse the damage

## Sequence 2 - Banker

### Acting rules:

- To make profitable deals, know what to take and what to give
- Treat things and persons based on value

### Powers:

- Can accurately estimate the value of things
- Has an instinct on what things are beneficial to give and take

## Sequence 3 - Loan Shark

### Acting rules:

- To make a profit by scamming others and through debt
- Causing foreseen disaster

### Powers:

- Can have others return the value of what they were given
- The longer this debt exists, the more it grows
- Only works with material things

## Sequence 4 - Donee

### Acting rules:

- Things you gain for free are the best things
- Have others donate things to you by their own will

### Powers:

- Can turn things others "give" you into donations
- Donations can be stored in a limited space
- Others will have an impulse to give you things in support
- Only works with material things

## Sequence 5 - Trojan Gift/Odysseus

### Acting rules:

- Giving gifts that actually come with strings attached, causing downfall
- Causing unforeseen disaster

### Powers:

- Can force others to accept gifts, getting them into "debt"
- Anything given can be used as a gift
- Also works on emotions, thoughts and spirituality

## Sequence 6 - Equalizer

### Acting rules:

- Sharing is caring
- Give and take in equal measure
- Support the poor, oppose the rich

### Powers:

- Can equalize the state of mind, soul, and/or body between people
- Can share and receive powers from self and willing participants

## Mercury Lamp Pathway - By Haxagen

### Sequence 1 - Ain

*Ascension starts nowhere. Survive bumbling around long enough, and you might just discover greater purpose.*

Budget Bardsmanship: Sings terrible songs rather well. (Has a chance to) Inspire allies who hear the humming. Also has a fear of public speaking.

Self-Modification: With the power of selective amnesia, food tastes different every time you eat it. In other news, water is wet.

The first and lowest Sequence of Ain Soph Aur. Minor increase in physical and magical prowess, able to hover a few inches off the ground. No weapon expertise yet, because everything starts from 0.

#### Motivations (Aka Acting Rules):

- *Try not to get murdered before you get a chance to promote. That's it.*
- *It's not as simple as one might think.*

### Sequence 2 - Principality

*Third-rate angel with a fourth-rate stick. At least you're not tripping over rabbits, but do with your powers what you will. And watch out for that alignment bar.*

Idiotic Messenger: Can(?) be trusted(?) with important(?) cargo. When making a delivery, 50% chance to reach the destination in half the time, 50% chance of getting lost.

Cost-effective Chanting: Finish chanting for complex abilities in half the time. Can (sloppily) bless people and exorcise the undead.

Second Sequence. Floating ability becomes somewhat stronger, dodging via dashing while floating becomes an option. Gains the ability to poke people with a stabby stick of light.

#### Motivations (Aka Acting Rules):

- *Play around with the boundaries and see what happens. Do mind the repercussions.*
- *Good and evil are transient notions.*

### Sequence 3 - Virtue

*Painted like a French girl and just as modest. Had your fun already? Now deliver the mail like you're supposed to. Or don't.*

*Nobody bothers to read mail nowadays.*

Life = Art: A Virtue's ability to blend in perfectly with the flow, depending on the circumstances. This includes gaining temporary abilities from varying works of art.

Natural Order: It is rather difficult to tell when a Virtue is lying, not because Virtues are masters of deception, but rather because of a difference in perception. 'As it is said, so it is willed by God.' They believe themselves completely when they deny having done something, despite having done such in full view of anyone around.

Third Sequence. Can mold light constructs into other shapes for other uses, including smiting enemies. Virtues gain additional power when [Blessed] allies are around.

#### Motivations (Aka Acting Rules):

- *Now that you've more or less gotten the hang of things, why not try to convert a person or two?*
- *Religion is more useful a tool than it seems.*

#### Sequence 4 - Dominion

*Somewhat average. You've got some cool-looking wings too, to help you out on your assignments and whatnot...you forgot about your desk job, didn't you. Try to spread your beliefs a bit more, maybe?*

*\*Sigh\**

*Just don't scare them off. Zealots, as I am told, make for terrible conversation partners.*

Assault Shift: When attacking, loses the ability to make deliveries and henceforth the movement bonus on Idiotic Messenger. In exchange, temporarily triples movement speed. Exits combat only when there are no more enemies nearby.

Halo of Havoc: Shouting disrupts enemies. Has a small chance of inflicting the following status effects, including but not limited to --- fear, panic, confusion, intimidation, paralysis, sleep, and a miniscule possibility of instant death.

Fourth Sequence. Light-attuned abilities hit much harder, Dominions fly faster, roughly reads minds, and can blind people by flashing them.

#### Motivations (Aka Acting Rules):

- *Do as bonafide messengers do; deliver the mail.*
- *Careful with that trumpet now, it doesn't always attract the right kind of attention.*

#### Sequence 5 - Throne

*\*Inhales\**

THE SUN THE SUN THE SUN THE SUN: While under the effects of [Sunlight], Physical Stats x3, +1 Saving Throws, +1 Mood, +1 Insanity

~~Trans-Am~~ Mana Burst (Unreliable): Simple steroid ability that boosts stats drastically across the board. Performance plummets for a while after Mana Burst ends, and occasionally phases out of existence of dodge attacks.

Fifth Sequence. Thrones leave after-images with mass when they move fast enough, love sun-tanning, and have a sweet tooth. They love company too, but don't visit on a rainy day.

Motivations (Aka Acting Rules):

- *Ah, the good ol' mental corruption. Always a thigh-slapper. Miss the deadline to promote, and you can kiss your free will goodbye.*
- *Being part of a hive-mind might not be as bad as it sounds.*

Sequence 6 - Shekinah

*Daughter of God. Now you're getting somewhere, but that position actually holds some responsibility...Shocking, I know.*

*Please don't mess it up, we're short on hands over here.*

Sanctuary: Consecrates the surrounding piece of land and applies [Upon Hallowed Ground] to everyone in range. Under the effects, allies hit harder while enemies take more damage. Avoids attacks while invoking by treading upon another plane of existence.

Fleur d'Etoile: Throws a lance of light that blows up upon impact. Charging up increases explosive power and adds a homing effect. Mushroom cloud resembles a blooming flower. The [Starlight] effect amplifies it further.

Sixth Sequence. Shekinah's abilities are strengthened further by praying; both by her own prayers and others praying to *her*. At this point the Beyonder becomes female (if they started off male) and takes basically no damage from attacks of the Fifth Sequence and down.

Motivations (Aka Acting Rules):

- *Flaunt those wings. You've earned it.*
- *May the ground quake as you pass, young empress.*

Beauty and the Beast:

Level 1: Talk of the Town

Power

- You have a certain charismatic charm about you that makes people more amenable towards you
- You can more easily convince people to your way of thinking
- (At Level 6) Can command/convince someone lower-levelled to do your bidding for a day and night

Action

- Make friends with the locals

- Convince someone of something they previously disagreed with you about

## Level 2: Mirror

### Power

- Can see a person's true self by gazing at their reflection
- Can briefly take on the image of another person and an imitation of their ability reduced by 1 level
- (At Level 4) Can briefly make 1 copy of an item from reflections for as long as reflection is available
- (At Level 6) Can switch places with your reflection, causing damage to your reflection instead - must have a reflection of you present for this to work.

### Action

- Observe your own reflection in other's eyes and see your true self
- Do not show your true self to others

## Level 3: Bookworm

### Power

- Can perfectly recall anything read
- Can make things written become real for a while, e.g. you write flames and flames will appear (the more detailed, the more powerful)
- (At Level 6) Can store things in a book by writing them down - can come out by erasing/crossing writing out.

### Action

- Write about your interactions with people
- Read aloud to people

## Level 4: Reveller

### Power

- Can gain immense strength and speed at the cost of inhibitions
- Can get stronger and weaker during the moon phases both mentally and physically
- (At Level 6) Can affect those around you to lose inhibitions and gain strength and speed

### Action

- Perform acts of revelry with others
- Dance in the light of the moon

## Level 5: Flower in a Jar

### Power

- Can gain enhanced beauty that can paralyse those who gaze upon you through your charming visage
- Can poison those you touch
- Can heal those who look upon you



- (At Level 6) Can restore LoC of self by staring at own reflection, or others by only looking at you, for a whole day and night

#### Action

- Must not instigate conflict
- Must grow/tend to flowers/plants

### Level 6: Cursed Prince/Princess

#### Power

- Can transform into a beast you have fought/defeated
- Can command beasts less powerful than you
- Increase of power in all previous abilities

#### Action

- Be surrounded by civilisation during the day
- Be in the wilderness by night
- Have an order/command followed

### Brown Bear of Green Glen:

#### Level 1: Water of Life

##### Power

- Can enchant a drink's worth of water per day that energises the mind, making it more alert
- (At Level 2) Can heal minor injuries and cure minor poisons/venoms
- (At Level 3) Can heal LoC by 10% per drink
- (At Level 4) Can enchant 10 drinks' worth of water per day
- (At Level 5) Can heal major mental/physical/soul injuries, cure major poisons/venoms,
- (At Level 6) Can enchant 50 drinks' worth of water per day

##### Action

- Keep hydrated
- Submerge self in water for at least an hour

#### Level 2: Animal Friend

##### Power

- Can commune with one animal of your choice and receive truthful answers from it per day
- (At Level 4) Can see through the eyes of an animal you've had contact with and control its movements
- (At Level 6) Can link with up to 10 animals at once and commune with 10 animals per day
- Can assume one aspect of an animal's senses for a day, e.g enhanced vision, enhanced hearing, enhanced smell, etc...

- (At Level 4) Can assume one aspect of an animal's strength for a day, e.g. increased speed, increased agility, increased toxicity, increased mental fortitude, increased soul force, etc...

- (At Level 6) Can assumed up to 10 aspects of animal strengths at once; stacking aspects is a viable method

Action

- Feed at least 5 animals
- Raise an animal as a pet

### Level 3: Bread for Everyone

Power

- Can turn any organic material into a food item you've seen 5 times per day
- (At Level 4) Can now turn material into non-supernatural items you've already seen.
- (At Level 5) Can now turn supernatural material into supernatural items you've already seen that are 1 level lower in power than you - expect side effects (the stronger the ability, the stronger the side effect)(material must correspond to item being made)
- (At Level 6) Can perform action 20 times per day and make supernatural items equal to your level - level 6, obviously
- (At Level 6) Can make any material edible but requires more power for materials that were completely inedible before - curses can be consumed

Action

- Eat for 5 people for a meal
- Do not ignore those in need that you see

### Level 4: True Love's Kiss

Power

- Can charm a person to completely trust you once per day by kissing them
- (At Level 5) Can add a charm of your choice to an item for a day by kissing it
- Can break a charm on someone by kissing them
- (At Level 5) Can break a charm on an item of your choice for a day by kissing it
- (At Level 6) Can blow a kiss and have same effect as physically kissing within sight.
- (At Level 6) Can cause those you've kissed to not cause you harm unless they're the same level as you.

Action

- Wake up at least 1 sleeping person with a kiss and tell them they look beautiful.
- Make someone believe you love them and have them fall in love with you

### Level 5: Clapped in Iron

Power

- Can produce, from iron sand bag, any iron object for a day

- Can produce, from iron sand bag, and control several metres of iron chains that can be used as a chain-whip or a way of binding a target (length may vary but cannot exceed several metres) for up to a day
- (At Level 6) Can alter the shape and density of the chain at will, e.g. changing into a sharp spike, etc...
- (At Level 6) Can draw upon iron from blood and the land making iron items created permanent.

#### Action

- Carry a bag of iron sand mixed with your blood
- Eat only iron-rich foods
- Have some form of iron binding some part of your body at all times

### Level 6: Unassuming Persona

#### Power

- Can lower your presence to make others not notice you as much as before, to the point you can become virtually invisible if enough time and mental+soul power is placed into it though it requires constant concentration to maintain it
- Can alter appearance to the point of being unrecognisable, though it requires mental and soul power, along with constant concentration to maintain it
- Can turn completely invisible for a week though it expends all energy for the rest of the day.
- Can touch a person and cause their appearance to change
- Can use telekinesis on what can be seen (the further away, the more power needed)(can work in tandem with Animal Friend)
- Gains a substantial increase to mental and soul power

#### Action

- Take part in conversation but don't leave an impact
- Wear 10 different outfits, 5 female and 5 male.

## Novel Pathways