Lord of the Mysteries Jumpchain

V1.0 By FishAndChipsAddict



You gain +1000 CP

Location

"Where, exactly, am I?"





Backlund



Tingen City



City of Evernight

Northern Continent

Divided into four large kingdoms (and some smaller ones), the northern continent houses a large share of the population of the world and is both the main location of most of the orthodox churches and the location in which most of the plot takes place. Selecting this you may start in any place on the northern continent, whether that be Tingen, Backlund or somewhere else.

Southern Continent

Divided into two halves, the Southern continent, once dominated by the former Balam Empire led by the God of Death Salinger, has devolved into multiple shamanistic tribes in a state of perpetual civil war. You may start at any location here.



Forsaken Land of the Gods (+200)

Forsaken by the Ancient Sun God, these lands have been turned into a wasteland covered in eternal darkness. Flashes of lightning are the only thing that illuminate these lands, and danger and opportunity go hand in hand here. From lingering scars of warring gods to wandering kings of angels these lands are almost completely inhospitable to human life, an exception being the City of Silver and Moon City.



The Cosmos (+300/+0/200)

The infinite cosmos filled with madness and chaos stands open for you, but keep in mind:
"*There are some things that make it easier to be 'infected'*"
*You **may**, but need not, use this to enter another setting, depending on the setting and rules regarding The outer gods (barred, disinterested, allowed) you may either gain 300, 0 or have to pay 200 cp. These settings may not greatly exceed the strength level of lord of the mysteries (doubtful that this will be a problem) or directly violate its laws. By default this gives +200cp.*

Origin

"You can address me as... The Fool"



Mysterious Stranger

You are not from this world, are you? Perhaps you were transmigrated, perhaps you survived the partial awakening of the Original Creator? Or perhaps something else?
Your exact origins don't matter, what does is that you are new to this world, awakened under a red moon. You initially have little in the way of connections but perhaps your entrance into this world did not go unnoticed.



(Un)Official Beyonder

Another day at the office, delving into secret histories, battling corrupted monsters and fighting off madness and despair or perhaps you prefer working alone instead of for one of the churches? Nevermind, it doesn't matter anyways. Somehow you managed to come into contact with the world of Beyonders, be this via accidentally calling a secret existence while divining, inheriting the knowledge and/or characteristics from your family or witnessing a Beyonder event and being recruited by the churches. In any case, you have managed to become a Beyonder, a person with special powers.



Secret Existence (300 cp)

You've been around for a long time, haven't you? Born so very long ago, in the fourth epoch or even before that. Either as a human who worked his way up to Angelhood or full Mythical creature inheriting these abilities from your parents. Now you are an Angel walking on the earth, a secret existence hiding in the fogs of history, waiting for the opportunity to enact your schemes upon the world and ascend even higher.

Representing the extra time you've had to obtain and digest the various potions of your pathway you gain an extra stipend to spend on beyonder artifacts and characteristics, you are also aware of more advanced uses of the various abilities in your chosen pathway due to experience gained over the ages like how Amon can choose not to synchronize information to his avatars to help deceiving other people.

Perks

"Every being has their divinity"

General perks

Shroud of secrets (FREE for this jump, 200cp to keep)
As there are multiple entities who can corrupt and kill you simply via you knowing of their existence a shroud of power has been draped over your spirit body and soul, concealing it from 'them', preventing you from forming connections to 'them' when learning about 'them' and allowing you think about 'him' without attracting 'his' attention towards you. As a small bonus you may make the shroud visible on your spirit body and change its aesthetics corresponding to any pathway you possess, this however has no other benefits.

Golden finger (200)
You seem to have extraordinary luck in matters of finding beyonder ingredients (or other important artifacts), conveniently stumbling over the appropriate ingredients when nearing digestion of their potion, these 'ingredients' always require some degree of effort to obtain though, whether this is combat or scouring ancient ruins is up to fate.

Mysterious stranger perks

Scholarly (100)
You seem to have a scholarly air around you, perhaps it's due to all that time spent in the libraries searching for history books? Well regardless of how, you have both talent and experience in learning new things and know how to quickly memorize and intuit new things. This greatly increases your learning speed and adaptability.

A thousand masks (200)
Roleplaying a dozen different accounts online really worked out for you huh? You seem to have a natural aptitude for creating and upholding different identities making it so that people will rarely, if ever, catch you 'out of character' so to say.

Component substitution (400)
You gain the ability to substitute components of spells and rituals for others with the chance of success depending on the similarity between the original and substitute. While this in normally already possible with advancement rituals, this perk expands it to other fields of mysticism, allowing you to invoke effects of the sleepless pathway by expending a charm related to the death pathway by using the similarity between 'rest' and 'eternal rest' as 'similarity' to substitute the corresponding charms, with time and experimentation you might even find yourself able to use this perk in more esoteric ways.

Let there be light (600)
The ancient sun god made the potion system used in this world, allowing people to digest beyonder characteristics with a far decreased chance of going mad. You can now do mostly the same thing, well in theory at least because the ancient sun god had the Authority of knowledge, instead you gain an intuition on how powers work, allowing you to intuitively grasp the

underlying rules of a power or power system with minimal data and easily find loopholes to bring forth a desired effect. This perk truly becomes potent when dealing with vague or contradictory magic systems allowing you a truly vast amount of leeway to bend their rules to your will.

(Un)Official Beyonder perks

Experienced (100)
You've been at this for a while now, You know all the common occult knowledge that an experienced beyonder should know and have plenty experience in using your abilities in actual combat allowing you to keep your cool and react quickly.

Captain (200)
When a part of an organization you will find yourself rapidly gaining contributions to said organization, rising up the ranks at an almost unprecedented speed and giving you access to more or more restricted resources.

Private investigator (400)
You have a knack for finding lost secrets, whether that be ancient mausoleums, secret societies or cults of evil deities, if there are any you are sure to find them, with time that is.

'Blessed' by the gods (600)
When using magical systems you gradually seem to 'corrode' away the influence of those which control the magical system making it truly yours the more you progress in it. In a magical world this might manifest as gaining the ability to absorb ambient mana without negative effect, but here this is fastly more powerful allowing you to slowly corrode away remnant mental imprints and fool the beyonder characteristics into thinking you are the original owner of it making it so that it eventually becomes fully subservient to you, even going as far as removing the original creator's imprint.

Secret existence perks

Turning of the epochs (100)
You have been around for a long time and know how to make schemes with durations inconceivable to mortals, you also know how to hide these schemes from those of your power and status, allowing you to, with the right materials and preparations, plot the death of a nigh-omniscient god without them noticing.

My believers are myself (200)
Just like Amon you have lots of 'believers' or should I simply say that you 'believe' in yourself? Heh, anyways, due to this devotion to yourself you no longer need anchors to retain your sanity and offset the corruption stemming from underground.

Jumper, the lord of myriad mysterious worlds (400)
You have the strange, and frankly overpowered ability to 'replicate' perks abilities and powers you possess in the form of illusionary beyonder characteristics you can grant to others, these replicas will never be fully 'real' and will thus always be slightly worse than the original but may

be considered as such outside this jump (they will still be weaker though), In addition to this a certain amount of progression is needed to 'digest' the abilities making it so that you cannot simply grant godhood to every person you see without them putting in the required effort. You may influence any person who holds these replicas in the same way a god would influence beyonders of their pathway(s).

That which is not dead (600)
...may eternal lie, because from the moment you take this perk you can no longer truly die due to being intertwined with reality itself. If you were to 'die' your body will slowly seep out all perks, abilities and powers you have in the form of indestructible and unique characteristics, commonly taking a thematically appropriate form related to the ability. When others use or consume these abilities or powers they will slowly get corrupted, with the severity depending on the strength of the power in question and when the corruption reaches a certain point you will start to awaken in the person's body, allowing you to gradually exercise more and more control over your former abilities until the person can no longer withstand you after which you will be fully resurrected inside the person and you can draw all your 'split off' 'characteristics' back to yourself using convergence. If, however you manage not to be resurrected by the time your jump would have ended or ten years after you died, whichever comes last, you will be considered dead in the eyes of the jumpchain and will be forced to either return home or remain in the universe you are at, waiting for your eventual revival.

Items

"A bestowment, or, a curse"

Mysterious stranger items
Historical records (100)
Gives a library of historical books whose age ranges all the way back since the second epoch, to the start of the fifth one. They have questionable accuracy, but perhaps, with sufficient effort, you may uncover some secrets in them.

Magic mirror (200)
Gain a clairvoyant mirror with living characteristics which can answer questions at the price of asking an embarrassing one to you, it is capable of but doesn't wish to peer at gods due to being afraid of 'them', it will be completely loyal to you.

Cards of Jumper (400)
Gain a set of 22 tarot cards corresponding to each pathway, they hold no info but can be fused with the spirit body to replicate the status, aura and certain abilities of a beyonder of said pathway, they do not have the same negative side effects as the cards of blasphemy and are immune to their symbolism.

Blasphemy slate (600)
You gain a complete repository of all the knowledge on pathways which updates in new jumps with information regarding it's magic system, unlike the actual blasphemy slate this does not serve as connection to the Chaos sea.

(Un)Official Beyonder items

Material components (100)
You gain a pouch with a constantly regenerating supply of expendable items used in Mysticism like various powders, salts and ritual knives.

Financial resources (200)
You have knowledge of several bank accounts linked to things like lands or companies which generate a royal sum of money each month allowing you to comfortably live in high society without needing to care for money wherever you might be at any time.

Blessing (400) <can be bought multiple times>
You have been blessed by a god or kings of angels giving you a single potent ability under the domain of said god which does not consume spirituality, this might be things like the ability to remain lucid in dream world (from evernight), the ability to be immune to aging and decay (from the god of combat), the 'ability' to have incredible amounts of luck and good fortune (from the wheel of fortune) or the ability to resurrect from death once (from the Fool). Additionally you may request the occasional favors from said god but there is no guarantee that they will accept your request, After this jump the blessing will be cp backed and your benefactor will take over the role of the god.

Great grandpa (600)
Just like Leonard and many protagonists from other xianxia novels, you now have a 'great grandpa' who is dependent on you for their survival, this is a weakened angel who need to collect characteristics from their pathway to regain their strength but has near complete knowledge of things regarding their pathway and can guard you from things above your level. Due to already paying for them you may freely take them as a companion after this jump.

Secret existence items

Ancient murals (100)
Several murals are spread around the world depicting stories and legends of you. They can be rigged to automatically invoke an ability when someone reads it or can be used as an anchor for certain abilities.

Items of power (200)
You gain a pouch containing a constantly regenerating supply of items linked to you with minor effects based on the your powers and perks, however if the link to you ever where to break the powers of the items will similarly fade and wane.

Church of Jumper (400)
The mark of a true god, this grants you a church comparable to those of the seven orthodox deities placed anywhere that you want with their own beyonder agency like the nighthawks and sealed artifacts.

Sealing veil (600)
This gives you a veil which you can drape over a location which completely isolates it from the outside world, preventing everyone, even outer gods, from entering or leaving it.

Sefirot (**800**)
Oh my, you seem to have ownership of one of the nine sefirot, this grants you various abilities. Firstly it can be entered by completing a small ritual which grows less and less important in higher sequences, Secondly all events inside the kingdom are concealed preventing even gods from observing the events within, Thirdly the jumper can affect and summon any person to which a corresponding connection is formed, either by giving out [Items of power] or through them praying to the jumper. All attacks and corruption from outside the kingdom are weakened and the Jumper will find their Authorities boosted by one level until reaching the level of a king of Angels after which it will only boost it by half. Apart from this all sefirot have several different abilities. Sefirah castle for example can bypass all barriers when summoning someone due to the authority of the door pathway and revive its owner 3 times due to the authority of miracles belonging to the fool pathway. This sefirot has no remnant mental imprint due to your benefactor erasing it and is truly yours (like the original LOTM), however without sufficient status, gained by becoming a higher sequence, you will not be able to use all its abilities.

Pathways

"He has made every Sequence in his own image. What a narcissist... "

This section uses BP, you can convert CP into BP with a rate of 1 : 1 but not BP into CP
Each origin gains a stipend of 200 BP
Secret existence gains another 200 BP, for a total of 400 BP, due to them having had longer to advance.

You can buy Characteristics from the tables below at the price mentioned below this. When buying a characteristic of a pathway all lower sequence characteristics of said pathway are discounted. You only need to buy the 'highest' level of a characteristic due to them having one of each lower sequence included and they instantly start as accommodated and/or digested allowing you to use the full potential of the sequence's abilities instantly, if you have characteristics belonging to multiple pathways you risk losing control and going mad however at higher sequences you can swap pathways in the corresponding pathway group (but still not have multiple at once).

When looking at pathways you shouldn't look at how many authorities they have but at what they represent, after all, except for the three (*four*) pillars being stronger at the level of Great old one (sefirot + all uniquenesses & one Sequence 1 of all pathways in group) all pathways are of equal strength at the same level.

More pathways than the ones mentioned here exist in the cosmos and thus you may freely make up other ones as long as their strength does not exceed that of existing pathways, but this comes with the drawback that you will not be the only one who has characteristics of this pathway and that others can and will contend your control over it.

Costs

Ranking	*Characteristic*	*Artifact*
True god	1000	––
<King of Angels> Uniqueness <Archangel> Sequence (1) <Angel> Sequence (2)	600 400 350	650 450 400
<Saint> Sequence (3) <Saint> Sequence (4)	300 250	350 300
<Mid> Sequence (5) <Mid> Sequence (6) <Mid> sequence (7)	200 150 100	250 200 150
<Low> sequence (8) <Low> sequence (9)	50 0	100 50

When buying an artifact it will be permanently sealed and fiat backed to return if it is stolen, not by teleportation but by fate. this is, ofcourse, as long as it isn't used in advancement in which case it will have no chance of causing you to lose control and completely merges with you.

Notes:
1. [♀] -> changes gender to female, [♂] -> changes gender to male, red star means pillar
2. The abilities of most sequences are unknown so fanwank responsibly and check the wiki

Lord of the Mysteries

Sefirot: Sefirah castle

 **Fool**	 **Door**	 **Error**
1. Attendant of Mysteries	1. Key of stars	1. Worm of time
2. Miracle invoker	2. Planeswalker	2. Trojan horse of destiny
3. Scholar of yore	3. Wanderer	3. Mentor of deceit
4. Bizarro sorcerer	4. Secrets sorcerer	4. Parasite
5. Marionettist	5. Traveler	5. Dream stealer
6. Faceless	6. Scribe	6. Prometheus
7. Magician	7. Astrologer	7. Cryptologist
8. Clown	8. Trickmaster	8. Swindler
9. Seer	9. Apprentice	9. Marauder

God almighty

Sefirot: Chaos sea

 Visionary	 Hanged man	 Sun	 Tyrant	 White tower
1. Author	1. Dark angel	1. White angel	1. Thunder god	1. Omniscient Eye
2. Discerner	2. Profane Presbyter	2. Lightseeker	2. Calamity	2. Wisdom Angel
3. Dream weaver	3. Trinity Templar	3. Justice Mentor	3. Sea King	3. Cognizer
4. Manipulator	4. Dark Knight	4. Unshadowed	4. Cataclysmic Interrer	4. Prophet
5. Dream walker	5. Shepherd	5. Priest of Light	5. Ocean Songster	5. Mysticism Magister
6. Hypnotist	6. Rose Bishop	6. Notary	6. Wind-blessed	6. Polymath
7. Psychiatrist	7. Shadow Ascetic	7. Solar High Priest	7. Seafarer	7. Knowledge Keeper
8. Telepathist	8. Listener	8. Light Supplicant	8. Folk of Rage	8. Student of Ratiocination
9. Spectator	9. Secrets Supplicant	9. Bard	9. Sailor	9. Reader

Goddess of origin

Sefirot: Brood hive

 Moon	 Mother
1. Beauty Goddess [♀]	1. Naturewalker
2. Life-Giver	2. Desolate Matriarch [♀]
3. High Summoner	3. Pallbearer
4. Shaman King	4. Ancient Metallurgist
5. Scarlet Scholar	5. Druid
6. Potions Professor	6. Biologist
7. Vampire	7. Harvest Priest
8. Beast Tamer	8. Doctor
9. Apothecary	9. Planter

Eternal darkness

Sefirot: River of Eternal darkness

 Darkness	 Twilight giant	 Death
1. Knight of Misfortune	1. Hand of God	1. Pale Emperor
2. Servant of Concealment	2. Glory	2. Death Consul
3. Horror Bishop	3. Silver Knight	3. Ferryman
4. Night Watcher	4. Demon Hunter	4. Undying
5. Spirit Warlock	5. Guardian	5. Gatekeeper
6. Soul Assurer	6. Dawn Paladin	6. Spirit Guide
7. Nightmare	7. Weapon Master	7. Spirit Medium
8. Midnight Poet	8. Pugilist	8. Gravedigger
9. Sleepless	9. Warrior	9. Corpse Collector

Calamity of destruction

Sefirot: City of calamity

 Red priest	 Demoness
1. Conqueror	1. Apocalypse
2. Weather Warlock	2. Catastrophe
3. War Bishop	3. Unaging
4. Iron-Blooded Knight [♂]	4. Despair
5. Reaper	5. Afflictions
6. Conspirer	6. Pleasure
7. Pyromaniac	7. Witch [♀]
8. Provocator	8. Instigator
9. Hunter	9. Assassin

Demon of knowledge

Sefirot: Knowledge moor

 Paragon	 Hermit
1. Luminary	1. Knowledge Emperor
2. Knowledge Magister	2. Sage
3. Arcane Scholar	3. Clairvoyant
4. Alchemist	4. Mysticologist
5. Astronomer	5. Constellations Master
6. Machinery Specialist	6. Scrolls Professor
7. Appraiser	7. Warlock
8. Archaeologist	8. Melee Scholar
9. Savant	9. Mystery Pryer

The anarchy

Sefirot: Nation of disorder

 Justicar	 Black emperor
1. Hand of Order	1. Prince of Abolition
2. Balancer	2. Duke of Entropy
3. Chaos Hunter	3. Frenzied Mage
4. Imperative Mage	4. Earl of the Fallen
5. Discipline Paladin	5. Mentor of Disorder
6. Judge	6. Baron of Corruption
7. Interrogator	7. Briber
8. Sheriff	8. Barbarian
9. Arbiter	9. Lawyer

Father of devils

Sefirot: Tenebrous world

 **Chained**	 **Abyss**
1. Abomination	1. Filthy Monarch
2. Ancient Bane	2. Bloody Archduke
3. Disciple of Silence	3. Blatherer
4. Puppet	4. Demon
5. Wraith	5. Desire Apostle
6. Zombie	6. Devil
7. Werewolf	7. Serial Killer
8. Lunatic	8. Unwinged Angel
9. Prisoner	9. Criminal

Key of light

Sefirot: Key of light

 **Wheel of fortune**
1. Snake of Mercury
2. Soothsayer
3. Chaoswalker
4. Misfortune Mage
5. Winner
6. Calamity Priest
7. Lucky One
8. Robot
9. Monster

Companions

"Everyone here isn't to be trifled with... Is this what's called a gathering of protagonists?"

Import (50) <can be taken multiple times>
This allows you to import an existing companion who gains 600cp, they may take drawbacks and scenarios to raise this however.

Actual tarot club members (100) <can be taken multiple times>
Fate will change so that you meet a canon character who is below Angel level at the start of the story multiple times on favorable conditions. You can ask them to become your companion but the choice remains theirs.

A wandering angel (300) <can be taken multiple times>
This gives you a connection to a Secret existence of angel level, their connection to you will not be as great as those bought using [Great grandpa] and will more frequently ask for recompense in exchange for their services but even then, they are still one of the most powerful entities on the planet.

Drawbacks

"A price is always exacted for what fate bestows, isn't it?"

Laws of beyonder characteristics (Required)
Jumper must obey the laws of beyonder characteristics during this jump due to them being intertwined with reality, these rules are:
The law of beyonder characteristic indestructibility, this means that a beyonder characteristic can never be destroyed or reduced, only changed.
And the law of convergence, which means that the higher one's sequence the more they will converge with other beyonders from their group, meeting them through pure luck.
It is also handy to mention inheritance here which makes it so that, beyonders of sequence 6 and 5 will automatically pass on a portion of their powers to their children, not enough to weaken the parent, but enough to give the child abilities comparable to a sequence 9 and lock in their path. At higher sequences this can be controlled, allowing the beyonder to selectively pass on certain characteristics to their children.

Longer stay (+0) <can be taken multiple times>
As advancing often requires a large timeframe barring extreme examples like the protagonist, this drawback extends the duration of the Jump by 10 years and can be taken multiple times.

Earlier entry (+0)

Taking this drawback causes you to start at any point in time since the partial reawakening of the original creator and the awakening of Klein from sefirah castle.

Expressive (+100)
You do not have the best poker face being very easily readable to others making deception rather difficult.

Naive (+100)
You are very naive, always seeing the best in people, except to be caught off guard if you are ever betrayed.

That sounds like work (+200)
Just like Fors you are extremely lazy loathing doing actual work. This does not mean that you will never do anything, just that unless you're given an immediate reason to do something. You probably won't do anything.

Wanted (variable) <can be taken multiple times>
'Is that your face on the poster?'
You're wanted by a beyonder organization, for 200 cp this could be one of the churches in your area and for 400 cp you might have earned the enmity of one of the gods themselves causing them to spend their full effort on hunting you down. For an added +50% the organization in question truly wants you dead, and shall spare no effort in making it so, potentially even causing conflict with other factions in pursuit of you.
**If you are of such strength that the chosen organization would pose no realistic threat to you then this drawback grants no points.*

Disdained (+200)
'Is it a bloodline curse?'
Due to means unknown to you half of all sealed artifacts will have strange and detrimental reactions to your presence that make them more dangerous and harder to seal. These artifacts will do their utmost best to hinder you in any way they can if they are sentient.

All powers have loopholes (+200)
'The unbreakable shield, not so unbreakable anymore'
Upon taking this drawback your previously absolute defenses now become less so. They will develop cracks and flaws which can be exploited by others to bypass them. For example Amon might be able to steal your powers even though you have power theft immunity by stealing your identity and bypassing the defense due to technically being 'you'.

Corruptible (+400)
You are particularly susceptible to corruption and madness making it so that you have a far lower threshold for losing control and require more anchors to remain sane.

Unlucky Jumper (variable)

You are cursed with permanent bad luck which cannot be removed, even with the blessings of a god of fate.
For +100 cp this bad luck will simply be inconvenient but not truly harmful
For +300 cp you will have noticeable bad luck and will often have to adapt your strategies to account for your bad luck.
For +600 cp it will seem as if the entire world is conspiring to kill you, often arranging entirely nonsensical events just to make your life worse. Don't take this, you will die to a random angel appearing out of nothing.

Tentacle dreams (+600)
Your entrance to this world has produced yet more cracks in the barrier of the original one, now the Outer gods have yet more influence on Earth. Due to this they have also noticed your entry into this world, which they otherwise wouldn't have. While what remains of the barrier prevents them from descending with their true forms for now expect to be targeted by the schemes of those old gods, for if they manage to corrupt you. Then no barrier can hold them anymore.

Scenarios

"Even if it's meaningless, some things still ought to be done."

Reincarnation target
<incompatible with: [Reclaiming your lost power] and [Sefirot]>
You gain possession of a sefirot but the remnant mental imprint in it will attempt to corrupt and replace the jumper creating a scenario like what happened to the Ancient sun god and to a lesser extent klein, The jumper must successfully become a god and accommodate the sefirot becoming the main consciousness in it without falling to madness or fusing the the original owner of the sefirot, this will not be as 'easy' as shown with klein due to various arrangements made by the original owner of the sefirot, requiring you to be very careful with your decisions if you wish to succeed but will never be truly impossible due to influence from your benefactor.
Reward: Upon accepting the scenario you become connected to a Sefirot like in the item with the same name, if you manage to complete this scenario it truly becomes yours, erasing the remnant mental imprints and making it fiat backed like any other perk and item.

Reclaiming your lost power
<incompatible with: [Reincarnation target]>
<Starting location is set to the cosmos, giving you +200 cp>
Your entrance to this world was blocked and your perks and abilities were stripped from you, turned into a facsimile of the original creator's characteristics and pulled towards earth. Now you are an outer god casting your gaze upon earth from the cosmos stopped by the barrier that holds your kind out, only able to exert a fraction of your true strength through the status that you once held these powers and only being able to affect earth through manipulating your characteristics and their corresponding symbolism, to succeed this mission you must

successfully corrupt a mortal through your characteristics and reclaim your strongest perk(s) in the form of a uniqueness.
Reward: Upon accepting this scenario either gain the perk [Jumper, the lord of myriad mysterious worlds] for free and +400 cp if you do not already possess it **or** gain an upgraded version of this perk allowing you to give away replicas of all other pathways and make your own pathway(s) based on your perks alongside some homebrewed abilities to make them thematically feasible, however these replicas will always be weaker than the original.

Notes

Pathways vs Authorities:
The main ingredients of each potion each contain a small amount of authority, concepts of the universe made manifest, which are then balanced so that the chance of losing control is minimal.
The pathway system could, in a way, be described as a recipe book for how to become the embodiment of a certain set of authorities and there exist several authorities that are not included in this system like those held by the nameless mist, mother goddess of depravity and mother tree of desire. With the correct perks, like [let there be light], it is possible to create new pathways by either using new ones or remixing existing pathways by removing and adding authorities from them, keep in mind though that there is only a finite amount of authority of a certain concept and that reusing authorities to make a new pathway will weaken the other pathway on a fundamental level.

Version log:
V0.01: Created general layout
V0.02: Added some pictures, added pathway stuff, should refine that a bit
V0.0.3: Changed the 400cp perk of the drop-in (Mysterious stranger) perk tree to be more general due to most of the mentioned effects already existing.
V0.04: Added scenarios [Reincarnation target] and [Reclaiming your lost power] with the aim of replicating ASG/Klein's story and those of an outer god (contemplating if the [Reclaiming your lost power] scenario should require secret existence origin) *it shouldn't*.
V0.05: Added comments to text, more scenarios, more drawbacks.

V0.10: Completed perk trees, completed most items, cleaned up some things.
V0.11: Completed item trees, entry and length drawbacks.
V0.12: Moved Sefirot to perk in Ancient existence tree, Removed artifact pricing from table, redid pricing of characteristics', Background image of page 1 no longer appears on second page (not to self, do not drag images), items completed.

V1.0: Everything done, jumpable