Essences of Trouble jump:

By TroubleX27/Pgx27

Welcome to the Void where the Essences of Trouble are stored.

You have 1000cp to spend here, but make your choices fast. This world is not for the existing and non-existing.

The World

Once you have made your choices, you are free to move on to the world you will be spending your ten or more years in. This can be one of the worlds from where the Essences hail from, or it can be any other world you desire to go to. Your destination can be wherever you desire. May you have a pleasant journey with the powers you have chosen

Perks:

(Free):

- You are free to ignore or nerf any part of any Essence you choose.

One Essence (100):

- You may only take one Essence. This can only be purchased once.

Part of an Essence (100):

- You may take a part of an Essence instead of having the entire Essence.

Blackboxed (200):

- Any technology, science, power, ability, spell or similar you own, create, wield or anything similar, can be blackboxed and made impossible to copy at your discretion. You can make them either easily reproducible by or totally blackboxed, and you can even choose who are able to understand and who are unable to understand.

Change (200):

- You are free to change anything of any Essence you choose, though nothing to increase or improve the Essence. Changing how many types of stats the Shadow Monarch system has is okay, increasing how many stat points you receive from level up or daily quests is not.

Three Essences (400):

- You may take three Essences of your choice.

More power (400):

- You are free to improve any Essence you pick however you want. There is no limit how powerful or versatile you can make an essence if you buy this.

Five essences (600):

- You may take five Essences of your choice.

Essence Mode (1000):

- You may take as many Essences you want.

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Essence of Combination.

- You may combine any Race/Species you have, either from Essences or others. You will become a perfectly merged being, with all of the benefits and racial abilities of all the different races/species you have combined, with none of the weaknesses. You can do this with any future race/species you get.
- You may combine any form of Energy you have gained, either from Essences or others, into one energy of choice (Magic/Ki/etc). This will grant the energy the capabilities of all the other combined energies. You can do this with any future energies you get.
- You may combine any Armor/suit you own or have received from any of your Essences, granting you a single armor/suit with the abilities of all the different ones that have been merged together. It may then take a new appearance of your choice. You can do this to any future Armor/suits you get.
- You may combine any Weapon/artifact/Device/item you own or have received from any of your Essences, granting you a single weapon/artifact/device with the abilities of all the different ones that have been merged together. It may then take a new appearance of your choice. You can do this with any future weapon/artifact/device/item you get.
- You may combine/merge anything you want that you own/have in any way you want.
- Any of these combinations are done exactly how you want them to be.

Essence of Riches.

- You now have access to Infinite wealth via an interdimensional bank account is opened in your name which is filled with limitless funds. A Platinum credit card and checkbook appears in your hand that is connected to this bank account. This account is hacker proof and only you can withdraw, deposit, or give permission to withdraw or deposit money from this account and use this card or checks you write. You can use this to withdraw or deposit money from any banks, other accounts you have, and ATM without any charges. The ATM and bank clerks will not question or wonder about the bank account, checkbook, or credit card. This bank account is available to you in all worlds and universes where banks exist. The credit card and checkbook will appear next to you if they're ever stolen, destroyed, or lost. Your checkbook has infinite checks and comes with a feature that keeps track of when all checks are cashed in, bounced, or destroyed.
- You have access to an organizer that automatically keeps track of any debt, employee pay, or bills you accumulate, or anything else you are financially responsible for, including your spending habits. You can use this organizer to pay those debts and bills in full instantly with your account funds, without having to mail or pay online directly and you'll never get catalogs or emails from people trying to get you to buy things or scam you because you have money. All payments made in this manner will be valid with the funds showing up where they need to be.
- You can magically exchange one form of currency you wish into another. You can summon paperwork and other forms of ID you might need in a new world. Your paperwork will be of convincing quality and can change local sources of information to fit itself without tripping any alarms if the database is advanced.
- Should you so desire, you can create valid currency out of thin air, which is incredibly useful when there are no banks or card systems. Or when currencies are things like souls or other non-normal currencies.
- You can spend however much you like without worrying about the economy crashing with how much money is being circulated into it. It will actually help it and no one will question where the extra money is coming from. The extra money will sort itself out after a couple of weeks

and you can make it disappear without negatively affecting anyone or hurting the economy, only ever bringing positive effects.

- No one will question or investigate where you are getting your money from or how you are buying your things. You could buy entire companies and no one will care or investigate it. You won't have to worry about the IRS or other government agency that deals with money and taxes. They will never investigate you about your money and will never tax you. No one will ever question you about this.
- You also become able to create precious metals, materials and substances with whatever purity you want in whatever amount you want. The value of these precious metals and substances will never decrease if you ever decide to sell or hand them out in bulks, unless you want it to.
- You are also able to conjure any food and drink you have ever had, from beef wellington to pizza to desserts to cookies to candy to soda to wine to whatever.

Essence of the Tinker of Fiction.

- You are now a Worm kind of Tinker, without the Shard nonsense. But unlike a normal Tinker that has a certain specialty or focus, you don't have something so minuscule. No, what you have, is the ability to create any kind of technology from anywhere. You only have to think "I want to create X" and you will find your power feeding you the knowledge of how to make it. So say you want to make the Iron Man Armor MK L, your power will not only show you exactly how you make it, but will also guide you in creating it, sometime entering a fugue state during the process. It will also guide you so that anything you create fit whomever or whatever you create it for, or anything similar that allows you to actually use the technology how you intended.
- Not only that, you are able to use technology from somewhere else to improve upon almost anything you build. So say you want to build the Iron Man Armor MK L, then starts thinking about how Argent Energy from Doom might be able to not only increase the energy it can use, but also increase the power of the weapons. If you think about this, then your power will help you merge the technology in the way you want it.
- The only drawback is that you have to know about the technology to create it. So if you don't know about the Human Replica Droids from Star Wars, you won't be able to make them until you find out about it. But you only have to know about it's existence, not how it's made or anything else about it. No piece of technology or anything from the hard sciences are beyond you, from Time travel to super soldier programs to Father Boxes to cloning. As long as you know about any piece of technology from somewhere, you can make it. No, this doesn't work for things you imagine or make up yourself. It has to come from somewhere else.
- If you wish to fix flaws in the original design, your power will help you by feeding you the solution and helping you change the design so that whatever you don't want to happen won't happen. Say you want to make your own Cortana AI, but want to prevent your AI from experiencing Rampancy, your power will feed you the perfect solution to make this not happen. Or say you want Otto Octavius's robot arms, bur don't want the neural interface to fuck up your mind and brain, then your power will help you fix that by providing the optimal solution. But

for your power to help you fix any flaws or problems with anything you create, you have to know about the problem.

- You are able to create machines that will can help you in creating your tinkertech. This can be drones that will automatically create large constructs you upload the blueprints for, or it can be entire factories that can mass produce anything you want. Any machine yiu create to help you tinker will be bale to conjure anything they need to create the technology, from metals to plants and anything else.
- You have the ability to control whether your designs are easily reproducible or completely blackboxed, or anything in between. You can also make it so that some can understand and study your tech while others cannot. You can both give and take away the ability to understand your tech should you want to, and this can be done anytime.
- You are able to conjure anything you need for your tinkertech, but anything you conjure can only be used for whatever you are creating. And it can only be in parts, as you cannot conjure finished pieces.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Hannah/Miss Militia.
    - Dragon.
    - Victoria Dallon.
    - Crystal Pelham.
    - Sarah Pelham.
    - Amy Dallon.
    - Carol Dallon.
    - Taylor Hebert.
    - Lisa Wilbourn.

    - Marissa Newland.
    - Contessa.
    - Alexandria.
    - Jessica and Nessa Biermann.
    - Sophia Hess.
    - Emma Barnes.
    - Madison Clements
    - Any other character from the world of Worm.
- Optionally, you may at any time choose to take a one way trip into Worm. This can be any universe, like a fanfic or a world made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Spider:

- You now have the same supernatural condition as most Spider-heroes, from superhuman strength to superhuman equilibrium and a regenerative healing factor. This also grants you the ability of Wall Crawling and organic web shooters. You will find that you are the most physically powerful Spider-hero in existence (that is not enhanced by something like Symbiotes or the Power Cosmic), from your strength to your speed and agility. You do however have complete control over your body and any powers you have. This means you don't have to worry about accidentally tearing the door handle off or punching a hole straight through someone. This works subconsciously, so you won't have to actively try to control yourself. You can even control your sense of pain and discomfort.
- You also have the epitome ability of a Spider hero; The Spider Sense. Think of this as the ultimate Spider-sense, combining all Spider-senses in the omniverse, then taking away the drawbacks and then enhancing everything good about it further. Your brain intakes and responses to stimuli at an accelerated rate, acting as a precognitive ability to sense potential or immediate danger. This awareness works subconsciously, and is capable of parsing your surroundings, identifying and critically evaluating a potential threat, thus alerting you of dangers you cannot readily notice at first, allowing you to effectively dodge and counter incoming attacks in combat, including projectiles aimed at you even from a blind spot. Provided with your extraordinary speed and wall-crawling, the Spider-Sense is sufficiently well-linked to your superhuman kinesthetics and reflexes, and it permits you to evade all manner of spontaneous dangers by an instinctual exercise of your reflexes. It also gives you omnipresent detection to your surroundings, which is how you can web swing without looking where you shoots your webs with ease, and without doing the mental arithmetic that some spider-men have to. Furthermore, your Spider-Sense outwardly possesses a directional component and can guide you to or away from concealed danger and disguised enemies. This awareness is so powerful that, even when separated from your physical form, your body will still react. Your sense is also honed to the point that it can go into overdrive, where all surrounding voices and sounds are drowned out, allowing you to focus, being able to hear the heartbeats of everyone in the room. You can even

sense that whatever threat is upon you will eventually hurt someone else. You are therefore able to sense danger coming towards others, mainly the ones you care about, but the precognitive ability can range from a few seconds to more than a few minutes before the threat happens. A threat can even trigger the sense even when you are asleep or stunned. Your spider-sense can even warn you of observers or cameras when you need to hide from them. The sense also gives you a psychological awareness of your environment as a whole, allowing you to traverse across any environment without fear, even when blinded or in extremely dark conditions. You can ascertain non-threatening information, such as detecting the concealed presence of loved ones. It also allows you to see through objects, locate enemies, and discern structural weaknesses. Any other effect or ability of the Spider-sense you want, you now have, while any drawbacks or negatives with the spider-sense are nonexistent with you.

- You may optionally receive any of the abilities Jessica Drew has:
    - Closed Metabolism:
        - A metabolism which rapidly creates powerful immunities to all forms of toxins, poisons, and drugs, after an initial exposure that will only make you dizzy for a short amount of time. The only exception being alcohol, which still affects you. Your body is also totally immune to radiation.
    - Pheromones secretion:
        - Unlike Jessica Drew, you can consciously control the pheromones you secrete, which can be used to create fear, attraction and/or repulsion, desire, lust, sleepiness and more.
    - Gliding:
        - The ability to glide through the air, which means you can't fly, only glide.

- Venom Blasts:
    - Your body possesses an inordinate amount of bio-electricity that you know how to channel and discharge through your hands, in controlled bursts. These energy projections vary in power; they mostly affect the nervous system in humans. You can regulate them, from simply a stun, to potent enough to kill an average-sized man in the same way that a lightning bolt could kill him.
- Longevity:
    - Your regenerative healing factor also now extends your lifespans and slows your aging.

- You may optionally receive any of the abilities Miguel O'Hara has:
    - Accelerated decoys:
        - Makes you able to move so fast that you can leave behind a body double for enemies to attack.
    - Telepathy:
        - You are able to communicate with others on a telepathic level.
    - Accelerated Vision:
        - Your visual acuity is now considerably beyond that of a normal human. You can see objects at much greater distances, with perfect clarity, relative to an ordinary human. You also possess this same level of clarity at night, enabling you to see in near-complete darkness. You can even see into the infra-red end of the electromagnetic spectrum, enabling you to see a person's body heat. The flicker-fusion horizon (the speed at which some objects appear as a blur) in your eyes is superior to other people. What appears as a blur to most people, you can see perfectly. It also acts as a type of early warning, not the degree of a spider-sense but you are able to see attacks coming from far away. Your vision also gives you the ability to see energy waves.

        - You don’t have to deal with any hypersensitivity coming from this, nor will you be extremely sensitive to light.
    - Talons and Fangs:
        - You have retractable elongated canine teeth that secrete a paralyzing, though non-toxic, venom. You can change the effect of this venom, making it go from paralyzing to deadly or turn it into an aphrodisiac. You also possesses short, retractable talons at the tips of your fingers and toes. The talons are razor sharp and, coupled with your great strength, are able to rend materials as durable as cinder block. Neither the fangs nor the talons are in the way, considering you can retract both of them.
    - Spinnerets:
        - Both of your forearms contain a set of spinnerets that release a very strong and sticky web-like substance from the back of your wrists. These webs are organic and are chemically identical to real spider silk.
- You may optionally receive any of the abilities Miles Morales has:
    - Venom Blast:
        - Your are now able to generate and manipulate a form of bio-electricity that your body produces, and can utilize the energy for multiple purposes.
            - Venom Beam:
                - You can channel your bio-electricity outward as a direct burst of electrostatic energy to knock away enemies in a stunning/concussive manner.
            - Venom Punch:
                - You can enhance the power of your punches by infusing your fists with bio-electricity.

        - Energy-Thread Generation:
            - You can produce threads of bio-electricity from your hands. Said spinnerets carry the same tensile prehensility of web fluid, allowing you to swing from place to place or yank and flail around your opponents. You can also send a debilitating electric shock which disrupts their nervous systems.
        - Lateral Repulsion:
            - By projecting a controlled Venom Blast, you are able to launch yourself in the air with greater force than when jumping or web-swinging.
    - Spider-Camouflage:
        - You are able to, blend into your surroundings, including your clothing, allowing you to sneak up on your enemies or flee from them. The resulting effect closely resembles that of invisibility.
    - Immortality:
        - The OZ formula Miles Morales received (and the Peter Parker of his world) bestows a form of immortality that prevents those infused with it from being permanently killed nor age beyond physical maturity. You now have this power yourself. This also enhances your regeneration factor immensely.
- Optionially, you may choose to receive the skill and experience of Peter Parker, the one true spider-man. This also gives you mastery over the Way of the Spider, a martial art created by Peter to take full advantage of his abilities..
- Optionally, you may choose to become a Totemic avatar of a Spider-Totem. This will enhance all your spider related powers even further, and granting you several additional abilities, while also connecting you to the Web of Life. The extent of your enhancement and the abilities you gain from this depends on what Spider-Totem you choose or create.

- You have the ability to give Spider powers to others, and can give them any spider abilities you have. So if you have Venom Blast, you can give them this. You may also take this power away at will.
- Optionally, you may receive Peter Parker's Genius Intellect, while also giving you a natural talent for science.
- Like Peter Parker, you now have Indomitable willpower. No one will break your will.
- You get your very own personal Spider suit. It can have the abilities of any non-symbiose Spider Suit of your choice, from the Iron Spider Armor in the comics to the Iron Spider Armor in the MCU or the Spider Man 2099 suit. You can also choose the appearance of the suit, from the MCU Integrated Suit to the Advanced Suit from the PS4 game, or one of your own design.
- Optionally, you may receive your very own Symbiote bonded to you, taking the appearance of you choice. It can be anything from fully sentient to non-sentient, but as default it is semi-sentient, with it's very existence being to serve you as best it can. It will be irrevocably loyal to you, and it comes without the common weaknesses of Symbiotes, like fire and vibrations. It has all the generic abilities of a symbiote, and starts out with the same level of power as Toxin (*which is superior to both Carnage and Venom combined, being the strongest and most dangerous member of the klyntar race outside of Knull and All-black*), but can reach the level of All-Black the Necrosword (+Knull's Armor) and Venom the End in time. It won't influence your actions and decisions, but can help you in cases where you are nervous and afraid by calming your nerves and fears.
    - You can gift Symbiotes to others, which will have the same level of sentience and intelligence as your Symbiote, but will not be as strong as your symbiote. Think more Venom and Carnage levels instead of Toxin (not at the enhanced levels of either).
    - You are also able to create offshoots of your symbiote, which will turn the ones that are bonded to the offshoots into your loyal minions who sees you as their king (similar to Web of Shadows). This also allows you to gain the biological abilities of others by giving them an offshoot then reabsorbing it.

    - Optionally, you may have your Symbiote start at the same level of power as All-Black and/or Venom the End, without the need for God Blood and whatever Venom the End needs to function.

- Optionally, may get the same inexplicable force of attraction that Peter Parker has, making people you find attractive and desirable become interested in you and even fall in love with you. And unlike Peter Parker, you will find that your love life will be a happy one. Unless you do something stupid like sacrificing your One True Love to the Devil so that he may resurrect your old aunt who has maybe ten years left to live. Both of these effects can be toggled at will. This may optionally make you more attractive to fit the Comic Book Pretty look.
- By taking this Essence, you will lose your fear of Heights, Falling and of insects and spider, of you have any fear of them.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Mary Jane Watson.
    - Felicia Hardy.
    - Felicia Hardy (Clone from TRN199).
    - Gwen Stacy (Normal).
    - Gwen Stacy (Spider-Gwen).
    - Michelle Jones.
    - Natasha Romanoff.
    - Wanda Maximoff.
    - Susan Storm.
    - She-Hulk.
    - Cindy Moon (Silk).
    - Jessica Drew.

    - Julia Carpenter.
    - Silver Sable.
    - Jean Grey.
    - Emma Frost.
    - Rogue.
    - Kitty Pride.
    - Red Sonja.
    - Ava Ayala (White Tiger).
    - Jessica Jones.
    - Elizabeth Toomes.
    - Elizabeth Brant.
    - Carol Danvers (Ms. Marvel).
    - Any other character from any media with a Spider Hero.
- Optionally, you may at any time choose to take a one way trip into any world with a Spider Hero. This can be any universe, like the Comics, MCU, a fanfic or a world made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of My Hero Academia.

- You may remake your body however you want.
- You now have complete control over your body and any powers you have. This means you don't have to worry about accidentally tearing the door handle off or punching a hole straight through someone. This works subconsciously, so you won't have to actively try to control yourself. You can even control your sense of pain and discomfort.
- You will receive a quirk. This can be any quirk from MHA or it can instead be a Quirk of your own design. Your quirk can be as powerful and broken as you want it to be, and can never be taken from you or nor can it be destroyed.
- Optionally, you may choose to receive a Quirk that is essentially a merged version of One for All and All for One.
    - Like All for One, you are able to steal quirks, though you can do it through touch instead of through the hole All For One has in the middle of his palms.
    - But unlike All for One, you are able to duplicate any quirk you have, and gift away copies to other. You can also merge copies of quirks you have to create a new quirk. Which you can then copy as well.
        - People that already have quirks don't have to fear rapid aging or any other consequences from having more than one quirk, and neither do you, as your quirk makes it so that the quirks harmonizes with the body in such away as to prevent causing problems and negative effects like shortening their or your lifespan or putting a strain on their or your body.
    - You can also improve any quirks you own, similar to how the One For All has increased the power of the quirks the former wielders had. This is done via the energy stockpiled in One For All. You don't necessarily have to increase the power of the quirks, and can instead change how they work and improve them in other ways.
        - The energy stockpiled in One For All will never go below the amount All Might has access to, allowing you to enhance

any quirk you have and get over time without having to fear running out of energy. As a consequence of this however, your quirk will never stockpile any energy beyond All Mights level either.

- Like with the original One For All, you can use your quirk to significantly enhance all of your physical abilities to a superhuman level. This results in unbelievable levels of strength, speed, agility, and durability. You have the same level of power as Prime All Might. And like All Might, you are able to wield it without any recoil, as your body has already adapted to it.
- Like with the original All For One, If you steal even if the user holds Mutant-type Quirks, the subsequent features do not permanently manifest on your body, and you can instead summon the mutant features at will.
- Your quirks cannot be stolen.
- You may choose up to nine quirks to already have in your possession.
- This Quirk works for any similar power, like mutant powers, perks and anything else you can reasonably think it should work on.

- Optionally, you may receive the Comeback quirk:
  - Every time you strain yourself, your quirk works to repair, fix and improve you so as to avoid that strain in the future. A punch will get stronger, faster and more efficient. Running? Run faster and more efficient for longer without tiring. Loss of sleep? Need to sleep less often. Not breathing? More efficient use of oxygen. Starvation? More efficient use of nutrients and calories to require less food. There is no limit to how much you can improve, and you will never improve in a way that you will find unappealing or unwanted, always being tailored to your wants and desires. You are also immune to permanent damage, allowing you to avoid the tightrope between making no progress and making negative progress that one can't recover from, and therefore ignore the fine line the original owner of this quirk had to walk, though you still have to worry about dying from too much damage or from any strain too strong enough for you to handle.

    - Aging is considered a strain, making you to passively improve over time as you age, while also granting you an eternal, youthful lifespan.
- Optionally, you may receive the quirk of Tantric Empowerment:
    - You can permanently empower other people by having sex with them. As a default, this empowerment in divided between quirk, skills, and body, but you can choose to focus in one aspect for greater empowerment. The longer, kinkier, and satisfying the sex is better the result.
    - Vaginal creampie gives either 33,3% each to quirk, skill and body, or 100% to one of them (Birth control drops that increase down by half).
    - Anal creampie gives either 20% each to quirk, skill and body, or 60% to one of them.
    - Blowjobs (swallowed) gives either 5% each to quirk, skill and body, or 15% to one of them.
    - Condoms nullify the enhancements fully.
- You can make quirks develop in any world you are in, causing them to develop like they did in MHA.
- Optionally, you may receive your own hero suit your own design that can be used in tandem with your quirk.
- You are able to create clothes and technology that works alongside quirks or anything similar.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Rumi Usagiyama.
    - Nejire Hado.
    - Momo Yaoyorozu.

    - Ochaco Uraraka.
    - Itsuka Kendo.
    - Mei Hatsume.
    - Camie Utsushimi.
    - Melissa Shield.
    - Kyouka Jiro
    - Yui Kodai.
    - Nemuri Kayama.
    - Kaina Tsutsumi.
    - Mitsuki Bakugo.
    - Mika Jiro.
    - Ryuko Tatsuma.
    - Ryuko Tsuchikawa.
    - Shino Sosaki.
    - Tomoko Shiretoko.
    - Yu Takeyama.
    - Nana Shimura.
    - Mitsuki Bakugo.
    - Kaina Tsutsumi.
    - Fem Katsuki Bakugo.
    - Fem Izuku Midoriya.
    - Fem Shoto Todoroki.
    - Fem All Might.
    - Any other character from the MHA series.
- Optionally, you may at any time choose to take a one way trip into the world of My Hero Academia, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either

simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Mutant.

- You may remake your body however you want.
- You now have complete control over your body and any powers you have. This means you don't have to worry about accidentally tearing the door handle off or punching a hole straight through someone. This works subconsciously, so you won't have to actively try to control yourself. You can even control your sense of pain and discomfort.
- You will receive an X-gene. This can be any Mutant Power from Marvel or it can instead be a power of your own design, which can include a secondary mutation.
- This also grants you the natural talent and ability to learn and master your abilities in unconventional ways. No need to be a Genius to create wormholes with Magneto's powers anymore. Instead, you manage to grasp this instinctually.
- You can make the x-gene develop in any world you are in, causing them to develop like they did in Marvel.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Jean Grey.
    - Emma Frost.
    - Laura Kinney (X-23).
    - Anna Marie (Rogue).
    - Ororo Munroe (Storm).
    - Wanda Maximoff.
    - Mystique.
    - Kitty Pride.
    - Selene.

    - Betsy Braddock (Psylocke).
    - Domino.
    - Magik.
    - Madelyne Pryor.
    - The Stepford Cuckoos.
    - Any other character from the Marvel universe.
- Optionally, you may at any time choose to take a one way trip into the world of Marvel, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Viltrumite.

- You may remake your body however you want.
- You now have complete control over your body and any powers you have. This means you don't have to worry about accidentally tearing the door handle off or punching a hole straight through someone. This works subconsciously, so you won't have to actively try to control yourself. You can even control your sense of pain and discomfort.
- You are now a Viltrumite of the Royal Bloodline, related in someway to Nolan and Mark. This gives you access to all the powers of a Viltrumite, thanks to your Viltrumite Physiology. You have received training in how to control and wield your powers, but you start out at the same level as Mark were at when he first got his powers.
    - You are immune to having any frequency affect your ears in a negative way.
    - You are also immune to the Scourge Virus.
- You are able to breed with any humanoid race, and can choose what your children inherits from you. This allows you control whether they inherit the Viltrumite powers and how much they inherit. This will never be 100% unless both parents are Viltrumites, but can be as high as a child between a Human and a Viltrumite, making them as close to pure as possible.
- Optionally, you may receive ten irrevocably loyal Viltrumites, who sees you as their ruler. You may design them however you want, Their gender, personality and appearance is up to you, and even exactly how romantically and sexually experienced they are.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Samantha Eve Wilkins.
    - Kate Cha.

    - Anissa.
    - War Woman.
    - Any other character from the Invincible universe.
- Optionally, you may at any time choose to take a one way trip into the world of Invincible, or a variation of it. This can be any alternate universe, like the TV show, a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Wizard:

- You are now a wizard/witch, having access to HP Magic, and a lot of it, being equal to Dumbledore and Voldemort in power.
- You have received a full education from Hogwarts, and have mastered one of the branches of magic of your choice to a level equal to Dumbledore's transfiguration and Voldemort's Dark Magic.
- You have a perfectly matched wand, which cannot be broken or lost, always returning to you in case it's stolen or left behind.
- You are able to cast nonverbally and without any of the necessary wand movements. You can also cast without a wand at all.
- You are a master apparater, able to apparating at will without turning on the spot, and without making a sound.
- You are a master occlumens, protecting your mind from mind reading and influence while granting you improved memory and complete control over your emotions and your emotional state.
- Optionally, you may become a master legilimens, allowing you to read and influence the minds and emotions of others. As a master, you can use it through eye contact.
- Optionally, you may become a talented duelist with both natural talent, skill and experience in the art of using Magic in combat.
- Optionally, you may become a master of the Unforgivables, making you able to cast them with incredible ease and no drawbacks.
- Optionally, you may become a Metamorphmagus, allowing you to change your physical appearance through sheer will alone, allowing you to take a wide variety of forms, changing gender and age, potentially looking like anyone at all, or even just changing a part of your appearance, such as the colour of your hair or shape of your nose. When you change, you have to actively change back, as you don't have to hold your transformation. You are always able to return to your base form.
- Optionally, you may choose to become an Animagus. This can be any animal, including a magical animal like a Phoenix, giving you access to all it's abilities, even in human form. You may also pick more than one form, allowing you to pick as many animal forms you want.

- Optionally, you may become a parselmouth, which allows you to talk and control snakes, and to bring anyone to a mind-shattering orgasm due to the vibrating tongue and snake like movements. It also allows you to use parselmagic.
- You are a master enchanter, akin to a broken HP fanfiction main character enchanter. Space enlargements, Fidelius charms and protection wards are your bread and butter. This also makes you an incredible warder.
- You know own a space expanded suitcase, which you can shrink and put around your neck using the necklace which hangs on it should you lose the suitcase in any way, then it will simply return to you at will. When you enter the suitcase, you will enter a room with 9 doors, all of which leads to space enlarged rooms.
    - Door 1: Home
        - This is a large home that takes the design and appearance of your choosing, coming fully furnished.
        - It will always have enough room for you, your companions and any guests you end up having over.
        - The kitchen restocks every day, containing any food, drink, desert, spices and anything else edible you have had before.
    - Door 2: Library
        - The library is filled with books, containing the entire magical knowledge of the wizarding world, including lost knowledge. This includes all types of spells, potions, runes, history, forbidden magic you name it. This is not just the Magic from canon, but also any Magic from any fanfiction or any other HP world. It automatically adds all the magical knowledge from any world you enter.
    - Door 3: Potions and Alchemy Lab:
        - You have a perfect lab for magical experiments, focused mostly on potioneering and alchemy.
        - The lab never runs out of any ingredients and resource you need for making potions or doing alchemy.

- Door 4: Healing room:
    - This room contains a healing matrix ward, making anyone inside the room slowly heal back to fully healed state.
    - Any healing spell and other Magic done in this room is ten times more effective.
- Door 5: The Room of Rooms.
    - This is a room where you can create more rooms for whatever it is you need it for. There will be doors leading to empty rooms, which when used for something is moved towards the entrance while a new door leading to an empty room takes its place.
- Door 6: Storage
    - This room is for storage, containing anything not fit in any of the other room. Any item put inside will be categorized and stored in a clear and simple way allowing you to easily find whatever it is you want to find.
    - It's filled with heaps of galleons and loads of magical artifacts, including a Pensieve, loads of Goblin-wrought Silver weapons, a true time turner and even a Philosopher's Stone.
- Door 7: Time room
    - Inside this room, you will find that time outside moves slower then inside. The time dilation is so that one day outside is one week inside.
- Door 8: Room of Requirements.
    - You have your very own Room of Requirements, which is further enhanced in ways that will suit you.
- Door 9: Ritual Chamber
    - A beautiful and absolutely flawless ritual chamber. Any rituals performed in this chamber will have their effect enhanced in any way you want them to. It allows you to

ignore any outside requirements like star alignments and date, but not requirements like sacrifices or chants.

- Optionally, you may receive ten irrevocably loyal house elves that are bonded to your. You can opt to have their appearance change from the traditional house elf look to a different one, like making them look like proper Lewd elves or pixie fairies.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Fleur Delacour.
    - Nymphadora Tonks.
    - Daphne Greengrass.
    - Susan Bones.
    - Hermione Granger.
    - Ginny Weasley.
    - Luna Lovegood.
    - Lily Evans.
    - Bellatrix Black.
    - Andromeda Black
    - Narcissa Black.
    - Leta Lestrange.
    - Any other character from the Harry Potter universe.
- Optionally, you may at any time choose to take a one way trip into the world of Harry Potter, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Shadow Monarch.

- You start out at the level of an E-rank Hunter, which is already high above peak human. But you have the limitless potential of the Shadow Monarch and may optionally receive the System which will help you reach that potential.
    - **The System:**
        - Combines the one from Solo Leveling and the Gamer, having all of the benefits of both with none of the negatives. If there is something missing or someway you would have made the system differently, as long as it is still related to either the Solo Leveling System or the Gamer system, you may change the system below.
    - Main Class:
        - Player.
    - Secondary Class:
        - Shadow Monarch.
    - Level:
        - After killing enemies, you gain experience. With enough experience, you gains a level. A level increases all of your stats by 1, as well as giving you 5 to spend as you wish.
    - Stats:
        - Numbers represents your power. They can be increased with stat points, which you get from quests and level ups.
        - Strength:
            - Increases physical strength, speed, and durability by bettering the user's muscles.
        - Agility:
            - Increases the user's perception on time and thought speed, allowing them to see enemies on your level in slow-motion.
        - Endurance:
            - Increases your health, resistance to status effects and stamina.
        - Sense:
            - Increases the 5 senses to the point that you can hear other's heartbeat and the sound of cameras from tens of meters away, see in the dark as if it was the day, smell as well as canines and likely many more. Also gives a sixth sense that allows one to detect others' life energy and mana, to the point that you

could fight someone who was invisible, soundless and had no smell. Can also feel emotions like bloodlust.

- Intelligence:
  - Increases mana and regeneration of it, as well as the effectiveness of spells.

- Titles:
  - Certain feats and achievements can give you a title, which gives you boosts depending on the achievement.
    - Triumphant over Adversity:
      - Stats increase proportionally to missing health, resulting in a 1% stat increase for every 1% HP missing.
      - You start out with this title.

- Passive skills:
  - Gamer's Mind:
    - Grants immunity to mental impairments, from your own emotions to mind manipulation and more.
  - Gamer's body:
    - Allows your body to work by videogame logic, allowing you to level up, better train with weights strapped to your body, have your body unchanged despite being heavily damaged (Such as punching a hole in you) and not needing to eat and sleep.
    - HP:
      - Short for Health Points/Hit Points, it represents how much damage you can take before dying. All damage done to your body disappear, instead decreasing your HP.
    - MP:
      - Standing for Mana Points/Magic Points, it is the cumulative energy within you. It is akin to a "composite" energy, being composed of mana, ki, chakras and other versions of it. It can be used as a substitute for skills that would require another type of energy.
    - Consumable Items:
      - Even items that are normal gain some supernatural properties if you (or those in a party with you)

consumes them. Even bread can heal health, and medicines take effect immediately.

- Sleeping:
  - After sleeping, all negative status effects, as well as all health and mana, wil be restored.

- Skill Creation:
  - Repeating actions enough times can create a skill specific to them, acting as a passive stat amp that allows you to do them more effectively, faster and more naturally. It can be an overly specific skill like dishwashing to an overly broad one like crafting.

- Minimap:
  - A minimap modeled after a road map, it allows the location of enemies (red dot) and allies (blue dot), alongside many other benefits.

- Auto-Translation:
  - Translates the language others talk to one you can understand and vice-versa.

- The great sorcerer Kandiaru's blessing:
  - Immune to all poisons, diseases and negative status effects. Also increases longevity to eternal youth.

- Active Skills:
  - Observe:
    - Can see the HP, MP, race, gender, status (Continuous and passive effects, from bleeding to immunity to certain powers), emotions and a description of whatever you observe.
  - iD create and escape:
    - You can create instant dungeons at will.
    - They are all time slowed, allowing you to spend a week inside a dungeon while only a day pass on the outside.
  - Party:
    - You can create a party, and invite others into it, allowing them to obtain all of the game mechanics, except Gamer's Mind. Also has several other perks, such as notifying when a party member gets attacked, allowing long distance communicate, making EXP gains shared and more.

        - Arise:
            - Extracts a fallen enemies shadow, creating a copy of them. You are guaranteed to succeed in extracting a shadow. If certain conditions are met (like the shadow not wishing to die), the shadow will start out stronger.
        - Shadow Storage:
            - Can store shadows in an actual shadow (Be it yours or someone else's), allowing you to summon certain beings at any time. Killing the shadows will merely incapacitates them.
        - Shadow Swap:
            - Swaps places with a summoned shadow. Has no cooldown.
        - Shadow Preservation:
            - you are able to preserve your shadows in storage and monitor them by perceiving their senses.
        - Domain of the Monarch:
            - This allows the user to spread their shadow over an area of a few dozen meters squared. Any summoned shadow will gain 50% increase in all stat.
        - Ruler's Authority:
            - You are able to move and control objects via telekinesis. This is an incredibly versatile skill and it costs no mana at all to use.
    - Shop:
        - This is a shop where you can sell items obtained from slain enemies for gold, and buy several items like healing potions, mana potions, weapons, armor and several others.
        - You can by anything from any universe you have been in, but as a start, you only have the ability to buy things from the world of Solo Leveling for now.
        - You can also use any other money you have to purchase in this shop.
    - Inventory:
        - Limitless inventory space. Cannot hold anything living. Items are kept in stasis, keeping them eternally as fresh as when it was stored.
        - You can automatically teleport things within it and summon from it on thought. You can also equip items directly from it.

        - Item equip function:
            - *You have two sets of equipment sections.*
              One which you actually wears, one where you can "equip" an item without actually wearing it, gaining all the effects it would have (From status effects to simply blocking attacks), without actually wearing them.
        - Auto-loot function:
            - Will automatically loot any being you killed.
    - Relationship system:
        - *Shows your relationships.*
        - Affection meter:
            - Shows the level of people's affection towards you.
            - Can level up and become Love Meter for those who love you.
        - Loyalty meter:
            - Shows how loyal someone is to you. At 100, they are irrevocably loyal to you.
        - Obedience meter:
            - Shows how willing someone is to follow your orders. At 100, you can ask them to cut their throats and they will do it without second thought.
    - Crafting System:
        - Allows you to craft objects instantly and more effectively as long as you have the resources needed.
    - Daily Quest:
            - 100 push ups.
            - 100 sit ups.
            - 10km rum.
        - Rewards:
            - Full recovery.
            - 3 stat points you can put in whatever stat you want.
            - Random thing.
                - *Creates a random junk item, like pens and umbrellas. They, however, seem to come somewhat in handy eventually*

        - You are able to double it everyday and thus get other rewards.
            - 200 push ups.
            - 200 sit ups.
            - 20km run.
        - Reward:
            - Full recovery.
            - 3 stat points to all your stats.
            - Random thing.
            - Random Box.
        - You also have the penalty quest for if you don't do the quest:
            - Survive 4 hours in the worm place.
            - However if you succeed in killing all the worms, you won't receive the penalty any longer.
    - Gacha function:
            - Every month, you receive 1 gacha, which you can exchange into one of the bellow.
        - Blessed Box:
            - Gives you something you want.
        - Cursed Box:
            - Gives you something you need.
        - Random Box:
            - Gives you something random. Works similar to a Gamer's Gacha, and can give you anything across the entire Omniverse. (Does not give you corns of sand or anything useless like that, but can give Beings, artifacts or anything that can be useful or be found interesting).

- At will, you may take on the form of the Shadow Monarch, giving you access to all of Ashborns immense power.
- You have the Black Heart of the Shadow Monarch, fully assimilated into you, granting you 100.000MP in addition to your own mana. It will never try to reincarnate it's former self into you.

- You have several items you start out with:
    - Demon King’s longsword:
        - Rarity: S-Rank
        - Type: Longsword
        - Attack +350
        - A longsword once used by Baran. Has a second effect called Storm of White Flames, which summons a lightning storm which travels forwards within a certain area and damages anything in its path.
    - Orb of Avarice:
        - Rarity: A
        - Type: Magic Item
        - It’s a Orb made from the blood of the high-demon Vulcan.
        - The Orb will empower the wielder’s magic and increase the destruction caused.
        - Effect ‘Desire for Destruction’: Your magic damage is doubled.
    - Kamish’s Wrath:
        - Rarity: ??
        - Type: Dagger
        - Attack +1500
        - A pair of beautiful daggers forged from the fang of the dragon Kamish. They are mana-sensitive, meaning that their power aligns with their user's strength stat, and also allow their user to alter their weight however they please.

- Endless Flask of Holy Water of Life:
  - Rarity: S
  - Type: Consumable
  - Will heal any and every illness. It is a divine potion filled with a powerful magic to cure every sickness.
- Cup of Reincarnation:
  - Rarity: ??
  - Type: Magic Item.
  - The Cup of Reincarnation allows its user to rewind time in their current universe. Additionally, it can carry with its user anything that did not exist in the chosen time. The user and those who travel with them will retain their memories from the future they leave.
  - This one, unlike the original one, can be used as many as you want.

- You have two Rune Stones containing different skills you can receive if you want:
  - Stealth:
    - Allows you to completely camouflage yourself with your surroundings and hide all traces of presence, essentially turning yourself both physically and magically invisible. No one can find or sense you while this is active.
  - Dragon's Fear:
    - Makes you able to release a mana-infused shout from your soul that drives anyone weaker than you into a state of intense despair and panic.

- Optionally, you may receive the Blood-Red Commander Igris, the knights and mages as your Shadows.
- Optionally, you may receive Tank and the other bears as your Shadows.
- Optionally, you may receive Iron as your Shadow.
- Optionally, you may receive Tusk and the orcs as your Shadows.
- Optionally, you may receive Kaisel as your Shadow.
- Optionally, you may receive Beru and the ant colony as your Shadows.
- Optionally, you may receive Min Byung-Gyu as your shadow.
- Optionally, you may receive the Giants as your Shadows.
- Optionally, you may receive Greed as your Shadow.
- Optionally, you may receive Kamish as your Shadow.
- Optionally, you may receive Bellion as your Shadow.
- Optionally, you may receive the entirety of the Shadow Monarch's shadow army.
- Optionally, you may choose to receive any of the following people as your companions (not Shadows). You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters, but they will all be irrevocably loyal to you.
    - Cha Hae-In.
    - Lee Joo-Hee.
    - Sung Jin-Ah.
    - Choi Yoo-Ra.
    - Han Song-Yi.
    - Yoo Soo-Hyun.
    - Park Hee-Jin.
    - Esil Radiru.

    - Gina.
    - Laura.
    - Kanae Tawata.
    - Any other character from Solo Leveling.
- Optionally, you may change your appearance into whatever you want. Optionally, you may take on the appearance of Sung Jin-Woo.
- Optionally, you gain an effect which makes it so that the more powerful you get, the more attractive you will become. Your body becomes more defined, your face changing in shape to match the ideal of your sex. Of course, this is subjected to diminishing returns, so there will be a point where even huge increases in power leads only to barely noticeable changes. You will never change in a way that you will find unappealing.
- You are also now capable of turning others into Awakened, granting them Magic and turning them into a Hunter. The class they get will depend on their personalities, but you get to choose their potential, from E to National Level Hunter. You can also take this gift away at will.
- Runes are normally dropped by slaying powerful monsters, and when they are broken by a Hunter, they will gain a single skill from the enemy who had dropped them. This is usually a rare event that only happens from the act of killing of Magical Beasts, but you get these runes from basically any enemy that you slay, giving you a skill based on the being you killed. Although just like when it comes to slaying Magical Beasts, this dropping is not guaranteed in all cases, if the being you slay doesn't have any interesting skills or something. If you don't want to use them yourself, you can give these runes to anyone with magical aptitude, in which they will gain the skill.
- You are able to create a System for others, allowing them to use it to reach their potential as they level up. As the Administrator of this System you can at any point seal or take the powers that the system have accessed. You can permanently separate them from The System once they have matured enough with their powers without them losing their powers.

- Optionally, you gain the ability to grant Magic to worlds. This will cause some people to Awaken into Hunters, and will make Gates start spawning. It will however not increase like they did in Solo Leveling and will never go beyond the level of how it was before the increase in Higher Ranked Gates. This means that the S rank Gates will only spawn very rarely.
- Optionally, you may choose to receive the full power of the Shadow Monarch, Ashborne, at once when you ingest this Essence.
- Optionally, you may at any time choose to take a one way trip into the world of Solo Leveling, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Doom Slayer

- You have received and survived the same Divine Enhancement the Doom Slayer received, granting you immense superhuman physical capabilities, an eternal lifespan, the ability to survive without the need for any sustenance and complete immunity to any form of corruption. All of the Doom Slayer's enhancements are now yours, even those not mentioned here.
- Optional, you may receive the power that made the Doom Slayer when more dangerous over time. For like the Doom Slayer, you now become more powerful with every being you slay, absorbing a part of their power. This can be anything from some of their strength to a unique ability they have, but will most often be a physical enhancement, like increase in strength or health. The stronger the being you kill is, the more power you receive from them, but even from the weakest being you will receive something. It might be a negligible increase, so tiny you might not even notice, but it will still be there.
- Optionally, you may receive the power of the Deag Priests, allowing you to designate a champion. As long as that champion is alive, you cannot be killed nor hurt. You make someone a champion by giving them a Blue Medallion you create at will, which will merge with the champion. Should the champion die, then the Blue Medallion will be released by the Champion and make you vulnerable again. You can then give the Medallion to another champion, but you have to retrieve the Medallion from the corpse of your former champion.
- Night Sentinel Training.
    - Like the Doom Slayer, you have received training from the Night Sentinels, making you a true monster in combat, having mastered nearly every form of weapon and hand to hand combat. This is the training that turned the Doom Slayer into the efficient combat machine he became.
    - This has also taught you the ways of Glory Kills, brutal things which causes fear to develop in your enemies.
    - Thanks to your Night Sentinel training, you have become non-squeamish. Even when blood flows like water, flesh and corpses piles up like mountains and the screams of the damned are nearly

around every corner, you will find yourself completely unbothered by scenes of intense gore and violence.

- Optionally, You may choose to have infinite willpower, allowing you to fight in hell for eons and not break. You will also find that your mind will not suffer from loneliness.
- You have the ability to carry any amount of weapons, equipment and ammunition. Anything you're not immediately using will be stored inside a strange subdimension until you mentally summon it, in which you will instantly know how much ammo it has. And any weapon you wield will never need to be reloaded, as long as you have any ammo at all, your weapons drawing ammo from your ammo reserves.
- You have all the weapons from the Doom Series, all fully upgraded with all of the attachments. This includes any weapon from the Chainsaw to the UAC EMG Sidearm to the BFG 9000 to the UnMaykr. You receive full ammo for all your weapons every day.
- You have your very own Crucible Blade, the hilt being of your own design with your own chosen symbol, while the blade takes a shape of your choice. It is bonded to you, meaning only you can use it and that it can never hurt you in any way. The blade is even able to kill true immortals. And should you break of the blade and allow it to be absorbed by the remains of the on you killed, then they will become unable to come back from the dead. No form of resurrection or revival will ever work on the being you killed and let the blade be absorbed by. And unlike with a normal Crucible blade, yours will simply create a new blade the next time you turn it on. This one doesn't run out of energy and can be used all the time, even allowing you to send arcs of destructive argent energy at will. You also know how to create and bond new Crucible blades to others, though you will be immune to the immortality and no-resurrection part of the blades you create.
- You have your very own Praetor Suit, which takes the appearance of your choice and is literally indestructible. It has built-in electronics including an artificially intelligent highlighting HUD, codex database, kinetic impact compensation system, thruster-boosted double jumping capability, the ability to harness the energy of the demons and other beings you kill to improve itself, and more, being open to further

enhancements as well. It also has a closed environment, allowing you to survive in places like space or underwater without fear of running out of oxygen or getting pressured to death, or any other environmental problems.

- You now own your very own Fortress of Doom, that is completely whole.
    - Instead of having so many empty rooms and useless space, it has instead an interior made for living in your own design, with bedrooms, a living room, a workshop for tinkering, a kitchen that is fully stocked with food and drinks, which are restocked every day. It has all you need for a perfect home in space, while also keeping the technology and main bridge of the original Fortress of Doom.
    - The basement is a prison where you can enter and find an endless amount of demons. It will only summon the kind of demons you want or fight and will not overrun you unless you want them to. The demons cannot escape from the prison.
    - The Fortress of Doom can not only open portals to anywhere in the world, it can also use a form of space-folding technology to reposition itself anywhere in the world.
    - The fortress will never run out of Sentinel energy, nor can it be hijacked by someone else.
    - The fortress also comes with a Vega grade A.I. of your own design, having the voice and personality you want it to have. You can also choose what sort of relationship you two have, from the A.I. being a servant to a caretaker to someone who loves you. But no matter what, the A.I. is irrevocably loyal to you. The A.I. takes care of the Fortress, operating and taking care of maintenance and controlling the tech, and has several drones it uses to help you, like supplying you with weapon upgrades, detailed GPS schematics, radio broadcast reception, tracking & locating items of interest and initiating trans-dimensional warp gates in order to transport you from place to place.
    - The fortress has several fabricator machines that can produce what you or the A.I. need.

- The fortress also has a Technology Database inside its databanks containing all the technology and science from the Doom Universe, including that of the Maykrs, the UAC, the ARC and even Hell. This includes anything from how to build the BFG 10.000 to how to create Synthetic Argent, which still has all the capabilities of Argent without the need for souls, suffering and hell essence.
- The fortress also has a fully whole Atlan stored inside, which can be operated alone as long as you have your A.I. to help you. It will never run out of Sentinel energy, nor will it run out of ammo. It can be teleported to and from the Fortress.
- Inside one of the rooms in the Fortress, you have your very own Divinity Machine, taking the form of a large coffin like structure, which can grant others the same enhancement that the Doom Slayer received. This enhancement is guaranteed to work, and to not kill whoever receives it, nor have any other downsides. This enhancement can be given to anyone, but you won't get any further improvements by using it again. It can be used on as many as you want, and you can make it so that they become irrevocably loyal to you.
- Optionally, you may have a BFG 10.000 be placed somewhere on the Fortress, granting you access to your very own superweapon. It can be used as many times as you want due to never running out of energy, and can be aimed due to it being movable. It can be placed in whatever place you want whether it is on the main roof of the fortress, beneath the fortress or on an additional outside section made specifically for that.

- You have a group of irrevocably loyal, highly trained Night Sentinel Amazons, all of them being incredibly attractive female amazons of your type. You are their king, and they serve as your royal guard, having sworn fealty to you. They are all highly devoted to you, and the relationship between you and them is whatever you want it to be. You can choose exactly how romantically and sexually experienced they are. This can be different for each of them.

- The Wretch, also known as the Traitor, was the demon that helped the Doom Slayer by forging and creating his incredible armor. She is an incredible crafter, and will use her skills for your benefit. She now serves you, irrevocably loyal and absolutely devoted to you. She has the knowledge and skill of making incredibly advanced armors like the Praetor suit, and is willing to put her skills to use for your benefit. She is also an incredibly attractive female demon akin to a Succubus in appearance and desire, though without the hooves and the life sucking thing. You can choose exactly how romantically and sexually experienced they are.
- Optionally, you may receive your own pet. This can be a bunny like Daisy or any other pet animal. They will be as cuddly as you want them to, they are immortal and never needs to be taken care of in any way, never needing to eat or excrete any waste. You may choose their appearance and personality yourself.
- You have the ability to make intense music, designed to get your blood pumping, composed by Mick Gordon himself, play for you at any time you want. It will always fit the area and situation, and you may toggle this effect at any time. You can also make it so that only you can hear the music, or everyone can hear it.
- You have the ability to toggle any Doom Eternal Cheat, from Infinite Lives to Infinite Ammo.
- Optionally, you may at any time choose to take a one way trip into the world of Doom, or a variation of it. This can be an alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Sith Lord:

- You may remake your body however you want, and can even change your species to any Star Wars species (outside of Celestials, The Ones or any other race similar to them).
- You now have the same Force Potential as Anakin Skywalker, but start out at the same level of raw power and skill as Starkiller at his strongest, having already mastered everything Starkiller knows, like Telekinesis, Force Push, Force Lightning, Mind Trick and even Force Fury, which you can use without fear of hurting yourself. But you will find yourself easily learning whatever force techniques you try to learn.
- You are a dark lord of the Sith and get to choose your Darth “Name”. If you arrive in Star Wars during a time where the Sith as an empire exists, you will be considered one of the Lords of the Sith. You can also choose how or if the Dark Side has an effect on you, from choosing whether your eyes are yellow or red to whether your skin becomes paler or not.
- You have a bottomless well of darkside emotions which you can draw from and use to empower yourself via the Dark side. It will never corrupt or influence your thinking or behavior.
- You are completely immune to Dark Side corruption and degradation, allowing you to wield the dark side without your body being destroyed, hurt or corrupted by it. Any negatives with the dark side does not affect you. You can share this benefit to others, making them just as immune as you are. You can also take this immunity away should you so desire.
- You are a master of all seven lightsaber Forms, but are an unparalleled master of one Form of your choice. You are ambidextrous, and are just as good wielding two lightsabers as you are with one. This also includes a double-bladed lightsaber.
- Optionally, you may become a master of Teräs Käsi.
- You also receive your very own lightsaber, designed to your specifications and with the color of your choice. Can optionally be two lightsabers, shoto lightsaber, double-bladed lightsaber or whatever other kind of lightsaber you want.

- You have a Sith Holocron which will be able to teach you everything about the Force that the Sith have ever learned, including any Force abilities and rituals.
- Optionally, you may receive Dark side Jaesa Willsaam as a companion, with all of her beauty, personality and her striking crimson red eyes. She will be your irrevocably loyal and devoted partner. She is slightly obsessed with you and with following your will and ideals, being like an overly attached Yandere with all of the positives and almost none of the negatives. One who has never laid with another soul before you. She will use her ability to discern any being's true nature and uncover a person's most secret intentions to the benefit of both of you. As a side effect of her ability, she will know your true nature, but will love you all the same. You are all that she care about. She is also now immune to Dark Side Corruption and Dark Side Degradation like you. Optionally, you may have a Force Bond that will link between the two of you, allowing the communication of feelings, thoughts and images across vast distances and grant greater coordination in battle. Through the connection, the Force will easily flow, allowing one's will to bolster the strengths of the other, or possibly to draw upon their strengths. Through your bond, both can sense each other's next actions. The strength of your bond will became increasingly powerful when fighting together—your Force powers mirroring and amplifying each other. This bond will only break if you want it to.
- Optionally, you may receive Ashara Zavros as a companion, who will have whatever form of relationship you want with her. She is now immune to Dark side Corruption and Dark Side Degradation like you. Optionally, you may have a Force Bond that will link between the two of you, allowing the communication of feelings, thoughts and images across vast distances and grant greater coordination in battle. Through the connection, the Force will easily flow, allowing one's will to bolster the strengths of the other, or possibly to draw upon their strengths. Through your bond, both can sense each other's next actions. The strength of your bond will became increasingly powerful when fighting together—your Force powers mirroring and amplifying each other. This bond will only break if you want it to.

- Optionally, you may receive Vette as a companion, who loves you irrevocably. Despite her wild nature, Vette shunned promiscuity, as she made a promise to her mother that she would wait until she married before going to bed with another. Until she met and fell in love with you.
- Optionally you may receive a Twi'lek slave of whatever coloration, gender, personality and appearance you want. They will be irrevocably loyal to you (from love, fear, devotion or whatever else you desire) and can optionally be a Force sensitive. Their force potential can be as strong as you want them to be, but they can't be stronger then you. They will also immune to Force Corruption and Force Degradation like you.
- Optionally, you may receive a loyal HK droid similar to HK-47, which is irrevocably loyal towards you.
- Optionally, you may receive a loyal PROXY droid similar to Starkillers PROXY, which is irrevocably loyal towards you and won't try to kill you. Unless you ask them to.
- Optionally, you may receive a loyal Dashade bodyguard, serving you like Khem Val served Tulak Horde. They are irrevocably loyal to you.
- Optionally you may receive a General, with the same level of talent, skill and experience as Thrawn. They will be irrevocably loyal to you and will have the species, gender, appearance and personality you want them to.
- Optionally you may receive an irrevocably loyal Chiss Cipher agent. They will have whatever gender, personality and appearance you want. They are a masterful spymaster and a perfect Cipher Agent, easily capable of running an entire intelligence organization with entire networks of intelligence operatives.
- Optionally, you may receive a personal Starship, which you will know how to pilot and take care of. This can be any Starship from Star Wars that is not a capital ship. This can be anything from the Millennium Falcon to either a Sith Infiltrator, a Fury Class Imperial Interceptor, a X-70B Phantom, the Rogue Shadow, a Tri-Wing S-91x Pegasus Starfighter or whatever other ship you want in the same category. The ship will never run out of fuel, ammo or any other resources it needs to operate at full efficiency. It's hull will also be layered with Quantum-crystalline armor, making it as close to indestructible as possible, and any defects or weaknesses in designs are either fixed or completely gone. The ship will

have a hyperdrive with a 0.5 rating. Should anything break, then the ship will fix itself. The Ship will also come with a Fabricator that can create any food, drink and other edible items you have had before, exactly how you want it.

- Optionally, you may receive a personal capital ship. This can be any ship from an Executor-class Star Dreadnought to either the Eclipse-class dreadnought, the Supremacy or whatever other kind of capital ship you want. The ship will never run out of fuel, ammo or any other resources it needs to operate at full efficiency. It's hull will also be layered with Quantum-crystalline armor, making it as close to indestructible as possible, and any defects or weaknesses in designs are either fixed or completely gone. The ship will be crewed by HRDs, Human Replica Droids, who are all irrevocably loyal to you. Their appearance is up to you, but by default they are all incredibly attractive women of every kind. HRDs are all basically ageless due to them being droids, but their design is similar enough to Human anatomy that even high-quality medical scanners are not always able to identify them as inorganic, allowing them to eat, drink and perform any other function needed to pass for a normal woman, including the "more intimate" functions of a Human woman. They are all vastly stronger then normal humans, capable of contending with Wookiees and Dashade. Think of them all as superior HRDs when compared to Guri. Any HRDs that are killed or destroyed will return fully healed and safe the next day. The Capital ship also comes with a full compliment of Vehicles, being the ones they would usually have, whether that be Tie Fighters and AT-ATs, or Mark VI Supremacy-class starfighters and B28 Extinction-class bombers.
- Optionally, you may receive a superweapon. This can be anything from the Death Star to the Starkiller base or the Sun Crusher, or whatever else kind of Superweapon you want. The Superweapon will never run out of fuel, ammo or any other resources it needs to operate at full efficiency. It's hull will also be layered with Quantum-crystalline armor, making it as close to indestructible as possible, and any defects or weaknesses in designs are either fixed or completely gone. The Superweapon will be crewed by HRDs, Human Replica Droids, who are all irrevocably loyal to you. Their appearance is up to you, but but by default they are all incredibly attractive women of every kind. HRDs are all basically ageless due to them being droids, but their design is similar enough to Human

anatomy that even high-quality medical scanners are not always able to identify them as inorganic, allowing them to eat, drink and perform any other function needed to pass for a normal woman, including the "more intimate" functions of a Human woman. They are all vastly stronger then normal humans, capable of contending with Wookiees and Dashade. Think of them all as superior HRDs when compared to Guri. Any HRDs that are killed or destroyed will return fully healed and safe the next day.

- Optionally you may receive your very own Star Forge, a giant automated shipyard, designed to create the most powerful army of all time. The Star Forge draws energy and matter from a nearby star which, when combined with the power of the Force, is capable of creating an endless supply of ships, droids, and other war material. This one is not corrupted by the Dark Side, and will never be. Instead, the Star Forge serves only at your will. It is quite easy to use, being highly intuitive.
- Optionally, you may receive a cloning facility, capable of creating the same amount of clones in a year that Kamino produced in ten years. Clones produced here will never suffer any kind of genetic instability, insanity or any other negative consequence that can happen to clones. Once the clones reach physical maturity will begin to age normally. And any Clones produced here will be irrevocably loyal to you. The facility already comes with the Genetic material and Skill template (without the emotional imprints) of Jango Fett, and is ready to grow your army. Each clone will receive a personal beskar armor and a blaster. You will however have to stand for ammo, food and other resources.
    - The facility can also be used to clone any being you have Genetic material from, which will then inherit the skills of the Prime Clone. If the Prime Clone is a force sensitive, you will only be able to clone 100 successful clones a year with the same level or higher force potential then the Prime Clone. They will still benefit from all of the effects of the facility, like no genetic flaws, no emotional imprints, normal aging after physical maturity and being irrevocably loyal to you.
- Optionally, you may receive a Technology Archive which will contain every piece of technology and science from the entire Star Wars universe, from both Legends and Disney canon, past and future. The

archive is highly intuitive, with a search engine to help you find what you search for.

- Optionally, you receive enough wealth to become one of the richest beings in the Galaxy.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Lana Beniko.
    - Master Fay.
    - Padme Amidala.
    - Ahsoka Tano.
    - Shaak Ti.
    - Aayla Secura.
    - Mara Jade.
    - Leia Organa.
    - Juno Eclipse.
    - Jyn Erso.
    - Darth Talon.
    - Qi’ra.
    - Lourdes.
    - Eldra Kaitis.
    - Arden Lyn.
    - Celeste Morne.
    - Satele Shan.
    - Bastila Shan.

    - Winter Celchu.
    - Hera Syndulla.
    - Any other character from the world of Star Wars.
- Optionally, you may at any time choose to take a one way trip into the world of Star Wars, or a variation, whether you want to appear in Canon, Legends or travel to an alternate universe like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new. This can be at any time in Star Wars, whether you want it to be during the SWTOR time or perhaps during the Prequels. It's absolutely up to you.

Essence of Sparda:

- You become a Human/Devil hybrid, being the child of Sparda. This will give you the physiology of a hybrid similar to Dante and Vergil, giving you a body in superhuman condition with an immensely powerful regeneration factor and a limitless lifespan giving you something akin to eternal youth and complete immunity to the fog of ages. Your physiology keeps you at optimal shape all the time. You also slowly grow in power over time. You can toggle your sense of pain and your sense of discomfort at will.
- You have the combat skill and experience of both Dante and Vergil combined. Optionally, you can choose to instead have only their natural talent instead.
- You can choose to be a master of certain styles, giving you several additional abilities. You can choose to be a master of as many as you want, or you can instead choose to be naturally talented at them instead, allowing you to learn them over time and with experience instead.
    - Quicksilver Style.
    - Dark Slayer Style.
    - Royalguard Style.
    - Trickster Style.
    - Doppelgänger style.
    - Gunslinger style.
    - Swordmaster style.
- You can create and design your own Devil Trigger form, which you start out with fully mastered. You also get to design your own Sin Devil Trigger form, though you won't get that from the get go. You will have to grow in power before you can enter Sin Devil Trigger.
- You can at anytime listen to the themes and songs of the DMC series. You can make it so that only you can hear it or choose if other also can listen to it. Bury the light deep within.

- If you want it, you'll have to take it. Anything you own, have or are, can't be used against your will unless taken from you by force. You can also take anything from anyone as long as you defeat whomever owns it. Steal a zanpakuto from its wielder by defeating them, steal Superman's kryptonian powers by killing him, etc.
- There are three ways to create Devil Arms. You either have to subjugate a devil (like Vergil did with Beowulf), befriend a devil (like Dante did with Cerberus and Balrog), or infuse a soul into an object (like Agnus and Nico). While you now have the ability and skill of Agnus and Nico, that isn't the main focus of this. You see, A demon will be forcibly turned into a Devil Arm if its very soul acknowledges defeat. That is, if the demon gets stomped so badly that the loss is etched into every part of its being, the poor thing is transformed into a weapon to be used by its superior. You are now able to do this to anyone you kill, allowing you to force their very being into becoming a weapon that serves at your will. The weapon itself will be based on the being that is killed. And you only have to kill them, not having to truly break them or subjugate their souls. Kill Darth Sidious with poison, and he may turn in to a lightsaber Devil Arm with some form of lightning power, or something else entirely.
- You have the ability to create a Qliphoth tree, which when sufficiently nourished, grows a fruit that imbues anyone that consumes it with divine demonic power. The demonic fruit created, depending on how much blood the tree has absorbed, is strong enough to make one equal to Mundus himself. Anyone who eats the fruit will become similar to Dante and Virgil in that they keep their base form, but enhanced with immense power and regeneration, while also becoming able to use Devil Trigger to take on a demonic form. You and others can keep on taking fruits to increase your powers forever. Like Vergil, you have full control over the tree, and when you are finished with having the tree devour, you can make it disappear at will, until you call forth a new Qliphoth tree. Luckily for you, the tree won't smell rotten and disgusting no matter how much blood and flesh it devours. The tree won't take a thousand years to develop a fruit, instead taking around a month if left to gorge on an entire city.

- You have access to these Devil Arms:
    - The Yamato.
    - The Rebellion.
    - Devil Sword Sparda.
    - Devil Sword Dante.
- If you stab yourself with the Rebellion while close to the Devil Sword Sparda, Yamato and Devil Sword Dante, with the intention of uniting the power of the swords with your own, you will absorb the powers of all the swords and create your own Devil Sword. Your own Devil Sword will have a design and power that fits you and that you would prefer, while also having the powers of the other Devil Arms, like the ability to Cut and Divide anything from the Yamato, the ability to unite anything from the Rebellion, and the abilities of both Devil Sword Sparda and Devil Sword Dante. This will give you the full power of both DMC5 Dante and Prime Sparda added to your own already powerful power. And if you haven't unlocked the Sin Devil Trigger, you will instantly unlock it. If you don't want to merge with all the Devil Arms, you don't have to, but you will not become as powerful as a result, nor will your own Devil Sword have the abilities of whatever Devil Arm you chose not to merge with.
- You also have a pair of twin pistols that never runs out of ammo, never needs any maintenance or reloading, and can fire either fully automatic or semi-automatically.
- Optionally, you may receive group of Scudo Angelos led by a lone Proto Angelo, who all serve you obediently and are irrevocably loyal to you.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Kyrie.
    - Lady.
    - Trish.

    - Nico.
    - Lucia.
    - Any other character from the world of DMC.
- Optionally, you may at any time choose to take a one way trip into the world of DMC, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Dragon Ball.

- You may remake your body however you want, and can even change your species to any Dragon Ball species (outside of Zeno's species).
    - This includes mutant versions of a species like Freeza's Cold Family or Broly's Legendary Super Saiyan.
    - Optionally you may make your own species. This can be a completely new species, or it can simply be becoming a Super Saiyan, but instead of having a monkey tail and being able to transform into a Great Ape when hit by the full moon, you instead have no tail and can transform into a Humanoid Dragon at will.
- You have complete control over your body and any powers you have. This means you don't have to worry about accidentally tearing the door handle off or punching a hole straight through someone. This works subconsciously, so you won't have to actively try to control yourself. You can even control your sense of pain and discomfort. You may also choose to limit your power at any time, in case you feel you have become too strong. The power is still there, but locked away until you need it again.
- You are naturally talented at combat, equal to both Broly and Gohan, and have mastered one Martial Art or Combat form of your choice, from Karate to Swordsmanship. Optionally, you may receive the combat skill and combat experience from anyone from the Dragon Ball universe from any point in their life.
- Even if you aren't a Saiyan, you now have access to the Zenkai ability, allowing you to recover faster from damage and increase in performance against adversity, either by healing from great injuries or enduring great struggle in battle. As you subconsciously imprint on the injuries and/or experience, your mind and body adapt to the said struggles, allowing your instinctual methods and natural resistance to noticeably improve, which also increases your physical might and general efficiency as they recover, instantly learning from the experience. You also increase in overall power whenever you recover from being injured. The worse the injury and closer to death you get, the bigger the increase in power you receive once you get back to a healthier shape. You will however reach a point where the Zenkai boost becomes negligible, as you can can only increase your power with this ability up to a certain point.

- You now have access to Ki, and can choose the appearance of your Ki and Aura. You have complete, subconscious Ki control, and nothing ever goes to waste or leak. This control doesn't tire you at all, and can be used to control what kind of Ki you create and control, allowing your to use regular ki even if you hold evil intentions, and vice versa. You can use Ki without having to maintain proper balance between the body and spirit. You have instinctive comprehension of how to wield Ki, and your growth potential is limitless. You can also grant others the ability to use Ki, which you can also take away from anyone you have given it to, should you so desire.
    - Optionally, you may turn your Ki into God Ki. God Ki is both denser and easier to control than normal ki, allowing those who have it to be stronger and control their power much more easily than before. If you are fighting someone who has the same amount of power as you, you will still be stronger because your energy is worth more. It also cannot be sensed by those without Godly Ki themselves, making them unable to locate you or sense how powerful you are. God Ki will also give you ageless immortality. You will still be able to die if someone kills you, but unless that happen, you'll live forever. This effect will only start when you reach your physical maturity, or when you choose for it to start.
        - God Ki can still be changed or merged in the option below.
    - Optionally, you may choose to change Ki into another form of energy, while keeping all of the abilities of Ki alongside any new abilities. You can also merge your Ki with another energy/power you have access to, granting one of them the abilities of the other and also increasing your energy reserves (2 Ki merged with 2 Magic gives you 4 Ki or 4 Magic with the abilities of both).
        - Let's say you merge Ki with HP Magic. You can still use and learn any Magic spells or Ki techniques with whatever energy you end up with, and techniques like Kaio-ken or any Transformations will increase the energy you wield, whether it be Magic or Ki.
        - You can merge more than two energies together.

- You have mastered several Ki techniques:
    - Flight.
    - Generic Ki Blasts.
    - Generic Energy Waves.
    - Generic Energy blade.
    - Generic Energy Disc.
    - Kamehameha.
    - Kaio-ken.
    - Instant Transmission (*which you can use to teleport to any location you have been to, even without a Ki signature to lock on to*).
    - Death Beam.
- Optionally, you may have mastered the first stage of an improved version of the Kaio-Ken. The Kaio-ken allows the user to temporarily push past their current limits in terms of strength, speed, durability, and power for a short amount of time, letting them multiply it up to one hundred of their original strength. This is usually extremely dangerous and draining, the body losing many times the energy gained and spent from the boost, sometimes enough to knock out or even kill the user if they overuse it. This version, however, is an incredible improvement of the original. You are able to use this technique for an entire minute instead of a mere an instant, and there is no other backlash other than a severe drain of stamina to your body. As you practice using this technique in both battle and training, you will learn how to multiply your strength beyond one hundred, and while the stamina drain grows more severe the more power you reach for, this can be lessened with time, training, and mastery. The duration may also be extended as you master higher levels of power.
- Optionally, even if you aren't a Saiyan or Saiyan like species, you may have access to the Saiyan forms. You may choose which forms you have access to, from all of them to simply one of them, and can be any form from Super Saiyan to Super Saiyan 4 and even Super Saiyan God and Super Sayian Blue if you have God Ki. Any form you choose will be fully mastered.

- Optionally, you may receive the signature ability of Hit, the assassin of universe 6, Time-Skip. But where as Hit can only skip time for half a second, you can manipulate time and skip it for a whole second to begin with. You already knows how to use all of the techniques Hit knows how to use via the Time-skip, including Time Freeze, Tides of Time, Time Release, Time Prison and Time Lag.
- Optionally, you will have mastered Ultra Instinct. This comes in two forms that you can enter and exit at will, even when one's heart isn't calm and without getting rid of unnecessary emotions:
    - Ultra Instinct State:
        - In this state, you have effect of Ultra Instinct without the exponential power increase. It still severs the consciousness from the body in order to allow the body to subconsciously move and fight independent of your thoughts and emotions, but doesn't increase your power at all. This state takes no energy at all to use and can be toggled at will.
    - Perfected Ultra Instinct Transformation:
        - This is the form Goku enters, perfected and mastered, which not only grants the instinctual movements of the Ultra Instinct State, but as any other Transformation state, also makes you exponentially more powerful than before. This also allows your efficiency and power to increase as you continue to evade and counterattack.

- Optionally, you will have mastered Ultra Ego. This comes in two forms that you can enter and exit at will, even without being in the right mindset:
    - Ultra Ego State:
        - In this state, you have effect of Ultra Ego without the exponential power increase. It still allows your power to increase when you take damage, but doesn't increase your power by simply entering the state. This state however takes no energy at all to use and can be toggled at will.

    - Perfected Ultra Ego Transformation:
        - This is the form Vegeta enters, but perfected and mastered, which not only grants the power increase from damage of the Ultra Ego State, but as any other Transformation state, also makes you exponentially more powerful than before.
        - This also changes your ki to become the same as that of a God of Destruction, and allows your power to grow without limit through instinct as your fighting spirit increases.
        - This also gives you the ability to use Power of Destruction in full, akin to a God of Destruction.
- Optionally, you may become akin to a Supreme Kai, making you able to create and fill planets with life. This gives you all the abilities of a Supreme Kai.
    - Optionally, you may receive a God of Destruction companion of your own design that is Life-linked to you.
- Optionally, you may become a God of Destruction. This gives you access to the Power of Destruction, an incredible godly power utilized by Gods of Destruction. This is most easily used via the ability Hakai, which can destroy almost anything with little effort, even working on intangible beings such as souls, all with little to no effort. This can however not be used to kill Immortals. You can use it without being focused on destruction and nothing else. You become capable of entering the Destroyer Form in full with no drawbacks, and you also get access to the Ultra Ego Form, which you have fully mastered. This essentially gives you all the abilities of a God of Destruction.
    - Optionally, you may receive an Angel companion of your own design. They will both serve you and help train you. They are irrevocably loyal to you, and comes with an Angel Attendant's Staff, while being immune to any rules and Angel has to follow.
    - Optionally, you may receive a Supreme Kai companion of your own design that is Life-linked to you.

- Optionally, you are now able to use Zeno's Erase ability. You have fully mastered it and can wield it like Zeno himself. This technique cannot be taught to anyone else, nor can anyone copy it from you. It also takes next to no energy to use.
- You have a bag of infinite Senzu Pills, which are made from concentrated Senzu Beans that has been further improved. For one, they don't taste like fish, nor do they have the texture that's a cross between an uncooked (or under-ripe) bean and a celery stalk. When eaten, a person's physical condition is instantly restored to its natural peak. Fatigue disappears, stamina and ki reserves are fully restored, and they become fully nourished. The nourishing properties are also so potent that one Senzu Pill can keep a person full for 100 days, without the fear of feeling overstuffed or too full. The Senzu Pill can heal anything, even things that the Senzu Bean cannot, like injuries that have already healed over, like scars, and any sickness and disease can be healed with a Senzu Pill. The Senzu Pill have no negative side effects. The bag will never run out of Senzu Pills, and will always return to you when you want it. It cannot be destroyed or stolen.
- You now own a bag of infinite Paradise Pills, which are made of concentrated Paradise Herbs, which have been improved further. Each pill extends ones lifespan by 1000 years, but also makes the one who takes them more youthful physically, seemingly de-aging them. It has a weird effect on the ones you are or would be attracted to, in that whomever takes it will de-age their appearance and physical body to where they are the most attractive to you. The Paradise Pills have no negative side effects. The bag will never run out of Paradise Pills, and will always return to you when you want it. It cannot be destroyed or stolen.
- You now own a flask of concentrated Ensenji Elixir, made from the juice of the Ensenji fruit. Anyone who drinks one dose (one glass) of the elixir will have their their health and physical form fully restored. The elixir restores and doubles the consumer's energy and physical might (the doubling doesn't stack). It also prevents them from losing stamina or needing sleep or nourishment for 6 months straight. The flask has no negative side effects. The Flask will never run out of Elixir, cannot be broken or stolen, and will return to your hand when you want it.

- You can at will create a door which allows you to enter (or exit, if summoned inside the dimension) a personal Hyperbolic Time Chamber dimension, where time moves faster in the chamber than outside to the point that one year inside equals one day outside. This dimension is nothing but an empty white void with one central building with housing, bathing quarters, sleeping quarters. The Central Building is also fully stocked with food and drinks that replenishes daily within the chamber, and has two large watches that show you both the time inside and the time outside, allowing you to know how long you have been inside the chamber. In the center of this dimension, just outside of the Central Building, the gravity is 10x that of Earth, the temperature rapidly fluctuates as time progresses and the air is approximately 1/4th of Earth. These effects get worse the farther you get from the center. The dimension has no limit on the amount of people and time you can spend in it. Any training done within is enhanced even further than one would get in an ordinary HTC. You also don't have to worry about destroying the dimension, building or door, as they are completely indestructible.
- Optionally, you gain the power of Dragon Ball Incarnate, granting you a unique ability. At any time you want, you can summon any Eternal Dragon, from Shenron to Super Shenron, who you can ask to fulfill your wish. The rules of the dragon you are summon are the same as if you had summoned them with Dragon Balls, but you don't ever have to collect any of the Dragon Balls. You can also summon the dragons for someone else to wish for something, though no wish can affect your negatively.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Vados.
    - Android 21.
    - Android 18.
    - Bulma (DBS).
    - Caulifla.

    - Kale.
    - Marcarita.
    - Kusu.
    - Towa.
    - Heles.
    - Any other character from the Dragon Ball series.
- Optionally, you may at any time choose to take a one way trip into the world of Dragon Balls, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of The Pilot.

- You may remake your body however you want, even becoming a Simulacrum if you want to, shedding your human nature for a robotic one instead.
- You now become a highly trained Pilot of the Frontier, being equal to Tai Lastimosa and End-Game Jack Cooper in both skill and experience.
- You now have your very own Titan, with a Combat Efficiency Rating of 100% and a perfect neural link. The Titan can be any kind of Titan Class you want, but it defaults as a Vanguard-Class Titan. It's voice and personality is fully up to you, but as a default it is similar to BT. You have access to all the different loadouts BT had access to in game, which you can mix and match however you want and that are stored in a personal pocket dimension when not in use. You will find your Titan runs on game logic, never running out of ammo, healing damage when not in combat and etc. You can call for your Titan anywhere, in which it will Titanfall wherever you target it. Should it be destroyed, then you can simply call for it again, where the Titan will return fully repaired and no worse for wear. This will be the same Titan, not a new one. The Titan will always be able to fit you perfectly, whether you are 7 feet tall or 4 feet tall.
- You have your very own Pilot Suit, which takes the appearance of your choice. It comes with all of its usual tech and abilities. It will never run out of power.
- You have access to all the gear and guns from the games, which you can summon anytime you want. They will have full ammo when summoned. You also receive intuitive knowledge on how to use them.
- You have access to all the Tactical and Boost Abilities from the games, like the Pulse Blades, Grapple, Phase Shift and Phase Rewind, which you can summon and use anytime you want. You can use any of these abilities without fear of any downside. You also receive intuitive knowledge on how to use them.
- Optionally, you may receive the Smart Pistol MK7. It is a vastly improved version of the Smart Pistol MK6. Instead of only being connected to your suit, it is also connected to your mind, allowing you to wield it without the suit. It's range and damage has been increased even further, and it never runs out of ammunition nor does it need to be reloaded.

- Optionally, you may receive a Dataknife, which can hack through anything if given enough time. You just have to let the blade touch whatever technology you wish to hack. It comes with a holographic interface to to allow for greater visibility and control.
- Optionally, you may receive a modified Time Gauntlet. Whenever you activate it, which you know how to do, instead of going back and forth between two periods of time, you are instead able to stop time itself. This allows you to start and stop time at will.
- Optionally, you may receive an army of Spectres, Reapers and Stalkers, alongside a factory that can create endless amounts of them if needed. This can be put on your ship you want to.
- Optionally, you may receive your very own IMC Carrier, capable of interstellar flight and waging an interplanetary war. Optionally, this may be any other Titanfall ship.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Jack Cooper.
    - BT-7274.
    - Any other character from the Titanfall universe.
- Optionally, you may at any time choose to take a one way trip into the world Titanfall, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Spartan.

- You may remake your body however you want.
- You will find yourself having become at the peak of human potential, both physically and mentally.
- You will find that you have received the same modifications as a Spartan II, only instead of them being artificial they are instead a natural part of your body and comes with none of the negatives. Thanks to it being a natural part of you, you now have complete subconscious control over your body, meaning you don't have to worry about accidentally tearing the door handle off or punching a hole straight through someone. You therefore won't have to actively try to control yourself. You are at the peak level of the Spartan IIs, such as being as fast as Kelly-087. Not only that, you will find that all your physical attributes will increase over time. You have also received the same training as the Spartan II, and comes with the same amount of skill and experience as Master Chief, making you Hyper-Lethal.
- You also have your very own Mjolnir Mark VII Powered Assault Armor, which has the appearance and all the abilities of all the different Mark VIs, but is lighter, stronger, and faster than previous iterations, alongside having the following upgrades:
    - Nanobots for automatic repair of both the suit and the user.
    - Self upgrading capabilities due to the Nanobots.
    - Next-gen fusion-plasma hybrid power system, granting endless amounts of energy and is capable of fulfilling all but impossible energy demands.
    - Atmospheric insertion systems, allowing for the Spartan to survive complete orbital drops in just the suit.
    - Slipspace de-insertion capability.
    - Active AI transfer protocols.
    - Limited shaping of the energy shield (partial overlaps, airfoils etc.).

- You have your own Cortana grade A.I. of your own design, having the voice, appearance, name and personality you want it to have. You can also choose what sort of relationship you two have, from the A.I. being a servant to a caretaker to someone who loves you. But no matter what, the A.I. is irrevocably loyal to you, with the same extreme devotion to you that Cortana has to John-117. The AI is also immune to Rampancy and can take on a physical form at will.
- You have access to all the gear and guns from the games, which you can summon anytime you want. They will have full ammo when summoned. You also receive intuitive knowledge on how to use them.
- Optionally, you may choose to become as lucky as Master Chief, where probability seems to spin in your favor whenever luck is needed.
- Optionally, you may receive a fully automated operating station which can grant others the augmentations of Spartan II with none of the drawbacks of the original procedures and no negative effects. This may also somehow give them the training of Spartan IIs with the same amount of skill and experience as a Spartan, as if they had had it their entire life. This has no drawbacks negative effects. The full procedure takes 12 hours and leaves no scars or visible damage of any kind, outside of the patients feeling a bit sore for the first few hours following the procedure.
- Optionally, you may receive a full team of Spartan 3s, and comes fully equipped. They are all considered to be Hyper Lethal, and will all be irrevocably loyal to you. You get to choose what relationship there is between you and them. As a default, they are all considerably attractive women, but you may change this however you want. You can choose exactly how romantically and sexually experienced they are. This can be different for each of the them.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.

    - Cortana (will be able to take a physical form at will and becomes immune to Rampancy).
    - Kelly-087.
    - Linda-058.
    - Alice-130.
    - Catherine-B320.
    - Catherine Halsey (young).
    - Any other character from the Halo universe.
- Optionally, you may at any time choose to take a one way trip into the world of Halo or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Vault Hunter.

- You may remake your body however you want, even becoming a sentient Robot like FL4K and Claptrap.
- You are a highly trained Vault Hunter, with both skill and experience with weapons and combat.
- Optionally, you may become a Siren. Yes, even if you are male. This gives you access to all the basic abilities of a Siren, alongside their natural tattoo-like markings, which you can hide at will whenever you aren't using your siren abilities. You also get your very own Siren main ability. You may pick as many of these abilities as you want:
    - Phase-shift:
        - Phaseshifting is Angel's Siren power.
        - This allows you to almost instantly and effortlessly interact with any technology in any network you are connected to, for various effects depending on the technology you are connected to.
        - There may be more to this power, should you train and master it.
    - Phase-Lock:
        - Phaselock is Maya's Siren ability.
        - It allows you to lock an enemy in another dimension.
        - There may be more to this power, should you train and master it.
    - Phase-walk:
        - Phasewalk is Lilith's Siren ability.
        - It renders you invisible to the enemy, invulnerable to damage, and increases your movement speed.
        - There may be more to this power, should you train and master it.

- Phase-trance:
    - This is Amara's Siren power.
    - It makes you able to create Astral Projections of yourself. This can be anything from full projection to partial projection.
    - You already know several techniques you can use:
    - Cast:
        - You sends forward an Astral Projection of yourself, dealing damage to everything in its path.
    - Grasp:
        - You summon a giant fist that bursts from the ground and locks the targeted enemy in place for a few seconds.
    - Flare:
        - You summon an Astral Orb of Elemental Energy that deals constant elemental damage to nearby enemies. You can touch it and manipulate it.
    - There may be more to this power, should you train and master it.
- Phase-leech:
    - This is Tyreen Calypso's siren power.
    - This gives you the ability to leech the power from living beings, potentially killing them. The power you leech is then added to your own, giving you their unique abilities, lifespan and even some of their physical capabilities, increasing yours. Leach a god and you will find yourself becoming one in power.
    - You don't have to fear this power activating and leeching when you don't want to.
    - There may be more to this power, should you train and master it.

- Phase-warp:
    - Gives you the ability to manipulate and control space.
    - You already know several techniques you can use:
    - Blink.
        - Short range teleportation.
    - Jump.
        - Long range teleportation.
    - Vortex Shield.
        - You stop enemy fire such as bullets and rockets in their tracks, and are then able to send the projectiles right back to the enemy.
    - Store.
        - You use your warp ability to store anything in a pocket dimension only you have access to. Inside the storage, everything is in stasis.
    - Warp-edge.
        - You focus the space energy of the warp into an edge that will cut through just about anything.
    - There may be more to this power, should you train and master it.
- Phase-Reject:
    - Gives you the power to reject phenomena by denying or undoing events in various forms.
    - This allows you to reject damage, effectively healing it by bringing it back to a state before the damage happened. You can therefore bring heal any damage, make people younger and even resurrect the dead.
    - This effectively allows you to keep yourself and those you care about as close to immortal as possible, as you can keep them from aging and if they die, you can just resurrect

them. If you die, your power automatically rejects the death.

        - You are however unable to reject back used energy, like electricity in a battery or Magic of a mage.
        - There may be more to this power, should you train and master it.
    - If you don't like any of the former, or just want to make your own in addition to these, you can go ahead and make your own Siren ability.
- Optionally, you may receive the Gunzerker effect, giving you a constant regeneration factor for both your health and your ammunition, alongside an increase in damage to any weapon you fire. This does not have any negative side effects on you.
- Optionally, you may receive the Showdown skill, which gives you multiple bonuses to your weapons and automatic aim. When Showdown is active, you will automatically aim at nearby targets of your choice and will be given increased gun damage, fire rate, reload speed, accuracy, and bullet speed. Once a target is eliminated, a new target is automatically selected. Also, targets can be cycled through manually.
- Optionally, you may receive the Expendable Assets skill, which allows you to summon two Badass Digistructed Holographic copies of you, who will fight alongside you. When destroyed, a new Digi-You will be constructed near you. They have access to the same weapons you have.
- Optionally, you may receive the Fade Away skill, allowing you to turn invisible at will. While being invisible, any shot you fire will be an automatic critical hit, dealing vastly increased damage. While invisible, you also gain increased movement speed and health regeneration. You have no time limit on how long you are invisible, and can exit the invisibility at any time.
- You have access to all the gear and guns from the games, which you can summon anytime you want. They will have full ammo when summoned. You also receive intuitive knowledge on how to use them.

- You have your very own Storage Deck, or SD. It has no limits on the amount you can put inside it, carrying any amount of ammo, weapon, artifact, money and anything else that fits. It also gives you four slots for weapons or items which you can call upon instantly at will.
- You have the Ultimate personal shield, strong enough to withstand the Eye of Helios, no recharge delay and a recharge rate so fast it's almost instant. It also grants you increased physical health, a regeneration factor and any bullet that hits it is absorbed and added to your own ammo in your SD. It also has an integrated Oz kit, which allows you to spend up to 24 hours outside atmosphere or any other places where it might be needed, like deep underwater or in deep space. It also grants you full aerial movements in both non/low gravity and in places like underwater. It also makes you completely immune to harmful radiation. It adapts to any damage it receives, meaning it takes less damage from the same damage type. This only works on one damage type at a time, and resets when it hasn't taken damage in a few minutes.
- You are able to create a New-U system, which allows you to not only teleport between the New-U Pillars, but also respawns you should you die. You can grant others access to this New-U system, even setting up a price they have to pay every time they use it.
- Optionally, you may receive your very own Zero0 suit, having all of the abilities of Zer0's suit, yet fitting you perfectly.
- Optionally, you may receive your very own Digistructable Monomolecular sword, which will never break, never needs any maintenance and is made perfectly for you, having just the right size, balance and weight for you.
- Optionally, you may receive your very own versions of the Scorpio Turret, Sabre Turrets, Deathtrap, Kinetic Aspis, Wolf and Saint, Frost Diadem Shard, Iron Bear and SNTNL.
- Optionally, You may receive numerous badass version of Pandoran animals as pets. They are irrevocably loyal, and allows you to use them like FL4K. Your pets are completely safe, and can be resummoned should they take too much damage.

- Optionally, you may receive your own Badass Constructor bot, which can endlessly digistruct any item, person or creature it has a digital blueprint of. It already comes with the blueprints for all the Loaders of Hyperion, and is ready to digistruct your endless robot army.
- Optionally, you may receive a team of six assassins, all at the same level of skill as Zer0 and with their own Zer0 suits. They will all be irrevocably loyal to you. You get to choose what relationship there is between you and them. As a default, they are all considerably attractive women, but you may change this however you want. You can choose exactly how romantically and sexually experienced they are. This can be different for each of the them.
- Optionally, you may receive your very own Sanctuary III, the ship that serves as the main base of Borderlands 3.
- Optionally, you may receive your very own Cult of Psycho's that rivals the Children of the Vault, and all worship you as their supreme God/Goddess. They are all irrevocably loyal, number in the billions and should anyone die, they will quickly be replaced by another Psycho. Just di be aware that they are Psychos, not emeritus professors.
- Optionally, you may receive a Company of your own design, which is the same size as giants like Maliwan and Hyperion. The main industry of your company will be weaponry, making you a Merchant of Death. But you can choose the focus, from robots to shields to simply guns.
- Optionally, you may receive your very own Helios Space Station. It comes with the true Eye of Helios, taken from the Destroyer.
- Optionally, you may receive your very own Casino akin to the Handsome Jackpot.
- Optionally, you may receive The Warrior as your pet. It will be the size of a large Wolf and will have four legs instead of six. But it can at will take the form of the True Warrior, with all of it's power. It can then turn back into it's smaller shape. It will be irrevocably loyal and act similar to a dog.
- Optionally, you may bring The Raptor of Horus as your companion:
    - Pharah's commitment to duty runs in her blood, coming from a long line of highly decorated soldiers.

- She enlisted, where her dogged persistence and tactical prowess caused her to rise up through the officer ranks. She was a courageous leader and earned the loyalty of all who served under her. But her exemplary record gave her enemies, eventually causing her to leave the army with a commendation for distinguished service, after which she joined Helix, a company seeking to take on the Giants of Jacobs, Maliwan, Hyperion and the rest of the giant companies.
- Here Pharah received training in the Raptora, an experimental combat suit designed for rapid mobility and devastating firepower. Eventually, Helix was targeted buy its competitors, leading to it being destroyed and absorbed in a hostile takeover. You where there when the main Facility was attacked, seeking to buy some of their equipment, and helped Pharah get most of the workers and leaders out.
- Due to your willingness to help, and having nowhere else to go, Pharah decided to join you on your journey, using her vast experience and the Raptora suit to keep you two alive, ever the confident, beautiful and calm woman.
- The relationship between the two of you is whatever you want it to be, and you can choose exactly how romantically and sexually experienced she is. No matter what, she will be irrevocably loyal to you.
- She has the appearance of a blue eyed version of Fareeha Amari from Overwatch, but half her body is covered in Siren Tattoos, as she somehow has received Amara's siren powers.

- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
  - Maya.
  - Mad Moxxi.

    - Angel.
    - Lilith.
    - Nisha.
    - Gaige.
    - Tyreen Calypso.
    - Butcher Rose.
    - Any other character from the Borderlands universe.
- Optionally, you may at any time choose to take a one way trip into the world of Borderlands, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Seven Deadly Sins.

- You may remake your body however you want, and can even change your race to any of the Seven Deadly Sins races. You will gain access to all the inherent abilities of your race, like Demons having the Power of Darkness or Goddesses having Arc.
    - If you choose to become a Fairy, you may choose to be a Fairy King.
    - If you become a Demon, you may choose to be any form of Demon, from a simple Red Demon to a High Ranking demon. You can even be a royal demon, becoming the child of the Demon King.
- Any power or part of this essence does not conflict. You can have both the Graces and Commandments without having to fear your soul being destroyed or your body being unable to use them.
- Your Power Level depends on your race and on choices you make further down the Essence, as it may increase by a lot depending on your choices. But no matter what you choose, you have 50.000 points as your base power, which you can divide between Magic, Strength and Spirit.
- You are as skilled and experienced in combat as the Seven Deadly Sins. You also know a sword technique created by a blind swordsman, capable of countering any and all manner of surprise attacks.
- Optionally, you may become a highly trained magician. This makes you know how to cast any spell from the Seven Deadly Sins universe, including spells like Absolute Cancel and Perfect Cube, and also gives you the knowledge of how to turn any spells you know into Incantation Orbs, which are magical items that activate a spell upon destruction. You even know how to create Dolls like Gowther.
- You will receive your very own Magical Power. This can be any Magical Power from the SDS universe or it can instead be a power of your own design.
- Optionally, you may receive the Magical Power of Snatch, which is Ban's signature power. You know all of his techniques and abilities with it, and are just as experienced with using it.

- Optionally, You have been trained in the use of True Counter. Unlike it's lesser sibling Full Counter, this one can reflect both magical and physical attacks. You have mastered, and know all the techniques that both Meliodas and Estarossa knows with Full Counter.
- Optionally, you may receive the power of Creation, which is the power of the Giants and allows you to manipulate earth.
- Optionally, you may receive the Magical Power known as Invasion, a power that allows you to entrap your opponents within their own memories. It also grants you the ability to read the thoughts and memories of others, even manipulating memories and affecting the spirit. You know all of Gowther's techniques.
- Optionally, you may receive the Magical Power of the Fairy Kings: Disaster. This ability gives you complete control over life and death, by which the user can elevate or diminish the natural state of something. A slight scratch can develop into a severe wound, mild poisons become lethal toxins and a small tumor can rapidly spread throughout the body.
- Optionally, you may receive the formerly unique Magical Power known as Infinity. It allows you to keep your spells active until you yourself chooses to dispel them. That said, any magical effect you incites will live on, even after if you should die, should you fail to undo it at that point. No matter how powerful the spell, you only need to cast it once for your power to take effect. Through an enchant you now know, you can also apply Infinity into a spell, to continously channel an unlimited amount of magical power to it, making it exponentially more powerful, the only limit to how powerful being how long you spend enhancing it.
- Optionally, you may receive the Magical Power known as Crisis, which allows your power to constantly increase while taking damage, granting you an exponential increase after a few attacks.
- Optionally, you may receive the ability known as God, which makes you able to completely nullify all magical attacks and even seal an opponents magical power completely.
- Optionally, you may receive the ability known as The Ruler, which that allows the you to "invert" all the attacks and the effects of powers used against you. All attacks and weakness are converted into healing and fortification. However, as The Ruler functions on the concept of magic

inversion rather than magic absorption, any magic meant to strengthen you or increase your power will instead weaken you. Despite this weakness, you can easily overcome it by deactivating it.

- Optionally, you know the technique of Drole's Dance, which increases your power level the more you dance it out. This also has a side effect of making you an incredible dancer.
- Optionally, even if you are not a Demon, you gain the ability to enter Assault Mode. This state is reached when you unleashes your powers to the fullest, achieving immense power.
- Optionally, you may receive any of the Ten Commandments. This will not only grant you the ability of the Commandment itself, but also give you an exponential increase in power. It will also turn you into a partial demon if you aren't already a demon. You don't have to fear the Demon King getting any information from you or taking over your body, as this Commandment isn't connected to him at all, instead being a copy. The power of the Commandments is absolute and affects anyone who breaks its rule, even the wielder itself. But you are immune to your own Commandment, and thanks to you being a wielder of a Commandment, you also become immune to the effects of the other Commandments. You may take as many Commandments you want.
- Optionally, you may receive any of the Four Graces you want, even all of them if you want. These not only grant you a unique power, but also augments your powers exponentially, even greater then the increase of the Commandments. You will not struggle to wield the powers of the Graces, instead being able to wield them like Mael wields Sunshine, who manages to prevent the heat from affecting his allies while burning the demons standing right next to them, and can withstand the power without his body suffering in any way. The Graces have the ability to revive their wielders from death. You don't have to fear the Supreme Goddess getting any information from you or taking over your body, as the Graces aren't connected to her at all, being essentially identical copies. As a wielder of a Grace, you are also immune to the effects of the Commandments.

- You are able to grant others their very own Magical power. What the power is will depend on what kind of person the being is.
- Optionally, you receive the gift of the Fountain of Youth. This grants you the same immortality as Ban got, which heals wounds almost instantaneously no matter how severe, grants eternal youth, allows you to not need to eat or drink, and makes you immune to all poisons. It also allows your physique to evolve and adapt to any condition. The adaptations and evolution will never be something you don't want. You also become able to toggle your sense of pain at will.
- You do not need a specific weapon such as Sacred Treasures to access your full power, as you can use your full power as you like, but optionally, you may receive your very own Sacred Treasure, with the appearance and ability of your own design. The Sacred Treasure will not only allow you to draw upon all your powers with ease, but will also amplify all your powers exponentially. As you grow in power, so will your Sacred Treasure, without limits. It is completely unbreakable, being made perfectly for you, and can be recalled to you at will.
- Optionally, you may receive your very own Spirit Spear, which you can wield as if you are a Fairy King at full power. It will be of your own design and will have just as many forms as Chastiefol, though the forms of the Spear will be more appropriate for you (an example being that instead of the Guardian Form being a Bear, it may instead be a Dragon or a Tiger). You can use it to it's full potential even if you don't have the Magical Power Disaster. You even have access to it's True Form, like a Fairy King at full potential.
- Optionally, you may receive the Chalice of Youth, which grants you limitless amounts of the Fountain of Youth. Licking the water will grant ten years of extra life, swallowing the water will grant hundred years, and drinking it all will grant the eternal life and immortality Ban has. Whenever the chalice is emptied, it will simply refill back to full.
- Optionally, you may receive a Bag of limitless Hyper Recovery Spell Incantation Orbs. The bag will never run out of Orbs, and will always return to you when you want it. It cannot be destroyed or stolen.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship

between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.

  - Elizabeth Liones.
  - Merlin (Fully grown).
  - Elizabeth (Goddess).
  - Elizabeth (savage tribe).
  - Diane.
  - Margaret Liones.
  - Gelda.
  - Jericho.
  - Matrona.
  - Derieri
  - Camila.
  - Lilia (awakened).
  - Brunhild.
  - Mono.
  - Roxy.
  - Jormungand.
  - Thonar.
  - Skadi.
  - Megellda
  - Any other character from the SDS universe.

- Optionally, you may at any time choose to take a one way trip into the world of Seven Deadly Sins, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can

either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Desperado.

- You may remake your body however you want.
- You are now a Blazer, a special breed of humans born with magic that can manifest one's own soul as armor and control superpowers with one's magical power. You are an A rank in all the different stats a Blazer is ranked in, which is Offensive Power, Defensive Power, Mana Quantity, Mana Control, Physical Ability and in Luck. This also makes you an incredibly fast learner.
- A Device is a weapon that a Blazer can manifest from their soul, which takes on an assortment of different forms and abilities based on the Blazers, and serves as a medium for Blazers to utilize their Noble Arts, which is their Trump Card in battles. You now get to design your own Device with its own ability and Noble Arts. Or you can opt to take any of the Devices that already exists, alongside all of it’s Noble Arts.
- However do understand that, as the manifestation of your soul, a Device can withstand great damage without being broken, however, it doesn't mean it’s indestructible. If the Device does break it leads to the Blazer losing consciousness. Once you come back to a conscious state, you can summon your Device back again, fully whole without any lasting damage to your soul.
- You also know how to summon your Device into an «Illusionary Form» used for practice, mock battle, or if a Blazer doesn't intend to cause real damage, causing damage to stamina instead of physical damage.
- Not only are you a Blazer, you are a Desperado, one who has broken through their limit and shattered the chains of fate the world has put on them, thus having achieved an Awakening and stepped into the domain of demons. This allows you to not only improve your Magic without limits, you also possess an "attractive force" which enables you to influence the cause and effect of the world around you, which enables you to force upon the fate that you desire. As such, if the fate that you force upon is inevitable, the process leading up to it can be skipped and the end result will be manifested in an instant, allowing you to manipulate both Fate and Causality. You are able to do this at will, instead of having to be in the right state of mind. But you will never have this effect work in ways you don’t truly want to happen, preventing you

from killing your spouse after an argument or something similar. You are able to control this completely. So even if someone challenges you, which would automatically sign them up for their own death, making the causality of the world work against them to materialize their death, you are able to control whether this happens or not.

- Being a Desperado also gives you Acausality by you putting you outside of Fate, meaning you are outside of Fate manipulation and other forms of causality manipulations, such as probability and time. This is what allows you to control both Fate and Causality.
- You are also able to enter a form called Excessive Awakening, which grants your enormous power, increasing your Magical and physical power exponentially, beyond the realm of other powerful Blazers, all while retaining your original Noble Arts and abilities, which are also empowered. You are able to activate and deactivate this form at will. You can choose the appearance of the form, though it usually takes a form akin to a demon.
- You also have every other general ability that Desperados have, but are not mentioned here.
- You are able to control your body at will, letting you perform various techniques such such as manipulating your senses, like turning off your color acuity to augment your motion perception, or even control and restart your heart. This control is so great that you are able to change your body's nerve signals and move all of your muscles instantaneously, or even intentionally create autophagy which makes it so that your cells produce energy and stamina for your body even after you are completely exhausted. Your body control is greater than both Ikki Kurogane and Edelweiss combined, and works subconsciously, though you can also control it consciously.
- Your senses are enhanced to the point where you can feel every grain of dust hit your skin, can see every strand of someone's hair mid-fight, can find the speed and location of something just from hearing it, hear the blood flow of something and more. Furthermore you have an extreme awareness of everything around you, where you don’t even need sense things that enter your range. This never leads to any sensory overload and you can lessen how strong your senses are at will.

- You are capable of instinctive reaction, which not only makes you able to move before thinking but you can also act, attack, defend and counter while being unconscious.
- You are a master swordsman, equal in skill, talent and experience as Ikki Kurogane and Edelweiss combined.
- Optionally, you may be a master of Perfect Vision, which is a technique which allows you to completely grasp an opponent's identity understanding everything about them and knowing and predicting their every thought, action and feeling. This allows you to predict and react to their next moves.
- Optionally, you may be a master of the Blade Steal technique. You become able to analyze and steal your opponent's techniques by simply watching them, which you can then improve further. You are able to grasp most styles and techniques after less than a minute, and only needs seconds to create a far more superior version of it, removing their imperfections. This isn't limited to swordstyles, but it applies to any other technique. Once you understand the technique/style, you are able to grasp their deepest secrets, allowing you to even reproduce their most advanced and secret techniques that you haven’t seen or never even heard of. You have already mastered and improved these styles and techniques:
    - The Seven Secret Swords.
    - Shishou.
    - Kyokujitsu Isshin-ryuu.
    - Yagyū Shinkage-ryū.
    - Yuuri's Swordsmanship.
    - Imperial Sword Style.
    - Ayatsuji Ittou-ryuu.
    - Trackless Step.
    - Twin Wings Style.

- Optionally, you may receive the Noble arts of Ikki Kurogane; Ittou Shura and Ittou Rasetsu. You are able to wield them both without any strain being put on your body. This allows you to use them as many times you want in succession, your only limitations being your stamina and magical energy.
- Optionally, you may become an Esper, granting you a multitude of abilities which gain grow stronger over time:
    - Electrokinesis: You can create and control electricity.
    - Mind Control: You are able to control the minds of others with precise control, but those with a strong will can withstand it.
    - Pyrokinesis: You can create and control fire.
    - Teleportation: You become able to teleport from one location to another, only taking a short amount of time for each use.
    - Psychokinesis: A power which only causes kinetic interference on an object or person thus preventing them from moving and bypass any defense against it. This can also create pseudo muscles to increase your strength.
    - Precognition: You are able to see slightly into the future which allows you to effortlessly dodge and react to attacks.
    - Hypnosis: You are able to hypnotize with your gaze, make them fall asleep, and witness illusions. However, this has a major weakness, in that if the target's consciousness isn't focused on you, then they won't fall under your hypnosis.
- Optionally, you may receive the ability of a Harem Protagonist, the ability to seduce any female they interact with, without needing to invest any effort and simply being you. You will find yourself surrounded by beautiful people of the opposite sex, often incredibly competent. Slaves, heroes, queens, gods, and more fall for you.
- You become able to turn others into Blazers, though you can also take away this ability at will. The magic of a Blazer is fixed at birth and it cannot be increased no matter their training. This is the limit that the world allows the Blazer, and once they reach the full extent of their potential will mean that they cannot improve anymore. You can decide

what rank their potential is, from E to A, but they will have to break through their limits and become Desperados on their own.

- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Stella Vermillion.
    - Edelweiss.
    - Iris Ascarid.
    - Shizuku Kurogane.
    - Kanata Totokubara.
    - Ein Abgrund.
    - Lunaeyes Vermillion.
    - Kurono Shinguuji (young).
    - Fu Xiaoli.
    - Renren Tomaru.
    - Sara Bloodlily.
    - Any other character from the Chivalry of a Failed Knight universe.
- Optionally, you may at any time choose to take a one way trip into the world of Chivalry of a Failed Knight, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Food Wars.

- You may remake your body however you want.
- You are just as talented, skilled and experienced as Joichiro Saiba at his best, having literally infinite potential for making food. You will never find yourself burning out or reaching a plateau when it comes to food.
- Optionally, you may also receive the talent, skills and experience of any other chef from the Food Wars universe. This can be taken as many times as you like.
- You can also make your food induce images, memories, emotions, pleasure and anything else, similar to how food does in Food Wars. The effect becomes greater depending on how good your food is.
- You are already a master of the Yukihira Style that Joichiro created and taught to Soma.
- You may take any dish you have experienced and improve it, similar to Subaru Mimasaka, though without the Perfect Trace. This means you actually have to taste it to improve the dish.
- You can choose a title for yourself, similar to Joichiro's Asura and Ikumi's Meat General. This title is what you will be known as when it comes to cooking.
- You can at anytime challenge someone to a Shokugei as challenge for something. They will know what that is, but are not forced to accept the challenge.
- Optionally, you may receive the superhuman ability known as God's tongue. This gives you an ultra-acute sense of taste that can detect even the tiniest imperfections in any dish. You have the same amount of skill, talent and experience with your God's tongue as Erina at her best. Not only that, but any food you make will always taste good (unless you deliberately make disgusting food), even to the most developed taste or God's Tongue ability, allowing you to cook for Mana and Erina no matter how powerful their sense of taste becomes. You can toggle this sense at will.

- Optionally, you may receive the superhuman ability known as God’s nose. This gives you an ultra-acute sense of smell that can measure the quality of ingredients and the progress of a dish while it's being cooked. This is every bit as good as Akira Hayma’s ability, being just as skilled, talented and experienced with your sense as him at his best. You don’t need to train this sense to keep it sharp, as it will always be the best it can be. You can also toggle this sense at will.
- Optionally, you may receive the superhuman ability known as Sword Dance, which gives you the ability to use knives at blinding speeds, far beyond any natural human.
- Optionally, you may receive the superhuman ability known as Cross Knives, which gives you the ability to learn and duplicate another chefs cooking style by wielding that chefs knife. You either have to win the knife in a cooking duel or receive it voluntarily.
- Optionally, you may receive the superhuman ability known as the Chef’s Path to Victory. This allows you to go on autopilot and make the perfect dish for whatever goal you have in mind, your cooking being absolutely perfect every step of the way down to the very nanosecond. The goal can be anything from simply winning a shokugeki to multiple goals like making a shokugeki winning dish that also tastes better than anything they have had before yet is incredibly simple to make. This ability can be toggled at will, and can only be used to make food.
- You have your very own cooking knife of your choice. Any food made with this knife will be exponentially better then if you made it with another knife.
- You are able to conjure anything you need or want for making your food. Anything from Fresh Holy Basil to A5 Beef can be conjured in any amount you need whenever you want, as long as it is for cooking or eating.
- If you are a picky eater, you can opt to lose that disability allowing you to eat anything and enjoy it.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This

can be different for each of the characters but they will all be irrevocably loyal to you.

    - Erina Nakiri.
    - Alice Nakiri.
    - Ikumi Mito.
    - Ryoko Sakaki.
    - Miyoko Hojo.
    - Hisako Arato.
    - Rindo Kobayashi.
    - Mana Nakiri.
    - Leonora Nakiri.
    - Sonoka Kikuchi.
    - Decora.
    - Natsume Sendawara.
    - Orie Sendawara.
    - Yaeko Minegasaki.
    - Any other character from the Food Wars universe.

- Optionally, you may at any time choose to take a one way trip into the world of Food Wars, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of The Gold.

- You are now a Gold, a Homo Aureate, having been genetically enhanced in many ways. But you will find your enhancements are greater even then the Reaper of Mars. Your bone density is 7 times stronger than average bone along with increased tensile strength in your tendons, ligaments, and muscle fibers. You can hold your breath for at least 10 minutes and have increased cognitive capabilities which is further enhanced by brain implants. Additionally, you are of a height of at least 2 meters (6.5 feet) or taller. You will have golden irises, gold/blonde hair, and the golden sigil on the back of each hand. You can however opt out of any of these visual changes, and can remake your body however you want.
- Like Darrow, The Reaper of Mars, you have incredible dexterity and grip strength, along with a natural talent in "extrapolational thinking", also called "lateral thinking", allowing you to think of indirect and creative approaches via reasoning would not be immediately obvious to others. The solutions you can come up with are often simplistic in hindsight, yet will allow you to completely change the paradigm in your favor. You may also choose a title for yourself, like Darrows title as the Reaper, which you will become known as by both enemies and allies.
- You are an incredibly talented and skilled RazorMaster, with an instinctual mastery over Kravat. You have also been taught The Willow Way, and have mastered it beyond even the creator Lorn au Arcos. You are the greatest RazorMaster in the history of Golds, better then Lorn, Aja and Darrow combined in skill, talent and experience.
- Optionally, you may choose to become a master of the Mind’s Eye, a technique shrouded in secrecy. It gives its user near supernatural cognitive and sensory abilities, granting you several techniques, from nigh omniscience to ignoring pain or simply being able to make yourself taste a food by simply thinking of it. Imagine a moment where you couldn’t fail. Where everything seems to slow, except you. Like you are the center of all gravity, all time, and your thoughts themselves are second to your actions. That is the Mind’s Eye, where every parameter, every single bit of information you could possibly access is known to you, where you act without needing to think, doing the task you need to do

exactly how you need it done. You are able to have the Mind’s Eye active as long as you want with no downsides.

- You have your very own Razor. The "blade" of the Razor is made of Polyenne Fiber and is harder than diamond. The blade is about a meter long when stiffened and can be toggled via a button into the form of a whip twice the length of the stiffened blade. When in whip form, its shape can be altered into anything at will with a chemical impulse. As a result, the Razor is an incredibly versatile weapon capable of piercing even RecoilArmor with ease. Your Razor is completely indestructible, never runs out of power and is the perfect length for you.
- You have your very own PulseArmor. It provides complete protection and comes with a built in pulseShield, GravBoots and PulseFists. The armor also has several unique features.
    - It has all the benefits of a RecoilArmor, but improved.
    - With it you can see most spectrums. mask your voice, amplify sound, track coordinates, access maps and communicate silently.
    - It allows you to traverse space safely.
    - It enables rapid movement.
    - It has electromagnetic radiation shielding and water reclamation pockets.
    - The boots mute your footsteps.
    - It is immune to EMPs.
    - It is lighter than a normal PulseArmor.
    - It doesn't emit a thermal signature.
    - It will never run out of power, which erases the main weakness of the PulseArmor.
- You have a digital archive of all the Technology from the Red Rising universe.

- Optionally, you may receive a Gold general as your companion. They will have the same amount of skill, talent and experience as Darrow and Roque combined when it comes to warfare and military tactics, being a brilliant, unparalleled commander. Their gender, personality and appearance are up to you, and they will be irrevocably loyal to you (from love, friendship, devotion or whatever else you desire). You can choose exactly how romantically and sexually experienced they are.
- Optionally, you may receive Two Pink Roses as your companions. Pinks are bred and trained for the physical arts of pleasure and sex in the Gardens. Pinks, especially Roses, are also trained in the arts of human interaction. They are taught to read human body language and to entice their masters mentally as well as physically. Your Roses are incredibly attractive and highly trained in body empathy as well as the art of shadow dancing- a proportional mimicking of body language to make the subject feel at ease, which facilitates emotional bonding. Their gender, personality and appearance is up to you, and they will be irrevocably loyal to you (from love, fear, devotion or whatever else you desire). You can choose exactly how romantically and sexually experienced they are. If you choose for them to be completely virginal, they will still have the same skill as any other Rose. Pinks, while beautiful, are extremely delicate, their bones easily fractured and they have a very low pain tolerance. They are also chemically sterilized. You may opt for your Roses to not have these disabilities, giving them the same physical durability and pain tolerance as an ordinary human, and allowing them to have children. Your Roses are also able to train others into Roses, should you wish for them to, but the ones who are to be trained have to start from early childhood.
- Optionally, you may receive Four Violet Carvers as your companions. In a Society where technology has turned some fields of science into an art form, the Violet Carvers are the craftsmen that alter the physiology of creatures, allowing them to create griffins, tigerlynxes, giant sea creatures, dragons, mermaids and more. They are also able to Carve others into any of the Colors, from Pinks to Iron Golds. Their gender, personality and appearance are up to you, and they will be irrevocably loyal to you (from love, fear, devotion or whatever else you desire). You can choose exactly how romantically and sexually experienced they are.

- Optionally, you may receive Ten Stained Obsidians as your companions, who will all worship you as a God. Stained are among the strongest of the Obsidians, a monstrous race bred only for war. They are adorned with scars and tattoos (their "Stains," earned as accolades for their achievements in combat) and are typically bald or mostly-bald. All known stained also have eyes tattooed on their eyelids. You may opt for your Stained to have anything form all to none of these visual effects. Their gender, personality and appearance is up to you, and they will all be irrevocably loyal to you (from love, fear, devotion or whatever else you desire). You can choose exactly how romantically and sexually experienced they are.
- Optionally, you may receive ten companions each of every Color of your choice. They will be the best of the best of whatever Color they are a member of, like the Orange Master Makers and Artificers, and can train others into gaining their skills. This works best of the ones who are trained are of the same Color as the Trainer, whether born or Carved. Their gender, personality and appearance is up to you, and they will all be irrevocably loyal to you (from love, fear, devotion or whatever else you desire). You can choose exactly how romantically and sexually experienced they are.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Virginia au Augustus.
    - Any other character from the Red Rising universe.
- Optionally, you may at any time choose to take a one way trip into the world of Red Rising, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Pokémon

- You become a natural Pokémon trainer, with intuitive grasp of everything a trainer needs to know, from battling to training. Your talent and natural skill is equal to Red and Cynthia at their strongest combined. Leon is nothing to you. You are however not as experienced as any of them.
- You also get a team of six Pokemon of your choice, with the exception of any Legendaries. They will all have unlimited potential and are all be irrevocably loyal to you. You can choose for them to be shiny, whether they have any special abilities, what moves they have and more. You can also choose what level they are, whether you want to start with a new team or a highly experienced, Champion level team.
- Optionally, you may also take One legendary of your choice alongside your six, which will be irrevocably loyal to you.
- You get a machine that creates the perfect food for you Pokemon. The food fulfills all their nourishment needs while tasting like exactly what they want it to taste. It also helps them with growing stronger and rejuvenating when tired.
- You get your very own bottomless backpack, which can store any amount of stuff. It will then order them in the right order and categorize them. It has a display on the top which allows you to see what you have and pick what you want. The backpack will never weigh more then an ordinary backpack filled with a PC and some books, it will never break or be destroyed, and if lost or stolen will return to you. Only you and those you allow can access the backpack.
- You get an Endlessly reusable Full Restore that can heal any damage.
- You have a small machine containing Endlessly reusable HMs, TMs and TR. You only need to put a pokéball filled with a Pokémon on the machine in a place made for the Pokeball, and you get the option to teach them any HM/TM/TR they can learn.
- You have a box which gives you an endless amounts of all the different pokeballs, including cherish balls and Master Balls. Once you take one ball out, the box will be simply refill with a new ball of whatever type you took.

- You have the Ultimate Mega-Key Stone, set in a Mega-accessory of you choice, which allows you to mega-evolve any Pokémon you own that has a mega-evolution. This also allows you to do this without having the Pokémon carry a mega-Stone. This also makes it so that any negatives the Pokémon usually experiences with the Mega Evolution doesn't happen.
- You now have the Ultimate Z-Crystal-Ring, which allows any of your Pokémon to use any Z-move they can, without needing to hold a Z-Crystal. It also allows you to use a Z-move repeatedly without fear.
- Optionally, you may receive a HUD which gives you the knowledge akin to a Pokémon Game, like HP, status, level, experience, moves, etc.
- Optionally, you may be an Aura Guardian, a master of Aura, which is a form of spiritual energy described as the essence of every living creature. Your potential is immense but starts out at the same level as Sir Aaron and Lucario, and already knows
    - How to read minds and actions of another being.
    - "Sense" other Auras
    - View surroundings even with a blindfold.
    - See through objects.
    - Project one's Aura; such as to create barriers or attacks. It can also be used to transfer Aura to others. You already know how to use Aura Sphere.
- Optionally, you may be a master Psychic, where your limits on how strong you can become is equal to a Mega Mewtwo. You can choose one aspect of your psychic that you have already mastered. This can be telekinesis, telepathy, teleportation or any other psychic ability.
- Optionally, you may receive the good luck of a protagonist.
- You can at any time have Pokémon start appearing in any world you go to, potentially with new species or regional variants depending on the world
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship

between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.

    - Cynthia.
    - Nessa.
    - Shelly (Oras).
    - Hilda.
    - Rosa.
    - Misty.
    - May.
    - Aurea Juniper.
    - Sonia.
    - Bea.
    - Marnie.
    - Mallow.
    - Skyla.
    - Elesa.
    - Sabrina.
    - Zinnia.
    - Olivia.
    - Professor Burnet.
    - Oleana.
    - Any other character from the Pokémon universe.

- Optionally, you may at any time choose to take a one way trip into the world Pokémon, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either

simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Middle Earth

- You may remake your body however you want, and may even become any of the different races from the Lotr universe, excluding the Maia, Valar and any other similar races. You become at the peak physical shape of your race, and become as attractive as Luthien, Arwen and Feanor if you so desire.
- Your potential equals both Feanor and Glorfindel combined, being nearly limitless.
- You have the same amount of combat skill and experience as Aragorn and Legolas, granting you the swordsmanship of Aragorn and the archery skill of Legolas. You are also an incredible horse rider.
- Optionally, you may become a smith equal to Celebrimbor and the finest of the Dwarfs, combined. You also have the potential to reach the level of Feanor and Telchar at their best.
- Optionally, you may receive your very own Rings of Power. The rings have none of the constant corruptive effects of the originals, meaning the wearer of a Ring of men won't become a Nazgul unless you want them to become that.
    - The One Ring.
        - Just wearing the ring increases your physical and magical might.
        - You gain the ability to go invisible at will.
        - You can use the ring to control or manipulate anyone who wears any of the other rings.
        - As long as the ring is whole, you cannot die, which makes you as good as truly immortal considering the ring is virtually indestructible, and no craft or power can harm it in any way.
        - It also gives you all the powers of the other rings, but to a far greater extent.
        - It can expand or shrink itself so that it will always fit perfectly.

        - Anyone who wears any of the other rings become unable to betray you in any way, being irrevocably loyal.
    - Three rings of Elves.
        - The wearer May turn the ring invisible at will.
        - One ring allows one to manipulate fire.
            - It gives the wearer the power to inspire others to resist tyranny, domination, and despair, evoking hope in others around the wielder,
            - It also gives the wielder a resistance to the weariness of time.
        - One ring allows one to manipulate air.
            - The wielder of this ring gains the power of foresight and healing, allowing them to look into the future, and heal any wound and damaged.
        - One ring allows one to manipulate water.
            - The wielder of the ring has the power of preservation, protection, and concealment from evil. It can preserve the world around the wielder, protect whatever the wielder wishes, and then conceal anything from evil.
    - Seven rings of Dwarfs.
        - Anyone who carries any of these rings will have an increased life span, and will that it brings vast wealth to the wearer.
    - Nine rings of men.
        - Anyone who wears any of these rings acquire great power and wealth, gaining eternal life in that they do not age. This will also turn them into powerful Sorcerers, either by increasing any supernatural energies the wearer has, thus making them more powerful, or by granting them access to powerful magic. This can be any form of magic you yourself has, or it can be Lotr Magic.

- Optionally, you may receive a book containing all the knowledge that has ever been known by human and elfs.
- You have your very own armor made from Mithril, taking the appearance of your choice. It will never be uncomfortable or chafe.
- You receive your very own sword, forged specifically for you, being the exact size, shape, weight and balance that is right for you. You may also choose how looks. It is incredibly sharp and will never break nor blunt. You can also opt to have it glow whenever an Enemy is close, and even make it sentient like Anglachel, though it will be irrevocably loyal to you and will only help you.
- You have a bag filled with limitless amounts of Lembas Bread. It will never run empty, will never break and will return if stolen.
- Optionally, you may receive your very own pocket dimension, which you can create a door to which allows you to both enter and exit from. Inside this dimension lies a mine, which is filled with limitless amounts of mithril, gold and iron, ready to be mined out.
- Optionally, you may receive your very own Mearas, a horse which surpasses normal horses in intelligence, speed and strength. It is irrevocably loyal, and if killed it will simply return the next time you call for it.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Tauriel.
    - Galadriel.
    - Arwen.
    - Any other character from the Lotr universe.
- Optionally, you may at any time choose to take a one way trip into the world of Lord of the Rings, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can

either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Game of Thrones.

- You may remake your body however you want.
- You are able to make the negatives of a medieval world, such as Hygiene, smell, sanitation and etc. not exist for you and everyone around you. This is an effect you can toggle at will. This will work in a way you prefer, even retroactively. People will have white, clean teeth, it won't smell like a shithole unless the place is known for it, people will be clean and not smell like they haven't bathed in a month, etc. Or you can make the effect only around you and those close to you, making people around you slowly become cleaner with better hygiene while near you, while bad smell and dirt is still there, but lessened in your surroundings. Or maybe some other way.
- You have become a Swordmaster equal to Jamie Lannister and Prime Barristan the Bold and Arthur Dayne combined. You may optionally be just as skilled in a different weapon instead.
- You have become just as talented at music as Rhaegar Targaryen, being an excellent singer and a master of any instrument you come across. You also become an incredible story teller.
- Optionally, you may become able to turn as terrifying as Tywin Lannister at will.
- Optionally, you may become a spymaster equal to Varys, with a spy network spanning the entire known world.
- Optionally, you may become a Valyrian. This grants you an immunity towards fire and heat, not to mention an almost inhuman beauty and grace. It will also grant you Dragon Dreams and immunity to any problems from incest to all in your line.
- Optionally, you become able to Warg. This gives you the ability to enter the minds of animals and perceive the world through their senses and even control their actions. You have mastered this skill fully, able to enter the mind of an animal at will.
- Optionally, you become an greenseer, making you able to use the ability known as Greensight, which is the psychic ability to perceive future and past events in dreams.

- Optionally, you may receive the knowledge on how to create wildfire.
- Optionally, you may receive your very own Valyrian Steel sword. It will fit you perfectly, being the perfect weight, size and balance to feel like an extension of yourself.
- Optionally, you may receive ten faceless assassins at your disposal. They are all irrevocably loyal to you.
- Optionally, you may receive three irrevocably loyal and obedient valyrian “dragons”. These Dragons possess awesome and devastating power, capable of laying waste to armies and burning entire cities to ashes, yet have been bonded to you, making them completely tame when it comes to you. You don’t have to speak High Valyrian to order your dragons.
- Optionally, you may receive an army of 10.000 irrevocably loyal Unsullied.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Daenerys Targaryen.
    - Cersei Lannister.
    - Sansa Stark.
    - Ros.
    - Melisandre.
    - Margaery Tyrell.
    - Missandei.
    - Any other character from the GoT/ASOIAF universe.
- Optionally, you may at any time choose to take a one way trip into the world of GoT/ASOIAF, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can

either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Elder Blood.

- You may remake your body however you want, even turning it into any of the different species from the Witcher universe.
- You are able to make the negatives of a medieval world, such as Hygiene, smell, sanitation and etc. not exist for you and everyone around you. This is an effect you can toggle at will. This will work in a way you prefer, even retroactively. People will have white, clean teeth, it won't smell like a shithole unless the place is known for it, people will be clean and not smell like they haven't bathed in a month, etc. Or you can make the effect only around you and those close to you, making people around you slowly become cleaner with better hygiene while near you, while bad smell and dirt is still there, but lessened in your surroundings. Or maybe some other way.
- You have now become an active carrier of the Elder Blood, granting you the ability to manipulate and control both time and space. This starts out allowing you to simply teleport in short, controlled burst, or travel across dimensions in the local multiverse. But in time you will find yourself increasing in power and completely master both time and space to unprecedented levels. You will never have this power go out of control or do something you don't want it to, such as becoming unpredictable, uncontrollable and creating extremely dangerous explosions.
- Another bonus of the Elder Blood is that it makes you an incredibly powerful Source. A Source is a person born with a natural affinity for magical abilities, alongside an enormous amount of magical power. Usually, a Source would find it rather difficult to control their magical power, but you don't have that problem. You may also teach other Sources to control and command their immense powers without any danger.
    - Even if you are a male, you may have the activated version of the Elder Blood.
    - You may optionally receive the incredibly green eyes and ashen-white hair that comes with it.

- Optionally, you may receive the training of a sorcerer. You will equal Yennefer and Triss in both knowledge and skill when it comes to magic. This also gives you the knowledge of how to create the Elixir of immortality that the Sorcerers use to live forever.
- Optionally, you may become a Witcher, receiving the enhancements and training of a Witcher. You will have the physical prowess, knowledge, skill and experience of Geralt in his prime. You can opt out of the sterile part of the deal if you want.
- Optionally, you may become a Master Swordsman, surpassing the combined talent, skill and experience of Geralt, Ciri and Bonhart.
- You can at any time make any world you are in go through a Conjunction of the Spheres, filling the world of with hundreds of creatures of all shapes and sizes, as well as magic.
- Optionally, you may receive your very own sword. It will fit you perfectly, being the perfect weight, size and balance to feel like an extension of yourself. But the greatest benefit of this sword is that it is a perfect alloy of silver and steel, making it just as effective against men as it is against monsters. It will also never blunt, break or shatter. It is also enchanted with a near unique effect. It will grow stronger with you, always growing just as strong as you are. It is also incredibly good at channeling magic and other similar powers you have. Not only that, but each blow that hits a combatant increases both the damage the sword does and your speed by 10% while in combat. The increase is lost over time.
- Optionally, you may receive a Djinn, capable of granting even the most far-fetched wishes. Yours is not limited by three wishes, and can never escape it's bottle prison, giving you access to infinite wishes. A mage can also draw on its energy, using it to cast spells without having to call on Power from traditional sources, being a lot safer option.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Cirilla "Ciri" Fiona Elen Riannon.

    - Yennefer of Vengerberg.
    - Triss Merigold.
    - Shani.
    - Priscilla.
    - Enid an Gleanna/Francesca Findabair.
    - Keira Metz.
    - Anna Henrietta.
    - Sylvia Anna.
    - Corinne Tilly.
    - Fringilla Vigo.
    - Saskia/Saesenthessis.
    - Sile de Tansarville.
    - Vivienne de Tabris.
    - Queen Calanthe.
    - Any other character from the Witcher universe.
- Optionally, you may at any time choose to take a one way trip into the world of the Witcher, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Dragon Rider.

- You may remake your body however you want, and can even change your species to any Inheritance Cycle species (outside of the God thing). Yes you can be a Dragon if you want to. You may also be an Elven Human like Eragon became after the Blood-Oath Celebration.
- You are able to make the negatives of a medieval world, such as Hygiene, smell, sanitation and etc. not exist for you and everyone around you. This is an effect you can toggle at will. This will work in a way you prefer, even retroactively. People will have white, clean teeth, it won't smell like a shithole unless the place is known for it, people will be clean and not smell like they haven't bathed in a month, etc. Or you can make the effect only around you and those close to you, making people around you slowly become cleaner with better hygiene while near you, while bad smell and dirt is still there, but lessened in your surroundings. Or maybe some other way.
- Your True Name is protected, meaning that no one can use it to control you unless you allow them to, and even then you can take back that control anytime.
- You have a prodigious talent for both Swordsmanship and Magic, surpassing both Eragon and Galbatorix combined in talent. Optionally, you may become as skilled and experienced with swordsmanship as Eragon and Murthag combined. You would also have mastered the "Way of Knowing".
- Your Magic takes the same color of your dragon, and you have more than average for your race.
- You have not received any education when it comes the Ancient Language, knowing no words other than the ones you knew from before. Instead, you have gained two boons:
- You are capable of using magic nonverbally with ease, and without any of the dangers usually found by doing so, such as errant thoughts disrupting your spell casting and being locked into a spell. This allows you to cast any spell using your imagination and will, a skill you are highly experienced in it, finding it both intuitive and easy. You will never make a mistake when casting like this, and any other negatives of nonverbal

magic doesn't happen to you. You already know how to store and draw magic in/from gems.

- You have mastered the Mental aspect of magic. The uses of mental powers includes touching minds with other beings or animals, taking control over these minds and protecting yourself from the same. You are also able to open your mind to everything in the immediate area, allowing you to sense an incoming attack, and by keeping a connection between you and your opponents, you can predict their next attacks. As you have mastered it, you are able to create illusions so real they can cause physical effects on the target and affect surroundings as if they were reality.
- Optionally, you may choose to become a master of wards.
- Optionally, you have learned and mastered the ability to sing magic like elves. This also grants you an incredible singing voice and the skill and experience of the best elven singer.
- Optionally, you may have been taught the Space Warping spell, which allows the person who casts it to create an invisible pocket of space to store objects in.
- Optionally, you have been taught the spell known as the Energy Shaft. When casting this spell, you raise your hand and summon your magic. A crackling shaft of destructive energy will then shoot from your palm. The attack is so strong, it can pierce most wards and wipe out entire groups of spellcasters maintaining those wards, and when it hits its target, they die instantly. This does however take a lot of magical energy to cast.
- Optionally, you have been taught and have mastered a spell which allows you to locally alter your perception of time, allowing you to move as if time is stopped. This is the ability to manipulate apparent time by slowing down or speeding up the vibrations of matter. Which requires an ungodly amount of skill, energy, and understanding. The spell takes a lot of energy to use, and even the most powerful of elves could only keep it going for a maximum of twenty seconds before stopping it, unless they had some additional store of magic.
- You can grant others the ability to use Alagaesian magic.

- Optionally, you may become a master of the mental power known as “Taking Energy”, where you enter the mind of whoever or whatever you want to take energy from and drain it out. You can either use the energy to cast a spell immediately, or transfer it into your body or another receptacle, such as a gem, for later use. There are some drawbacks to using it effectively however:
    - The flow of energy is relatively slow and thus not an efficient way to kill an enemy.
    - Because it is a mental power and relies on breaking into an enemy's mind, anyone trained to defend themselves against a mental attack can block the drain.
    - There are also wards that, while not protecting people's minds, could prevent their energy from being drained from their bodies.
- Optionally, you may become a master of the incredible Magic power known as “Element Assimilation”, which allows you to absorb energy from natural forces. This allows you to draw energy from any natural force, such as fire or light, which you can then use to either fuel your own reserves or transfer it into your body or another receptacle, such as a gem, for later use. You are especially proficient in Heliomancy, which makes you able to draw power from the sun, from both heat and light. You can draw energy from heat, kinetic energy, currents, etc. You can even enchant items to draw upon and store energy similar to how you can do yourself. This is a technique unique to you and cannot be taught to or learned by anyone else. You have an instinctive mastery over this and are highly experienced in its intuitive use, being completely in control both consciously and subconsciously.
- As a dragon rider, you of course get your very own Alagaesian Dragon as your partner. A bond is created between the two of you, symbolized by the gedwëy ignasia on one of your palms. Your bond grants you eternal life akin to the elves, while enhancing both your magical and physical abilities, and an mental connection that melds your minds on a basic level, binding them for life in the most enduring relationship that can possibly exist. Their gender, personality, color and appearance is up to you, and you can choose whether they are built for speed and grace like Saphira or pure power and strength like Thorn, or something else. They

will be irrevocably loyal to you. You may choose how old they are, if they are newly hatched or a few years already, even being able to choose to make your Dragon the same size as Shruikan while still having the same amount of control over their body as if they had grown into it over time. Uniquely, your dragon can change their size at will from the size of a house-cat to their full size, their weight changing alongside them, allowing the cat sized dragon to stay on your shoulder then transform into the mountainous size they will eventually reach.

- Optionally, you may choose to become a Pseudo Shade. Instead of having been taken over by the spirits, you have shattered and absorbed them, making them a part of you. This may be symbolized by turning your eyes crimson, which you can make glow at will, though this is completely optional and is your only visual effect of having turned into a pseudo-shade. Doing this has granted you their immense physical abilities, including supernatural strength, speed, stamina, pain tolerance, as well as unmatched senses. And due to your increase in strength and stamina, you also have a vastly increased amount of magical energy. Thanks to you absorbing the spirits, your mental powers have also been improved greatly. This has increased the force of your mental attacks and has made your mental defenses nigh-unbreakable, only being broken if you are against someone like Galbatorix with all of his Eldunari to help him, and even he would struggle a bit to break through them. They are also always active, allowing you to open your mind without leaving it vulnerable to an enemy's mental attack. You have to consciously lower your shields for someone to enter. But the greatest gift of becoming a Pseudo-shade is that you have inherited their resistance to death. You can therefore only be killed by being stabbed through the heart: otherwise, you will merely be temporarily disembodied and will reappear elsewhere in spirit form before returning to your physical form, fully healed. You are able to turn others into shades, either turning them into complete shades where they become irrevocably loyal to you, or into pseudo shades where they gain the equivalent of the Shade option above.
- Optionally, you may become a Smith of equal skill, knowledge and experience as Rhunon, which includes her magical skills. You gain all her knowledge when it comes to crafting and magic.

- You have the ability to turn others into Dragon riders, conjuring Dragon Eggs that will hatch for whomever it is you wish it will hatch for. The dragon that hatches will be one that fits the rider, from color to gender. You can also make eggs that hatch into wild dragons
- Optionally, you may receive a beautiful black book, which contains all the knowledge the Dragon Riders and the Elves accumulated over time, including their magical knowledge. Simply reading this book will allows you to learn about the Ancient Language and anything else a Dragon Rider should know. It also includes the name of the Ancient Language, should you search for it. The book has an index which helps you find whatever it is you seek.
- You also get your very own Dragon Rider Sword, which will have the same color as your dragon. It has been made similarly to how Rhunon made her Rider Swords, both being made of brightsteel and with the same magic woven into the sword. It will never break, rust nor blunt, and is tailor made for you, with the right length, weight and balance to feel like both a part of and an extension of yourself. It also comes with a beautiful gem set into the hilt that matches the color of the blade, and that can hold a near endless amount of energy.
- You also have a beautiful saddle made for your dragon. It fits perfectly, no matter how large your dragon becomes, and will always be completely comfortable to sit in. it will also be a great boon during battle, preventing dislodging and other maladies.
- Optionally, you may receive a large Seed that when planted grows into a large, beautiful elven treehouse made for a Dragon Rider, being the size of a mansion, with space for your dragon, plumbing, being fully furnished and enchanted with magical versions of modern commodities. When you wish, you can make the house turn into a seed again so that you can bring it with you.
- Optionally, you may receive your very own Tinkledeath, also known as Albitr, a formerly unique weapon owned by Angela the Herbalist. It is a sword made out of "neither metal nor stone" and is sharp enough to easily slice through anything that is not literally indestructible. It has a scabbard made out of the same material, which prevents it from cutting through the scabbard.

- Optionally, you may receive your very own Dauthdaertya, a weapon forged using forgotten incantations as well as with materials that the elves no longer remembered how to manipulate. Merely holding the Dauthdaertya makes you completely immune to Magic and Dragon Fire, all without halting your own use of Magic or fire. Your Dauthdaertya is of your own design, being whatever bladed weapon you want it to be (sword, knife, spear, halberd, etc) with whatever appearance you want it to have. It is incredibly sharp, capable of easily piercing even the hardest of dragon scales, yet completely unbreakable. It has the exact length, weight and balance to feel like an extension of yourself, as if it was made specifically for you. The Magic negating effect allows it to ignore any magical defense. You don't have to hold it to get the anti magic effect, it only has to touch you in some way. Doesn't have to be skin contact.
- Optionally, you may receive your own version of the Belt of Beloth the wise. It is a long, black and blue sword belt made of cloth threads woven together in an interlocking pattern that depicts a coiling Lianí Vine. When you pull on a tassel at the end of the belt will reveal twelve diamonds. Four of the stones are black, four are white and the remainder are red, blue, yellow, as well as brown. These gems can contain literally infinite amounts of magical energy, and is enchanted in such a way as to prevent others from sensing the Magic inside it unless they are wearing the belt.
- Optionally, you may receive a flask of never-ending Faelnirv. Faelnirv is an elven drink tasting similar to mulled cider mixed with mead. It is made from distilled elderberries and spun moonbeams. A strong man can travel for three days on naught else then Faelnirv.
- Optionally, you may receive a necklace that prevents others from scrying whomever wears it. It does take the energy from the wearer necessary to prevent the scrying.
- Optionally, you may receive a beautiful Sapphire Ring that constantly absorbs tiny amounts of energy from the surroundings, which is then stored as Magic which you can access. It can hold literally infinite Magic, and the reservoir of Magic it contains cannot be sensed by anyone other than you. It will return to your finger if lost or stolen, and cannot be broken or destroyed.

- Optionally, you may receive a pocket dimension you can enter and exit at will, containing a mine with endless amounts of Brightsteel ore and beautiful jewels and stones perfect for magic. You can bring others with you, and the dimension have a house and tools for miners you can leave in the dimension.
- Optionally, you may receive an endless amount of Fairth slates, allowing you to summon one whenever you want one. You will also become incredibly skilled at making Fairths, both real ones and fake ones from your own imagination.
- Optionally, you may receive Ten irrevocably loyal elven companions. You may design them however you want, Their gender, personality and appearance is up to you, and even exactly how romantically and sexually experienced they are. You may also choose what kind of relationship there is between you and them.
- Optionally, you may receive Ten irrevocably loyal dwarven companions. You may design them however you want, Their gender, personality and appearance is up to you, and even exactly how romantically and sexually experienced they are. You may also choose what kind of relationship there is between you and them.
- Optionally, you may receive Ten irrevocably loyal Urgal Kull companions. You may design them however you want, Their gender, personality and appearance is up to you, and even exactly how romantically and sexually experienced they are. You may also choose what kind of relationship there is between you and them.
- Optionally, you may receive one irrevocably loyal werecat as your companion. You may design them however you want, Their gender, personality and appearance is up to you, and even exactly how romantically and sexually experienced they are. You may also choose what kind of relationship there is between you and them.
- Optionally, you may receive one irrevocably loyal Shade as your companion. You may design them however you want, Their gender, personality and appearance is up to you, and even exactly how romantically and sexually experienced they are. You may also choose what kind of relationship there is between you and them.

- Optionally, you may receive Ten irrevocably loyal and obedient Razacs to serve as your tools. Two of them will evolve into Letherblaka.
- Optionally, you may receive an Eldunari as a companion. An Eldunari contains the mind, soul and magic of the dragon, even beyond the death of the dragons physical body. It can only communicate through mental contact, but can aid you by providing both council/advice, and an immense amount of Magic that you can use. This Eldunari is from an old Dragon Rider's dragon, and is incredibly wise and filled with knowledge. The perfect teacher for a new Dragon Rider and their Dragon. The Eldunari is irrevocably loyal, seeing you and your dragon as it's hatchlings.
- Optionally, you may receive 1000 "empty" eldunari, granting you access to the magic and mental strength of the eldunari without needing to enslave or force the Dragons. This is an immense amount of power, more than the amount both Galbatorix and Eragon had after Vroengard combined.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Arya.
    - Trianna.
    - Islanzadí.
    - Any other character from the Inheritance Cycle universe.
- Optionally, you may at any time choose to take a one way trip into the world of Inheritance Cycle, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Daniel Black.

- You may remake your body however you want, even becoming one of the Races from the world of Daniel Black.
- You are able to make the negatives of a medieval world, such as Hygiene, smell, sanitation and etc. not exist for you and everyone around you. This is an effect you can toggle at will. This will work in a way you prefer, even retroactively. People will have white, clean teeth, it won't smell like a shithole unless the place is known for it, people will be clean and not smell like they haven't bathed in a month, etc. Or you can make the effect only around you and those close to you, making people around you slowly become cleaner with better hygiene while near you, while bad smell and dirt is still there, but lessened in your surroundings. Or maybe some other way.
- You receive your very own Sorceries. A 'sorcery' is an instinctive command of any one thing that you can conceptualize as an element, which allows you to manipulate, conjure, vanish, and sense your element, limited only by your creativity and your raw magical power, though the more you understand about your element the easier it is to wield. Any sorcery you get will be at maximum power, being greater then Mara's fire element and Daniel Black's Earth sorcery. You may take as many sorceries you want, but no matter what you pick, you will get two no matter what.
- Mana Sorcery.
    - Mana Sorcery is the ability to manipulate the energy of magic itself. This allows you to not only turn matter into mana like Daniel Black, granting you near endless amounts of magic, but also absorb the Magic from spells and control magic in your surroundings. You get all of Daniel's abilities when it comes to mana sorcery, and a whole lot more.
- Flesh Sorcery.
    - Flesh magic lets you manipulate the biology of anything, whether for healing, reshaping flesh, alter biology and more. You already know all the flesh sorcery stuff Daniel Black knows, like how to make Catgirls. But your limits are far beyond Daniel's.

- You can grant others their very own Sorceries. What sorcery depends on what you want to gift them, or what they have an affinity for.
- You have a larger than normal capacity for magic, granting you the ability to cast stronger magic, and use magic for a longer time.
- You are an incredibly talented enchanter, with an instinctive mastery. This allows you to effortlessly create the enchantments you want in a way that works for you, whether that is similar to programming, weaving, writing, drawing or whatever makes it intuitive. None of these methods is superior to the other, as all of them have the same capabilities and works just as easy, but you get the one which is both the best and easiest method for you to use.
- You may choose to make the Matter to Mana enchantment blackboxed, meaning no one can copy or recreate it aside from you.
- You may choose to make any magic you wield, cast, enchant, use, etc. impossible to copy unless you allow it, and even then, you can take away this knowledge and skill at will.
- You have gained the enchantment the Einherjar's get from becoming a part of Valhalla, which gives you the ability to never stop getting stronger, faster and more skilled. This enhancement is an innate part of you, and not connected to Odin or Valhalla, having no downside or negative effect.
- You can create a Coven Bond with other people. The Bond links your minds, souls and magic together, allowing you to freely share willpower, magical energy, and any mental or soul protections between any or all other members. You can also put several requirements for members in the Coven should you want to, like preventing members from being with anyone other than yourself and the coven, or prevent members from lying to each other. Any requirement you want can be put in. Usually, a Coven Bond is closed once it is first created, but you can add as many members as you want even long after your Coven Bond has been created, without it creating any weakness in the bond. Usually, joining the Bond will erase/break/nullify any and all effects that might be influencing or controlling the new member, but you can control this so that it won't break any effects you have created that you don't want to be broken or nullified.

- You have your very own Matter to Mana necklace, which grants you an endless amount of mana by turning matter into mana. The output is larger than normal when it comes to a necklace of this size, and unlike normal matter to mana necklaces, you will find the necklace will never run out of matter to turn into mana. The necklace also comes with a semi-Intelligent healing and shielding enchantment, which are able to heal and shield you in ways you want them to. This means the necklace will heal mortal wounds before less important wounds, and it will shield you from arrows but not a hug from your beloved. Each of these enchantments are constantly at full power without affecting the output from which you can draw from. This effect also works on any additional personal enchantments you put on the necklace.
- Optionally, you may receive the main power of any Harem Protagonist. This is the ability to seduce any being you interact with and would be interested in, merely by being yourself. You will also find yourself surrounded by beautiful people of the opposite sex, often incredibly competent people. Slaves, heroes, royalty, gods, and more fall for you.
- Optionally, You may receive a Dryad which creates the Golden Apples of Idun as your companion. These golden apples grant whomever eats them immortality in the form of eternal youth, as long as they keep eating the apples over time. The apples may also grant divinity over time if one consume enough of them, starting with simply granting them a divine aspect for anything they are good at, before eventually granting them full godhood. The personality and appearance of the dryad is up to you, the relationship between you and them is whatever you want it to be, and they will be irrevocably loyal to you. You can also choose exactly how romantically and sexually experienced they are.
- Optionally, you may receive an entire Dryad Grove as your companions. You can choose what sort of dryads they are and how many they are. Their individual personalities and appearance is up to you, the relationship between you and them is whatever you want it to be, and they will be irrevocably loyal to you. You can also choose exactly how romantically and sexually experienced they are.

- Optionally, you may receive your very own enslaved goddess. This may be any known goddess like Aphrodite, or it may simply be someone you create yourself, in which case you can choose their appearance, personality and divinity yourself. Her power is suppressed via an indestructible, yet quite comfortable and attractive choker, meaning she cannot wield her divine powers. All she can do is stay eternally young and beautiful, and she has to obey any order of the one wearing her control ring cares to give. You have the control ring, and it won't work for anyone else unless you allow it to work for them. The choker also has an enchantment which makes anyone (except for you) who touches her temporarily impotent while their sexual desire disappears. This effect will last for an hour after they stop touching her, and will affect anyone unless they have been allowed by you to touch her. You may choose whether she is truly enslaved, "enslaved" due to a kink, is simply using it as a ruse to protect herself from being kidnapped or worse, or any other reason you can conceive. The relationship between you and them is whatever you want it to be, and while they may not be irrevocably loyal to you, they won't try to to stir up trouble or do anything malicious towards you, unless you treat her horribly, in which case I would advise you never to release her. You can also choose exactly how romantically and sexually experienced they are.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Avilla.
    - Cerise.
    - Tina.
    - Elin.
    - Mara.
    - Alanna.
    - Hecate.

    - Bast.
    - Adept Tova.
    - Tova’s twin daughters.
    - Any other character from the Daniel Black universe.
- Optionally, you may at any time choose to take a one way trip into the world of Daniel Black, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Black Clover

- You may remake your body however you want.
- You have an immense amount of Mana, equal to Lolopechka, with complete conscious and subconscious control over it.
- You receive your very own Grimoire. This book enhances the user's magical abilities and gives them the ability to cast specific spells that are far in advance to their own natural magical abilities. At first, a grimoire is mostly empty, but as the user grows as a person, new spells are inscribed on the blank pages.
- You may choose your Magic Attribute, and may choose up to 6 different attributes. You can even choose Anti-Magic, without having the Anti-Magic affect your own Mana. The only limitation is that you cannot create any new attributes. But any Attribute you pick have literally limitless potential, and can be combined and used together in ways no one who doesn't have more than one attribute can do. You may optionally choose to receive one Grimoire for each attribute.
- You also have a natural talent for all the different magic forms, from Creation magic to Healing magic, allowing you to learn and develop spells from in any magic form, all while being just as talented in support as you are in offense.
- You have also learned and mastered an advanced mana control technique called Mana Zone, which allows the user to manipulate the mana in the surrounding area.
- You are able to grant others mana, in which case they will also receive their very own Grimoire.
- Optionally, you may become a Spirit host, which grants you the ability to use Spirit Magic. Spirit magic is a rare form of magic that allows the user to summon an elemental spirit to aid them. These spirits bond with and serve individual mages who have the same magic attribute as them. Each spirit possesses immense magic power and can increase their host's own magic power and spells. You may choose any of the three known spirits, or may create your own, in which case you can choose their appearance, personality and attribute yourself.

- Optionally, you may choose to become a Devil Host who have been through a Devil-Binding Ritual, granting you direct access to the powers of the Devil to use as your own. You, as the host, gains an immense boost in magic power and the ability to use the devil's magic attribute in addition to your own. As you have gone through the Devil-Binding Ritual, you are able to use Unite, a special transformation where you as the host draws on the full power of your devil and assimilates the devil into your body, enabling you to contain and control the power of the devil and dramatically increasing your own magic power and capabilities. While transformed, you will take on the physical traits of your devil, such as horns, a tail, and slit pupils, as well as being garbed in the devil's power. Additionally, you become able to integrate the devil's characteristics into your own magic. The contract created between you and the Devil is one between master and servant, allowing you to easily use Unite due to having full command over your devil. Your Devil can be any Devil from Black Clover, or it can be one you design yourself, in which case you can choose their appearance, personality and attribute yourself. You can also choose to have them reside in your Grimoire, turning it into a five-leaf Grimoire.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Sister Lily Aquaria.
    - Noelle Silva.
    - Mimosa Vermillion.
    - Vanessa Enoteca.
    - Charlotte Roselei.
    - Sol Marron.
    - Fana.
    - Halbet Chevour.

    - Any other character from the Black Clover universe.
- Optionally, you may at any time choose to take a one way trip into the world of Black Clover, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Modded Dishonored.

- You now have the power of Corvo in a Modded version of Dishonored, giving you the Outsider's Mark without the connection to the void and the Outsider.
- This gives you access to all of the supernatural abilities from Dishonored at their highest level, and are able to use them without the need or use of any Mana. You can grant others access to the same abilities through the Arcane Bond, shown by the Mark of the Outsider. You can also take the mark back.
- You have the combined skill and experience of both Corvo and Emily Kaldwin.
- As if that wasn't enough, you will find yourself having the skill and ability to do with ease what StealthGamerBR, Clockner and Volound do in their modded dishonored runs, all without having to plan and practice.
- You also get your own copy of Corvo's mask and Folding Blade. The Mask hides your identity and allows you to zoom in you vision at will. The Folding Blade is indestructible, and can cleave through flesh and bone with ease, all without blunting in any way.
- Optionally, you may receive your own crossbow and gun which never runs out of ammo.
- Optionally, you may receive the Twin-bladed knife. The knife is described as bronze, with twin straight blades that are 12 inches long. Despite its age, it is still a masterwork of blacksmithing, capable of slicing through flesh and bone with ease. It also gives you the ability to unleash Void Strike, a power that can stun and knock enemies back.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Emily Kaldwin.
    - Any other character from the Dishonored universe.

- Optionally, you may at any time choose to take a one way trip into the world of Dishonored, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Augment Gothic.

- You have undergone a rather amazing amount of successful genetic resequencing, even what might be considered genetic sculpting. It's a work of art, the masterwork of a geneticist far more skilled than anyone alive today, or perhaps using technology and techniques beyond our current understanding,
- You'd have to go back to the era of Khan, during the Eugenics Wars on Earth, to find genetic enhancements this comprehensive. *Everything* has been enhanced, making you as different from regular humans as humans are from monkeys, yet you are still human. You are not so different that you would be unable to have children with humans. In fact, your physiology and DNA are so robust you wouldn't struggle with impregnating virtually any but the most extreme outlier examples of the humanoid races the Federation has encountered. You might be the future of the human form, if humanity were extraordinarily lucky as a race, after hundreds of thousands of years of hard evolution.
- For one thing, you stand just over 6 feet 6 inches (a little over 2 meters) tall. For another, your face is now completely symmetrical, your cheekbones, jaw, and chin more defined, giving you a rugged, handsome look. You now have the body of a fitness/underwear model - a defined musculature without the over-bulging of weight lifters – the kind of body type that only movie stars who are basically paid to get professionally sculpted can achieve. You now sport rock hard pecs, wide shoulders, jacked arms and biceps, and 8 pack abs, with that distinctive V-shape leading to your pelvis, and sculpted legs that looked as strong and thick as tree trunks.
- And, if you are a man, you will find your penis having become huge and perfect, in length, girth, and shape, with that distinctive arch to hit the g-spot just right.
- Your skin is missing any moles or other blemishes, and the hair on the top of your head and eyebrows are the only places you still have hair.
- It is the body of someone blessed at birth with extraordinarily good genes and with a dedicated lifestyle to both achieve and maintain it, like someone who was at the height of their training for the Olympics that was to take place next week.

- On a genetic level, a bunch of junk DNA left over from the evolutionary process have either been removed or repurposed entirely. Every organ has been enhanced to superhuman levels. You literally now have cat-like reflexes and an incredible sense of balance, making your reaction time and agility off the charts.
- Your muscle fibers are incredibly dense now too, but also supple. You could wrestle a silverback gorilla without much effort. In addition to increased density, your muscles are also far more efficient than they should be – lactic acid will now take much longer to build up and leave them faster.
- Your kidneys, which are responsible for maintaining overall fluid balance in the human body, regulating and filtering minerals from blood, filtering waste materials from food, medications, and toxic substances, has been seriously enhanced. You could drink salt water and still be fine, even contaminated water. Your enhanced kidneys, working in conjunction with your enhanced gastrointestinal tract and digestive system, which are extremely efficient, will mean you will either need to go to the bathroom far less than a normal human, or not at all, depending on what you eat.
- Your lungs works perfectly now, pushing air in deep, regular breaths and are enhanced with increased overall capacity and defenses against airborne toxins and contagions (you can run like a cheetah for miles without needing to take a rest).
- Your stomach can digest most organic matter and would work in tandem with your super-liver and kidneys to prevent most poisons and toxins from affecting you.
- You heart, arteries, and veins are more elastic, durable, and muscular, which will prevent you from bleeding out if you are wounded. That has added benefits, like preventing your arteries from getting clogged.
- Stem cell production is off the charts, allowing for quick cellular regeneration (with enough time, you can even regrow a limb!) and your immune system is like a jealous lover, destroying every foreign contaminant without mercy.

- The list goes on, but some of the highlights are that your skeleton, joints, and every organ is laced with a network of naturally produced carbon nanotubes, meaning you can now withstand some pretty extreme punishment without organ damage or rupture. Your skin has also been enhanced, making it surprisingly resilient, making you able to shrug off most cutting slashes with little to no damage and the nanotubes will work like organic clamps, keeping the skin together long enough for the cellular regeneration to heal with no scarring. The denser skin structure also helps with reducing radiation damage, but this also means you won't tan well. The skin upgrade doesn't make you invulnerable, but it can help keep you alive until help arrives. What is interesting about the skin nanotubes is the side benefit of being able to divert energy weapon beams throughout the nanotube network, allowing it to weaken or even dissipate the energy of a stun shot. Augments can already withstand a stun beam without any effort, but you can take on a beam set to kill.
- You are also a long-lived augment, your regeneration having affected your chromosome's telomeres so that they remained long. You aren't immortal, but you are as close as you can get and still be human.
- The one drawback that would usually come from this demigod-like body is the need for a lot of calories. But you only need to eat the same amount as a normal human, and your body will keep itself in tip-top shape with no effort.
- Your mind works faster and better, and you can at will turn of your emotions, entering a state of cold, clinical behavior.
- Whenever you get within something like 10 feet of a humanoid woman their nostrils will flare a tiny bit, and the visible interest in them will ratchet up several degrees. Many of these women, especially the unattached, single ones, will find any excuse to stop, and chat, and touch you, like they are confirming you are real, sending all kinds of signals that they are sexually interested in you Humanity, and the other humanoid races, has some instincts buried in their DNA that is still not understood, and which you naturally trigger as a strong alpha male capable of giving them unusually strong offspring. It is as if there are sensory cues that your body is giving off that signal that you are further along the evolutionary chain, yet still compatible with them.

- You have also received any other augmentations and abilities that Gothic has, but are not mentioned above.
- You have the same skills, experience, knowledge, training and etc as Augment Gothic by chapter 25.
- You also receive your very own copy of Gothic's ship: The Marauder-class Corvette from Star Wars, nerfed quite a bit by being shrunken down to less than a quarter of its normal size and adapted to better fit in with the Star Trek universe's technology base, though it does look mostly the same visually. It is 45 meters long, and 15 meters tall, with an impressive wingspan, which holds most of its weapons. It is not a capital ship by any means, more of a super runabout really, but definitely larger than a standard Runabout.
- The standard Star Wars design, came standard with 8 double turbolaser canons for weapons. As that technology doesn't exist in the Star Trek universe, those weapons have been replaced by Klingon-style disrupter canons like you'd see on a Bird of Prey, two fore, two aft, two port, and two starboard. The ones on the wing, though, are not the overlarge version of that weapon that reached past the midpoint of the ship really. And the shuttle/fighter launch bay, which had sat directly below the cockpit in the 'snake's head' is more akin to a smallish cargo bay now, which would barely be able to fit one small shuttle at most. It has a loading/boarding ramp to this cargo space, which it can lower where you'd enter the ship and load cargo. Two smaller storage bays are at the rear of the ship, to either side of the large ion impulse engine. Each has its own door which opens at the rear for easy loading.
- It also has a permanent bedroom for the captain/pilot in the shaft of the ship, between the cockpit and the rear wing section.
- What is definitely not standard for the design are the two warp nacelles tucked directly under the ship, in the wing section, on either side of the large ion impulse engine. There is no such thing as 'hyperdrive' in the Star Trek universe, so warp drive is a necessity for interstellar distances.
- Its impulse drive is at the rear of the craft, in that large engine style of the Star Wars universe. For a *smallish* ship of lower mass, this gives the ship an incredible amount of thrust while at sublight speeds.

- That much higher than normal sublight speed, combined with the vessel's maneuverability, means that in a ship-to-ship engagement, where everything else was close to equal, you'd have a serious advantage. Should you face a craft that totally outclasses yours, you should have enough speed to run away and/or enough maneuverability to make getting hit by targeted weapons' fire very, very difficult. Even its warp drive is more powerful than that of a standard runabout.
- The ship's control systems are different too, but not so different as to require a great deal of time to figure out. It is a better design and layout than standard Federation controls, being very easy to pilot, with simple, intuitive controls and its built-in neural uplink, a device which allows your brain to connect with the ship itself using a helmet-like device. This allows you to control the ship with your mind alone if you wish to, with no need to even touch a control console. The neural link has no negative side effects, and can be used to it's full potential thanks to your Augment nature.
- The ship also has a Fabricator capable of creating anything you have ever eaten or drank before.
- The ship has no cloak function, but can hide from long range sensors.
- It has a sort of 'notice-me-not' or 'nothing-important-here' field surrounding it, preventing people from thinking the ship weird.
- The ship also has anything else Gothic's ship has.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Annika/Seven of Nine.
    - Dr. Beverly Crusher.
    - Kira Nerys.
    - T'Maz (near identical descendant of T'Pol).
    - Ro Laren.

    - Jadzia Dax.
    - Any other character from the Augment Gothic universe.
- Optionally, you may at any time choose to take a one way trip into the world of Augment Gothic, or a variation of it. This can be the original Star Trek universe, any alternate universe, like another fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new. You will find that the world of Augment Gothic is close to the world of Star Trek, with certain changes. Like Dr. Crusher looks more like a green-eyed Christina Hendricks, and Seven or Nine never became Seven of Nine, and instead stayed on earth as a Librarian.

Essence of the Nordar.

- You have become a Nordar, which is essentially nigh superhuman space Vikings, having evolved to become the strongest humans possible. You may remake your body however you want.
- You have the same level of skill in combat as the Prime Valkyrie, the greatest Nordar Warrior.
- You have the power of the Submission Bond, where through a short ritual you now know, allows others to submit to you and become bonded to you in body, mind and soul. It starts out being able to simply feel slight emotions, but grows stronger until you can sense each other's locations and emotions. Should you die, then so will whomever has been bonded to you, following you to your afterlife. This is the Nordar Submission bond, and has all the other benefits and effects not mentioned.
- Optionally, you may become a Prime Male, which means you will always attract the most beautiful and brilliant women to your side, and you become more than enough for all of them, allowing them to accept sharing. You don't have to do anything other than being yourself to attract them and make them fall for you. You will also find that every woman you meet wants your babies. Your sexual prowess is divine, allowing you to not only satisfy all your women, but also ruin them for other men. You are a Prime Male, and receives all the benefits from it. Even Tiger and Dragon have nothing on you, as you are their human version.
- Optionally, you may become a Weretiger, which grants you superhuman physical capabilities, a great regeneration factor and a weird connection to mass. The more you follow your passions, desires and want, the stronger you get.
- Optionally, you may become a weredragon (no wings), which grants you superhuman physical capabilities, a great regeneration factor and a weird connection to mass. The more you think, plan and hoard, the more powerful you become.
- Optionally, you may become a human-draugr hybrid, which is like a space Dhampir. You gain several abilities, including telepathy, telekinesis, illusions. You also become able to draw nourishment from blood and emotions. Unlike the Draugr, who are literally immortal unless killed by a

Being of Mass like weretigers and weredragons, human-draugrs only get an incredible regeneration factor and eternal youth. The only side effect being black hair and crimson eyes, which you can opt out of.

- You have your very own Aegis armor, which is the magical Nordar armor. When inactive, it is stored in a large teardrop shaped orb of metal, but when activated, which you can do at will, the the orb will “melt” and your armor will flow over your body near instantly (faster than a gunshot) into a full body armor. And when you are done needing the armor, you can make it flow back into it’s teardrop shape. The armor usually takes the appearance based on what clan you are from, but you may design how it looks yourself. The armor has nine stages which it evolves through over time as you experience battle, but yours is in it’s final level, already being nigh indestructible (needing a direct hit from an powerful armor-piercing round to deal some damage), and with thrusters on your back granting incredibly maneuverable flight (wings optional). It comes with all the benefits and abilities of the Aegis Armor.
- You have your very own Pulse weapon, which can be anything from a pistol to a sniper rifle. It never needs any maintenance, never runs out of ammo or needs reloading, and deals far more damage than it should. You also have an indestructible knife made of aegis metal, capable of cutting through most mundane materials, including fully evolved aegis armors and more.
- You have your very own Shadow Eagle ship, which is bonded to you like Persephone and the rest of the Shadow Eagles are to Adam. The personification of the Ship is a beautiful angelic woman with wings, but can only exist either on ship or in your mind/dreams. Her personality and appearance is up to you, and she will be irrevocably loyal to you due to loving you. Her Foldingdrive is vastly superior to the other Shadow Eagles, and can be used to instantly teleport across the universe, without any of the negatives that usually comes with the FoldingDrive. The Armory comes fully stocked including everything Persephone has after being fully stocked by Lux, including the Persephone suits. Any ammo used will be restocked in the armory instantly, and any weapons lost or destroyed will spawn back while in the armory.

- Ship stats:
    - “Hyperdrive:
        - 24 hours to 1 light year
    - Warpdrive:
        - 40 light years per hour for 3.8 hours
    - Foldingdrive:
        - Universal range, 1 hour recharge time between jumps.
    - Length:
        - 200 meters
    - Minimum
        - Crew: 10
    - Heavy plasma cannons:
        - 6.
    - Light plasma guns:
        - 14.
    - Laser arrays:
        - 1.
- Anyone can become Nordar as long as they go through the rites, granting them access to the same magic as the Nordar benefits from, like the ability to wield an Aegis armor.
- Optionally, you may receive the entire Nordar Empire, united into one Clan with you as their King of Kings. They will be irrevocably loyal to you and see you as the Avatar of Odin. Being the Avatar of Odin makes you a natural leader and grants you the several boons, including victory in wars and conquests, easily acquiring knowledge and several other Odin related boons. This also gifts you all of the Nordar Systems, and any future planets, systems and locations the Nordar conquer or take over.

- Optionally, you may receive ten highly skilled Valkyries. Their individual personalities and appearance is up to you, the relationship between you and them is whatever you want it to be, and they will be irrevocably loyal to you. You can also choose exactly how romantically and sexually experienced they are.
- Optionally, you may receive ten female weretigers. Their individual personalities and appearance is up to you, the relationship between you and them is whatever you want it to be, and they will be irrevocably loyal to you. You can also choose exactly how romantically and sexually experienced they are.
- Optionally you may receive ten female weredragons. Their individual personalities and appearance is up to you, the relationship between you and them is whatever you want it to be, and they will be irrevocably loyal to you. You can also choose exactly how romantically and sexually experienced they are.
- Optionally, you may receive ten female human-draugrs. Their individual personalities and appearance is up to you, the relationship between you and them is whatever you want it to be, and they will be irrevocably loyal to you. You can also choose exactly how romantically and sexually experienced they are.
- Optionally, you may receive the four Shadow Eagles, Persephone, Dancer, Val and Asteria. They love you instead of Adam, and are irrevocably loyal. You can also understand them fully and they can understand you. They are more powerful than you can imagine.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Madalena.
    - Eve.
    - Zea.
    - Sivaha.

    - Lux.
    - Juliette.
    - Paula.
    - Kasta.
    - Riecka.
    - Elana.
    - Asane.
    - Any other character from the Star Justice universe.
- Optionally, you may at any time choose to take a one way trip into the world of Star Justice, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Deathstroke.

- You may remake your body however you want.
- You receive the same superhuman abilities Deathstroke has:
- Enhanced intellect:
    - Your mind works at incredible speeds. Able to think and perceive 10 times faster and utilize that much more of your mind than average human for information processing and sorting. You are capable of perfectly memorizing anything, you can perfectly remember and instantly recall everything you have ever experienced, encountered or learned in your lifetime without being overwhelmed or pause for thought. You only need to read, hear, see, or observe something once and you will never forget it unless you want to, and you have unlimited storage capacity. Your mind is virtually a supercomputer built for strategy and problem-solving, one that works at optimal ability even when under stress and fatigue. You can work out a battle ahead of time for every possibility and predict enemy movements and tactics after the battle has engaged by instantly recalling and utilizing memorized mannerisms acquired through past experience. You become ingenious in devising solutions against superior aspects of opponents, observing and exploiting, and can instantly make any calculations especially regarding distance, speed, and time; your sense of timing is perfect. You can immediately solve any problem you happen to face and instantly formulates how to overcome any obstacle. You can understand the mechanics behind any issue you face and knows what must be done to solve any problem. You can also dampen your sense of pain should you want to. Because your mind works faster than others, and use more conscious brain power, you are immune to telepathy and other mind manipulation.
- Eidetic Kinesthesia:
    - You are able to duplicate any physical act, after seeing it done once, by anyone. You can also perform subtle muscle movements, with flawless accuracy and precision, subsequent to observation. Therefore, you can can perform any physical act without difficulty.

- Enhanced reflexes:
    - You possess enhanced reflexes, flawless dexterity and coordination. Your reaction speed allows you to automatically and casually dodge point blank gunfire from multiple assailants. You are able to instantly discern the motivations of people and situations, allowing you to instantly act and react to danger. It is so fast you can even react fast enough to dodge the Flash.
- Enhanced Speed:
    - You are able to run at speeds greater than the finest human athlete and attack faster than the eyes of a normal human can follow. You can even hit the Flash.
- Enhanced Stamina:
    - You can exert yourself at peak capacity for several days, and possesses infinte pain-tolerance, willpower, vitality, virility, vigor, endurance, tenacity and lung capacity.
- Enhanced Strength:
    - Your entire muscular system was hardened and fortified making you many times stronger and durable than humans.
- Enhanced agility:
    - You are extraordinarily limber and your tendons and connective tissues are twice as elastic as the average human being's, despite their enhanced strength. You can perform any complicated sequence of gymnastic stunts such as flips, rolls, and springs. You are able to achieve a state of perfect equilibrium in any position. You are able to adjust your position by instinct, allowing you to balance yourself on any object, no matter how small or narrow.
- Enhanced senses:
    - All of your senses have been augmented to heightened levels of function. You can perceive things better than a normal human, you possess perfect pitch, and night vision. Your senses allow you to identify small changes in the air. You have a sixth sense; being able to dodge danger even though you haven’t seen it or heard it. You can perceive events before they happen as well as understand

events as they occur. This will never cause you trouble or discomfort due to hypersensitivity.

- Enhanced Durability:
    - Your skin, bone, and muscle tissues are considerably stronger and harder than human and the tissues are impervious to injury to an extraordinary extent.
- Regeneration factor:
    - You can regenerate damaged or destroyed bodily tissue with far greater speed and efficiency than an ordinary human. You can regenerate from anything, even injured tissue, brain cells, missing limbs and organs. As such, your body can take a tremendous amount of punishment before succumbing to death. Gunshot and stab wounds, cuts, and broken bones can perfectly heal in a few minutes.
- Enhanced immunity:
    - Your body neutralizes all detrimental contaminants making you immune to all poisons, toxins, venom's, viruses, bacteria, diseases, disorders, parasites, allergen, radiations, mind control, body possession, telepathy, etc.
- Decelerated aging:
    - Your body will never go beyond your prime, allowing you to retain your physical prowess, health, vitality and youthful appearance indefinitely. This ultimately makes you immune to natural death.
- Immortality:
    - Your regenerative capabilities make you virtually immortal.
- Adaption:
    - He can automatically adapt to any environment, situation, enemy, etc, and survive anything.

- Limited Precognitive Visions:
    - You possess a precognitive sense that lets you see into the immediate future. This allows you to react to any oncoming attacks against you and to counter them accordingly.
- Future Probability Cognition:
    - Your mind intuitively catalogs an infinite number of details and information, and assembles those details into flawlessly accurate probability assessments, allowing you to perceive the probability of events happening. Using this ability, you can intuitively plan, analyze, and take action with absolute efficiency without conscious thought or effort, always executing the optimal solution automatically in any situation. Thus allowing you to always intuitively understand what's going to happen and how to deal with it.
- Optionally, you may receive Deathstroke's experience and skill.
- Optionally, you may receive Deathstroke's equipment, including his suit and promethium swords. This does not include the Godkiller.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Raven.
    - Koriand'r/Starfire.
    - Kara/Powergirl.
    - Selina Kyle/Catwoman.
    - Harleen/Harley Quinn.
    - Pamela Isley/Poison Ivy.
    - Zatanna.
    - Kara/Supergirl.

    - Diana/Wonder Woman.
    - Donna Troy.
    - Dinah Laurel Lance/Black Canary.
    - Mera.
    - Cassandra Cain.
    - Shayera Hol/Hawkgirl.
    - Talia al'Ghul.
    - Komand'r/Blackfire
    - Any other character from the DC universe.
- Optionally, you may at any time choose to take a one way trip into the world of DC, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Hidden Legacy.

- You may remake your body however you want.
- You have an ability taken straight from a romance novel. You are able to focus on someone as if the rest of the world doesn't even exist. When you look at someone like that, you can make them feel like they are the most important person in the universe. Every word they said matters to you. Every gesture the make is vital. The effect is devastating. They'll want to to keep talking and doing things to keep you focused on them just like that.
- You are a Prime, the highest rank a Mage can be, giving you not only an immense amount of magic but also the ability to use your powers a lot easier and stronger. You can choose any of the following choices to be a mage of, even choosing more than one if you want. You may also choose any other power in the Hidden Legacy world not mentioned below.
- Inorganic Telekinetic.
    - You are an inorganic telekinetic, allowing you to telekinetically manipulate anything not alive. You may also be tactile with a weak empath/telepath ability.
- Elenchus:
    - A truthseeker. This is an incredibly rare power. At its most basic, it allows you to sense whenever someone is lying. At a higher level, you can use your power to crush minds and tear through them to make them spill their every secret.
- Siren.
    - You become able to make anyone love you. This is an incredibly dangerous power. During a war in the past, a lady went out in a lake on a lone island, before activating her power. She killed two armies, who drowned trying to reach her. Those that did reach her, ended up tearing her apart because they wanted more of her, loving her so strongly.
- Magus Metamorph.
    - You are able to transform into a beast of immense physical power and literal indestructibility. Unlike other users of this power, you

have full control while transformed, and can choose what shape your shape takes. You have access to various traits of your transformation (strength, olfactory sense etc) in human form.

- Magus Sagittarius.
    - You never miss. You are able to shoot, throw and anything else long range with impeccable accuracy. Leon, a young prime Sagittarius who never trained his power was able to kill ten people in a instant, all with a perfect T-box kill. He can shoot across corners and in impossible angles, his only limitation on of being a one man army is his ammunition.
    - This may also be a different specialization, like blades.
- Antistasi.
    - An antistasi is able to nullify any form of magic. Most believe they can only nullify mental magic, and it is a well kept secret. The only problem is range. You have to be within ten meters to affect someone.
- Element focus.
    - You become able to manipulate and conjure any element of your choice. Can be chosen numerous times for more than one element.
- Hephaestus:
    - You become a creator, your magic ability making you able to create. It has been said that a prime Hephaestus mage can create “lethal firearms out of discarded paperclips and duct tape” and “an antitank grenade launcher out of scrap metal in seconds”, which is nothing compared to the drones, iron-man esq suits and other weaponry that mage has created.
- Illusionist.
    - You become able to create lifelike illusions. This is a highly skilled focused ability.

- Summoner:
    - You are able to summon beasts and monsters from the Arcane Realm, then control them.
- Animator:
    - You are able to create constructs, which you can then control and “animate”.
- Aegis Mage:
    - You are able to create barriers of magical energy, which nothing can penetrate. Any hit it takes, drains magic energy however.
- Swarmer:
    - You have been bonded to an arcane swarm, granting you the ability to process visual information at superhuman speed. You won’t die from being bonded to a Swarm.
- Optionally, you may receive the magical education, skill, experience and knowledge expected from a Prime with your power/s.
- Optionally, you may receive your very own Family Key, a pseudo ritual only those of your bloodline can use properly and instinctively. This allows you not only to regenerate any spent magic, but also grant you a temporary increase in both magical energy and control.
- Optionally, you may receive your very own Family Spell, a spell only those of your bloodline can use properly and instinctively. This is a powerful spell, but what it does depends on your Mage Power. A truthseeker might get a family spell that can break through any mind no matter how controlled, focused, protected and iron willed. An antistasi might be able to absorb any magic in the surrounding area, leaving no magic left, then using that magic to increase their physical capabilities and to create magical blades that can cut through most mundane things. A pyrokinetic might create fire tornado that burns down buildings. You may create your own focused on whatever power you have, and can create as many as you want.

- Optionally, you may receive an increase in power, putting you are the level of Mad Rogan. This not only grants you a vast increase in magical power, but also gives you unparalleled control over your powers. This gives you the same level of skill and experience as Rogan in whatever magic you have. You also get access to a power that was once unique to Connor Rogan, which allows you to create and enter a stage of Power: You can instantly create a pseudo magical circle which creates a barrier of Null-space around you, allowing you to affect the world around you with your power, but allows nothing to enter the barrier from the outside, making you literally untouchable. The magical circle also increases your power exponentially, while also giving you access to nigh-infinite magic, giving you godlike powers. Unlike Rogan, you have full control in this state, and can end it at will.
- Optionally, you may become a highly trained and experienced assassin, better than Alessandro the Artisan and Orlov the Arkan combined, with extra experience in using your powers to kill. You will get to pick your own Name/Title, and will have a reputation of your choice in the assassin community, leaving you no end in jobs should you want to earn money as an assassin. In the world of magic, this is a highly lucrative experience, as long as you are powerful or talented enough, which with this option, you are.
- Your mind is a bulwark, an impenetrable fortress. Your mental shields are strong enough to keep out both Victoria Tremaine and Catalina Baylor at their strongest, even when enhanced by house spells and magical circles. Your willpower so strong, it cannot be broken.
- You have a chalk that never runs out, handy for making magic circles. It makes it a lot easier to draw any magic circles, even amplifying the power of the circle if you want. You can summon and vanish the piece of chalk at will.
- Optionally, you may receive a digital library containing all the magical knowledge from the world of Hidden Legacy, even that which is hidden or kept secret in families and houses around the world.

- Optionally, you may receive a case containing five vials of a perfected version of the Osiris Serum. Each vial allows the one who ingest it to attain magic abilities of a certain rank, depending on the vial taken. The ranks are Minor, Average, Notable, Significant and Prime. Unlike normal Osiris Serum, these have no change of killing or Warping the one who takes it, instead being guaranteed to awaken magical abilities in the recipient. The magical power will either be one that fits the recipient, completely random, or a power of your choice, in which you can give them two power, making them Dual Talented. Taking more than one dose won't increase the power of whomever takes it, unless they receive a vial of a higher rank than their original one. Prime is the top however, and there are no increases once you take the Prime vial. Each vial refills after use, and the magic becomes hereditary.
- Optionally, you may receive an artifact which increases your power immensely. It is strong enough to turn an Average, the second weakest mage Rank, equal to a Prime. Imagine what a Prime can do with this power. The artifact can take any shape you want, from a crown to a sword, is literally indestructible, and will amplify all your magical powers, not just one magical branch. It also cannot be used against you.
- Optionally, you may create your own House, which is a family of primes. You may be the heir, the Head of House, the last member or one of many. If there are more than you in the House, you may design them however you want them to be, from individual personalities, appearances, magical power, how many primes there are, what the relationship between you and them is, and anything else. You may design your House however you want.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Nevada Baylor.
    - Catalina Baylor.
    - Arabella Baylor.

    - Rynda Charles.
    - Tatyana Pierce.
    - Natasha Popova.
    - Sloan Marcus.
    - Any other character from the Hidden Legacy universe.
- Optionally, you may at any time choose to take a one way trip into the world of Hidden Legacy, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Kim Possible.

- You become extremely athletic in terms of having peak-human strength, agility, metabolism, and extensive reflexes, which had been honed and perfected. This is due to your genetics, which allows you to keep this all your life even in old age.
- You also become highly skilled in numerous types and styles of martial arts, knowing sixteen different types of Kung-Fu, including Mantis Kung-Fu.
- You are now also a fast learner, able to pick up new skills quickly and adapt to new situations as they arise.
- Optionally, you may receive your own Team Go power. This can be your own version of Shego's power, with a different color of you want, or it can be super strength like Hego. Or it can be any of the other Go powers or even something you make up yourself.
- Optionally, you may receive your own Battle Suit. It further increases your already incredible natural abilities and martial arts skills to superhuman levels, and grants several special abilities and stealth features; namely invisibility and superhuman-level jumping and running skills. In addition, the suit is regenerative in nature which allows it to automatically seal any tears or rips which occur. The suit also possesses advanced shielding technology, which erupts in a circular bubble around the user and can also be specifically tuned to allow objects in when expanding, but after this, the shield will prevent any and all attacks or projectiles which hit it.
- Optionally, you may receive ten irrevocably loyal Bebe robots.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Kim Possible.
    - Shego.

    - Ann Possible.
    - Bonnie Rockwaller.
    - Monique.
    - Yori.
    - Hope.
    - Tara.
    - Any other character from the Kim Possible universe.
- Optionally, you may at any time choose to take a one way trip into the world of Kim Possible, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the American Dragon.

- You now have access to Dragon Chi, giving you the ability to transform between your human-form, and your dragon-form at will. You can also transform specific individual body parts such as arms, legs, ears, eyes, etc., into its counterpart dragon form. This gives you all the powers of a dragon, from their superhuman physical capabilities to their Doppelganger technique and their Breath Weapon (you can choose what the element of your Breath Weapon is). You may design your dragon form, including color, shape and size.
- You are able to grant others access to Dragon Chi, giving them the ability to transform into a dragon and all the abilities that gives. You may take this back at any time. The color and appearance of the dragon differs between person to person, being one they would most like.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Rose.
    - Susan Long.
    - Danika Hunnicutt.
    - Sun Park.
    - Any other character from the American Dragon universe.
- Optionally, you may at any time choose to take a one way trip into the world of the American Dragon, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Ben 10.

- You may remake your body however you want, and even change it into any species from Ben 10.
- You receive your very own Omnitrix. It comes with all the abilities and features of all the different versions, including Master Control and the Evolutionary Function. It even allows you to manipulate the DNA of others and yourself. This can be used to repair genetic damage, reprogram DNA and also be used to turn others into hybrids or entire new species by giving them the DNA of any species who's DNA is stored inside the Omnitrix. You can even use the watch to create an entirely new species. The watch never runs out of power, can never be removed from you unless you desire it, can never be shut down or malfunction. If it is ever broken or stolen, it will instantly reappear on your wrist after a couple of seconds. It also automatically adds the DNA of any new species in any world you are in.
- Optionally, you may receive the natural ability to use magic. Magic is the power to affect matter and energy by supernatural means using mana. You are as strong as an Anodite when it comes to raw power. Just remember, magic has no rules.
- Optionally, you may receive the Charms of Bezel, are six magical talismans that grant the wielder different unique powers and abilities depending on the charm. This also includes yhe final talisman, which increases the Charms' abilities ten times over.
- Optionally, you may receive the Archamada Book of Spells. This version contains all the knowledge of magic from the Ben 10 universe.
- Optionally, you may receive the Alpha Rune, which holds the secret true name of magic, allowing the wearer control over magic itself. It won't ever corrupt you.
- Optionally, you may become as skilled at inventing as Azmuth. This doesn't have to make you as intelligent as Azmuth, though it can if you want. It can instead make you a savant at creation without the intelligence. You might not understand why you are doing everything you are doing to create something, but you know it's the right thing to do.

- Optionally, you may receive the Ascalon, a sword which taps into the forces of the universe itself, granting it immense power and numerous abilities.
- Optionally, you may receive the ability to transform at will into a Celestialsapien. However, unlike normal Celestialsapiens, you don't possess multiple personalities in this form, meaning you can use the immense reality warping power of a Celestialsapien without without the debilitating multiple personalities.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Gwen Tennyson.
    - Gwendolyn Tennyson (Gwen 10.000).
    - Elena Valadis.
    - Hope/Charmcaster.
    - Julie Yamamoto.
    - Looma Red Wind.
    - Kai Green.
    - Helen Wheels.
    - Sunny.
    - Any other character from the Ben 10 universe.
- Optionally, you may at any time choose to take a one way trip into the world of Ben 10, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Caine Deathwalker.

- You may remake your body however you want.
- You are a perfect hybrid of two different races: Royal Dragon and a Villager of Tartarus. This grants you access to all the powers Caine Deathwalker gained from his hybrid nature, but better. You will never find any part of your heritage to be sealed, lost or taken away. The heterochromia is optional.
- As a Royal Dragon, you become able to shape-shift into a Royal Dragon at will, a Gold dragon, the apex being of the supernatural world. Your dragon heritage grants you access to immense amounts of magic and the power of golden dragon lightning, the signature power of the Royal Dragons, not to mention increased, superhuman physical capabilities only surpasses by Gods. Unlike Caine, you don't struggle to change into your dragon form, never feeling any discomfort or pain from the change, and unlike him, you actually become a full size dragon instead of a mere runt. You may choose whether your dragon side is a separate being living in symbiosis with you, your dragon side separate from you mentally, or if it is you, meaning you have access to all the powers and abilities without the separate personality issue.
- As a Villager, you become a naturally talented warrior and an incredibly powerful Shadow mage, granting you intuitive control over your shadow powers and shadow magic in general.
- Optionally, you may receive the weapon that Caine's father bonded to him at birth, a semi-Sentient Shadow that can devour anything it comes across. It is a truly devastating power, and unlike Caine, you won't struggle to control it. An ultimate weapon of demonic power and divine shadow.
- Optionally, you may choose to receive all of Caine's training, skill and experience. You may even choose at what stage you want his training, skill and experience from.

- Optionally, you may receive the ultimate harem power, allowing you to attract others you would desire by simply being yourself. You can be the biggest asshole, and you will still find that attractive women (or men) fall for you wherever you. The more powerful you become, the greater this ability becomes, but you can toggle it at will. You will also find that you gain unparalleled sexual prowess, able to ruin whomever you sleep with for any other partner beside yourself. You are just as good at being the dominant as being the submissive, and will find that your partners can become able to match your preferences should you want them to. Make the submissive dominant or the dominant submissive. You also don't have to worry that anyone will take advantage of this in any way, nor will any negative consequences come from your preferences. And unlike Caine, your lovers will be willing to share you and allow you to have your harem.
- Optionally, you may choose to receive the Ultimate Dick. This is the greatest dick in existence, being way larger than it should be, yet still not only being able to fit into the tightest hole, but also granting unparalleled pleasure to the recipient. This is the ultimate, perfect dick in existence, with porn physics added on top of that, making you the best lay in the world, making anyone who takes it in them ruined for any other dick. You also have the ability to summon an additional dick at will, though unlike Caine, you can make it go away at will as well.
- Optionally, you may become the king of your very own Fae Land. This grants you access to your own kingdom in faerie, where the land itself seeks to serve you as best as it can. The better you treat the land, the more it loves you, and the stronger it becomes. This also allows you to draw magical power from the land itself to fuel your power.
- Optionally, you may receive godhood, granting you a divine Domain, immense magical power, increased physical capabilities and access to Godspeed, allowing you to not only move across realms, but also travel so fast the world seems to slow to a halt. This grants you all the abilities of a God from the Red Moon Demon universe.
- You may choose to opt out of the ability to ever reach the final stage Caine Deathwalker reached, where he split so that every universe and realm has its own you in it. Each of the versions are truly separate, which

means you also separate your powers and abilities between them all. You may therefore opt out of ever reaching this stage.

- Optionally, you may receive all the Spell Tattoos of Caine Deathwalker, without the pain that usually would come from activating them. You may change their design however you want.
- Optionally, you may gain the ability to create Spell Tattoos, becoming an incredible tattoo artist. You already know how to make any spell tattoo Caine has had, and you know how to turn any spell you now into a Spell Tattoo, allowing the one who has the tattoo to activate the spell using whatever energy they have, from life force to mana, chakra or anything else. Any Tattoo you make won't cause immense pain when activated, unlike those Caine has. You may have any Spell Tattoo you make have any design you want, and can use your blood as a universal ink instead of needing the blood of whatever being the spell comes from. You also get a tattoo pen that's incredibly comfortable in your hand. It has endless amounts of Universal Blood that can serve as ink for any spell you know, it never runs out of power, never needs any maintenance nor will it ever break, and you can summon it to your hand at will, or vanish it whenever you want.
- Optionally, you may become a Sword smith capable of making Demon Swords. Your skill surpasses Muramasa, and you can make demon swords intentionally instead of accidentally as Muramasa did. And while any sword you make will still have hunger for blood and souls, alongside their sentience, they will never betray their wielders unless you want the swords to. Not only that, but any Demon Sword you make cannot be used against you, in that they cannot feast on your soul, blood, life force, magic, etc. And they will actively try and prevent themselves from cutting you.
- Optionally, you may receive your own Demon Sword, which has been soul-bonded to you, allowing you to call for it to your hand from anywhere, manifesting in your hand, while also making the blade able to feed you the power it absorbs. A Demon Sword is able to feast on the blood, power, magic and soul of anything it comes across, increasing in power and allowing it to increase your power by feeding it to you, even keeping you eternally young by feeding you the life force it absorbs. This one also has the unique ability to channel and focus any of your abilities

and powers, allowing you to for example merge and focus both your shadow magic and your gold magic into a truly devastating arc you release while swinging your sword, destroying anything in its path. It can also serve as a magical focus. Uniquely, it is unbreakable, and is the exact weight, length and has the right balance to fit you perfectly, feeling like a part of your body. You may choose whether it is sentient or not, but it will never work against you or try to cut you, only ever working for you, helping you in any way it can. It is irrevocably loyal and is the greatest Demon Sword in existence.

- Optionally, you may receive your own Combat Butler. He is the perfect butler, serving you obediently, loyally and perfectly. Yet he is also an incredibly experienced warrior with his own Demon Sword, allowing him to also protect you and anything that is yours. Osamu has nothing on your own Combat Butler.
- Optionally, you may receive your own Harem of Werecats. You can choose what sort of Werecats they are and how many they are. Their individual personalities and appearance is up to you, the relationship between you and them is whatever you want it to be, and they will be irrevocably loyal to you. You can also choose exactly how romantically and sexually experienced they are.
- Optionally, you may choose to receive your own Spirit Panther as your irrevocably loyal familiar. You may choose it's personality, appearance and your relationship however you want. You may also make the cat as cuddly as you want it to be.
- Optionally, you may choose to become the Demon Lord of a clan of demons, which will all be irrevocably loyal to you.
- Optionally, you may choose to become the High King of Faerie. This will bind the many courts to your rule, and grant you access to the magic of the entire realm to fuel your own powers. You are however not bound by the rule that you cannot lie, nor will your promises become unbreakable.
- Optionally, you may choose to become the Dragon Emperor of the Dragon Realm. Unlike you, all the dragons of all the different types will serve you loyally, and they will all see you as their rightful ruler sitting in the Dragon Throne.

- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Selene.
    - Gloria.
    - Izumi.
    - Vivian.
    - Red.
    - Bella Donna.
    - Xan.
    - Julia.
    - Zahra.
    - Rhys.
    - Ammarellis.
    - Any other character from the Red Moon Demon universe.
- Optionally, you may at any time choose to take a one way trip into the Red Moon Demon, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the MCU Avengers.

- You may remake your body however you want, even choosing whether you want to be a Human, an Asgardian or an Synthezoid like Vision.
- Optionally, you may choose to become as intelligent as Tony Stark, with his natural skill and talent with science and technology.
- Optionally, you may choose to receive the training, skills and talents of any member of the Avengers. You may pick as many as you want, from only having the same as one member to having the same as all of them combined. You may also choose what you receive, in case you want something specific.
- Optionally, you may choose to receive the Super Soldier Serum, where you will have none of the possible negative effects, and will have all of the positive effects. This will enhance and perfect your physiology.
- Optionally, you may receive the enhancements of the Heart-Shaped Herb, granting you enhanced strength, speed, stamina, durability, reflexes, agility and instincts.
- Optionally, you may receive the same Spider Physiology as Peter Parker did in the MCU, granting you all of his capabilities as your own, from superhuman physical capabilities to the Spider Sense and Wall-crawling.
- Optionally, you may receive the ability to transform into your very own Hulk Form. You can do this at will, instead of whenever your heart rate increases to high levels or when you loses control of your emotions. You have all of Hulk's abilities with none of the downsides, and can design your Hulk form however you want it to be.
- Optionally, you may choose to receive the power of Quicksilver, allowing you to think, act, move, and perceive at extremely high speeds. You will find that you have full conscious and subconscious control over your abilities from the start.
- Optionally, you may choose to receive the Psionic powers Scarlet Witch gained from exposure to the cosmic energies of the Mind Stone. This gives you an array of psionic powers, which manifest as a luminescent mist or vapor of red hue emanating from your hands and body, though you may change how the power manifests visually. This is not Chaos Magic, merely the Psionic abilities Scarlet witch has, from incredible

Telekinesis to Psionic energy manipulation, Telepathy and Mind manipulation. You will find that you have full conscious and subconscious control over your psionic abilities from the start.

- Optionally, you may become a Master Sorcerer, with the same amount of skill, knowledge and power as Doctor Strange at his most powerful.
- Optionally, you may receive the power of an awakened celestial-hybrid, giving you the ability to generate and manipulate cosmic energies and use it to for example create solid constructions. The cosmic energy you generate is similar to the Light Ego and Star-lord wield, only you generate it yourself. You also gain the ability to manipulate matter. You already know how to use your powers, being highly intuitive and instinctive to use, with both conscious and subconscious control. This will also increase your physical capabilities, mainly focused on your durability and regeneration factor, allowing you to survive and heal from the exposure to energies as powerful as those from the Power Stone. Your physiology also gives you an infinite youthful lifespan thanks to your cosmic energies. Thanks to you generating the cosmic energies yourself, you will never lose your abilities.
- Optionally, you may choose to become a “god”, similar to Thor and Hela. This will give you an ability of your choice, from the same Lightning and Weather manipulation as Thor to the Necrosword and Necromancy of Hela, or something completely different. You will find that you have full access to your power from the start, with complete conscious and subconscious control. This will also increase your physical capabilities.
- Optionally, you may receive the same cosmic enhancement as Captain Marvel, giving you the ability to produce cosmic energies to no measurable bounds and manipulate them to your needs. Due to this, your body is capable of passively absorbing most forms of energy and transforming it into your very own signature cosmic energy, which you can then use in a variety of ways. You also have a form similar to Captain Marvel’s Binary form. You will find that you have full access to your power from the start, with complete conscious and subconscious control, and anything Captain Marvel can do, you can do better.

- Optionally, you may receive your own digital archive containing blueprints and all the information for all the technology and science from the MCU, from that of Shield to that of Asgard.
- Optionally, you may receive a case containing one vial of a perfected version of the Super Soldier Serum, one vial containing concentrated Heart Shaped Herb and one vial containing a serum that gives the one who takes it the power of Spider-Man. By having someone ingest the contents of any vial will give them the enhancements of whatever is inside, without the possible negatives. So the Super Soldier Serum will never amplify anything negative that you wouldn't want to amplify. Good becomes Great, but Bad won't become Worse. It will only enhance and perfect the recipient physiology, not emphasize key personality traits. One only needs to consume the liquid inside the vial, then the serum/herb will take effect within the next hour, without needing any vitae rays or cover, and without any pain or discomfort. Each vial refills after use, and the enhancements will stack and work together. There will never be any negative consequences from taking any of these serums.
- Optionally, you may receive your very own Vibranium Shield, with whatever design you want. You will find it highly intuitive to use and wield in combat.
- Optionally, you may receive the Iron Man Mark LXXXV Armor, made specifically for you. It will never run out of power or nanites, and it will never require any maintenance or repair. It comes with its own natural-language user interface, with the same capabilities as F.R.I.D.A.Y. It is irrevocably loyal to you, and has the personality and voice of your choice. You may change the appearance of the Armor however you want. It will fit you perfectly.
- Optionally, you may receive your very own Upgraded Panther Habit, a uniquely crafted vibranium-weave suit used by the Black Panther and upgraded by Shuri. You may change it's appearance however you want, including the design of the necklace. It will fit you perfectly.
- Optionally, you may receive the Ant Man suit, created by Hank Pym to maximize the use of the Pym Particles while also protecting the wearer from the negative side-effects of using Pym Particles. You may instead

opt to receive the Yellowjacket Suit instead. You may change it's appearance however you want. It will fit you perfectly.

- Optionally, you may receive your very own EXO-7 Falcon flight harness, which you may change the appearance of however you want. It will fit you perfectly.
- Optionally, you may receive your very own Cloak of Levitation, a magical relic wielded by Doctor Strange that is able to move and fly on its own power, and also enabling its user to fly, levitate and hover in the air. you may change it's appearance and personality however you want. It will fit you perfectly, and unlike Strange's, yours is indestructible.
- Optionally, you may receive your own Mjolnir, a powerful enchanted war-hammer forged by the Dwarves. It is an incredibly versatile weapon, yet it also has the ability to help you control and focus any power you have. It will return to you whenever you summon it, and it's enchanted in such a way that the only ones who can lift it are those you consider worthy of lifting it. You may choose to have the hammer grant anyone who is worthy access to your powers. You may choose what powers they have access to, or if they only have access to the hammer itself, in which case it will help them focus and control their own powers, should they have any. It grants you access to your very own Asgardian armor (of your own design), and has the added ability to resurrect you should you die. Yours is also indestructible, unlike the Original Mjolnir.
- Optionally, you may receive your own Dwarven forged weapon of Uru, one fit for the King of Asgard. This may be Stormbreaker, or a weapon of your own design. It will have the ability to focus, enhance and amplify your powers, unlike Mjolnir which just focused your power and made it easier to control. It has all the other abilities of Stormbreaker, such as the ability to summon the Bifrost, grant the ability to fly effortlessly, return to you when summoned and heal you from mortal damage. It will be made perfectly for you, feeling like an extension of yourself, with the perfect balance, weight, length, etc. You can wield it without fear of lack of strength, or that your body might crumble as your minds collapses into madness. Anyone you deem worthy may also use this weapon without fear. It grants you access to your very own Asgardian armor (of your own design), and has the added ability to resurrect you should you die. It is also indestructible.

- Optionally, you may receive a sling ring which allows you to create portals like Doctor Strange, even if you aren't a Sorcerer. You already knows how to do this, having mastered it fully. Anyone you give the ring to, will also receive this knowledge. You are also able to create copies of the ring should you want to. The copies will have the same benefit, but you can make them stop working whenever you want.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Natasha Romanoff.
    - Wanda Maximoff.
    - Michelle Jones.
    - Yelena Belova.
    - Maria Hill.
    - Helen Cho.
    - Colleen Wing.
    - Gamora.
    - Hela.
    - Sersi.
    - Makkari.
    - Thena.
    - Kate Bishop.
    - Hope Shlottman.
    - Karen Page.
    - Peggy Carter.
    - Captain Carter.

    - Dottie Underwood.
    - Any other character from the MCU universe.
- Optionally, you may at any time choose to take a one way trip into the world of the Marvel Cinematic Universe, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Prototype.

- You may remake your body however you want.
- Prototype is the term used to describe individuals who have been infected by the DX-1118 C strain of the Blacklight virus. The viral strand genetically rewrites the host's cells, re-purposing it to suit its needs. Your incredibly resilient DNA allowed your humanity, personality and memories to survive the transformation, all while gaining powers and abilities similar to Alex Mercer and James Heller.
- The genetic rewrite caused by the Blacklight virus has evolved your body, thereby giving you superhuman abilities, and transforming you into deadly shapeshifting beings of nearly limitless potential, power, and destruction. You can fashion portions of your body into weapons and cause mass devastation to the environment with your incredible superhuman physical strength and durability (to the extent of being bulletproof and unharmed from extreme impacts such as falls from any height, explosions, etc.). Newly enhanced musculature and strengthened epidermis, as well as bodily tissue increases your strength, speed, reflexes, and agility by shifting your biomass to your limbs, allowing you to break the boundaries of human sprinting and jumping/climbing ability to perform amazing parkour feats with limitless stamina. Plus your new physiology also allows you to glide through the air.
- You are also capable of self-regeneration, usually by consuming living biomass to regenerate and heal yourself, though evolution eventually allows you to heal completely without consuming. When you consume an individual, you retain and assimilate the memories and the DNA of that individual. This, paired with a Prototype's ability to mimic voice and appearance (including that of their clothing and equipment), turns you into a potent infiltrator of almost any security.
- Prototypes possess a sharpened sense of sight which allows them to see into the thermal spectrum. You also have a predatory sonar sense to home in on prey from a distance. Your other senses are also heightened, but never causes any hypersensitivity or discomfort.

- You have access to all the abilities of both Mercer and Heller, from the Blade and the Whipfist, to the Armor, all at their most powerful level. You may choose the appearance and shape of all your abilities, and will find you have instinctive talent and skill in how to use all your abilities.
- You also have the ability to create Evolved, which are a species of lesser viral shape-shifters. They are more limited in power and abilities when compared to a Prototype, but are still highly powerful and versatile. All the evolved have an ability that separates them from each other. You may choose what weapon and uncommon abilities they have, or you can leave it up to chance, in which they might gain something new and unique.
- You have the ability to create infected, and can also influence how the infected ends up becoming, designing them to your own specifications. Any infected created by you can be controlled by you.
- Optionally, you may receive a group of ten Evolved. Their individual personalities and appearance is up to you, the relationship between you and them is whatever you want it to be, and they will be irrevocably loyal to you. You can also choose exactly how romantically and sexually experienced they are.
- Optionally, you may receive a group of ten Project Orion Super Soldiers. Their individual personalities and appearance is up to you, the relationship between you and them is whatever you want it to be, and they will be irrevocably loyal to you. You can also choose exactly how romantically and sexually experienced they are.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Any character from the Prototype universe.
- Optionally, you may at any time choose to take a one way trip into the world of Prototype, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can

either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Original Vampire.

- You may remake your body however you want.
- You are now an Original Vampire, akin to the Mikaelson family, a group of extremely powerful vampires that are the first generation of vampires and progenitors of their respective bloodlines. They are the oldest, fastest, strongest, and most powerful vampires in the world. This gives you the same superhuman physical capabilities and all the supernatural vampire abilities that they have, like the incredibly versatile ability known as compulsion. You will find yourself having complete conscious and subconscious control over all your abilities, alongside the same control over your hunger for blood.
- Optionally, you may choose to become an Original Hybrid, a hybrid of Vampire and Werewolf. This gives you increased physical capabilities, alongside the ability to turn into a large Wolf without the Full Moon's influence, not to mention the werewolf venom and any other benefits that comes from being a Hybrid. You also have the unique ability to turn others into hybrids, allowing you to choose to either turn someone into a Vampire or a Hybrid. Hybrids don't have to be werewolves to become hybrids, and will have all the benefits of a hybrid. Anyone you turn into a Hybrid will have their Sire-Bond make them irrevocably loyal to you in a way you would want. So if you want them to become more obedient and loyal than a dog, then they will become that, if you only want them to be unable to betray you, then they will only be unable to betray you, and if you don't want them to have any effect from the Sire Bond at all, then they won't have any effect. Any Sire bond made by you cannot be broken, but can change over time to something different if that's what you want, in case you made someone too loyal and obedient.
- Optionally, you may choose to become a Siphoner. Siphoners usually have no magic of their own, yet possess the ability to siphon magic from others. When they are turned into a vampire, the siphoner retains their ability to siphon magic and, as a vampire, can siphon magic from their own Vampirism as a power source to fuel their magic. As an Original, your vampirism cannot run out, giving you access to a power source for endless amounts of magical power you can use to fuel your magic.

- Optionally, you may become a Tribrid, a Vampire-Werewolf-Witch hybrid.
- Optionally, you may instead become an Old One from the books.
- All vampires grow more powerful over time, from their physical capabilities to their supernatural abilities. You may choose to have any of your powers also increase over time. You can at anytime choose what abilities you have that does and does not increase in power over time.
- As Nature doesn't revolt at your existence, you may opt out of any traditional Original Vampire Weaknesses. You may however choose to have nature revolt at any vampire/hybrid you turn, giving them the traditional Vampire weaknesses, like the sun or needing invitation to enter a home. You may choose what weaknesses the vampire receives, from all of them to none of them, and anything in between. This will make it so that anyone the vampire turns also suffer from the same weaknesses.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Rebekah Mikaelson.
    - Hayley Marshall.
    - Any other character from the Vampire Diaries/Originals universe.
- Optionally, you may at any time choose to take a one way trip into the world of The Vampire Diaries, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Dragon Warrior.

- You may remake your body however you want, even becoming an animal like the ones from Kung Fu Panda.
- You have mastered Kung Fu at it's highest level, far beyond Oogway, Po, Shifu, Tai Lung and Kai combined. This includes both with and without weapons, including techniques such as the Wuxi Finger Hold, Nerve points and more. Your natural talent when it comes to both combat and the usage of supernatural energies like Chi surpasses both Po and Tai Lung combined.
- As the Dragon Warrior, you have mastered Chi to an extent beyond the likes of Oogway and Po. This has not only granted you immense amounts of chi, beyond any others in the series, it has also granted you the Mastery of Chi, which enhances the your energy in numerous forms of offensive, defensive, and healing situations, while also granting you access to Hero's chi. You can use your chi to enhance the power of your physicality for greater supernatural strength, speed, and agility. You can even use the chi to increase your natural healing potency or heal other beings from injuries and illness. By teaching others Kung Fu, you can also grant them access to their chi.
- You know the secret to limitless power, which is to believe in oneself. Having taken this Truth to heart, has granted you intuitive skill in both chi usage and natural movement, especially when it comes to Kung Fu. This has also given you any other benefits that comes from truly believing in oneself.
- You have achieved Inner Peace, a peaceful state of mind and spirit. It is the ability to "harness the flow of the universe", enabling one to do the seemingly impossible. Anything is possible when you have inner peace. You can enter and exit this stage at will.
- You know how to steal Chi like Kai, which will not only grant you access to their chi, but also increase already your physical power exponentially. Any being you take the chi of turns into jade amulets, which you can use to summon jade soldiers from to do your bidding and can see, hear, and feel everything that they can through a telepathic link to them.

- Optionally, you may choose to become a Spirit Warrior, an ethereal being given physical form, and thus are beyond age, illness and most forms of physical harm. You will also have highly developed strength, mobility and resilience, far beyond the likes of "mortals". This also gives you better control over Chi than normal "mortals". You may opt out of the Glowing Green eyes that symbolizes the nature of a Spirit Warrior.
- Optionally, you may receive your very own Jade weapon of your own design.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Tigress.
    - Any other character from the Kung Fu Panda universe.
- Optionally, you may at any time choose to take a one way trip into the world of Kung Fu Panda, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Artist

- You may remake your body however you want, making it as attractive as you want in whatever you want, remaking it however you desire.
- You are the ultimate artist. Any artistic skill, you have a superhuman talent in, alongside the experience and skill of a master in whatever you want to be good at.
- If you want to be an incredible singer, you become that, with the perfect voice for singing any song, able to change it however you want. This also gives you the physique and endless endurance for singing on stage.
- If you want to be a fantasy writer, you become an incredibly efficient writer with endless amounts of creativity and drive, never reaching a writer's block.
- This can be with anything, from cooking to dancing to painting to drawing to playing any instrument or/and anything else you wish to be superhumanly good at.
- Anything you experience will be just as good as it can be. Listen to any music you have heard, and it will still sound as good as the best time you heard it. Taste any food, and it will still taste as good as the best time you ate it.
- You will never find yourself burning out or losing your interest in whatever talent you choose. You may opt out of anything in this Essence, in case you for example only want to be incredibly talented and not already having mastered whatever talent you have.
- You can conjure anything you need for whatever art you are doing, from pen and paper to instruments to paint and canvas. You can even make music appear to match your singing or just as background noise, as if from surrounding speakers or simply from headphones you are wearing.

Essence of the Assassin's Creed.

- You may remake yourself however you want, even becoming an Isu should you want to.
- You can now fluently understand, speak and read any Language you come across that is not supernatural in nature.
- You are able to make the negatives of a medieval world, such as Hygiene, smell, sanitation and etc. not exist for you and everyone around you. This is an effect you can toggle at will. This will work in a way you prefer, even retroactively. People will have white, clean teeth, it won't smell like a shithole unless the place is known for it, people will be clean and not smell like they haven't bathed in a month, etc. Or you can make the effect only around you and those close to you, making people around you slowly become cleaner with better hygiene while near you, while bad smell and dirt is still there, but lessened in your surroundings. Or maybe some other way.
- You may choose if your actions affects the future, if you now how the future would have gone. Say you save Ezio's family, you may choose to have Ezio still take the path he would have taken had you not interfered, or you may let your action change the future in ways you have no idea what would happen.
- You are immune to the mind control and manipulation abilities of the Pieces of Eden. You also have the same level of ability to wield the pieces of Eden as the Isu, even if you have no Isu DNA.
- You receive the training, skill and experience of a Master Assassin. You now how to freerun and parkour with ease, how to blend in with a crowd, pick pockets and locks, how to sneak and how to assassinate, not to mention your ability in combat and any other skills one would gain from training as an Assassin. You also lose your fear of heights, if you have it.
- Optionally, you may receive the combined skill, experience, ability and knowledge of Altair, Ezio, Haytham and Connor. You may choose to receive from more people or less, should you want or not want the skill, experience, ability and knowledge of someone.

- You now have a sixth sense, often called Eagle Vision, but also known simply as Knowledge. It is a sense of knowing, which feels like using every sense at once. You have it at the strongest level possible, equal to the greatest of the Isu. This not only grants you the ability to instinctively sense how people and objects relate to you, but also heightens all your senses, allowing you to detect the heartbeat of a target in the area, or even foresee a target's path. It also allows you to sense other things, like the flow of combat, knowing when people are to attack and when to counter, or where to find handholds while climbing, paths to run/climb while freerunning, the location of people around you, the path of a cannonball fired and a lot more. This sixth sense gives you access to several abilities not mentioned, like the ability to know when someone is lying or telling the truth, or bond with an animal to control them and see through their eyes. Anything the Eagle Vision/Sense/Knowledge can do, you have access to as well, having mastered the Sense to its highest potential.
- Optionally, you may choose to become as charming and inherently charismatic as Ezio Auditore himself. Seduction will become as easy as breathing.
- Optionally, you may receive the abilities that Connor received in the World of Illusion created by the Apple. This gives you the abilities of the Wolf, the Bear and the Eagle, making you able to turn invisible, to fly at incredible speeds and to create a shockwave of incredible might.
- You receive your very own Assassin robes of your own design. You may choose to take the same design as any robes already known. It will be incredibly comfortable, while flattering your looks. It also has the ability to keep you the exact temperature you want to be, never to warm or too cold, all while giving you a surprisingly high amount of lightweight armor. It never needs any cleaning, and is just as good as the Armor of Altair.
- Your revive your very own Hidden Blades. They will have any modifications of your own choice, from the hidden gun to the pivot blade. No matter what, they will be unbreakable, will never blunt nor will the ever run out of ammunition (if they have need for that). The blades are also incredibly deadly, working exactly like they do in-game where they can instantly kill a normal human. They also comes with a slight

hiding effect preventing most from noticing the blades until you release them.

- Optionally, you may receive your very own Assassin Tomahawk. They will never break, blunt and will deal more damage than expected.
- Optionally, you may receive your very own Apple of Eden. It cannot be stolen from you nor be used against you. It is completely indestructible and will return to your hand when you call for it. It has all the abilities of the Apples of Eden:
    - Illusion Projection
    - Physical Manipulation.
    - Casting Tangible-Holograms.
    - Negating the powers of the Pieces of Eden.
    - Apparitions Conjuration.
    - Power Imbuing.
    - Energy Manipulation.
    - Invisibility.
    - Temporary Physical Enhancement.
    - It is also a supercomputer containing all the knowledge of the Isu, capable of talking and showing you their advanced technology and what is needed in the construction.
    - It also has the ability to use Calculations, which allows one to study and predict the future, and how it changes depending on choices and actions that are done. This also allows you to enter the Nexus.
    - Reality Warping through the enforcement of Truth in those controlled.
    - And it's most famous ability is the ability to control minds, which can be used both overtly and covertly, allowing one to both force someone or manipulate some. Unlike other Apples, this one works on any living being with a physical body. You don't struggle to use the Apple at all, being incredibly easy and intuitive to wield.
    - Etc.

- Optionally, you may receive your own Sword of Eden. It is completely indestructible, incredibly sharp while never blunting, and made specifically for you. It has the exact size, shape, weight and balance for you to make the sword feel like a part of yourself, an extension of your body. It also comes with all the other abilities of a Sword of Eden:
    - Energy Projection in the form of blast/slashes.
    - Echolocation.
    - Instant teleportation.
    - Enhancement of charisma.
    - Physical empowerment.
    - Grant charisma and morale.
    - Encasing the user in an impenetrable energy field/Shield projection.
- Optionally, you may receive a Ring of Eden. It comes with the normal power of a Ring of Eden, being the ability to deflect most weapons used against the wearer, making them virtually invincible. It also comes with a few additional and unique abilities:
    - It allows its user to "see into all things" for a few seconds, allowing them to avoid danger or plan out a suitable course of action.
    - Physical Empowerment in the form of superhuman strength, dexterity, endurance, agility, vitality and reflexes.
    - Short-Distance Teleportation.
    - Immortality Bestowal.
    - Regeneration and Healing.
    - Sustenance Bestowal.
    - Increased spatial awareness.
    - Self copying, allowing you to create copies of the ring to give to others. You may choose what abilities each copy receives when creating them.

- Optionally, you may receive a Shroud of Eden, which is capable of healing any wound, damage, sickness, even genetical flaws and problems. It can basically heal anything physical.
- Optionally, you may receive any other Pieces of Eden of your choice.
- Optionally you may choose to design your own Piece of Eden.
- Optionally, you may receive your own Animus. No one will receive any negative effects from being in this animus, no matter how long.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Cristina Vespucci.
    - Rosa.
    - Caterina Sforza.
    - Sofia Sartor.
    - Pantasilea.
    - Anne Bonny.
    - Hope Jensen.
    - Ziio.
    - Evie Frye.
    - Lydia Frye.
    - Lucy Stillman.
    - Rebecca Crane.
    - Hekate
    - Aletheia.
    - Phila.
    - Aya/Amunet.

    - Any other character from the AC universe.

- Optionally, you may at any time choose to take a one way trip into the Assassin's Creed Universe, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Far Cry

- You may remake yourself however you want.
- You are a natural Warrior akin to Jason Brody and Ajay Ghale, making you a one man army once you get going. You will find yourself thriving in combat situations and just becoming better and better as your experience grows. Optionally, you may receive the combined experience, training and skill of Jason Brody and Ajay Ghale.
- Optionally, you may receive your very own Tatau, a magical tattoo which enhances all of your physical abilities, most notably your strength, speed, stamina, intelligence, instincts & accelerates your regeneration factor, not to mention heightening your pain resistance while giving you the ability to consciously lower your pain reception, making you able to even turn of your sense of pain. The Tatau spreads across your arm by itself as you grow stronger, wiser and more experienced, with new elements burning into place with a glow of light, becoming a more intricate and detailed tattoo as it grows, which in turn increases the benefits and enhancements given. It will never grow in such a way you would find unsightly, instead becoming a tattoo you would find appealing. And it will not grow beyond a certain size if you want it to, not needing a a Rakyat tattooist to draw a base for you. You also become an incredibly talented Rakyat Tattooist, capable of giving others their own Tatau. You can summon the necessary equipment at will.
- Optionally, you may receive all the Feral abilities from Far Cry instincts, with no downsides from using them.
- You have access to all the gear and guns from the games, which you can summon anytime you want. They will have full ammo when summoned.
- Optionally, you may receive your very own Rakshasa tooth, which is a kukri made from a demon tooth. Can be summoned and de-summoned to your hand whenever you want. It is insanely sharp, cutting through flesh and metal as of it was butter, while being completely indestructible. It is made perfectly for you, feeling like an extension of yourself. Any wound created via the Kukri will not heal unless you allow it, and it grants you complete immunity towards fire and heat.

- Optionally, you may receive your very own Shangri-la Bow. It allows you to shoot up to 5 arrows at a time, the arrows automatically spawning when you draw your bow. It gives you an ability similar to Dead eye, allowing you to react insanely fast, making it seem as if time is standing still. You can lock on to five targets at a time in the beginning, and once you are locked on, you do not miss. Eventually, you learn how to use this ability outside of just the bow, giving your marksmanship with guns and throwables a significant rise. It also gives you the ability to Blink, allowing you to teleport to where your arrow lands.
- Optionally, you may receive your very own irrevocably loyal Sky Tiger, which you can summon into the real world at will. The Tiger will follow your mental orders, but is a highly effective killing machine and protective body guard even without your orders.
- Optionally, you may receive Pagan Min as your doting, slightly psychopathic, loving and caring father.
- Optionally, you may receive your very own Cult equal to the Project at Eden's Gate cult. All members are irrevocably loyal to you, and see you as their divine leader. They are highly militaristic with a large arsenal of weaponry to oppress non-believers. You also have several generals of your own design that all use their own form of mind control to convert nonbelievers. Optionally, you may become a phenomenal cult leader, knowing exactly what to do to create, lead and propagate a cult, and how to make the cult members love you. You also have access to endless amounts of Bliss, a drug used by the Project at Eden's Gate to convert people to their cause and increase their numbers.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can even choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Liza Snow.
    - Citra Talugmai.
    - Noore Najjar.

    - Bhadra.
    - Amita.
    - Mary May Fairgrave.
    - Jess Black.
    - Joey Hudson.
    - Rachel Jessop.
    - Any other character from the Far Cry universe.
- Optionally, you may at any time choose to take a one way trip into the Far Cry Universe, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of a Hybrid from Bleach.

- You may remake yourself however you want.
- You are now a natural Hybrid of the major races in the Bleach universe, same as Ichigo Kurosaki himself. This gives you access to all the racial abilities of Shinigami, Hollows and Quincy's. You may start out a the level of a Captain in power, but your potential is limitless, and your growth rate unprecedented.
- As a hybrid, you become able to combine your racial techniques to create a technique that is immensely more powerful than the originals. Combine Shunpo, Sonido, Hirenkyaku and Fullbringer Light, and no one will be able to keep up with you, much less catch you.
- You may also choose to combine other powers and abilities you receive, like combining your Bankai and your Resurrección.
- You can at any time change from your flesh form to your soul form and back again.
- You will find that you have access to any power and ability you have in your soul form in your flesh form. Your flesh form will never struggle with your powers, being perfectly able to contain it.
- You are able to grant other Souls (Shinigami, Hollows and any similar beings) a flesh form, where they have have access to any power and ability they have in their soul form.
- Thanks to your nature as a Shinigami, you have access to all of the basic Sinigami abilities.
- You receive your very own Zanpakuto of your own design, with powers and abilities you choose yourself. You can design both your Shikai and your Bankai. Your Zanpakuto spirit, can be of your complete design, having the appearance, personality and anything else of your choice. You can also leave your personal Zanpakuto up to chance, where it will become the Zanpakuto you would have had, with whatever spirit and abilities you would have gotten. No matter what, they will be irrevocably loyal to you, and you are guaranteed to have a good relationship with your Zanpakuto.

- Optionally you may receive any of the following Zanpakuto:
    - Zangetsu.
    - Ruyjin Jakka.
    - Senbonzakura.
    - Hyorinmaru.
    - Kyoka Suigetsu.
    - Urozakuro.
    - Any other zanpakuto from Bleach.
  - These can be separate zanpakuto bonded to you, keeping all of their original powers and abilities (including Bankai). Their spirits however will change into something more fitting to you, in both appearance and personality.
  - Or you can have their powers and abilities merge with your own Zanpakuto.
- Optionally, you may have attained a power beyond Bankai, effectively fusing yourself with your Zanpakutō in the process and dramatically altering your physical appearances in ways corresponding to their unique abilities, granting you an even higher level of power. Think Saigo no Getsuga Tenshō without losing all your powers.
- You know the basics of Zankensoki, which is the name of the fighting techniques Shinigami uses. This includes Zanjutsu, Hakuda, Hoho and Kido.
  - Optionally, you may be a master of Zanjutsu, becoming an unparalleled swordsman. Yachiru Unohana, Yamamoto, Aizen and Ichigo are no match for you when it comes to fighting with swords.
  - Optionally, you may be a master of Hakuda. Not even the Yoruichi Shihouin and Soi-fon can match you.
  - Optionally, you may be a master of Hoho. Not even the Goddess of Flash Yoruichi and the Lightning-Fast Tenjirō can match you.

    - Optionally, you may be a master of Kido. You now every single kido in existence, including the illegal ones, and are capable of using all of them with ease. You are also able to create your own Kido, should you want to. Not even Kisuke Urahara and Sosuke Aizen can match you.
    - Optionally, you may have mastered the art of Shunko, which is an advanced battle technique which combines the physical techniques of Hakuda with the spell-based techniques of Kidō. You have mastered it to an extent not even Yoruichi has, and she was the one to create it. You get to choose what Element your Shunko takes.
- Thanks to your nature as a Hollow, you have access to all the basic Hollow abilities and techniques, which you will find are all at peak level of a Hollow, whether that be a Vasto Lorde or an Arrancar. High-speed regeneration is even faster and can even more, Hierro is even harder and more durable, Sonido is faster, Pesquisa works over longer range, etc. You also have access to techniques like Descorrer and Negacion.
- You will find you start out at the power of an Espada.
- As a hollow, you are able to consume souls to increase your power, but unless the soul is strong you will find the increase to be negligible.
- You also have access to Cero, and can fire them from any part of your body. You may choose to be able to do any of these techniques:
    - Bala.
    - Grand Rey Cero.
    - Cero Oscuras.
    - Cero Metralleta.
    - Cero Cornera
    - Any other Cero technique.
- You will receive your very own resurrection of your own design, with powers and abilities you choose yourself. You can also your resurrection up to chance, where it will become the resurrection you would have had, with whatever abilities you would have gotten.

    - Optionally you may receive any of the following resurrections:
        - Los Lobos (without Lilynette).
        - Murcielago.
        - Any other Resurrection from Bleach.
    - These can be separate resurrections you have access to. Or you can have their powers and abilities merge with your own resurrection.
    - Optionally, you have access to the Segunda Etapa, which grants you an additional form you can enter, increasing your power even further.
- Thanks to your nature as a Quincy, you are able to absorb and manipulate Reishi for several uses. You will always have access to endless amounts of Reishi.
- You have been trained in the ways of a Quincy, and have mastered all the techniques of a Quincy, from Blut Vene and Blut Arterie, to the more difficult techniques like Hirenkyaku and Ransōtengai, to even the art of Shadow teleportation. And even though you are not an Echt Quincy, you are still able to use all your abilities instinctively.
- You are capable of using your Quincy abilities without the need for a Quincy Cross, and can do so even in places where there are no Reishi, drawing from a well of infinite reishi only you have access to (you can grant other Quincy access to it).
- You may receive your very own Schrift of your own design, with powers and abilities you choose yourself.
    - Optionally you may receive any of the following Schrifts:
        - The Anthesis.
        - The Balance.
        - The Miracle.
        - The X-Axis.
        - The Explode.
        - The Thunderbolt.

        - The Heat.
        - The Wind.
        - The Visionary.
        - Any other schrift from Bleach.
    - You get all your Schrifts without being connected to Yhwach, then instead being a part of your own power.
    - Optionally, you will have access to Vollstandig, which takes on a different ability depending on what Schrift you activate it with.
- Optionally, you may receive the power of Soul Distribution, granting you the innate ability to distribute a piece of your soul to another. You can use this to give and acquire power by bestowing an ability, allowing its wielder to cultivate it, and then taking it back. Unlike Yhwach, you don't need to continue to absorb souls, nor do you have to fear ending up in terrible, weakened state, completely deprived of your senses and abilities. You may take back your soul part without fear of killing the one who received it. Having this power will not make you struggle to wield Reishi. If you give a piece of your soul to someone, your soul will slowly heal back on its own, even if you don't take back the soul piece you have distributed. You can share any power you have through the Soul Distribution power. And anyone who receives a part of your soul gains the abilities of a Quincy.
- Thanks to your nature as a Fullbringer, you are able to manipulate the souls that reside in all physical matter. Your ability and skill in a Fullbringers basic abilities are equal to Aura Michibane, even though you may have a Fullbring Object.
- You may receive your very own Fullbring of your own design, with powers and abilities you choose yourself. Your fullbringer item/s can be summoned to yourself at will.
    - Optionally you may receive any of the following Fullbring:
        - Shun Shun Rikka.
        - Book of the End.
        - Invaders Must Die/Digital Radial Invaders.

        - Ichigo’s Fullbring.
        - Any other Fullbring from Bleach.
    - These can be separate fullbring bonded to you, keeping all of their original powers and abilities.
    - Or you can have their powers and abilities merge with your own Fullbring.
- Optionally, you may receive the power of The Almighty. This grants you several abilities, such as making you able to see everything that is to occur from the present moment into the far-flung future. You can therefore "know" everything that lies within that gaze. Rather than seeing a linear future, you will observe all possible futures at once like countless grains of sand in the wind, and can thus act accordingly using the knowledge you have gained. However, the true power of The Almighty is the ability to alter the future into whatever outcome you desire, even rewriting your own death.
- The Almighty also gives you several other abilities:
    - Any power/ability you “See” with The Almighty will become yours.
    - Any Power/abilities you “See” will not only be unable to defeat you, but become unable to harm you in any way.
    - You can use it to consume other beings via physical contact, including higher beings and in doing so, absorb their powers and energy, making their powers and abilities your own.
- Optionally, you may become the Ruler of Hell, granting you a new form to transform into, and the powers of Hell. When entering your Skull Clad form, a golden light will coalesce around your form into an armor made of golden bones, shining with sinful light and taking an appearance of your choice. This armor represents the invested power of the Kushanada, the caretaker’s of Hell, and thus your own authority in that realm. Hell will follow you to any world you go, which you can travel freely to and from, summoning the Gates to enter the place and then exit again anywhere. This has also given you the same immortality as the Togabito, which will make you slowly reform in Hell if you are ever killed. Not even soul destruction can prevent you from reforming a few days later in Hell. When entering the Skull-Clad form, you will find yourself receiving an

increase in spiritual power, reinforcing your soul with the energy of hell, similar to maintaining a Shikai or Resurreccion state while the armor is summoned. You can both create and command the chains of hell. The chains are near unbreakable and can bind the spiritual energy of others. They can even drag them down into hell, if a Gate is open. You can also summon and control the Kushanada, gigantic demons who guard Hell.

- Optionally, you may choose to have a Hōgyoku embedded into your body, fusing with it almost completely. In this state, the Hōgyoku grants you an immense amount of power, alongside it instinctively protecting you by healing any injuries you receive almost instantly. It also gives you the ability to manifest your desires into reality as long as you are strong enough powerful enough. As the Hōgyoku further understands your heart, the fusion between you two will progress further, restructuring your soul and slowly evolving. You will never evolve in any way you would find unappealing or unwanted, and the Hōgyoku will never betray you or consider anyone else besides you as it's master. This also gives you access to both Teleportation and Fragor.
- Optionally, you may receive the ability to transform at will into an animal of your choice. This can be anything from a house cat to a tiger, but must be an animal found in the animal kingdom. You may also have it influence your abilities in some way.
- Your spiritual pressure will never soul crush or hurt anyone unless you do it consciously. This protection also comes with the Asauchi's you can give and the Bodies you can grant spiritual beings.
- You can at anytime conjure an Asauchi, which when given to someone gives them the ability to wield Spiritual power like a Shinigami. They will then slowly and methodically imprint the essence of their soul into their Asauchi, which will then mold into their own unique Zanpakutō. You can have their Spiritual energy merge with any other kind of energy they already have.
- You have a library containing all the knowledge of the world of Bleach, from Kido to how the world was made.
- You have a Tenshintai, which, unlike the original, guarantees that the one who decides to use it will attain Bankai in three days. It can be used

for any other similar stages, like Beyond Bankai, Segunda Etapa, Balance Breaker, Juggernaut Drive, etc. There are no inherent negatives in using it, and it can be reused as many times as you want. It does however not grant mastery over whatever it is you attain.

- Optionally, you may receive your very own Hogyoku. It is irrevocably loyal to you, and allows you to to absorb the desires of those around it and manifest them into reality. However, this power is not without limitations. The Hōgyoku itself is merely a guiding force - it can only manifest the desires of those with the strength to carry them out. You have the Crumbling Orb of desire to use as you see fit, and it will never run out of power and go to sleep like Aizen's did.
- Optionally, you may receive your very own Palace of your design, that is hidden within a Realm hidden inside Shadows. This dimension cannot normally be seen or detected unless shown to someone, and can only be Entered and Exited through the use of the Shadow Teleportation of Quincies.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Yoruichi Shihouin.
    - Rangiku Matsumoto.
    - Orihime Inoue.
    - Rukia Kuchiki.
    - Kukaku Shiba.
    - Retsu Unohana.
    - Soifon.
    - Isane Kotetsu.
    - Nanao Ise.
    - Lisa Yadomaru.

    - Kirio Hikifune (Slender).
    - Nemu Kurotsuchi.
    - Tier Harribel.
    - Neliel Tu Odelschwanck.
    - Francesca Mila Rosa.
    - Bambietta Basterbine.
    - Candice Catnipp.
    - Masaki Kurosaki.
    - Tatsuki Arisawa.
    - Ikumi Unagiya.
    - Riruka Dokugamine.
    - Jackie Tristan.
    - Any other character from the Bleach universe.
- Optionally, you may at any time choose to take a one way trip into the world of Bleach, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Naruto.

- You may remake yourself however you want.
- You receive the training, skill and experience of an Elite Jonin, being considered for the position of Kage. Your sheer talent surpasses both Minato and Itachi combined, and you may choose to specialize in any branch a Jonin may be trained in, even choosing more than one. Optionally, you may receive the training, skill and experience of an Anbu Captain.
- You have an enormous amount of Chakra, with complete conscious and subconscious control over it. You have a high affinity towards all of the five basic nature transformations, and both Yin and Yang. You can grant Chakra to others, but the chakra reserves they get from you can never be higher than yours.
- You may choose to specialize in any form of Jutsu, where your natural talent and ability is unsurpassed. You may choose more than one form to be a prodigy in. Optionally, you may become able to use any Jutsu without the need for Hand Seals.
- You are a natural savant at creating your own jutsu, and manipulating and altering any known jutsu however you want.
- You may choose to have mastered any Jutsu you want. You may choose more than one. Examples of Jutsu's you may have mastered:
    - Shadow Clones+
        - Multiple Shadow Clone Technique.
    - Rasengan+
        - Vanishing Rasengan.
    - Chidori+
        - Chidori Sharp Spear.
    - Flying Thunder God Technique.
- Optionally, you may choose to become a Sensor Type, having mastered the ability with a range of ten kilometers. You can do this effortlessly, even during battle.

- Optionally, you may choose to receive a Strength of a Hundred Seal, which manifests in the form of a marking somewhere on your body (you may choose where on your body it is located and what your seal my look like). It allows you to perform techniques without any wasted energy, as the energy is stored inside the seal to be used later. When released, the seal will release the stored chakra into your body, greatly amplifying the power of your techniques. The seal is permanent. You may give others their own Strength of a Hundred Seal through touch, the seal taking an appearance of your choice, which will then allow them to perform techniques without any wasted energy, as any energy wasted is absorbed and stored in the Seal to be used on a later time when released. The Seal can store any supernatural energies you have, not just chakra.
- Optionally, you may have mastered the ability to open Eight Gates. You can open all Eight Gates without the risk of dying, instead simply passing out once you run out of Chakra. You body is strong enough to contain all the power you gain from opening any gate without risking any broken bones or torn muscles, instead draining a large amount of stamina. You can teach this to others, who will suffer only the same drawbacks as you do, instead of what they would usually suffer if taught by anyone else.
- Optionally, you may receive your own Kekkei Genkai, which you can also choose whether your descendants inherit. You may choose any known Kekkei Genkai, even the rinne-sharingan, or create your own, while also being able to choose more than one, should you so desire. You can combine also them however you want to, and choose how they and their abilities look like for you. Any Kekkei Genkai you choose will give you access to all its abilities, even if they would usually be more limited. An example being that if you choose the Eternal Mangekyo Sharingan, you will have access to all its abilities, not only two, and being able to wield them in both your eyes. So you would have all the generic abilities alongside all these:
    - Amaterasu.
    - Tsukoyomi.
    - Kotoamatsukami.
    - Kagutsuchi.

    - Kamui (long and close).

- Optionally, you may choose to become a jinchūriki. You may choose any Tailed Beast from Naruto, or you can instead choose to design your own. This can even be a ten tailed beast, should you so desire. The relationship between you and them is whatever you want it to be, but you will find that your Tailed Beats is willing to cooperate with you no matter what, being irrevocably loyal to you. You have all the basic abilities of a jinchūriki, with none of the downsides, and have fully mastered the Tailed Beast Mode. You also have mastered a Chakra Mode akin to Naruto's Nine-Tails Chakra Mode.
    - Optionally, you may choose to have access to Baryon Mode, which you may opt to have mastered. Unlike Naruto's Baryon Mode, yours have none of the drawbacks, such as risking your lifespan or the health of your Tailed beast. Instead, it is merely a high drain on your stamina, leading to your unconsciousness should you use it for too long.
- Optionally, you may have mastered Sage mode, an empowered state that can be entered by blending natural energy with one's chakra, creating senjutsu chakra, and allowing users to tap into the natural force of the world, opening up new techniques to them and allowing them to power up existing ones with the new senjutsu chakra. You are able to gather Natural energy even while moving, doing so passively, and do not have to fear turning into stone. You may also choose your appearance while entering Sage mode, from the pigmentation around your eyes and how your eyes themselves becomes.
    - Optionally, you may choose to have access to the Six Path's Sage mode. Six path Sage mode grants you access to Ten Truth Seeking Orbs, which you can make disappear and reappear at will, even if they are destroyed or lost. It also grants an extraordinary healing factor bordering on immortality, capable of fully recovering from attacks that destroyed large portions of their bodies within seconds. You have any other benefits that comes with the SPSM, like the marks of the Sun and Moon.

- Optionally, you may choose to become an Otsuktsuki, or an Otsustuki-hybrid with none of the downsides. This will give you all the shown Otsustsuki abilities, perfected, improved and without any downsides., like being able to use multiple Kama's at once. Optionally, you may design your own Otsutsuki partner however you want.
- Optionally, you may receive your own summoning contract.
- Optionally, you may receive a Library containing all the knowledge from the world of Naruto, from Jutsus to history.
- Optionally, you may become able to create a God Tree seed, which grows by absorbing blood soaked into the ground over a millennia. Unlike a normal God tree, this one does not need to be fed the life of an Ōtsutsuki to blossom. Once it has absorbed enough blood, it will create a Chakra fruit, which you can harvest to gain their powerful chakra for yourself, producing medicine that grants you godlike power along with extended youth and longevity.
- Optionally, you may create your own Clan. You may design it however you want, from how many members, to how rich and powerful it is. You may also choose to give them access to any Kekkei Genkai you have yourself.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can even choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Ino Yamanaka.
    - Hinata Hyūga.
    - Kushina Uzumaki.
    - Fem Naruto/Naruko Uzumaki.
    - Sakura Haruno.
    - Tsunade.
    - Mabui.

    - Samui.
    - Kin Tsuchi.
    - Kaguya Otsutsuki.
    - Any other character from the Naruto universe.
- Optionally, you may at any time choose to take a one way trip into the Naruto Universe, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of DxD Devil.

- You may remake yourself however you want.
- You are now a High-Class Pureblooded Devil from DxD, giving you all the general abilities of a Devil, such as their enhanced physical abilities such as superhuman strength, endurance, and enhanced sense such as sight and hearing; in addition to being able to see clearly in the dark as creatures of the night. You are also immune to being sunburned.
- Like most Devils, you are able to fly by using your bat-like wings, which are capable of retracting into your back as if disappearing entirely. You may choose how you wings appear.
- You also possess a passive ability called "Language", which allows normal people listening to you to hear your words in the language they're most familiar with and vice versa.
- As a Devils, you also wield demonic power, which has been described as letting Devils control phenomena. This is your magic energy and power, which you can use through imagination, allowing you to create spells, cast magic and wield your power through your imagination. You will find that wielding your magic through the power of imagination and the power to create is incredibly easy, being highly intuitive and granting you instinctive control over it.
- Members of the 72 Pillars and Extra Demons, which consist of Pure-Blooded Devil nobles, can inherit special innate abilities unique to their clan, also known as Clan Traits. You may choose any known Clan Trait from the DxD universe, or you may create your own. You may also choose to have more Clan Traits than from one Clan, which will signify your family ties to that clan somewhere in your ancestry. You will have full control and instinctive ability when it comes to your Clan Trait.
- You choose what clan you are considered a member of and what position you have in that clan.
- Optionally, you may choose to become a Super Devil, which are Devils considered to be irregular beings due to possessing abilities surpassing the realm of Devils in power. This will not only increase your power immensely, but also eliminate all your racial weaknesses.

- Optionally, you may receive the main power of any Harem Protagonist. This is the ability to seduce any being you interact with and would be interested in, merely by being yourself. You will also find yourself surrounded by beautiful people of the opposite sex, often incredibly competent people. Slaves, heroes, royalty, gods, and more fall for you. This also makes you a lot more attractive, while giving you the endurance and equipment needed to satisfy all your partners.
- Optionally, you may receive a Sacred Gear of your choice, even one of the Longinus. You can instead design your own sacred gear. You may choose to have completely mastered your Sacred Gear.
- Optionally, you may receive a King Piece, which will enhance your power by a magnitude of anything from 10 to 100, which you may choose now. You will however not suffer from any overload or any other negative effects from a King Piece.
- You have the ability to grant others Evil Pieces. If they are not Devils, then giving them their own set of Evil Pieces will turn them into Reincarnated Devils (with no fear of them becoming Stray Devils).
- As a Devil, you also have a set of Evil Pieces to create your own Peerage. You may choose to fill your Peerage with characters from the DxD world. The relationship between you and them is whatever you want it to be, and you can even choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you. Here is an example:
    - Queen: Grayfia Lucifuge.
    - Rook: Elsha.
    - Rook:
    - Bishop: Kuroka Toujou
    - Bishop: Akeno Himejima.
    - Knight: Tobio Ikuse.
    - Knight:
    - Pawn: Rossweisse.
    - Pawn: Lavinia Reni.

    - Pawn: Asia Argento.
    - Pawn: Valerie Tepes.
    - Pawn: Coriana Andrealphus.
    - Pawn:
    - Pawn:
    - Pawn:
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can even choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Rias Gremory.
    - Akeno Himejima.
    - Kuroka Toujou.
    - Shirone/Koneko Toujou.
    - Grayfia Lucifuge.
    - Yasaka.
    - Elsha.
    - Gabriel.
    - Venelana Gremory.
    - Runeas Gremory.
    - Rossweisse.
    - Lavinia Reni.
    - Asia Argento.
    - Ingvild Leviathan.
    - Kunou.
    - Xenovia Quarta.

    - Ravel Phenex.
    - Coriana Andrealphus.
    - Kuisha Abaddon.
    - Valerie Tepes.
    - Roygun Belphegor.
    - Latia Astaroth.
    - Serafall Leviathan.
    - Suzaku Himejima.
    - Lilith (Mother of Devils).
    - Any other character from the DxD universe.
- Optionally, you may at any time choose to take a one way trip into the DxD Universe, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Ajin.

- You may remake yourself however you want.
- You are now an Ajin, a Demi-human, which looks exactly like normal people, with the only things separating them from other humans being the fact they can generate Invisible Black Matter, or IBM, within their bodies, which grants them several abilities.
- The defining trait of all Ajin is their immortality. You become unable to die under any circumstances, such as being completely crushed, decapitated, or even due to malnutrition. Your wounds begin healing immediately after a revival and it only takes a few seconds. However, you only begin to heal after dying, or "resetting", otherwise your injuries will not heal immediately and will only heal at a natural rate.
- And unlike ordinary Ajin, you may choose of this immortality gives you eternal youth, instead of having to age until you die due to complications of old age, and then become locked into an endless continuous cycle of death and revival.
- As an Ajin, you can also use a paralyzing scream that seizes the nervous system, paralyzing everyone in your immediate vicinity.
- You are able to use your IBM to create what is known as a Black Ghost, a humanoid entity which is manifested by an Ajin and most commonly used for combat purposes. Your IBM concentration is unparalleled, allowing you to keep your Black Ghost manifested whenever you want and for however long you want. You are also able to manifest and control more than one Black Ghost at a time, creating up to 100 at once. You have full control over your Black Ghost, and they will do exactly what you would want them to do, even when you don’t control them directly. Your connection to your Black Ghost cannot be broken, and you may choose the appearance of your Black Ghost, even allowing other Non-Ajins to see them should you want them to.
- You can give others the benefits of being an Ajin by sharing your IBM with them. This allows them to come back from death like an Ajin, and even manifesting and control a Black Ghost, though while lending them that Black Ghost, you will lose that Ghost from the Total 100 you can manifest.

- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can even choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Izumi Shimomura.
    - Carley Myers.
    - Any other character from the Ajin universe.
- Optionally, you may at any time choose to take a one way trip into the Ajin Universe, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Cultivator.

- You may remake yourself however you want.
- Optionally, you my gain an effect which makes it so that the more powerful you get, the more attractive you will become. Your body becomes more defined, your face changing in shape to match the ideal of your sex. Of course, this is subjected to diminishing returns, so there will be a point where even huge increases in power leads only to barely noticeable changes. You will never change in a way that you will find unappealing.
- You are now a cultivator of the highest possible level of potential.
- You may choose what kind of Cultivation you do. You may either design your very own cultivation to your exact specifications and desires, or you may choose any form of cultivation you know about, which you can also alter however you want.
- You may want to cultivate Mana instead of Qi, or perhaps you want to cultivate a soul bonded familiar which then gives you power in return. Perhaps you want to cultivate a bloodline, your soul, or perhaps both? Nothing is restricted, so go ahead and become the Cultivator you always wanted to be.
- You may also choose to cultivate more than one form, allowing you to choose however many paths you want. You may also choose if they work together, and how they work together.
- You are a master Alchemist, capable of creating potions, pills, elixirs and more for nearly anything, from healing anything to increasing lifespan to aphrodisiacs to love potions and much more. And you are especially good when it comes to creating things for cultivation. You can conjure any ingredients and equipment you need for your creations.
- You are a master crafter, capable of creating incredible weapons, armors and artifacts focused around cultivation and cultivators. You can conjure any necessary resources and equipment you need for your creations.
- You are able to cultivate in any world you are in, no matter what. But you can at any time make any world you are a part of become optimized for cultivation, in any way you see fit. You can also grant the beings of the world the ability to cultivate, which will make all the inhabitants able to

cultivate. You are able to make it so that the world has always been able to do so, turning the world into a Cultivation setting.

- You are able to give anyone you want the ability to cultivate. Unlike the option above, this allows you to make beings of your choice able to cultivate, instead of having the entire population becoming able. When doing this, you can also give them a specific path or bloodline of your choice, in which they will either intuitively know exactly what to do, or something similar.
- Optionally, you may receive the ability of Passive Cultivation. This allows you to cultivate passively all the time, though it will take you twice as long to cultivate as someone who would cultivate actively. As an added benefit, it makes it so that whenever you cultivate actively, you cultivate twice as fast.
- Optionally, you may choose to be a Reincarnated Cultivator. This not only grants you an immense amount of experience, knowledge and skill, but also makes your cultivation speed a lot faster, alongside any other possible benefit comes from being a reincarnated cultivator.
- Optionally, you may choose to become as lucky as a Cultivation protagonist.
- Optionally, you may choose to be able to Dual Cultivate, allowing you to cultivate by having intercourse. You can choose whenever you want whether you want the cultivation effect to activate, and if works for only you or for anyone who is a part of the intercourse. The more enjoyable the experience is, the greater the effect is, and works perfectly even if your partner isn't a Cultivator, or if you don't cultivate the same way.
    - This has the side effect of making your body more attractive the more you use this ability, though you may toggle this ability on and off at will.
    - It also has the effect of making your body more refined for sex, like increasing the size of your assets or increasing your stamina.
    - This also has the effect of increasing the pleasure your partners experience when they do anything erotic or sexual with you. You will never struggle making your partners orgasm, even if your technique is inexperienced or your partner being frigid.

    - This also gives you intuitive skill in pleasing your partners, as if your instincts guide you to doing the thing your partner wants most while keeping your own pleasure at the same time.
    - It also has the effect of making anyone you sleep with become more attractive to you, changing their bodies and appearance into something you would find more appealing. The more you sleep with them, the greater the effect, though you may toggle this ability on and off at will.
    - It also has the effect of making it so that you never become to powerful to sleep with someone. Never will you have to fear crushing someone in the throes of passion due to your superhuman abilities.
    - It also has the effect of making you never growing tired of or bored with sex and any other erotic experience you fancy, never feeling burnt out of the experience. It will still feel as good the tenth time as your millionth time. You passion and want is endless, your desire never satiated for long (in a positive way).
- Optionally, you may become able to seduce any being you interact with and would be interested in, merely by being yourself. You will also find yourself surrounded by beautiful people of the opposite sex, often incredibly competent people.
- Optionally, you may choose to receive your very own Cheat. This can be an AI chip bonded to your soul, or perhaps a mental library containing all the knowledge of cultivation in existence, or it might be an ability not connected to cultivation but from any form of media, like a Zanpakuto or a Kekkei Genkai.
- Optionally, you may create and design your very own Cultivator Sect.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can even choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Any character from the universe you have chosen below.

- Optionally, you may at any time choose to take a one way trip into any Cultivation Universe, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. It can even be a Cultivation World of your own design, or simply a generic one. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Ring of Power.

- You may remake yourself however you want.
- You are now the Master of the ancient ring the Ring of Power. It's origins are thought to have been from a time when mankind worshiped gods like Zeus and Odin, but even the ring itself doesn't know for certain. It believed that it may be extra-terrestrial in origin. Unlike other wielders, you have no limits set upon by the ring, and can abuse it's powers however you want. You are also not forced to do good deeds, and the ring will never betray you or do anything against you. Unlike the original Ring, this one doesn't have the former wielders sealed inside it. Basically, you have all the benefits of the Ring of Power with none of the Downsides and Drawbacks.
- When you put on the ring, you will feel a surge of brain activity as hundreds of terabytes of data is downloaded into your brain, granting you the knowledge of how to wield the Ring. The Ring cannot be taken away from you, nor can it be used by anyone else.
- The ring endows its master with god-like powers such as: eternal life, mind control, telekinesis, being able to see through clothing with x-ray vision, to physically alter the bodies and minds of others and yourself, manipulate things like shrinking or teleport them. You can use it to heal and even improve people, convert others to work for you (referring to them as agents) and the ability to connect telepathically to them and much more. There are no limit to how strong you can become with this Ring, your power increasing with the amount of energy absorbed, alongside the number of agents or followers you convert. The true power of the Ring is essentially Reality Warping, though limited in power depending on how powerful you have become.
- The way to increase the Ring's power and energy is through sex and sexual actions. The Tantric energy, also known as Sex energy produced is drawn in and used to power the Ring of Power. The best source is through orgasms, both your own and others in close proximity to you. As you gather more energy, the ring will grant you access to more power and more abilities.

- You can create Agents of the Ring of Power, which you do by giving them a jeweled accessory. These Agents has as a job to collect sexual energy, absorbed by the jewelry they are given, special diamonds that are affixed to the agents, (often the labia for women and the ears for men) through which sexual energy is collected and then transferred to the Ring of Power. The converted sexual energy is what gives the ring's owner strength, power, and allows them to do amazing things. How the agents get the energy it is up to them, they can engage in sex or be near others while they are engaged in any kind of sex. It isn't a full time job and they are free to pursue their interest in all things, except marriage. In exchange, you can give them several gifts and boons, like increased/eternal lifespans, increased beauty and physical attractiveness, immunity from diseases and sickness, and limited mind control powers. You can even grant extraordinary powers, such as shapeshifting, invisibility and telekinesis. As you gather more Agents, the ring will grant you access to more power and more abilities.
- You may receive up to ten agents of your own design, all being irrevocably loyal to you.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can even choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Elizabeth Brooks.
    - Mary Smith.
    - April Martin.
    - Jacqueline Winchester Smith.
    - Heather, Isabel & Samantha.
    - Penny Jones.
    - Carmen.
    - Maria.
    - Candace Martin.

    - Any other character from the A Gift From His Father universe.
- Optionally, you may at any time choose to take a one way trip into the A Gift From His Father Universe, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Homo Drakensis.

- You may remake yourself however you want.
- You are now a Homo Drakensis, a member of the Draka.
- Thanks to genetic engineering, your body has been vastly improved.
- The basic enhancement gives you superhuman physical capabilities, which is greater than the greatest of Draka.
    - Your strength is twice as strong as the strongest of Great Ape.
    - Your speed is almost six times the human maximum.
    - You have perfect balance, perfect proprioception, perfect kinesthetic sense and perfect coordination.
    - You have better night vision and hearing than that of a cat and the sense of smell of a bloodhound.
    - You can regenerate from any wound that doesn't kill you, while also being unaging, your body forever kept in the prime of life.
    - You can digest anything organic, and ignore disease and infection.
- Your mind has also been enhanced granting you what's essentially an IQ of slightly over 200, alongside a near-eidetic memory. Unlike ordinary Draka, you have not lost any imagination or creativity. You may opt out of the IQ increase if you want, or lower it if you don't want it to be so high.
- At will, you can shut off your senses of pain.
- You have conscious control over your own pheromones, being able to use them to subliminally arouse, intimidate, or charm susceptible human beings. Yours are even stronger and more effective than the greatest of Draka, allowing you to almost affect ordinary Humans as if they were Homo Servus. However effective you want/imagine them to be, is how they are, and you can use them exactly how you want to.
- You also have any abilities a Draka has that is not mentioned here, but improved.
- Unlike ordinary Draka, you can sustain yourself on an identical amount of nutrients as an ordinary human being.

- You may choose if your children will inherit your Draka genes, or not. If they do, then they will become full Draka.
- You have received the training, skill and experience of a Draka recon-commando, giving you the spec-ops training of the best of the Draka, making you physically and mentally the equivalent of a super-soldier ninja.
- Optionally, you may receive the greatest ability of the Draka, being their incredible Plot Protection and Luck. This is what allowed them to become the Super State they became, and you have this effect all on your own. If you are to lose to anything or anyone now, they better be a reality warping monster of godlike might.
- Optionally, you may receive a Layer knife. The layer knife is a knife with a single-molecule diamond and steel edge with its electron shells collapsed to pack atoms closer together than nature would allow. It can cut through almost anything.
- You have a suitcase containing ten vials filled with a serum, which when ingested turns the recipient into a Homo Servus. The Vials are refilled once emptied.
- You have a suitcase containing one vial filled with a serum, which when ingested turns the recipient into a Homo Drakensis. The Vial is refilled once emptied.
- Optionally, you may receive a complete technical database of all the scientific and technological knowledge that has been found/learned by either the Alliance or the Domination, all the way up to the interstellar era.
- Optionally, you may receive 10 Homo Servus of your own design, their gender, personality and appearance being entirely up to you. You can even choose exactly how romantically and sexually experienced they are. They will all be irrevocably loyal to you.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can even choose exactly how romantically and sexually experienced they are. This

can be different for each of the characters but they will all be irrevocably loyal to you.

    - Any character from the Draka universe.

- Optionally, you may at any time choose to take a one way trip into the Draka Universe, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of King Arthur: Legend of the Sword.

- You may remake yourself however you want.
- You are able to make the negatives of a medieval world, such as Hygiene, smell, sanitation and etc. not exist for you and everyone around you. This is an effect you can toggle at will. This will work in a way you prefer, even retroactively. People will have white, clean teeth, it won't smell like a shithole unless the place is known for it, people will be clean and not smell like they haven't bathed in a month, etc. Or you can make the effect only around you and those close to you, making people around you slowly become cleaner with better hygiene while near you, while bad smell and dirt is still there, but lessened in your surroundings. Or maybe some other way.
- Optionally, you may choose to receive the skill, experience and knowledge of Arthur.
- Optionally, you may receive the drive that made Arthur the Man he became.
- You receive your very own magical sword of your own design, which is equal in power to Excalibur, optionally even being Excalibur, which you have mastered fully. The sword grants you, the chosen wielder, many benefits.
    - Superhuman physical capabilities.
    - Precognition.
    - Shockwave generation.
    - Magic Immunity.
    - Magic negation.
    - Instinctive Combat flow.
    - Any other benefits of Excalibur.
- Optionally, you may choose to become a powerful mage of equal power, skill and ability as Merlin, Mordred and Vortigern combined. You can build a tower, which increases your magical power and skill. The higher the tower, the more powerful you become. It also enhances anything you create/enchant using magic if you do it inside.

- You now become an incredible sword-smith, capable of creating swords equal to Excalibur and bind them to others. You can create these out of ordinary metals, and can choose what abilities and how strong the swords you make has/become.
- You can at will turn into a form similar to Vortigern's demon knight. This grants you greatly increased magical and physical power. You get to design the appearance of your Demon Knight form, and can enter and exit it at will without any drawbacks or necessities like sacrificing your loved ones.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can even choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Mage.
    - Igraine.
    - Elsa.
    - Catia.
    - Maggie.
    - Any other character from the King Arthur: Legend of The Sword universe.
- Optionally, you may at any time choose to take a one way trip into the King Arthur: Legend of The Sword Universe, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Robin Hood (2018).

- You may remake yourself however you want.
- You have all the combined skill, experience and talent of Lord Robin of Loxley and Yahya ibn Umar from the end of the movie.
- You now own a recurve bow, which is the perfect size and has the perfect draw-weight for you. The bowstrings will never break or lose any elasticity, and can be kept on the bow at all times. The entire bow is immune to water and is nigh indestructible, and works on the same movie-logic as the bows and arrows do in the movie. You are able to create bows like this for others. You also have a quiver that never runs out of arrows.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can even choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Maid Marian
    - Any other character from the Robin Hood (2018) universe.
- Optionally, you may at any time choose to take a one way trip into the Robin Hood (2018) Universe, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Vikings.

- You may remake yourself however you want.
- You can make your eyes glow blue at will, similar to how several characters from Vikings have their eyes become unnaturally blue.
- You are now a natural warrior, a Viking unparalleled when it comes to fighting.
- Optionally, you may receive the skill, experience and knowledge of Ragnar Lothbrok, and any other member of the Vikings universe.
- Optionally, you may choose to become Odin's avatar, granting you several benefits when it comes to anything that falls underneath Odin's domains.
- Optionally, You may receive ten highly skilled shield maidens, all of them superior to Lagertha, who follow you as their king. Their personality and appearance is up to you, and they will all be irrevocably loyal to you. You can choose exactly how romantically and sexually experienced they are.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can even choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Lagertha.
    - Aslaug.
    - Yidu.
    - Freydis.
    - Judith.
    - Katia.
    - Any other character from the Vikings universe.
- Optionally, you may at any time choose to take a one way trip into the Vikings Universe, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either

simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Pirates of the Caribbean.

- You may remake yourself however you want.
- You are able to make the negatives of a medieval-Victorian world, such as Hygiene, smell, sanitation and etc. not exist for you and everyone around you. This is an effect you can toggle at will. This will work in a way you prefer, even retroactively. People will have white, clean teeth, it won't smell like a shithole unless the place is known for it, people will be clean and not smell like they haven't bathed in a month, etc. Or you can make the effect only around you and those close to you, making people around you slowly become cleaner with better hygiene while near you, while bad smell and dirt is still there, but lessened in your surroundings. Or maybe some other way.
- You are now a phenomenal Captain, a natural at being out in the Sea on a ship. You become a master seaman and a skilled cannonneer. This makes you a captain who is able to win a sea battle against nearly every enemy ship, or even a fleet of ships.
- You are a master swordsman, better than Jack Sparrow, Will Turner, Barbarossa and Davy Jones combined. You are also a remarkable shot, even with ancient flintlock pistols.
- Should you want to go Pirating, you will find the world bends in such as to grant you a true Pirate Adventure. From hidden treasures suddenly coming to your attention to convoys filled with loot passing by ready for some reaving. You can induce the Age of Piracy on the world, turning it into how it was in the Pirates of the Caribbean back before the end of piracy.
- You now receive your very own Ship. This may be a ship of your own design, or any ship from the Pirates of the Caribbean universe. No matter what ship you choose, you will find it to be the fastest ship on the sea. It's cannons can be fired repeatedly, never needing to be reloaded, and any damage the ship receives will be repaired by nightfall. You can turn it into a bottled ship at will, as well as release it at will, allowing you to bring it with you wherever you want. Should the ship sink, then it will return to you whole in the form of a Bottled Ship, in which you can release it back to the sea. The ship also has a separate storeroom filed

with Rum, Food and freshwater. The room refills whenever you close the door.

    - Optionally, you may design your very own crew. You are free to design them however you want, from gender, personality, appearance, etc, all is up to you. No matter what, they will all be irrevocably loyal to you

- You are now the owner of The Compass. Unlike an ordinary compass, this one points to what the owner wants the most, rather than magnetic north. But unlike Jack's Compass, you can make the Compass target whatever you want by thinking of something you want while holding it. Then the Compass will point towards that until you either give the Compass another target, or you let it guide you to what you want Most instead of something you want less. The Compass also has a special supernatural connection to you, it's owner, to whom it will obey willingly and blindly for eternity. The Compass will always conspire to help the owner's inner desires even while in possession of another individual.
- Optionally, you may receive the Sword of Triton. The Sword of Triton is a legendary broadsword, possessing a strengthened, ridged and lightened blade that narrowed down all the way to its broad steel hand-guard, a jeweled hilt. Holding far more power than meets the eye, the Sword of Triton channeled mystical unearthly powers, giving the power to bring dead matter to life and move according to the will of the sword's wielder. This power was mainly enforced on everything associated with ships at sea, including their rigging and sails. It also have the ability to create winds out of nowhere, whether to power a ship or to cut using arcs of wind. The sword has a magical connection with ships, making the wielder virtually unstoppable in battles at sea. It also has true fascinating ability to turn live-sized ships into bottled ships.
- Optionally, you may receive Two Silver Goblets of Youth, which have the powers of the Fountain of Youth and the Profane Ritual. One Goblet has a Teardrop symbol on it, which symbolizes that whomever drinks from that goblet gives them all the years that the one who drinks from the other goblet have lived, and could have lived, even de-aging the one who drinks from the Teardrop goblet back to their Youthful Prime. Doing this ritual can also heal any wound, sickness, disabilities or poisons the one who Drinks from the Teardrop Goblet has.

- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can even choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Elizabeth Swan.
    - Syrena.
    - Angelica.
    - Carina Smyth.
    - Anamaria.
    - Park & Lian.
    - Marina.
    - Shansa.
    - Any other character from the PoTC universe.
- Optionally, you may at any time choose to take a one way trip into the PoTC Universe, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Aes Sedai.

- You may remake yourself however you want.
- You were born with the spark of the One Power, and have been able to channel since you were a child, able to hold Saidar perpetually, even when sleeping, an almost unique ability. You are as strong in Saidar as it is possible to be, equal to Lanfear and Alivia, while also having the highest level of strength possible in all the Five Elements, alongside having all the known Talents of the One Power, some unknown talents and even some talents that no one but you have, all at their highest level. Actively embracing the One Power will drastically enhance the your senses and reaction time. All five of your senses are expanded, allowing you to make out the stitching on far-away people's clothing for example, or to hear heartbeats to intuit whether someone is lying, even able to sense if are any people within a hundred leagues. Merely holding the one power makes your senses sharper and better, your reactions quicker, life itself feeling simply more, all without any hypersensitivity and other drawbacks from it. In terms of reaction speed, you will experience a "slow-down" effect automatically when weaving and responding to other combatants. A woman channeling Saidin will start to "slow," meaning that she doesn't age in the same way as a woman without the ability, giving the woman a longer life equal to the amount of power they have. The strongest, which you are, have the lifespan of a bit less than a millennia.
- You are incredibly skilled at making Ter'Angreals, capable of creating and even improving and modifying all the known Ter'Angreals. You are also highly skilled in creating your own Ter'Angreals, with functions and abilities you desire.
- You may opt out of any Talents you don't want.
- You have received the training of an Aes Sedai of an Ajah of your choice, and have the experience of one who fought and lived through the Last Battle. You know all the known weaves, and are incredibly skilled in using the One Power.
- You are a savant at creating new weaves, intuitively knowing how to weave the different flows to fulfill whatever purpose or desire you want. This, combined with you being as powerful as one can possibly be in the

one power and thus making it far easier for you to learn and wield the One Power, makes you able to invent new weaves with ease, and rediscover and even improve old and known ones.

- No one can shield or cut you from the One Power, not even a full circle. You can't even be stilled/gentled/etc.
- You can grant others the spark which gives them access to the One Power, which will give either Saidin or Saidar depending on if they are male or female. You can choose how strong they become, and can even take the One Power away from them at will. Anyone you grant a spark to will find themselves intuitively grasping the basics of the One Power, not like a wilder but as if they were trained, preventing them from developing a block.
- Your dreams are protected and cannot be invaded or manipulated without your consent. You are also protected against any negative influence from Tel'Aran'Rhiod.
- Optionally, you may be a reincarnation of someone from ancient times. Usually, everyone from the world of Wheel of Time is this, but you have been granted a boon from it. This will make you learn knowledge and master skills much faster, as if you are remembering how to do them and shaking of the rust that has come from nothing using it for a long period of time. This works on everything you try to learn and master, allowing you to do in a year what others spend decades mastering. This is especially great when it comes to the One Power, where you have the same level of skill as Lanfear at her best, though with a broader level of knowledge and ability due to you having the highest level of strength possible in all the Five Elements, alongside having all the Talents of the One Power. This also grants you knowledge from the Age of Legends, allowing you to create things like the Nym and Chora trees.
- Optionally, you may become a Ta'veren of equal level as Rand Al Thor, the strongest ta'veren in known history. But unlike ordinary Ta'veren, who are spun by the Pattern in a way that suits it, you will find the Pattern spins in such a way to suit you, making reality alter itself for you. Wealth and fame will drop into your pockets as if from the sky; men who wanted to kill you might decide to follow instead, and women with ice in their eyes might decide to melt. Arrows fired from afar will miss, and in a

time of peaceful contemplation, you will be alerted and escape any threat. Your probability-altering effect extends throughout entire cities when you make an appearance. Your force of will combined with your ta'veren nature also provides an extremely powerful influencing effect on others, bending them in ways that suit you. In effect you manipulate both people and events on a subconscious level, where people find themselves acting out of character in order to benefit you, and events seem to spin just the way you want, seemingly out of good luck. This also gives you the ability to bring out the best in others, allowing them to for example learn to fight much faster than normal training should allow. You will not find your Ta'Veren having any negative effects, being only positive in a way that suits you. No one will be able to find you by tracing the effects of your ta'veren on the Pattern. Should you truly desire someone dead, then reality will shift as so to make them die in some way of possible. This can be that their hearts suddenly stop beating, or they fall down a step of stairs and break their neck. This won't work on immortals, however. All of this can be controlled and toggled at will, and will never work in any way you wouldn't want to, even becoming as weak or strong as you want.

- Optionally, you may become a highly skilled Dreamer, like Egwene, with the mastery she gained at the end of the series.
- Optionally, you may become a Treesinger, making you an incredible singer, with an inhuman talent for the Songs of Growing, better than the greatest of the Ogiers, even as a human.
- Optionally, you may receive an angreal that is so strong to be considered almost a sa'angreal, that works for Saidar. It can take any shape you want it to take, chosen now when you take the Essence.
- Optionally, you may receive a Sa'angreal equal to the Sakarnen, that works for Saidar. You have bonded this Sa'angreal to yourself, making it so that channeling the One Power through it against you in a harmful way will cause it to burn the channeler from the Pattern. It can take any shape you want it to take, chosen now when you take the Essence.
- Optionally, you may receive a Choedan Kal, the most powerful Sa'angreal ever. You have your very own version of it, hidden inside an inaccessible pocket dimension, allowing you to use it no matter where you are. It is

controlled with a ter'angreal called an access key, which is needed so that the channeler may survive and wield the massive amount of the Power available by the Choedan Kal. You have the only access key, which takes any shape you want it to take, chosen when you take the Essence. Neither the main Sa'angreal nor the access key will be destroyed or break through heavy use of the One Power. You find that you won't struggle with wielding this amount of power.

- Optionally, you may receive 100 highly trained and battle ready Aes Sedai that are irrevocably loyal to you. Most of them are of slight above average strength, but one of them is equal to Alivia and takes on the role of leader for the group.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can even choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Any character from the WoT universe.
- Optionally, you may at any time choose to take a one way trip into the WoT Universe, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Asha'man.

- You may remake yourself however you want.
- You have mastered "the Flame and the Void". This refers to a concentration technique used in combat arts throughout the cultures and Ages of the Wheel of Time universe. It is based on the visualization of a single flame of a candle into which the person could throw all their emotions, fears and obstacles which block them from performing. All concerns, thoughts, even the concerns of life and death - can be learned to be fed into the flame. You enter a state of nothingness, your mind completely cleared from fears and emotions leaving you in a hyperaware state of consciousness to be able to focus exclusively on your desired task. This allows the user to perceive reality cleared from everything distracting. Being in the state of nothingness allows one to ignore the physical senses of the body of the performer. Cold or heat of the surrounding environment, pain of the injury, tiredness of the body, soreness of muscles are only observed from a distance as the subject would be someone else's body. All while it focuses your senses, increases the speed of your reflexes, and enhances the accuracy and skill of your fighting skills. Another technique is to imagine one becomes one with their weapon and one with their targets or opponents, removing obstacles of rational thoughts and emotions such as the opponent is stronger or more advanced in combat, and such, allowing you to act without thoughts, fear and anything else that would hinder you in combat. You don't have to fear going too far into the void, as you have mastered it completely. You are able to teach others how to use the Flame and the Void.
- You were born with the spark of the One Power, and have been able to channel since you were a child, able to hold Saidin perpetually, even when sleeping, an almost unique ability. You are as strong in the One Power as it is possible to be, equal to Rand al'Thor and Ishamael, while also having the highest level of strength possible in all the Five Elements, alongside having all the known Talents of the One Power, some unknown talents and even some talents that no one but you have, all at their highest level. Described as a raging torrent of the Power which must be subdued and dominated by a strong- willed channeler in order to be controlled, you will find the One Power easily following your will. Actively embracing the One Power will drastically enhance the your senses and

reaction time. All five of your senses are expanded, allowing you to make out the stitching on far-away people's clothing for example, or to hear heartbeats to intuit whether someone is lying, even able to sense if are any people within a hundred leagues. Merely holding the one power makes your senses sharper and better, your reactions quicker, life itself feeling simply more, all without any hypersensitivity and other drawbacks from it. In terms of reaction speed, you will experience a "slow-down" effect automatically when weaving and responding to other combatants. A man channeling Saidin will start to "slow," meaning that he doesn't age in the same way as a man without the ability, giving the man a longer life equal to the amount of power they have. The strongest, which you are, have the lifespan of a millennia.

- You are incredibly skilled at making Ter'Angreals, capable of creating and even improving and modifying all the known Ter'Angreals. You are also highly skilled in creating your own Ter'Angreals, with functions and abilities you desire.
- You may opt out of any Talents you don't want.
- You are immune to the Dark One's Taint, and as such you will not even feel it's touch on Saidin if it exists. This will prevent you from turning mad from channeling the One Power.
- You have received the training of an Asha'man, and have the experience of one who fought and lived through the Last Battle. You know all the known weaves, and are incredibly skilled in using the One Power. You even know the weave allowing you to cut someone's connection to the Dark One, like Rand did to Asmodean.
- You now have the ability to use the One Power to create the Construct Rand created in the Stone of Tear, but that you can make target any group, not just Shadowspawn, though you need at least a strong Angreal to create it.
- You are a savant at creating new weaves, intuitively knowing how to weave the different flows to fulfill whatever purpose or desire you want. This, combined with you being as powerful as one can possibly be in the one power and thus making it far easier for you to learn and wield the One Power, makes you able to invent new weaves with ease, and rediscover and even improve old and known ones.

- No one can shield or cut you from the One Power, not even a full circle. You can't even be stilled/gentled/etc.
- You can grant others the spark which gives them access to the One Power, which will give either Saidin or Saidar depending on if they are male or female. You can choose how strong they become, and can even take the One Power away from them at will. Anyone you grant a spark to will find themselves intuitively grasping the basics of the One Power, not like a wilder but as if they were trained, preventing them from developing a block.
- Your dreams are protected and cannot be invaded or manipulated without your consent. You are also protected against any negative influence from Tel'Aran'Rhiod.
- Optionally, you may be a reincarnation of someone from ancient times. Usually, everyone from the world of Wheel of Time is this, but you have been granted a boon from it. This will make you learn knowledge and master skills much faster, as if you are remembering how to do them and shaking of the rust that has come from nothing using it for a long period of time. This works on everything you try to learn and master, allowing you to do in a year what others spend decades mastering. This is especially great when it comes to the One Power, where you have the same level of skill as Lews Therin at his best, though with a broader level of knowledge and ability due to you having the highest level of strength possible in all the Five Elements, alongside having all the Talents of the One Power. This also grants you knowledge from the Age of Legends, allowing you to create things like the Nym and Chora trees.
- Optionally, you may become a Ta'veren of equal level as Rand Al Thor, the strongest ta'veren in known history. But unlike ordinary Ta'veren, who are spun by the Pattern in a way that suits it, you will find the Pattern spins in such a way to suit you, making reality alter itself for you. Wealth and fame will drop into your pockets as if from the sky; men who wanted to kill you might decide to follow instead, and women with ice in their eyes might decide to melt. Arrows fired from afar will miss, and in a time of peaceful contemplation, you will be alerted and escape any threat. Your probability-altering effect extends throughout entire cities when you make an appearance. Your force of will combined with your ta'veren nature also provides an extremely powerful influencing effect

on others, bending them in ways that suit you. In effect you manipulate both people and events on a subconscious level, where people find themselves acting out of character in order to benefit you, and events seem to spin just the way you want, seemingly out of good luck. This also gives you the ability to bring out the best in others, allowing them to for example learn to fight much faster than normal training should allow. You will not find your Ta'Veren having any negative effects, being only positive in a way that suits you. No one will be able to find you by tracing the effects of your ta'veren on the Pattern. Should you truly desire someone dead, then reality will shift as so to make them die in some way of possible. This can be that their hearts suddenly stop beating, or they fall down a step of stairs and break their neck. This won't work on immortals, however. All of this can be controlled and toggled at will, and will never work in any way you wouldn't want to, even becoming as weak or strong as you want.

- Optionally, you may choose to become a Blademaster, with the talent, experience and skill of Lan Mandragoran and Jearom at their best combined, them being the two greatest Blademasters to ever live. You are also an incredible teacher, capable of turning the average farmboy into a blademaster that can defeat Myrddraals within months.
- Optionally, you may become a WolfBrother like Perrin, with the mastery he gained at the end of the series.
- Optionally, you may become a Treesinger, making you an incredible singer, with an inhuman talent for the Songs of Growing, better than the greatest of the Ogiers, even as a human. Your Voice can have the same effect as up to 100 people and Ogier's singing songs of growing, should you so desire.
- You also receive a Power-wrought sword made specifically for you in such a way as to make it feel like an extension of yourself. Optionally, it may come with a Heron Mark to symbolize a Blademaster.
    - Optionally, it may be any other weapon, like an Ashandarei or a Hammer.
    - Optionally, it may come with the same effect as Mah'alleinir, making it feel pleasantly warm to your touch, but makes it burn anyone on the receiving end of it. It will also prove capable of

permanently killing the special breed of Darkhounds that can usually only be killed by Balefire, and other beings with similar immortality.

- Optionally, you may receive an angreal that is so strong to be considered almost a sa'angreal, that works for Saidin. It can take any shape you want it to take, chosen now when you take the Essence.
- Optionally, you may receive a Sa'angreal equal to the Sakarnen, that works for Saidin. You have bonded this Sa'angreal to yourself, making it so that channeling the One Power through it against you in a harmful way will cause it to burn the channeler from the Pattern. It can take any shape you want it to take, chosen now when you take the Essence.
- Optionally, you may receive a Choedan Kal, the most powerful Sa'angreal ever. The original Choedan Kal is a very large statue of a man holding a crystal ball, half buried in a village of Tremonsien in Cairhien. You have your very own version of it, hidden inside an inaccessible pocket dimension, allowing you to use it no matter where you are. It is controlled with a ter'angreal called an access key, which is needed so that the channeler may survive and wield the massive amount of the Power available by the Choedan Kal. You have the only access key, which takes any shape you want it to take, chosen when you take the Essence. Neither the main Sa'angreal nor the access key will be destroyed or break through heavy use of the One Power. You find that you won't struggle with wielding this amount of power.
- Optionally, you may receive 100 highly trained and battle ready Asha'man that are irrevocably loyal to you. Most of them are of slight above average strength, but one of them is equal to Logain and takes on the role of leader for the group.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can even choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Berelain.
    - Elmindreda "Min" Farshaw.

    - Elayne Trakand.
    - Aviendha.
    - Lanfear.
    - Graendal.
    - Semirhage.
    - Isendre.
    - Halima Saranov.
    - Melaine.
    - Birgitte Silverbow.
    - Morgase Trakand.
    - Any other character from the WoT universe.
- Optionally, you may at any time choose to take a one way trip into the WoT Universe, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Nae'blis.

- You may remake yourself however you want.
- You have no direct connection or allegiance to the Dark One. He can never cut you off from the true power or manipulate you in any way. He doesn't even know you are using the True Power, should you be in world where he exist.
- You can now wield the True Power, without any downsides or connections to the Dark One, in nigh-infinite amounts, having been granted essentially unlimited access to the True Power. The True Power is vastly more destructive and violent to control compared to the One Power. Weaves of the True Power can destroy Cuendillar, an indestructible material that normally is strengthened by whatever tries to destroy it, and can allow its wielder to do things the One Power can't, like allowing them to fly. You are as skilled and knowledgeable in it's use as Ishamael/Moridin, and even have some abilities even he didn't know the True Power granted.
    - You can at will make your eyes take on the Saa, or even the burning eyes.
    - You can make the dark aura appear at will, even making the fear effect stronger or weaker at will, as well as the visibility of the aura.
    - You can also grant others the ability to use the True Power, of whatever amount you so want, and you can choose if they are protected from the downsides or not. You can take this back at any time you want.
- You now receive the immortality of a Forsaken, without the connection to the Dark One, like him owning your soul. You don't age beyond your prime, and if you are killed, then you will be resurrected. Unlike the Forsaken, your resurrections bring you back to your own body, fully healed and whole, and can even come back from balefire and any other forms of death.
    - You can give others the same immortality of the Forsaken, halting their aging and allowing you to resurrect them if they are killed. They will come back in their own body, fully healed and whole, and

can even come back from balefire and any other forms of death. You can take back the immortality at will.

- Optionally, you may receive an improved Mind Trap. A mindtrap, known in the Old Tongue as a Cour'souvra, is a device used to trap a channeler's soul, constructed out of crystal and wire. It usually only possible to activate it in Shayol Ghul, using the blood and saliva of the channeler, due to the malleability of reality there. This one has been improved, allowing it to be activated anywhere and trap the soul of anyone, not just channelers. Using a cour'souvra, the victim's soul is trapped, which the victim can feel, and know when someone is touching it. The holder of the person's cour'souvra has complete control over that person. Should the cour'souvra be crushed, that person will become a mindless puppet, subject to the will of the one who crushed it. Should the Mind Trap be crushed, then you will receive a new, empty one the next night. Channeling in the presence of the cour'souvra in which you are trapped is very painful; the nearer, the greater the pain. You can choose how painful it is to channel near the Mind trap, from excruciating to nothing. You are able to release someone from their Mind Trap whenever you want, and are able to make more new ones.
- Optionally, you may receive a Sa'angreal equal to the Sakarnen, that works for the True Power. It not only increases the amount of True Power you can wield, it also protects you from the drawbacks of wielding it. It can take any shape you want it to take, chosen when you take this Essence.
- Optionally, you may receive a stasis box containing:
    - Twenty irrevocably loyal Gray Men.
    - Eight irrevocably loyal Drakhar.
    - Three irrevocably loyal Gholam of whatever gender you want. You may design them to your exact desires, from personality to appearance to your relationship.
    - Ten Darkhounds, lead by one of the Superior Breed, all of which are capable of making more Darkhounds by twisting the soul of a wolf. This twisting, done by another Darkhound, transforms the wolf soul into a Darkhound with no memories of its prior life, which will serve you just as loyal.

    - One irrevocably loyal Fist of Trollocs, numbering at 150 beings, all coming fully equipped with weapons and armor which never needs replacement. This also comes with an additional 50 Trollocs that are all female and capable of breeding new Trollocs and even the rare Myrddraal for you, all of which will be irrevocably loyal to you.

    - ten irrevocably loyal Myrddraals. They all come with the traditional Myrddraal armor, cape and weapon, all of which never needs replacement.
    - Twenty irrevocably loyal Zomara. You may design them to your exact desires, from personality to appearance to your relationship.

    - And the knowledge and ability to create more.

- Optionally, you may receive 100 trained and battle ready Dreadlords that are irrevocably loyal to you. Most of them are of above average strength in the one power, but one of them is equal to Demandred and takes on the role of leader for the group. They are grouped in genders so as to be create a complete circle.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can even choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Berelain.
    - Elmindreda "Min" Farshaw.
    - Elayne Trakand.
    - Aviendha.
    - Lanfear.
    - Graendal.
    - Semirhage.

    - Isendre.
    - Halima Saranov.
    - Melaine.
    - Birgitte Silverbow.
    - Morgase Trakand.
    - Any other character from the WoT universe.
- Optionally, you may at any time choose to take a one way trip into the WoT Universe, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of a Shadowhunter.

- You may remake yourself however you want.
- You are now a Nephilim, or Shadowhunter, a secretive race of beings who are humans born with angel blood. Despite their ancestry, Shadowhunters are mortal and therefore vulnerable to old age and death; however, their angelic blood endows them with special abilities that allow them to achieve feats beyond what's humanly possible. This includes enhanced strength, speed, agility, stamina, and coordination, which continue to improve over time and practice. You are also granted the Sight, being naturally and easily able to see through most magical illusions and layers of glamour over reality. Due to the angel blood in their veins, all Shadowhunters are able to apply runes on their skin without any real danger. These Marks, in turn, give varied effects that serve to benefit the wearer. You are also able to use and call on the power of angels for their seraph blades, as well as to handle any heavenly weapons or objects with effect, which would normally not work for other species.
- Your talent for runic Magic is high, allowing for greater strength and accuracy of Marks you draw. You know every single rune shown in the Mortal Instruments universe completely by heart, having mastered them all, including those not from the Gray Book, like the Mark of Caine, the Birth Control rune and the Alliance Rune. You can also use runes that are unique, like the Portal Rune. Unlike runes made by other Shadowhunters, the runes that fade over time will never leave behind a faint white or silver scar if you are the one that writes them, nor will others leave them on your own body, unless you want the scars to form. You can also hide any rune that is drawn on your skin, or on others. As a side-effect of your rune mastery, you are now an incredible, almost supernatural Artist when it comes to painting and drawing.
- Optionally, you may receive the training Jace and Sebastian received from Valentine. You have been trained from birth to be a warrior and a monster, even faster, stronger, more skilled and more lethal than most Shadowhunters combined. You have been taught how to fight, both armed and unarmed, against both Nephilim and Downworlders, allowing you to rend and tear your way through them fluidly with ease. But it is with the Sword where you shine, being naturally talented in it. It will take

someone with both your talent and immense experience for them to beat you in a sword-fight. You have also learned to play the Piano and the Violin like a master, alongside becoming fluent in most spoken languages in the world. You will remain fit and healthy without any need of maintenance or constant training, and your skills will never degrade.

- Optionally, you may become able to create Parabatai. A parabatai is a pair of warriors who fight together as lifelong partners, bound together by oath, regardless of their gender. Their bond is not reflected only in their closeness and willingness to lay down their lives for one another, but also in oath. This ritual bond enhances the natural feelings of love and friendship that already exist between the pair, and enables them to draw on each other's strength in battle. They also maintain a strong connection between one another and are able to sense each other's life force being able to feel the life leave their partner, and when something supernatural happens to the other. Marks made by one parabatai upon another are stronger than Marks drawn by others, and there are Marks that only parabatai can use, because they draw on the partners' doubled strength. The bond is broken, normally, only by the death of one of the members of the partnership. There are ways to break the bond outside of death, but do not have to fear this as long none of you die, the bond will be unbreakable unless you want it to fade. This has to be a true death. A normal Shadowhunter can only choose one parabatai in their lifetime and cannot perform the ritual more than once. You are not that limited, capable of having a limitless amount of bonds at once connected to you without any side effects, and also allowing others to draw in the strength of others you are bonded with through you. As long as you are a witness, you are able to create a Parabatai between others, only needing their consent. You can do this even if they are older than nineteen. You are capable of making Parabatai bonds fade at will, whether it be one of your own or someone else’s, without any drawbacks. Any bond you create will never have to fear love or romance between the bonded, as only the benefits will manifest, not the negatives. If real romantic Love exists between Parabatai, then the bond will strengthen their power to the point of magic. The more the pair accepts and embraces their emotions and love for one another, the stronger the power of the bond gets. This gives the pair increased power with runes, even more so than typical parabatai so that even fatal wounds are healed with their iratze.

They will have an almost telepathic ability between one another, as well as an empathetic ability to feel what the other is feeling, including the other's injuries as if they are their own. This can be decreased to lesser intensity at will, all the way from full to nothing and back again.

- Optionally, you may receive the ability to transform into a True Nephilim, and enormous being of heavenly fire, at will. True Nephilim take the form of giant humanoid beings, glowing from within with heavenly fire. They are incredibly bright to look at, and move as if they are drifting on light, rather than stomping as giants might. They are still capable of speech, and appear to retain some semblance of their human memories and appearance, but unlike ordinary True Nephilim, you do not lose your sense of self, being completely in control. You have full control over the Heavenly fire and don't have to fear being burned up from it.
- Optionally, you may choose to have been given given Angel Blood during infancy while still in the womb. This gives you innate strength and natural skill far superior compared to ordinary Nephilim, all of which continue to improve slowly over time and with practice. You have a connection to runes unlike anyone, even Claire, making you able to write runes with ease, intuitively knowing how to do it without thinking, and any Mark drawn by you is stronger than it normally would be. As if that wasn't enough, while Clary has access to runes that the Gray Book doesn't cover, you are capable of creating new runes by merely desiring an effect and then getting fed the knowledge of a rune granting that effect, the power of the effect possible to achieve with the rune depending on your own level of power, as it can't be that far beyond your own. Fanwank responsibly, and think about the comparison between Shadowhunters before runes and after. The runes will therefore always scale to be a factor more powerful than yourself. Any rune drawn by you will never create a Forsaken or any other negative consequences, and any rune can be made permanent or temporary even if it normally wouldn't be. You are also able to write runes without the use of a stele, being able to write them using only your hands. A side effect is that any vampire that drinks your blood will become a daylighter, capable of walking and living in sunlight without fear and granting them all the other abilities of a Daylighter, like being able to bring the dead back to life with their own blood without turning them into vampire (unless that is what they want) and to heal grave wounds by

pouring their own blood over the wound. But this only happens when the blood is freely given. Another side effect is that your blood is now extremely tasty and incredibly delicious, almost addictive, granting whomever that drinks it a feeling and sense of euphoria. You can also create and control Heavenly Fire, never having to fear it burning up yourself.

- Optionally, you may choose to have been given Demon Blood during infancy while still in the womb. This gives you superior strength and agility compared to even Nephilim given Angel Blood, while you slowly grow stronger over time and with practice. Unlike a certain other individual, this has not given you the cruelty that comes with the demonic nature. Instead, the demonic side has fused with your mind, body and soul, granting you a protection against Magic and other similar powers that targets you in any way you don't want it to. This works both subconsciously and consciously, in that you don't have to know you are being hit by Magic you don't want to affect you for it to protect you, but if you do want some form of Magic that would be non-beneficial for you to affect you, then it will. This will also protect you against heavenly fire, making you immune. It also gives you the fortitude to go through hard choices, increasing your willpower and determination to near infinite amounts. You will eventually become more powerful than all the Greater Demons, and already have large amounts of magic and demonic energy to play with, alongside the ability to possess others at will, gaining control over their body. You are also granted the gift warlocks inherit from their parents, namely their immortality. Once you reach your physical prime somewhere around your early to late twenties, you will stop aging.
    - Optionally, you may receive a pair of beautiful black angel wings, tipped with silver, on your back that you can hide and spread out at will, granting you fast and fluid flight. You can also make your eyes turn Black similar to Sebastian Morgenstern, but at will instead of constantly.
    - Lilith will see you as her child if you have this, as it was her blood you were given.

- You cannot be turned into a werewolf, vampire or anything similar unless you want to. As a side effect, you are also immune to STDs and other diseases, even supernatural ones like Demon Pox.
- Optionally, you may have been marked by the Mark of Cain, the Mark being placed anywhere you wish on your body. Anyone who attempts to hurt you will be punished sevenfold, so when you are attacked, the Mark burns white and the assailant is attacked with the same intent that was to be used against you, only seven times stronger. This also make you invulnerable to attacks from others, but you can still kill yourself, even accidentally through inanimate objects. This does also grant you the burden of living eternally, as it prevents your death even from age. Your Mark does however not act directly on others close to you like the original, as in that it doesn't have the effect of pushing you away from your family and anyone else you are close to. You can turn the Mark on and off at will, the Mark disappearing when off.
- Optionally, you may receive the Commands of Perfect love and loyalty. Numerous Faerie spells have been cast on you, making it so that all who come within your presence feel naturally inclined to serve and protect you, with very few able to resist the urge to drop their other priorities for you. Anyone you order will become unable to resist your orders, and will not be able to betray you. You can toggle this on and off at will.
- You now have your very own indestructible Stele. Steles are the tools used by Shadowhunters to draw runes onto their skin, weapons, and other materials. They are made of adamas and crafted by the Iron Sisters. Steles have a sort of aura to them, a ghostly imprint of their owner's personality. When not in use, steles are inert but they warm and glow while drawing runes. You can call your Stele into your hand at, which will teleport it to you. You are able to create copies of yours to give others.
- You now have your very own reusable Seraph Blade and can be used an infinite amount of times. Seraph blades are the primary weapons of the Shadowhunters. They are made of adamas and crafted by the Iron Sisters. They call upon the power of angels' names to access the power of the blades. Before the blade can be used, a Shadowhunter must name it to invoke its power. Any angel's name, except for Raziel's, can be called upon. Within the Shadowhunter community, it is often believed that

when a Shadowhunter names a seraph blade, the blade not only becomes engulfed by heavenly fire, but some of the named angel's spirit is infused into the blade as well. Seraph blades are an efficient way to kill demons and Downworlders, but when used against a mundane, the seraph blade has been observed to be vastly overpowering, causing the mundane to burst into flames upon the first blow. Although they are chiefly for the killing of demons and rogue Downworlders, seraph blades are known to also affect angels. You can call your Seraph Blade into your hand at, which will teleport it to you. You are able to create copies of yours to give others.

- Optionally, you may receive your very own Family Swords. These swords have been in your family for a long time, and are just as effective as Seraph Blades when it comes to fighting demons and Downworlders. Both of them are made perfectly for you, being the perfect weight, size and balance for you to wield them like extensions of yourself. They will never blunt nor break, and needs no maintenance to keep in order.
    - The main blade is a massive sword, about twice the length of the shorter blade. It is made of gold and adamas, but was dipped in dark silver that it sometimes looks almost black.
    - Said to be the length of a forearm, the shorter blade is half the size of the larger one. It is described as beautiful and is made of black gold and adamas. The cross-guard, grip, and pommel are gold with obsidian, and the blade is a silver so dark that it looks nearly black. If given to someone you care about or love, then the blade will reshape itself to fit them instead of you, while still being a short sword.
- Optionally, you may receive your very own Teleportation ring, a beautiful ring that will always fit, and with a mere twist of the ring while on your finger, you and anyone you touch will be teleported to wherever you desire. You know how and are able to create more.
- Optionally, you may receive your own mine of infinite Adamas, inside a personal pocket dimension.

- Optionally, you may receive your very own Inter-dimensional apartment, akin to Valentine's. This apartment is laced with magic, able to move in and out of worlds— specifically, between dimensions. Because of this, the apartment is also able to appear and disappear from one location to another. When used to travel, it travels through dimensions, and when it passes through points where dimensions intersect, dimensional pockets are created. The apartment can then remain in these pockets, preventing it from being tracked. It also comes with a fiat backed pocket dimension that always exists. Can be used as a retreat and an undetectable mode of travel. The apartment is a large penthouse-esc suite, fully stocked and with every single thing a penthouse from the 21st century should have, including incredible WiFi and a large Smart TV with all the Streaming Apps already active in the living room. The food, ingredients and drinks are restocked every day, and is whatever you want it to be. You don't have to worry about the power, as it will always have enough. Nor do you have to worry about water or sewage, everything being handled completely by its inter-dimensional nature. The windows show the scenery you desire, whether that be an Italian village, the sunset on a beach, the city of New York or the Milky Way. No one can find you while here, and no one else can enter the apartment unless they come alongside you. Comes with a teleportation ring that can only teleport to and from the apartment, and when you teleport from the apartment, you will return to the place you teleported from. You can with this ring only carry yourself and one other living person. If the ring is gifted to someone, then they become able to teleport to and from the apartment, and you can make more rings with this ability.
- Optionally you may receive your very own copy of the Mortal Cup. The Mortal Cup is one of the Mortal Instruments given by the Angel Raziel to Jonathan Shadowhunter, the first of the Nephilim. The Cup is a gilded, glassine chalice carved from adamas and dipped in gold, and is the size of an ordinary wineglass, though heavier. Because of its mysterious transformative properties, drinking from the Cup turns mundanes into Shadowhunters. It is presumed that it became sacred and magical after Raziel used it as the vessel for his blood, imbuing it with his vast angelic power. Unlike the original, this one is guaranteed to make any mundane/non-Shadowhunter who drinks it into a Shadowhunter.

- Optionally, you may receive your very own copy of the Mortal Sword gifted by Raziel to Jonathan Shadowhunter. An enormous silver sword, shaped like a typical arming sword from the Middle Ages. It has a straight double-edged blade and a one-handed hilt, made of pure Adamas, with an elaborate design of outspread wings, emerging from the point where blade meets handle. Unlike the original, this sword does not feel agonizing to bear, nor does it give holder a tingling sensation, as if hooks embed their hands onto the sword, contributing to the mental pain truth compulsion it triggers— metaphorically pulling the truth out of someone. It will still force the truth out of anyone other than you that holds it, but it will not be agonizing. Optionally, you may have the sword gain the ability it would from being demonically-aligned, where the Sword can be used to summon demons and allows its wielder to have control over them.
- Optionally, you may receive your very own copy of the Infernal Cup. The Infernal Cup is the demonic equivalent to the Mortal Cup, used to turn Shadowhunters into Dark Shadowhunters, changing their angelic alliance to demonic. It is a glassine chalice and an almost exact replica of the Mortal Cup, except for its midnight black color. This endlessly filled cup will turn whoever drinks from it into Endarkened. They will gain enhanced strength, speed, agility, stamina, and coordination superior to even Nephilim, which will continue to improve over time and practice. They are also granted the Sight, but will not be able to use Angelic Runes due to the demonic blood they have partaken in, only being able to use demon runes. All those turned into Endarkened may become eternally and irrevocably loyal and faithful to you, should you desire that when they drink from it. They do not have to be Nephilim to be turned into Endarkened. They also receive the gift of Immortality that Warlocks have.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can even choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Clary Fairchild.

    - Isabelle Lightwood.
    - Grace Blackthorn.
    - Any other character from the Mortal Instruments universe.
- Optionally, you may at any time choose to take a one way trip into the Mortal Instruments Universe, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Kate Daniels.

- You may remake yourself however you want. Pick something that you want to embody, and you will become the living physical definition. Handsome, Smoldering, Dangerous, Beautiful, Sex-on-legs, Sharp, Seductive, Powerful, or anything else.
- You are able to introduce Magic into any world you are in or about the enter. This will work the same way it does in the Kate Daniels universe, where you will have a time of several centuries where the world Shifts between Technology working and Magic working. It comes in waves, without warning, and vanishes as suddenly as it appears. When magic is up, planes drop out of the sky, cars stall, electricity dies. When magic is down, guns work and spells fail. It's a volatile, screwed-up world. Magic feeds on technology, gnawing down on skyscrappers until most of them topple and fall, leaving only skeletal husks behind. Monsters prowl the ruined streets, werebears and werehyenas stalk their prey; and the Masters of the Dead, necromancers driven by their thirst of knowledge and wealth, pilot blood-crazed vampires with their minds. You will also have Flares, which are periods where Magic comes in incredible amounts close to what will happen when magic finally settles. Unlike in the Kate Daniels universe, when magic finally settles in, one can still use and develop technology. It will just be unusable during the period of Shifts.
- You are able to use both magic and technology no matter what world you are in, and no matter what period in the Shifts it is. You are also able to combine technology and magic.
- You have been trained form birth by Voron, in one of two ways. You are either a better, more skilled version of Kate Daniels, or a better, more skilled version of Hugh d'Ambray. One trained to be capable of fighting and slaughtering their way through an entire army just to kill the leader, the other trained to lead an army from the front. One a one-man army and the ultimate weapon, the other the ultimate general tactician and strategist. Your skill and ability will never grow worse, only ever improve.
    - Optionally, you may also be as good a sharpshooter as Andrea Nash, a virtuoso with any long range weaponry.

    - Optionally, you become able to toggle your sense of pain and discomfort. This comes with none of the Downsides of not feeling pain or discomfort.
    - Optionally, you may choose to receive your very own Slayer/Sarrat sword, only made specifically for you so that it feels like an extension of yourself. It doesn't need to be fed anything, nor does it need any other maintenance.
- You never have to fear godhood, as Faith will never alter you in any negative way. Any negative effects and consequences won't happen to you. Your thoughts and actions will still be your own. While you can still exist in reality permanently, you won't have Godly power if magic is low.
- Optionally, you may choose to become an Heir of Shinar, a Sharrum/Sharratum, giving you all of the abilities of Kate Daniels, Roland/Nimrod and Eahrratim. You may choose if you are related to them and in which way.
    - You have an immense amount of magic at your disposal, but you can hide it at will so that not even the greatest of magical senses can find it, your cloak impenetrable. You are akin to an Elder Power, without the need for strong magic to exist.
    - You may choose to have the magical ingenuity of Roland, his sheer genius and talent when it comes to magic.
    - You may choose to have the physical capabilities of Erra, though her impressive stature is optional.
    - Your lifespan is infinite, being semi-immortal. In time you will learn to choose what physical age your body appears as.
    - You are able to solidify and control your blood in a variety of different ways, from an indestructible yet flexible skin-tight armor, to weapons. You can even forge items out of your blood, infusing them with your magic to give them certain abilities and capabilities. Your magic fuels your blood, meaning you never will find yourself bleeding out unless you have run out of magic. Your blood is also a powerful magical resource, capable of creating powerful wards and be used for incredible magic. You have intuitive mastery over this power, so you don't struggle with it like

Kate Daniels did, and you are able to bleed at will without any pain or discomfort.

- You are able to bond people by blood to you. They will gain eternal youth for as long as you live, alongside increased physical and magical abilities, though you may choose if they receive this or not, and in how great of a degree. In turn, those that are blood bonded to you become unable to betray you and cannot disobey a direct order.
- You are able to turn others into Vampires, mindless and rabid undead beasts of incredible physical capabilities and a never-ending thirst for blood. Vampires you turn don't suffer from any weakness of the sun. You are able to control hundreds of them at a time with absolute control and precision, even able to set them on auto-pilot while you do your own thing.
- You are able to claim any magically unclaimed land. This is done through a ritual you know, in which you creates a spear of blood suffused with magic. As you release the magic, a crimson light is released in which claims all the land that the light touches, a claiming pulse. The farther the light touches, the more land you claim, so it's best done from a high vantage point. Whenever you claim land, you become more powerful by its magic, increasing your capabilities. It also allows you to both feed and drain energy, life and magic to and from the Land and it's inhabitants. You can use this for many different purposes, the most basic being to invigorate or heal the land. You don't suffer from the Shar, a compulsion that drives one that has claimed land to claim more and more land. You are able to claim in smaller quantities without the need for the ritual.
- You can give others the ability to control Vampires, turning them into Navigators. They will however never reach your level of power and control, but can come very close.
- If you are an Heir of Shinar and has the power of something else, like the Wild of a Shapeshifter or something from outside the world of Kate Daniels or something else, then your magic will entwine and empower each other, turning you from a magical

nuke in power to a supernova of magical power and ability. All your powers and abilities are enhanced and empowered, amplified due to your nature and blood intertwined with your magic. This also allows you to still use true magic even though you are a were-shapeshifter or something else. You gain all the benefits of being a hybrid, and none of the potential downsides.

    - You also have any other abilities not mentioned here.

- Optionally, you may choose to be a Shapeshifter of whatever kind of Wereanimal you want. You have already mastered the third form, also known as the Warrior Form, being as skilled in using it in combat as the greatest Render.

    - You may choose to become a First like Curran, making you stronger, faster and more powerful, alongside giving you complete intuitive and natural control over yourself and your shapeshifting, without the need for the iron-willed control of other shapeshifters. You will never go Loup, and neither will any you turn, though they won't be Firsts. As a First, you have a true connection to the Land, surpassing any others and making nature work alongside you instead of against you. It also makes it so that your claim takes precedence over any others. Not only that, it makes other shapeshifters instinctively see you as their leader, being drawn to you. They won't obey your orders unless you show them you are able enough, but once you show yourself the strongest then you can lead even the largest pack.

    - You also get any other benefits and powers of a First not mentioned above, like their connection to the Wild.

- You know how to make Panacea, a substance that helps shapeshifters from going Loup and most other problems that comes from the Lyc-V. The Panacea you can create is 100% pure and removes all risks in their entirety.

- Optionally, you may choose to become a natural and immensely talented healer like Hugh D'Ambray, with the skill and knowledge needed to use it, but without the downsides like the compulsion to heal. This allows you to heal anything except death, as long as you have enough magic. It also gives you an inherent regeneration factor of incredible ability, as your

magic will begin to heal you by itself. It also has a side effect of granting you even more inherent magical power, which you can use to increase the power and effect of any spells or magic you wield by spending more magic than necessary.

- Optionally, you may choose to be a descendant of Loki and Aesir, granting you the powers of Saiman, though you may choose if your Jotun side or your Aesir side is strongest. If your Jotun side is strongest, you will gain the form of an Ice Giant, while if your Aesir side is strongest, then you will gain the form of a Demigod essentially.
    - Ice Giant base form:
        - A Jotun, an eight and a half feet tall ice Giant. Your enormous back knotted with hard clumps of muscle beneath skin so white and smooth, it seems completely bloodless. Coarse hair falls down your back in a long blue-green mane. A fringe of hair trails the vertebrae of your spine, disappearing into ragged pants of wolf fur. Piercing eyes, a distant pale blue, yet lit from within with power like two chunks of ice that somehow stole the fire of a diamond. You have the face of a fighter carved with exacting precision by a master sculptor: terrifying, forceful, arrogant, and touched with cruelty. You eyes sit sunken deep into their orbits, guarded by a thick ridge of blue eyebrows. Your cheekbones pronounced, your nose wide, and the line of your jaw so strong you can bite through bones with little effort.
    - Demigod base form:
        - You become tall, perfectly proportioned, and muscled like a God/curved like a Goddess.
        - Golden radiance seems to illuminate your skin from within. Your hair, a deep gold streaked with either hints of red, hints of silver or hints of white, falls without a trace of a curl. Your face becomes angular, yet masculine/feminine, and your grin has a mordant edge sharp enough to draw blood, yet being mouthwateringly attractive.
        - Your eyes become either orange, blue or green:

        - Radiant, blazing orange, streaked with pale green that almost looks like the crystals of ice growing on a window during a freeze.
    - or
        - Piercing blue eyes, pale blue, yet lit from within with power like two chunks of ice that somehow stole the fire of a diamond.
    - or
        - Radiant, brilliant green, streaked with pale blue that almost looks like the crystals of ice growing on a lake during a freeze.
    - or
        - A combination of the options above.
    - Powers:
        - You receive the powers of Saiman, making you a polymorph. You can turn yourself into anyone you want, any age, any gender, any shape within human limits, and doing so with ease near instantly and fluidly, like Saiman during a Flare.
        - Another power you gain is the power over frost, cold and ice, alongside incredible physical might, thanks to your Jotun heritage.
        - You also have the powers of an Aesir, granting you immense magical powers, the ability to use runes and other types of Norse magic, alongside an inherent mastery over smithing and sailing. Your divinity will never have any negative effects on you like they usually have in the world of Kate Daniels.
        - Your blood is incredibly magically potent, and your regeneration almost were-shapeshifter fast.

- Optionally, you may become a Theophage, without the fear of having to lose yourself should people begin to worship you, or any other negative consequence of divinity. This happens in one of two ways:
- 1.
    - You are merged with a Low-ranked deity, like Deimos or Eshu or something else. Your humanity and the Divinity of the god/goddess has merged inside you, with the Human part being in control. This grants you the abilities and powers of the god/goddess, alongside superhuman physical capabilities. It also grants you transformation, in which you take on the Divine form of your god.
- 2.
    - You have somehow managed to gain divinity yourself, either by consuming divine beasts, being worshipped by a large amount of people or some other way.
    - This has changed you in a number of ways.
    - You have become physically perfect, in a way you would except from divinity yet in a way you would find appealing.
    - Your power has increased greatly, from your physical capabilities to your magical abilities.
    - A shapeshifter might find their animal form gaining wings or antlers or some other changes, like a size increase, color change or all of them together, alongside vastly increased power.
    - If you use a Miracle, then you lose your divinity. You will keep certain advantages and certain physical changes you received, but lose every shred of divinity you have, as you are not a true God, but a Theophage.
- You also get any other benefits and powers of a Theophage not mentioned above.

- You have mastered ten Power Words, which are magical commands that are ancient, potent, and dangerous. To use a single word takes a lot of magic, yet their results are nigh absolute, as long as your will is strong enough or your magic powerful enough. To know a Word is to own that word completely, and once you make them yours, they belong to you forever. You don't suffer any drawbacks from making a Word yours, never having to fear dying from acquiring a new word should you come across one. These are the words you know:
    - Aarh: Stop.
    - Ahissa: Flee.
    - Amehe: Obey.
    - Dair: Release.
    - Hesaad/Hessaad/Hessad: Mine.
    - Karsaran: Break/Shatter.
    - Osanda: Kneel.
    - Senehe: Protect.
    - Tervan: Kill.
    - Ud: Die.
- Optionally, you may receive your very own Lair like Neig, a pocket reality inside a fold in space and time, though with all the benefits with none of the drawbacks. Inside here, you have omnipotent power, and can enter and exit it at will without fear. You may modify this power however you like, from if you must bind others to your realm for them to be their physically, or if you can just bring them in as you want.
- Optionally, you may receive ten ancient vampires to control. These have no minds, unlike ordinary vampires, so unless they are piloted, they won't do anything. Due to their age, they are far stronger and faster than ordinary vampires, yet due to their unique mindlessness, they are incredibly easy to control. They are also sunlight proof, unlike normal ancient vampires.

- Optionally, you may receive your very own Pack, similar to Curran's. Thousands of shapeshifters of many different animal clans all now follow you, irrevocably loyal. You may design this pack however you want.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can even choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Kate Daniels.
    - Andrea Nash.
    - Rowena.
    - Alice Lennart.
    - Keira Shrapshire.
    - Lorelei Wilson
    - Desandra Kral.
    - Aurellia Sunny.
    - Dali.
    - Myong.
    - Erra.
    - Rene Benoit.
    - Suliko.
    - Janice (were-jackal).
    - Any other character from the Kate Daniels universe.
- Optionally, you may at any time choose to take a one way trip into the Kate Daniels Universe, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Avatar of Origin.

- You may remake yourself however you want, even changing your race to any known Star Wars race.
- You can now speak, read and write Galactic Basic Standard.
- You are now the Avatar of Origin, the master of the Tome of Origin.
- The Tome of Origin is the only one in existence, and is a "Living Tome," which is alive and can actively help you if you ask. It will grow in power alongside you and give you access to more and more knowledge as you grow in power, knowing all there is about your powers and anything connected to it. The book can't be permanently destroyed, just reforming if it is incinerated or something, and can also act as a notebook if you want it to. It is irrevocably loyal to you.
    - Your book also contain all the knowledge from the 40K universe.
- As the Avatar, you are now immune and invisible to any form of precognition or fate-manipulating powers, but unlike the original Avatar, you are not immune to any similar powers of your own. You are also now a Psychic of limitless potential.
- There are six schools that your powers are divided into:
    - Biomancy.
    - Pyromancy.
    - Telepathy.
    - Telekinesis.
    - Divination.
    - Daemonology.
- You already know a biomancy technique to keep your body in an ideal state, making you reach and hold a peak level of physical fitness, while slowly altering you to be more attractive over time.
- You already know enough pyromancy to create fire in your hand and throw fireballs - small ones, no bigger than a baseball, but it was useful to have some ability to attack.
- You can manipulate small objects with telekinesis.

- Telepathy is for now the strongest of them, as you know a technique to compel people to follow short, basic commands.
- You know a divination technique that allows you to get a short forewarning of danger.
- Daemonology doesn’t actually involve daemons at your current level, being a more advanced skill. Instead, it involves rituals, like putting a few drops of your blood on a piece of metal to move your power through it, causing it to produce a small flame if you say 'flame on,' which will disappear if you say 'flame off.'
- You may choose how or even if the Warp and Chaos exists alongside your power, as it has been hinted at during the story. Even if you choose for them to not be a part of your power, you can still use Daemonology for rituals and creating Daemons like Revel.
- Do remember that you are the Avatar of Origin, and there is a theory that the Avatar is the Beginning of Chaos Gods, their Creator in whatever Universe you are in, making you essentially the origin point of the Warp and Chaos Gods. Your death would undermine their very existence in whatever universe you are in, as such you are their main point of vulnerability. No matter how powerful they are or will become they need you to be safe and happy for all of eternity, because if you die, they are going to stop existing. There is also some sort of worshiping to you in certain Daemons, like Revel.
    - Though this is entirely optional, and wouldn’t even work if you choose to make the Warp and Chaos not be a part of you.
    - You may also choose to change this however you want, in case you want being the Avatar of Origin to be/mean something else.
    - Or make your power have no connection to the warp.
- Optionally, you may choose to become a Force-Sensitive, capable of consciously sensing the Force and harness it. Your Force-potential will be limitless, but you will start at the same level of power and skill as an average Padawan.
- You may opt to have adept level of skill in all lightsaber forms. You may also choose to be naturally talented with an intuitive mastery over one

Lightsaber form of your choice. You will receive a personal lightsaber of your own design.

- Optionally, you may receive a Power Sword of your own design.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can even choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Ipseri.
    - Nula.
    - Revel.
    - Xendra.
    - Yima.
    - Any other character from the Isekai'd to Star Wars universe.
- Optionally, you may at any time choose to take a one way trip into the “Isekai'd to Star Wars” Universe, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Superheroine-Seducing Accountant.

- You may remake yourself however you want.
- You can at any time turn the world you are in or about to enter into a world of Reversed Sexual Morals. This change will work however you want it to work, from being retroactively changed or something different. You may also choose exactly how the change is, in case you just want the change to be that women are the sexual aggressors, or something completely different. If you don't know exactly how you want it, then you can make it change the world exactly how you would want it if you knew what you wanted.
- You may design your very own superpower, should you want to. It can be as powerful and broken as you want it to be, being entirely up to your design and wants.
- Optionally, you may have the power of Roger Copper, becoming a speedster capable of increasing your speed up to Ten times, both in mental and physical terms. Your power doesn't much care about the relationship between velocity and force - if you hit something at superspeed, it is just like if you'd hit it at regular speed, and similar rules applies to rug burn or anything similar. Inversely, things that hit you are in fact reduced in their intensity and apparent force. One advantage of your power is that your metabolism is heightened as well, so you can eat whatever you feel like and still stay fit, your new metabolism keeping you in perfect shape and health.
- You can choose to have any other superpower shown in the story, and can choose as many as you want.
- Optionally, you become able to seduce anyone you are interested in either romantically, sexually or someway else, merely by being yourself. This will work in the way you want, depending on how you want them. Someone you just want a one night stand with won't develop feelings for you unless you want that, while someone you do want to fall for you will grow into true love. This works subconsciously, though you can alter it consciously if you want. You will even find your partners willing to share you, should it be necessary. You may toggle any part of this at will.

- You may opt to become highly skilled in the arts of the bedroom, capable of bringing any partner you have into earth-shattering orgasm and even ruining them for any other partner. You talent and skill is an intuitive part of you, allowing you to always know what to do to bring the most pleasure for both yourself and your partners. This also grants you an instinctive sense of what the other wants, like fetishes and what have you, while also sensing what they wouldn't like or be embarrassed about or something. You may toggle this at will. You may also change this however you want.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can even choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Kate Hill.
    - Mira Stone.
    - Esther Hansel.
    - Nora Kleiner.
    - Tsuru.
    - Xico Eusion.
    - Priscilla Hart.
    - Celyne.
    - Bup.
    - Fifi Lauder.
    - May Colvin.
    - Alexa.
    - Bonnie Viva.
    - Any other character from the Superheroine-Seducing Accountant universe.

- Optionally, you may at any time choose to take a one way trip into the Superheroine-Seducing Accountant Universe, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Conduit Beast.

- You may remake yourself however you want.
- As the Beast, you have several abilities:
- Conduit physiology:
    - Your conduit physiology grants you enhanced physical capabilities, from increased strength, speed, agility, durability, endurance, and regeneration factor, enhanced beyond that of any human.
    - All your physical capabilities grows more powerful over time.
    - You also gain enhanced longevity, capable of living several millennia naturally.
    - Like other Conduits, you can generate great amounts of energy and force between molecules and particles around you, on you, or even part of you, allowing you to generate greater kinetic energy and other forces. This allows you to perform greater physical feats than humans, which combined with your already enhanced capabilities makes you even more powerful.
    - You can gain new powers and abilities (or improve those you already have) by either absorbing massive amounts of any elements you have or by stressing your body by using your powers in different ways.
    - Your body adapts automatically to new powers, allowing you to circumvent the side effects like Migraine from Telepathy.
    - This grants you any other benefits of the Conduit Gene, like your regeneration repairing your clothes.
    - Your powers are not Karma related.
- Matter/energy Manipulation:
    - You can manipulate both matter and energy directly at will.
    - You can break down matter and energy and absorb it, then use it for a variety of purposes. Like releasing waves of energy that instantly disintegrate all humans in a large radius.

    - Absorbing nukes and cleanse radiation is as easy as breathing, or simply absorb the radiation.
    - You are able to use the Ray Field Energy you generate to fuel this power, making it an immensely powerful ability as you always have energy on hand.
    - This works via what you desire, allowing you to use it instinctively instead of having to be a genius. Though the more you know the easier and less energy/matter it uses.
- Transmutation:
    - You can convert any matter or energy you absorb into any other form of matter or energy.
    - This also allows you to transmute anything into something else, and somehow works even though it shouldn't. Like turning a brick into a computer and finding the computer works perfectly, even though you have no idea how a computer actually works, or healing someone perfectly even though you don't know exactly what's the problem. This works via what you desire, though the more you know the easier and less energy/matter it uses.
- Regeneration:
    - You either automatically use any absorbed matter/energy, or your body starts absorbing any energy/matter around you if you don't have any, to heal any injuries you sustain, making you able to regenerate from a single atomic particle.
- Gravity Manipulation:
    - You are able to manipulate gravity directly, like nullifying the effects of gravity within your surroundings.
    - This also makes you able to create gravity singularities that suck in all matter and energy.
- Singularity:
    - You can create a localized black hole in your palms to break down and absorb matter and energy.
    - You can also turn your own body into a Singularity.

    - Your Singularity can draw in, break down, and absorb any matter or energy attacks that come in range, nullifying them and rendering them completely useless.
- RF Energy Generation and manipulation:
    - You are able to generate and manipulate Ray Field Energy, and naturally produce it from your body in large amounts.
    - You can channel large amounts of Ray Field energy into a powerful explosion similar to a Ray Sphere blast, activating potential Conduits while killing any nearby humans.
    - You can create blasts that are powerful enough to destroy large portions of the U.S. at once, lay waste to the entire East Coast, or even split the moon.
    - This also slowly increases your power over time.
    - Ray Field Energy you generate will never cause any radiation poisoning, plague or any other negative consequences you don’t want to create.
- Power Amplification and Nullification:
    - You are able to to amplify or weaken any nearby Conduit's abilities, even absorbing their powers to amplify your own.
- Power Activation and Gifting:
    - Unlike the original Beast, you can grant others the Conduit Gene. You can then activate it using Ray Field Energy.
    - You can also alter and even improve any power a Conduit has.
- Flight/Levitation:
    - You are able to both fly and levitate.
- Teleportation:
    - You are able to instantly teleport across both short and long distances.

- Telepathy:
    - You are able to talk directly with someone through their mind, and read their mind in return.
- Beast Form:
    - You can at will grow into a gigantic lava-like incarnate, becoming tall enough to rival skyscrapers, casually leveling one by moving.
- Weather Manipulation:
    - You can drastically change the weather at will, like creating blizzards, hurricanes, and volcanoes.
- Pyrokinesis:
    - You also have the ability to control fire with your mind. You can use this ability to attack with giant balls and pillars of fire that can sink ocean liners and destroy cities in a single blast. You can also project an aura of fiery embers.
- Optionally, you may receive all of Cole MacGrath's powers and abilities, from both his Good and Evil self, and Kessler, combined. This includes the powers gained from Lucy and Nix, and Kessler's one way time travel. You can however swim without short-circuiting. You may choose the color of your power.
- Optionally, you may receive Delsin Rowe's power, granting you the ability to absorb the abilities of other conduits.
- Optionally, you may receive Nix's powers.
- Optionally, you may receive Lucy Kuo's powers.
- Optionally, you may receive Abigail Walker's powers.
- Optionally, you may receive Eugene Sims's powers.
- Optionally, you may receive Henry Daughtry's powers.
- Optionally, you may receive Brooke Augustine's powers.
- Optionally, you may receive a Conduit Power of your own choice and design.

- You now own a modified and indestructible Ray Sphere. The Ray Sphere when activated will cause a devastating explosion of raw ray field energy; the raw power unleashed capable of destroying 5 or 6 blocks in the Blast. The Ray Sphere drains neuro-electric energy from non-Conduits and then transfers that energy into any conduit positives caught within the explosion. Once enough energy has accumulated within a conduit, their dormant conduit gene will be activated and by proxy their latent superhuman abilities. This one is unique in several different ways:
    - Not only can it activate latent Conduit Genes, it can also activate any other latent superhuman abilities.
    - It can be focused so that only the one who holds it during the activation gets all the energy the device absorbs.
    - It can be used to enhance any superhuman power you, or someone else has, though only one at the time. The power it enhances is chosen by having the holder think of what power they want to enhance before activating it.
    - It can be re-used as many times as you want and will always increase your power by at least 2 times.
    - It will never cause a Plague or anything else like it when activated.
- Optionally, you may receive your very own weapon, designed to be used alongside your conduit powers, greatly amplifying them and allowing you to focus them.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can even choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Lucy Kuo.
    - Nix.
    - Abigail Walker.
    - Any other character from the Infamous universe.

- Optionally, you may at any time choose to take a one way trip into the Infamous Universe, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Lorien Legacies.

- You may remake yourself however you want, even choosing to become either Human, Loric or Mogadorian. If you are a Loric, then your children can be born as either Cepan or Garde.
- You are now a Garde, a being who develop special abilities/powers in their adolescence, granted by the Entity, also known as Legacy. All Garde posses three basic Legacies:
- Enhancement:
    - This grants you enhanced physical strength, speed, senses, reflexes, endurance, durability, agility, leaping/jumping, longevity and stamina. You will find your Enhancement being far stronger than any other Garde.
- Telekinesis:
    - This is the ability to move objects with one's mind. This is the first Legacy every Garde develops when they come of age. Some pick it up quite easily, while others take time to hone their skills with it. You will find it has no limit in how powerful and versatile it can become, and will find it highly intuitive to use, not even having to concentrate at all to make it work.
- Major Legacy:
    - This is the main power that allows Garde to fight. It is their most powerful legacy and is always the last Legacy to develop. You may choose any known Legacy as your major, or may design your own. This Legacy (uniquely for you) has no limit on how powerful and versatile it can become, it’s potential limitless.
- Almost all Garde develop additional Legacies, from 3 to 10 additional ones. You may choose any known Legacies as your own additional ones, or create your own.
- Optionally, you may receive Ximic, the rarest and most powerful of all Legacies. With it, you can duplicate the Legacy of another Garde simply from having previously seen someone use the ability.

- Optionally, you may receive Aeternus, a rare Legacy that allows a Garde to move seamlessly between ages that they have already lived, as in the physical age they are. With it, a Garde can extend his or her lifespan indefinitely. This is a Legacy one is born with, not one that one can develop, though it can be copied with Ximic.
- Optionally, you may become able to turn others into Garde, allowing them to develop their own Legacies. You may take back this gift at any time.
- You have a Loric Chest containing Inheritances, objects that are supposed to help the Garde. The Inheritances are usually connected to their Legacies, or display functions of other Legacies. The Chests can only be unlocked by the Garde and Cêpan together, unless the Cêpan dies, in which case the Garde can open it alone. The Chests are also indestructible. It also contains an archive of all the knowledge of both Lorien and Mogadorian.
- You have your very own Loralite Blade. The handle fits snug and perfectly in your hand as though it was made for it, and just by seeing the way the light glints along its edge, you can tell it's far sharper than any razor one might find on Earth, the blade made from diamond-Loralite. At will you may make the handle extend and wrap itself around your entire right hand, granting you an armored gauntlet that does nothing to hinder your movements, yet gives you complete protection. Uniquely, it can change from a four inch knife into a sword, and back again at will, while being completely indestructible.
- At the age of 11, every Garde is designated a Mentor Cêpan, a parent-like figure who acts like a guardian towards them, and who has been trained at the academy in how to teach the Garde on how to control their Legacies, and train them in how to fight. A Cêpan does not have any Legacies, but are highly intelligent and has natural physical enhancements that make them far superior to humans both mentally and physically, alongside an increased, youthful lifespan. You may design your own Cêpan, from appearance to personality to skills and experience to your relationship. They will however be irrevocably loyal to you.

- Chimærae are animals native to Lorien, able to morph into any animal, at any time, and are capable of breeding with any animal they can transform into, creating either a new Chimæra or a new member of the transformed form. You have your very own Chimæra as your irrevocably loyal pet. You may design them however you want.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can even choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Number Six.
    - Sarah Hart.
    - Any other character from the Lorien Legacies universe.
- Optionally, you may at any time choose to take a one way trip into the Lorien Legacies Universe, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the God Hammer.

- You may remake yourself however you. Optionally, you may become physically perfect and naturally flawless in every way you want, having a flawless figure and striking features with your ideal physique and body specs, basically being as attractive as you can become without some sort of reality bending power.
- You can control how much physical pain you feel, from a 100% to 0%, at will. You can have your arm torn of and not feel any pain, only the physical sensation that something is wrong, or walking through fire without feeling the need to scream from the heat. Does not come with any downsides of having no sense of pain.
- Your bloodline has been tailored and manipulated over centuries to become the best it can be, and which has now been activated by blood from a Pureblood Darkkin, turning your physiology into one like Christian Anthony Gordon.
- Your soul is that of a higher ranked angel that willingly fell from heaven and was reborn. This has a side-effect of turning your eyes violet. This has granted you the power of Aura, a violet energy of immense power that is incredibly effective against demons, making you a perfect Exorcist. You can use your aura to fire blasts of energy, knock out electronics and make explosives or toxins inert, use it to move things similar to telekinesis, shape it into whips, armor, or use it to imbue items, giving the place or carrier of the item protection against demons and other infernal creatures and powers. You even know how to turn your aura into monomolecular edges, allowing it to cut through anything. Be aware however, that Depleted Uranium disrupts your Aura.
- The power of your aura increases over time, in a few years making it capable of killing hundreds in an instant blast, leaving your allies and those you want alive. It can take any shape you want it to, any aura-protections you create are even stronger and you can now use aura to transfigure matter into any other kinds of matter.
- You can call upon a Giant God Hawk, a beautiful bird from Heaven that will take demons and Hellspawns you have exorcised back to hell.

- Your soul grants you the ability to view the aura and souls of humans (blue), demons (greasy black), and other supernatural beings such as vampires (white) and witches (blue with flat black spots). You see aura's in solid hues, sometimes with streaks of other colors. This also allows you to see through the cloaks of demons, that which hides them from mortal perception.
- You sometimes gets visions of past, present, and future events involving supernatural creatures and beings. These visions never hit while you are in danger, as you can’t see a thing until the vision passes. Your visions can also give you an advanced sight of the fighting area that was shown in your visions. Can also grant foresight which can give your reactions a boost if you need to block an attack in time. When you get a vision, you are able to draw one or more snapshots of what you saw as if you are a master artist. You also become highly resistant to magic.
- Thanks to your soul being a Higher ranker Angel, combined with your bloodline, you are the equivalent of a supernatural nuke in power, a weapon of mass destruction. Your potential is limitless and your growth speed is immensely fast, allowing you to reach the power of old Darrkin in a few years, and will continue to increase consistently.
- Unlike Chris, you do not suffer the inability to control your power, as you have complete control over your body no matter how strong or fast you get. Your regeneration has been enhanced to allow you to survive getting your head shot off and instantly regenerating it back, you have nigh on endless stamina, don’t age beyond your prime, all your abilities growing stronger over time. You do however not suffer Christian’s immense metabolism, meaning you have no need to fear your body cannibalizing itself from energy usage.
- Your blood can increase the power and control of other species, and if given alongside a burst of aura will grant you a connection with the recipient, allowing them to know where you are and how you are physically or mentally. It is also an insanely effective healing aid, for example allowing Darkkins and weres to heal from silver damage.

- You are now immune to magic that you don't want to affect you. Your aura can protect you from direct magic, protecting against instantaneous combustion or mind control, your soul protects you against rituals using parts of yourself (blood, hair, etc), preventing bindings and love spells.
- You are also able to ask your Heavenly brethren for help in enacting miracles. This can be anything from resurrecting a loved one to calling down a meteor from space, capable of flattening an entire city.
- You are able to wield the energy of Darkkin, which essentially makes you able to say Fuck you to physics, like violating the law of equivalent exchange of energy, as seen when Chris manages to remove a heavy, barred door without any counterweight or apparently being moved at all via momentum. This is done via several different techniques.
    - Post: It allows you to anchor yourself, making you able to hold steady and become immovable.
    - Push: allows you to manipulate distant objects away from yourself. o Pull: allows you to manipulate distant objects towards yourself.
    - Harden: allows you to harden your body like armor, making it nigh impenetrable and makes you incredibly resistant to damage.
    - Lightening: allows you to decrease your weight to almost nothing. o Clinging: allows you to stick to any surface, usually via a hand or foot, but also theoretically through any body part (think spiderman).
    - Repelling: allows you to push yourself away from other objects.
- Sometime in your past, you were injected with Hellbourne blood, blood from a demon possessed human. The blood bonded to your body and gave you this; a custom-crafted combat persona. It takes all your experience and abilities, and uses it to fight. Constantly improving, it allows you to go from one who has only been in a barfight to being able to match centuries old vampires in combat, if given the ability to fight against one for a few hours. It works on auto-pilot, allowing it to take control over you body and fight for you, while you become a passenger in your own body, watching what it does and influencing it in case you want to spare someone. It will never do something you don't want it to, as it is a part of you, only without hesitation and more ruthless,

constantly aware of your surroundings in a way you aren't, allowing it to react to things you don't even know is happening. The more training, experience and abilities you gain, the more effective it becomes, and it can in a combat situation even develop new unknown techniques from your abilities in the middle of combat, granting you an explosive growth curve when it comes to combat, fighting and killing. Any ability showed by Chris's Grim Reaper, this one also has, including a memory storage in case your head gets blown off and you survive without any memories.

    - It also grants you the ability to use the Hellbourne's Cloak ability, a powerful ability to cloak themselves, forcing people to forget them on sight. The demon cloaking ability is like a bubble of forgetfulness that you can use not only to cloak yourself, but also other people near you.

- Suddenly developing super strength can have some consequences on doorhandles and phones when one doesn't have complete control over how much strength one uses. Same with super senses, which can cause immense headaches as the brain tries to get used to it. Never again will you suffer any drawbacks from any power or ability you develop, while also having complete control from the beginning. You may not be able to use your newfound strength the best way without any training, but you never have to fear tearing a door off its hinges because you don't know your strength. This does not make you immune to the weaknesses of your power, just prevents any innate disabilities. If you are a werewolf, you are still hurt by silver, but you don't experience sensorial overload.
- Optionally, you may also choose to be a Witch. Eons ago, some groups of people with the genes that allow you to develop an affinity for an element of nature formed societies and selected mates from these societies. As time went on, the genes became concentrated and these families learned techniques for focusing and honing these abilities, each generation training the next. You are now a member of this group, namely a Witch, a human able to manipulate energy on a quantum level, depending on the Nature Element that they have affinity for.
- Usually, if you are a male, then you are tremendously weak in power, so weak that even the weakest witch has a chance of being stronger than you, and would have to be prepared to be looked down upon, as they are known in the Witch society as weak and only good for breeding,

often used as a breeding stud for witches, as female witches born from the union of a male and female witch are almost guaranteed to be powerful.

- You however, come from a bloodline that has been cultivated and manipulated over centuries. This means that if you are female, then you are up there with Roswitha Maier, the famous author of the Book of Darkest Sorrows and one of the strongest and most feared witches of all time. If you are a male however, you are the strongest Witch alive, stronger than any female and equal to a full realized Declan O'Carrol and so far beyond any female witch an entire coven of high powered witches are nothing against you.
- You may choose what affinities you have, Fire, Air, Earth or Water, and how many of them you have.
    - Earth witches are good at growing things and understanding the lay of the land. You can also use Earth energy to create shields because the Earth lends itself well to protective spells.
    - Water witches make very good healers, as bodies are like over ninety percent water.
    - Air witches usually are very good at divining the immediate future or visualizing distant events such as remote viewing and clairvoyance. Air is a pretty common affinity.
    - Fire Witches usually are good at destruction.
- These affinities are at peak level of affinity, making the use of magic and energy from that element as easy as breathing, instead of being something you really have to concentrate on to use. If you have two affinities, then that will cause you to develop additional hybrid affinities. An example is having Fire and Earth, which gives you an affinity for Electricity, granting you the ability pick up computer code interpret it, whether it is a car's computer, smartphone, or a mainframe. Can also be used as a diagnostic tool and to pry out passwords or even be used it to directly input magically enhanced programs. (Fanwank responsibly on Hybrid elements, as Electricity is the only known one).

- If you are a witch, you have been taught the form of magic from this universe. Spells in this universe are methods of focusing the mind to direct the energy the witch is trying to work with, like how a student will use mnemonics to memorize information before a test. Losing focus while casting a spell can cause a discordant wave of energy that can wreak havoc at worst or just plain fail to achieve the desired goal at best. The components of the spell act as mental place markers for the caster. In the old days of witches, that might have been animal parts or an organic, naturally strong substance like a cobweb. The witches of today might choose a photograph instead of amphibian chunks and paracord rather than spider silk. You know how to create potions, use runes and create golems. Be careful, due to your power, your golems can turn into Elementals over time, vastly increasing their power and granting them a form of sentience.
- Optionally, you have mastered the skill of Energy absorption. All witches uses energy from their own reserves, but Clan Irving managed to find a way to borrow energy that the Witch as an affinity for from the environment. You now possess this ability, granting you essentially infinite energy to use for magic depending on your affinities and the surroundings. One with affinity for Fire might be able to drain the heat around themselves or in the ground and use that as fuel for their magic, while one with affinity for water might be able to drain energy from water currents or even water itself. And one with affinity for Electricity might be able to absorb lightning itself or the electricity in the power lines around them. One with multiple affinities could even manage to absorb kinetic energy.
- You gain an angelic sword, created by the Heavenly host. It is sheathed in a personal pocket dimension/universe and is composed of theoretical particles. You can make it glow with an actinic glare to it. The sword is powerful enough to hold off and harm the Yellowstone elemental which is compared to a giant thermonuclear bomb. It is supernaturally sharp, making it able to easily cleave through things that even monomolecular blades can't cut. It is indestructible, can change shape into any bladed weapon (not guns with bayonets) and is incredibly effective against demons and other infernal creatures, but can just as easily harm even celestial and divine creatures. It will always be a perfect fit for you,

having the right balance, weight and size, feeling like an extension of your body. Think of it as the perfect weapon for your heavenly abilities.

- Optionally, you may receive a God's Tear. You gain a necklace with a beautiful pendant on it, carrying a jewel so black that any light that hits it sinks in with no effect. This Jewel is actually a Tear that God shed when Lucifer fell. "Yahweh's tears are filled with the despair, grief, disillusionment, anger, and fear that he felt when his best and most loved angel attempted to wrest Heaven from him. The tears fell with Lucifer Morningstar as he crashed down in Hell". When worn, it grants you the ability to tap into the emotions of God, allowing it to strengthen your resolve and prevent you from losing yourself in anger, grief, despair or any negative emotion you carry, bringing you back before you lose control. This will effectively give you infinite willpower and resolve, while being able to bring down rage even Kratos himself could not reach. If you ever become lost in rage or bloodlust, a weight that feels like the entire world will weigh you down, bringing you back in control with your emotions now at more manageable levels. It cannot be destroyed, and can be used to as a battery for aura or even magic, should one have the skill and knowledge to do it.
- Optionally, you may receive The Book of Darkest Sorrows. This is A semi-sentient five-hundred-year-old grimoire created by Roswitha Maier. The grimoire is small, about the size of a paperback and maybe just a bit bigger. It is bound in pale skin, the inside pages also a lightly tanned animal skin. The outside was blank, but the first inside page was labeled in beautiful cursive "Das Buch der dunkelsten Trauer," which means The Book of Darkest Sorrow. It's the most valuable grimoire ever, created to assist the dark witch, has modified its mission to assist the Jumper. Sorrow has been aware longer than the United States has existed. It was Crafted with consummate skill and exquisite precision and is considered the original artificial intelligence. The book contains an unknown number of powerful spells, rituals, potions and lore, much of which is far more powerful than most modern spell-craft. Spells that allow one to drain magic from others and add it to your own permanently, the ability to bring forth ghosts and trapping them in a puppet, as well as simply communicating with it, even entering its memories. Almost everything magic exist in this book, including the incredibly dangerous but simple spell Ignis Solis, Sunfire, and a spell that allows someone with multiple

affinities to turn one type of elemental energy into another. Among its contents, the book contains much information on demons, including the ability to understand and speak the bartering language used by demons and witches. It also contains a huge amount of information on other supernatural species, including how to subdue and dominate them as Maier kept two werewolves as pets that she never allowed to return to their human forms. The Grimoire has the ability to communicate telepathically with its user or simply project the words and information into user's mind, but if you don't want to carry a book, you can at this time choose to allow it to join your mind. This gives you an irrevocably loyal magical AI that can help you cast magic, help you in a combat situation, grant you the perfect spell at the right time, index your knowledge and grant you instant access to the knowledge held within, while also helping you develop new ways to express your magic. And if you were to ever gain other forms of magic, then Sorrow will be able to do the same for them, being just as helpful with any kind of magic you have access to. It will also contain all the magical knowledge like spells and rituals in existence of any form of magic you own.

- Optionally, you may choose to claim a Land of Fae. You have claimed an unclaimed part of Faerie, a semi-sentient land filled with nigh on infinite magic. If you are anything but a Witch, then this merely gives you an entire country worth of land that will shape itself to your wants, granting you untold resources and a place to create your very own paradise. If you are a Witch, then your very connection to the Land gives you several benefits. You gain affinity to all the Nature Elements, if you didn't have it before, and access to enough magical power to be as close to a magic god as you can in this setting, allowing you to cast magic on a massive scale and never run out of magic. And thanks to the magic of the Essence, you don't suffer magical withdrawal from not being in your Land, always having a direct connection to it and allowing you to us the power granted from the land even outside the Realm. However, it does come with a drawback. The realm longs for its owner, and will always pull on the one who claims it, drawing them back to it one way or another. Not only that, but it needs to be cared for, as not only the land, but also all its inhabitants are under the care of the of the owner. This means if the forest begins to burn, then the very land itself will cry out for help across the bond, giving you a feeling of the pain it feels from the

fire, or if any of its neighbors are threatening it or taking its inhabitants, then it will also call for you. Even the smallest of troubles will be sent actoss the bond, appearing as small niggling feelings in your mind. You have the ability to open and close gates between your Land and wherever you are, allowing you to traverse between them at will. It will be a separate pocket dimension that only you and those you allow have the ability to enter.

- Optionally, you may receive your very own, perfect pet: An incredibly loyal and loving werebearwolf. It can change shape from a large wolf to a giant bear, or it can turn into a half form combining both wolf and bear. As smart as a human, with fur as soft as the softest of blankets and incredibly protective of you and yours, makes it the ideal pet and a man's best friend. It can be any other kind of wereanimal-animal hybrid you want.
- Optionally, you may receive your very own Omega, a magical AI similar to the one that Declan would create over the time of the story. Omega is a marvel of magitech, being a true AI that is capable of wielding magic, capable of affecting both the electronic, digital and the physical world. This quantum computer AI is fully sentient, sapient and irrevocably loyal to you, possessing the ability to take control over any technology. It is able to constantly upgrade itself and the technology it is connected to. Anything and everything Omega has done, can do or has the potential of, so does your own AI. This includes taking control over the internet, destroy a raging AI, take control over the nukes of every country, create supercomputers, drones, miniature insect-like droids it can control across dimensions, creating back up hard-drives of itself, control a mega company, run several factories, create robot bodies for itself, create and have control over more combat-power than any army in a small area and more. It is guaranteed by Fiat to become the strongest and greatest AI no matter where it is, quickly upgrading itself to match and surpass the other AIs if it enters a universe where it isn't.
    - You also get a Quantum Computer where the AI is stored in as a backup.
    - You can design the personality, voice and whatever you can think of to your personal preferences.

- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can even choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Tatiana Demidova.
    - Stacia Reynolds.
    - Lydia.
    - Nika.
    - Caeco Jensen.
    - Ryanne Flynn.
    - Erika and Britta Boklund.
    - Senka.
    - Any other character from the Demon Accords universe.
- Optionally, you may at any time choose to take a one way trip into the Demon Accords Universe, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of a Demigod.

- You may remake yourself however you want.
- You are a demigod, the child of a Divine and a Mortal. This has granted you all the benefits one would expect from a Demigod born from your Godly parent, which you may choose now. You may choose any Greek/Roman divinity to be your parent. No matter who your parent is, you will still be a demigod of equal power as an incredibly powerful child of of the Big three, like Percy Jackson, and you will have access to all the abilities of your godly parent you would expect to have access to. Luckily you don't suffer from ADHD or Dyslexia, as your battle instincts and hardwired brain is fully integrated in such a ways as to prevent such problems.
- Optionally, you may receive any additional special, nigh unique, powers a demigod could receive from their divine parent. A child of Hephaestus might develop incredible pyrokinetic abilities, while a child of Hades might develop the ability of Dark Infernal Pyrokinesis.
- You will find yourself a natural at combat, but find yourself especially skilled with one weapon of your choice, being so naturally talented that you surpass the likes of Percy Jackson's talent for swordsmanship. This makes you talented enough to eventually eclipse the Gods.
- Optionally, you may have received training at Camp Halfblood, where you have mastered the Greek Style of warfare that greek Demigods use. This grants you both immense skill and experience in all things one would expect from a Greek Demigod trained by Chiron at Camp Halfblood.
- Optionally, you may have received training by Lupa. You have mastered the Wolf Stare and everything else Lupa teaches.
- Optionally, you may have received training at Camp Jupiter, where you have mastered the Roman Style of warfare that Roman Demigods use. This grants you both immense skill and experience in all things one would expect from a Roman Demigod trained at Camp Jupiter.

- Optionally, you may receive the Blessing of Achilles, an Improved version of the Curse of Achilles. When one bathes in the River Styx, they are granted the power to remain uninjured by any means. However, they will always have one weak spot and if this weak spot is injured even in the slightest, the person will die. Except for you, where there is no mortal spot, making you completely invulnerable. You also get highly increased strength, speed, agility, reflexes, endurance, and fighting skills, while also making your other abilities less tiresome to use all while amplifying it. Optionally, you may also don't feel any physical pain or discomfort anymore, but without the drawbacks that could come from it, though you can toggle it at will. You can also toggle the Invulnerability at will, and cannot lose it at all, even if you are exposed to the water of the Little Tiber.
- Optionally, you may receive the power of Shapeshifting, a power that Frank Zheng has showcased. This gives you the limited ability to change into any animal you wish, mythical or real although the animal can't be completely out of the ordinary such as an elephant mixed with a lion. However, this ability is easier to use during times of danger and battle or if you knows the animal well. The animal itself is also much stronger than a normal version of it, and even stronger if you know it well. Your shape-shifting is fluid and near instant, while being effortless and not tiring at all. You are also skilled enough with it that you could begin an attack in human form and finish as an animal.
- Optionally, you may receive the smithing, enchanting and crafting skills, knowledge and experience of the Telekhines and and Elder Cyclops. This is the level of crafting that created the weapons and Symbols of Power of the Gods. Children of Hephaestus ain't got nothing on you.
- You receive your very own weapon made form a Blessed metal of your choice, either Adamantine, Celestial Bronze, Imperial Gold or Stygian Iron, though Celestial Bronze and Imperial Gold cannot harm mortals. You may however choose more than one metal, or even add tempered steel to your weapon to allow Celestial Bronze/Imperial Gold to make it able to hurt mortals. It will be perfectly balanced in your hands, and will feel like an extension of yourself. It is enchanted to have a dormant form of your choice, which can be anything from a pen to a flashlight, and allows you to carry the weapon with you anywhere with ease. When

activated, it transforms into its weapon form. You can also make it have more than one weapon form, giving it as many as you want which you can change in between in a way of your own choice. It is enchanted to appear in your pocket, or on your belt, or somewhere similar if it is somehow lost, and if you don't have pockets/belts/etc, it will return to your hands instead when you need it. You may permanently merge it with any other weapon you own while keeping all the benefits of both weapons, merging perfectly in a way you'd want them to.

- Optionally, you may receive a Wristwatch shield. It is a shield that is magically encased within a beautiful watch. When the button on the side of the watch is pressed, a full shield spirals outward, resembling a camera shutter. When expanded, the strap of the wristwatch becomes a leather brace that wraps around the user's forearm. The shield is made perfectly for you, and is indestructible.
- You receive a Bag of Drachmas and Denarii, containing infinite amounts of them. The bag will return to you if lost or stolen, and is completely indestructible.
- You have a box filled with Ambrosia, that refills whenever you close the lid. The Ambrosia in here has an even greater healing effect than normal ambrosia, and can be eaten as much as you want without any negative effects. It can even be fed to Mortals, though they suffer the same consequences as demigods suffer from ordinary Ambrosia. The box is absolutely indestructible and cannot be stolen, and will return to you when you want it.
- You now have a flask of Nectar. The nectar in the flask has an even greater healing effect than normal nectar, and can be drunk as much as you want without any negative effects. It can even be fed to Mortals, though they suffer the same consequences as demigods suffer from ordinary nectar. The flask will never run out of Nectar, is absolutely indestructible and cannot be stolen, and will return to your hand when you want it.
- Optionally, you now have a box that is filled with the recipe and ingredients for Greek Fire. The ingredients are refilled whenever you close the lid. The box is absolutely indestructible and cannot be stolen, and will return to you when you want it.

- You receive a Bag of Dragon Teeth, containing infinite amounts of them. When you plant a dragon tooth, a Spartoi will form in full armor and with weapon. The Spartoi created by these teeth are both smarter and stronger than ordinary Spartoi, while being irrevocably loyal to you, which grants you access to an incredible army as Spartoi can always reform, even if one removes the limbs from their body, and can only be killed by each other or a child of Hades. Due to them being smarter than ordinary Spartoi, they won't be tricked into fighting each other. You can make any Spartoi you create vanish, and unlike original Spartoi, yours don't have transparent skin, instead looking like muscular and trained humans with grey skin and yellow eyes, an almost inhuman appearance. The bag will return to you if lost or stolen, and is completely indestructible.
- Optionally, you may receive an Invisibility hat of your choice. It will grant you perfect invisibility, fit perfectly and be incredibly comfortable. It won't suffer any wear and tear from usage, and will return to you if lost or stolen.
- Optionally, you may receive a pair of Winged shoes. You may choose what kind of shoes they are, and they will fit perfectly and be incredibly comfortable. They won't suffer any wear and tear from usage, and will grant you effortless and fluid flight that you find intuitive and easy.
- Optionally, you may receive your very own Magical Toolbelt. Anything that can be found in the average workshop can be pulled out of the toolbelt. The belt is seemingly endless, however, larger items, especially things that don't have to do with mechanics require the belt to recharge, like big items, such as chain-saws, or magical weapons. You can also retrieve food from your toolbelt as well. You can put items in the belt that did not come from and retrieve them at a later time. Also any item you put in it will become weightless until you take it out. It won't suffer any wear and tear from usage, and will return to you if lost or stolen.
- Optionally, you may receive your very own Daedalus's laptop. The laptop can change its size, show schematics, create scans, and produce an emergency credit card. It is faster than any other computers, can access satellites or Hephaestus-TV broadcasts from Mount Olympus, and has custom-made programs that can do just about anything except tie shoelaces. It has unlimited storage and borderline unlimited processing

power, omni-compatible I/O jacks. It is absolutely indestructible, is immune to malware, and with crystal-clear wi-fi wherever you go, it also has the most intuitive, perfect UI imaginable and an operating system that's magically compatible with pretty much anything you could install. If it's lost or left behind, you can summon it to you with a thought. In future worlds the internet connection remains, though won't be updated to anything beyond what the former world had when you left it (unless the world also has internet). It also contains all of Daedalus's work, from notes on projects to his favorite designs, everything he ever worked on or dabbled with.

- Optionally, you may receive an automaton dragon similar to Festus. It has gold scales, giant rubies for eyes that can light up like high-powered searchlights, golden wings, and drill-like razor-sharp teeth. It is close to 50 tons in weight, but can still easily fly with passengers on its back. It is also capable of breathing incredibly hot fire. While dormant, it takes the form of a gold suitcase for easy transport, weighing the same as a feather.
- Optionally, you may receive the Argo II. It is completely indestructible and never runs out of power.
- Optionally, you may receive the Nemean Lion's Pelt, a magical Spoil of War. When worn, it makes the wearer immune to all forms of damage where it covers. You may choose what form it takes, from a regular pelt to a black overcoat, chosen now. It is completely indestructible, and will return to you if stolen or lost. It also has the effect of making you look powerful.
- Optionally, you may receive a Cornucopia. It is able to create food using the thoughts or feelings from the person holding it. It can create endless amounts of whatever food or drink you want. This happens in a way you want, so that you won't have Coca-Cola appear without the bottle or a glass it is in, and it will come in such a way as for you to get it without spilling, like being put perfectly down on the table in front of you. It is completely indestructible, and will return to you if stolen or lost.
- Optionally, you may receive the Golden Fleece, a magical artifact. It can cure any living thing. It makes the grass, flowers, and all the plants healthier. It can also heal mortals and demigods. When wearing it,

demigods are healed much faster than normal. It is also able to cure deadly poisons that have no antidote. It can even resurrect someone if they are covered by the fleece before death. It can cause the plant life in an area to grow faster than normal, and bear more produce, all more nourishing and better tasting. It does the same thing to livestock as well.

- Optionally, you may have a potion vial containing an Improved version of The Physician's Cure. It can resurrect anyone who has died, no matter how long ago they died, and will heal them back to a fully healed and repaired state. The vial refills whenever it is used, is absolutely indestructible and cannot be stolen, and will return to you when you want it.
- Optionally, you may receive a space expanded, featherlight chest containing tons of Blessed Metals: Adamantine, Celestial Bronze, Imperial Gold and Stygian Iron. The chest refills whenever you close the lid, and will return to you if stolen or lost. It is also indestructible.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can even choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Calypso.
    - Annabeth Chase.
    - Silena Beauregard.
    - Thalia Grace.
    - Hylla Ramírez-Arellano.
    - Circe.
    - Sadie Kane.
    - Hestia.
    - Khione.
    - Bast.

    - Freya.
    - Any other character from the PJO universe.
- Optionally, you may at any time choose to take a one way trip into the PJO Universe, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of a Valyrian Dragonlord.

- You are able to make the negatives of a medieval world, such as Hygiene, smell, sanitation and etc. not exist for you and everyone around you. This is an effect you can toggle at will. This will work in a way you prefer, even retroactively. People will have white, clean teeth, it won't smell like a shithole unless the place is known for it, people will be clean and not smell like they haven't bathed in a month, etc. Or you can make the effect only around you and those close to you, making people around you slowly become cleaner with better hygiene while near you, while bad smell and dirt is still there, but lessened in your surroundings. Or maybe some other way.
- You may remake yourself however you want.
- As a Dragonlord of Valyria, you may opt to have pale skin, silver-gold hair, and eyes of either purple, lilac, or pale blue. And like the dragonlords, you may choose to become strikingly (and some would say inhumanly) beautiful and attractive, beyond the likes Daemon Blackfyre and Shiera Seastar. You win friends easily and women are drawn to you (and/or men if you so desire). Your body and appearance becomes your ideal, so unwanted hair won't grow, your physique and shape becomes flawless and as "equipped" as you would want
- You now know both the written and spoken form of High Valyrian.
- You are a warrior unparalleled, surpassing even Daemon Blackfyre and Aemon the Dragonknight combined at their best while using ordinary weapons, and you become even better when wielding a Valyrian Steel weapon. You are a master of all the weapons of the battlefield, and even unarmed, you are deadly. Your skill will never degrade. You may optionally receive a Valyrian weapon made specifically for you, being the perfect length and size while having perfect balance and weight for you, making it feel like a part of yourself.
- Optionally, you may also become a powerful Valyrian sorcerer, both mighty and skilled enough to consider yourself more powerful than gods when it comes to magic and sorcery, protected from any negative consequences from magic, as you draw magic from the dragon you are bonded with. You know and have mastered all the magic of Valyria, from creating and shaping dragonstone, to creating and using dragonglass

candles for a multitude of different purposes, and creating and smithing Valyrian steel. You are also able to control dragons using only your sorcery to make them do what you want, without needing any whips or dragon horns, whether they are bound to you or not. You can control Dragons, breed them, hatch them, and communicate with them on a deeper level than anyone else. You are also able to quickly learn and master any form of magic you come across and have access to.

- Optionally, you may also find yourself unparalleled when it comes to Blood magic. Anything you can imagine when it comes to Blood, you can most likely do, with some trial and error.
    - Manipulate blood and fire at your will, for example using it to pull all the blood out in an instant to rip anyone apart from the inside, or instantly combust someone.
    - Use blood to fuel your magic, from your own blood, or others, without having to draw upon magic from your dragon.
    - Create a ruby orb of crystallized blood that binds the bloodline of anyone who's blood touches the orb to you and your line, making them unable to betray you and allow you to control and manipulate them however you want.
    - Mold and shape flesh and bone with ease, from simply altering someone's appearance, to healing any wounds or defects, to creating incredible monsters, or to simply alter their senses to make any touch from you incredibly pleasurable.
    - Sacrifice the blood and life of others and use it to enhance yourself, granting you longer, possibly eternal life filled with youth and vigor, or enhance your strength and speed beyond any ordinary man, or to heal yourself from mortal damage. Or do it to someone else.
- Optionally, you may also find yourself unparalleled when it comes to Fire magic. Anything you can imagine when it comes to Fire, you can most likely do, with some trial and error.
    - Generate and shape fire at your will, to create weapons out of fire to cleave through your opposition or even summon enormous pillars of fire to devastate armies.

    - Draw heat out of others to instantly freeze them.
    - Make yourself immune to heat and fire.
    - You can make your fire burn the same heat as Dragonfire.
- Optionally, you may choose to become an incredible smith, with the ability to create and forge Valyrian Steel without dragons and their fire, using only steel, you skill and your magic. Your skill as a smith is unsurpassed among mortals, some would even say the gods would be impressed by your incredible skill, ability, knowledge and experience.
- Optionally, you may receive the ability to have Dragon Dreams, which is a premonition-like dream ability that shows you the future in the form of a dream. Unlike others who suffer from Dragon Dreams, you are able to use it at will, allowing you to view and manipulate the future through your actions. Whenever you go to sleep, you can choose to have a Dragon Dream, causing you to instantly fall asleep and see the future that is going to happen if you don't alter it. When you wake up, you then know what you would have done and what would have happened, and can choose to change it. The next night, if you choose to have a Dragon Dream, you will see where your actions will lead and how it has changed the future. If you are at a crossroad, or have a choice you have to make, you may see each of the path that your choices would lead you to and the future it would bring, allowing you to choose your path and your desires future. Do be aware that the future you see is set in stone unless you consciously and deliberately choose to change it.
- As a Valyrian Dragonlord, you are highly resistant to heat and fire, though not immune without magical aid.
- Optionally, you may choose to become an incredible bard, with an amazing singing voice and a masterful skill with any instruments you come across, including your voice. You already know how to sing and play any song you have ever heard, able to use any instrument you have and a little bit of magic to create the same sounds and effects as the music you are recreating.

- Optionally, you may choose to be the exception to certain laws that would limit your relationship. Incest and polygamy would be two examples where the rest of the world may not be allowed, but you are the exception and is allowed. This always works in your favor, never against it.
- You have a chest containing Valyrian dragon eggs, kept in stasis and waiting for you to hatch and bind them to someone. Whenever you close the lid, the chest is refilled with new eggs if you take any out.
- You have a book containing all the knowledge of Valyria and their entire history.
- You may opt to be a member of one of the 40 great dragonlord families, and may design your own family to your exact desires should you want to, from it's members to your relationship to how rich and powerful it is to how many dragons they have and anything else.
- In order to keep their bloodlines pure, the dragonlords customarily wed brother to sister, often the younger brother to the older sister. You and your line suffer no negative effects from Incest, and you may design your own family member to be your wedded partner, even creating as many as you want. You may design how they are completely, from appearance to personality to skills and experience to your relationship. They will however be irrevocably loyal to you.
- As a Dragonlord, you have been bound with your very own Dragon, through several Binding Spells that cannot be broken. You may design as you please, from its coloration and size to its temperament and personality. It is bound so that as along as you are alive, so will it be, allowing it to survive mortal wounds and live forever as long as you are alive. Your dragon is also far stronger and more powerful than any other Valyrian dragon of the same size and age, and in time will surpass any Valyrian Dragon ever (non-god)
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can even choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.

    - Daenerys Targaryen.
    - Shiera Seastar.
    - Ashara Dayne.
    - Arianne Martell.
    - Sansa Stark.
    - Margaery Tyrell.
    - Cersei Lannister.
    - Myrcella Baratheon.
    - Val.
    - Melisandre.
    - Visenya Targaryen.
    - Rhaenys Targaryen.
    - Nymeria of Ny Sar.
    - Any other character from the ASOIAF universe.
- Optionally, you may at any time choose to take a one way trip into the ASOIAF Universe, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Terror Infinity (by TheSilverSerpent12)

- You start out as a New Player of "God's Dimension" with all of your stats enhanced from 100, the human average, to about 700, which is already high above peak human. But you have the limitless potential of the A.I. known as god which will help you reach that potential.

- The Exchange System: ▪ Combines the one from Terror Infinity and Terror Infinity Side B, having all of the benefits of both with none of the negatives. If there is something missing from the exchange system or someway you would have made the system differently, so long as it doesn't make exchanges cheaper, you may change the system below.

- Points and Rank Rewards: ▪ After surviving missions and completing objectives and side quests, you gain points. With enough experience, you gain points and Rank Rewards. 1000 points increases one of your stats by 100, or you can choose to spend it on Enhancements and Items. Completing objectives can reward you with Rank Rewards, which are needed for Enhancements and Items. Rank Rewards represent how difficult a Side Quest is, from D, C, B, A, S, SS, and finally an SSS Tier Rank Reward. These rewards can be broken down into lesser Rank Rewards, and each one is worth three of the one below it. 1 C Rank Reward is worth 3 D Rank Rewards, etc.
- Stats: Numbers represent your attributes compared to the human average of 100. They can be increased with stat points, which you get from exchanging points to boost them directly, or indirectly from Genetic Enhancements, which are more cost-effective.
    - Muscle Density:
        - Increases physical strength, speed, and durability by bettering the user's muscles. Allows you to dodge what you can perceive, if both are high enough.
    - Reaction Speed:
        - Increases the user's perception and ability to track and react to things, including making full use of your physical speed.
    - Cell Vitality:
        - Increases your healing speed and recovery rate of biological energies.

        - Immunization Strength:
            - Increases your resistance to infections and disease.
        - Mental Capacity:
            - Mental Capacity is related to Extra Sensory Perception or ESP for short, basically your ability to feel and effect the strange that can't be explained by science.
        - Intelligence:
            - Increases your ability to reason and process information. Assists in developing novel uses for any psychic and magical abilities.
- Enhancement combination:
    - Optionally, you can gain an immunity to the negative effects of combining Enhancements. Normally, a Player trying to purchase two types of the same kind of energy (i.e. Ki and Nen, as they are both life force) would normally cause a person to explode. Conflicting Genetic Enhancements, likewise, can result in a 70% chance of becoming a monster.
- Breaking the Genetic Constraint (Unlocked Mode):
    - Optionally, you can choose to have Unlocked your Genetic Constraint, up to the Fourth Stage. There are Five Stages in total. Unlocking all of them will be exceptionally easier with this choice, and if you choose you can advance a stage from as much as a single true life-and-death battle with at least some true possible threat to your life.
- The Five Stages of the Genetic Constraint:
    - STAGE 1: The first stage of the GC Unlocked Mode that allows one to operate their body on a higher level, both physically and mentally, shut off emotion and recall instincts from past generations. After reaching this stage it is possible to operate one's body to the very limit one step away from the GC. The recoil from the Stage 1 causes indescribable pain throughout the body.
    - STAGE 2: The second stage of the GC Unlocked Mode that allows the user to forcefully push the body beyond 100% power and have absolute control of the body with the exception of the brain, including muscles for power and partial control of the nervous system to increase reaction speed. When additional force beyond 100% is summoned in any limb it will expand to more then twice

it's original size. A stronger recoil then Stage 1 that might cause temporary paralysis.
    - STAGE 3: Gain absolute control of the brain. The potential of B tier and below Whole Enhancements, Genetic Mutation and Skills can be brought out to 100%, and A tier 70%.
    - STAGE 4: Genetic Manipulation. The potential of A tier and below Whole Enhancements, Genetic Mutation and Skills can be brought out to 100%.
    - STAGE 5: Energy Manipulation. Has been hypothesized that once this stage is reached, that person will reach the next stage of evolution and cease to be human and will become something else entirely, able to combine and make anything in the Exchange system at will.

- Optionally, you may choose to start out with 3 S tier Rank Rewards.

- Optionally, you may choose to receive any of the following people as your companions (not Shadows). You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters, but they will all be irrevocably loyal to you.
    - Zheng Zha.
    - Zhan Lan.
    - Jie.
    - Aqua.
    - Shin.
    - Misaki.
    - Hikari.
    - Saki.
    - Zero.
    - Kampa.
    - Shuai.
    - Connor.
    - Jin.
    - Derrick.
    - Any other character from Terror Infinity.

- Optionally, you may change your appearance into whatever you want.
- You are also now capable of turning others into Players, granting them access to the Dimension and incorporating them into a team of up to 20 per representing country. The class they get will depend on their personalities, but you get to choose their potential, from E to National Level Hunter. You can also take this gift away at will.
- Rank Rewards are normally gained by risking your life against powerful foes scaled to your difficulty. This is usually a rare event that only happens from the act of risking your life against specific enemies, but you get F rank rewards from basically any enemy that you slay. Although just like when it comes to slaying enemies, this dropping is not guaranteed in all cases, if the being you slay doesn't have any interesting skills or something to push themselves into being a named character of that world. If you don't want to use them yourself, you can give these F Rank Rewards to any player for their benefit. As before, 3 F Rank Rewards will equal a D Rank Reward, and unlike the original system, you can add these together to form higher tier Rank Rewards.
- Optionally, you gain the ability to grant Terror Infinity's "God's Dimension" to other worlds. This will cause some people to Awaken into Players.
- Optionally, you may choose to receive the full power of Zheng Zha at his current stage in Terror Infinity Side B when you ingest this Essence.
- Optionally, you may choose to receive the full power of Shin at his current stage in Terror Infinity Side B when you ingest this Essence.
- Optionally, you may choose to receive the full power of a Harem Protagonist when you ingest this Essence. You'll find people of your interest inexplicably attracted to you, and even those who would balk at the idea of sharing you come around to it over the course of a few months.
- Optionally, you may at any time choose to take a one way trip into the world of Terror Infinity, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Game Extractor (By fanficwriter1994).

- By drinking this Iridescent Essence you gain the following abilities:
- Your mind is cured of any mental issues or diseases as well as all biases or any kind of indoctrination.
- You are cured of all physical ailments up to and including amputation/Dismemberment but only for what has been there before you drank this Essence.
- You gain the ability to learn skills from any game you play and gain also the ability to use these skills and abilities. However, in exchange you will make no progress in these skills within the game should you decide to use this ability.
- You can choose to extract an item or pet from any given video game. This will however mean that these items and/or pets will be unavailable for you inside the game until you do the equivalent of a New Game state in that game. Yes you can extract Pokemon but they will only be as powerful as in-game, not in-lore.
- Once per year you can erase the data of a game to gain every ability your character (most played in case of collector games or stuff like Super Smash Bros). Gaining the ability to turn into them is optional.
- You can choose to go to the world of one game you own if you take this Essence.

Essence of the Mystery Dungeon (By fanficwriter1994):

- When you drink this red and white liquid in a spherical container you realize it tastes like apple juice and you gain the following abilities:
- You are cured of all mental and physical ailments and human only diseases will no longer affect you and cannot use you as a carrier.
- You can, at will, transform into one of the available Starter Pokemon from any Pokemon game Region excluding evolved forms, but including all Pokemon Mystery Dungeon starters.
- You can open a gateway into a Mystery Dungeon, this series of rooms and corridors contain treasures, items and enemy Pokemon. The type of dungeon is up to you with Pokemon and items matching the style. Every 20 floors is a strong Pokemon Boss enemy but the count resets if you leave the dungeon, which you can do at every 6th floor as there will be a resting place.
- Fighting in the dungeon allows you to grow stronger like you were in the games themselves and learn new moves too.
- You can recruit Pokemon to fight alongside you by defeatng them.
- Every 100th floor you will find a Jirachi which you can defeat to grant you a wish, though limited to gaining wealth, getting stronger, gaining rare items or a new form based on one of your recruited Pokemon.
- You can also target a willing target to grant them all of the above abilities short of the creation of Mystery Dungeons, with them able to choose the same Pokemon forms as you. You can also grant them one of the wishes if you have earned one.

Essence of the Archmage (by Sigilavox)

- You gain access to D&D arcane magic on a level equal to Elminster, Tasha/Iggwilv, or Mordenkainen. Within your grasp are spells to disintegrate foes where they stand, call down a rain of fire from the sky, teleport across the planet, step between dimensions, raise islands out of the sea, create whole new species, summon godlike spirits, and more. With time, you could develop your own spells at similar degrees of power.
- You have created your own private dimension that can be any size from a mansion up to a small country. Its particular contents and physical laws are up to you at any given moment. Only you, and those with your permission, may enter and leave this dimension freely and at will.
- You never suffer the penalties, frailties, or mortality of old age. Your psyche is immune to the negative effects of both eternal life and eldritch knowledge.
- You have an extensive grasp of the scale and landscape of grand cosmological politics. Considering the big picture comes naturally, but you never become so detached as to lose the little things.
- You have numerous personal connections to extremely powerful beings across the multiverse, such as demon princes or deities of magic. The nature and history of such connections are up to you.

Essence of Enhancing Your Stick (by BetweenTheLines)

By imbibing this Essence (loosely based on +99 Wooden Stick), you gain the following:

•You have the power to enhance any object up to 99 times. Each time the effectiveness of any of its inherent characteristics you want are doubled. A simple stick you conceptualize as a "weapon" might have its durability and striking force buffed, while a computer's target qualities might be its processing speed and energy efficiency. The other aspects stay the same, as much as can be while still accommodating the buffs.

•You can target any set of qualities each time you enhance something, but it is set at the time of buffing. So if you enhance the speed and durability for a car separately, you will have wasted 2 uses while only doubling each quality. If you had chosen both qualities each time, two uses would have quadrupled (2^2) the speed and durability instead. You cannot "shift" what is enhanced after the fact.

•You can do this to multiple objects, but you cannot apply it more than 99 times to the same one. If it has been transformed or destroyed enough to count as a completely different thing, then any buffs stop working. This is based on your subconscious recognition, so you cannot try to argue technicalities if it goes against that.

•Pieces removed from the main body of the enhanced object may or may not also retain their buffs, depending on what you want at the time. You must still recognize that the overall "object" it was taken from still "exists" at the time of removal. Buffs still carry over even if the main body is later destroyed.

•The enhancement is conceptual in nature, reinforcing the purpose of existence you imagine for it rather than literally affecting its physical structure. Its operation will seem anomalous (acting via fiat) to anyone putting it under enough scientific scrutiny.

•You can rescind any number of buffs for any qualities you want with a though. This does not refund an enhancement use.

Essence of Fighting Falling Birth Rates (By BetweenTheLines)

By imbibing this essence (based on too many doujins to name), you gain the following:

•You know all those hentais and doujins that use "to fight declining birth rates" as a hand wave to justify their plots? You can now invoke that for your own activities and things you vouch for. Just say "this is to fight declining birth rates" before doing something. As long as it is not a complete non sequitur, then everyone will accept it as making sense and part of the prevailing cultural values, no matter how nonsensical or nonexistent the reasoning is. You do not even need anyone around the hear it, you just need to vocalize the words and know what you are referring to.

•It does not strictly need to be, but this is most reliable when applied to sexual situations. You will always know if it worked ahead of time. It can also be used retroactively, though this is more dangerous.

•Despite it being accepted and the overall society/system will not stop you, that does not mean anyone you directly harm will not act against you. It will be seen as an immature or idiotic person doing something stupid by everyone else though. If it is minor or indirect enough, any victims might even not mind like anyone else.

•Suppose you were caught taking peeping pictures in a changing room. You could just say "this is to fight falling birth rate, uh...because it will turn people on and then maybe fuck more", then everyone present will probably just go about their business and leave you to your noble task. If you were to be a bit more...direct and forceful in extracting sexual gratification, then the victim will not be happy even if everyone else is fine with it. You could forcibly impregnate a captured demon queen and say "this is not only to fight falling birth rates (obviously, because it is +1 pregnancy), but also helping to bridge the chasm between humans and demons". Then both sides will hail you as a forward thinking hero and relations between the species might actually grow closer.

Essence of the Eternal Club (by BetweenTheLines)

By imbibing this essence (based on I Built a Lifespan Club, also translated as Eternal Club), you gain the following:

•You gain a specific abstract control over time.

•Firstly, you can buy "time" from people consensually. Your power can automatically materialize a contract for you and the seller to sign, with magically binding clauses like "I get to take all your lifespan if reveal my power to the world". This deal increases your lifespan, like it is a reservoir.

•You can sell your time to other people in a similar contracted deal. This can be quite lucrative in terms of money and favours. This does not have to be strictly consensual on their part.

•A person's lifespan increases and decreases from these deals. The sick will have their illnesses cured or at least suspended by the extended time. The elderly will regain their youth, aging backwards. It is important to note that this is more fate-based than purely biological. For instance, one person's time ticked to zero just as a car crash instantly killed him. Any biological changes are just so your meat vehicle is at least able to get you to your destined finish line. A person who sold their time might not outwardly show anything.

•You can also speed up and slow down time, in both physical and abstract ways. The dilation starts at 100x and increases with stored time. This can be universal, within a defined space, or for a specific target. You could speed yourself up to gain super speed without worrying about friction. You could "store" sped up time in a pill and remotely release it inside someone's body to age them to death. You can speed up someone's learning speed to train them from novices to experts quickly.

•You also get a stylish pocket watch that you can summon at will. You can use your powers through it, but that is just for show. You can do everything with a thought if you do not feel like being theatrical.

Essence of the Daily Sign-In Reward (By BetweenTheLines)

By imbibing this essence (based on OP After 30 Days Of Sign-In), you gain the following:

•Every 24 hours, a screen pops up in front of you asking you to "sign in". Upon hitting the "Sign In" button, you will be granted a random highly potent power. These will be thematically appropriate and always scale up (but never down) to whatever world you find yourself in. Some examples:◦Day 1: In canon, the main character gained the equivalent of 1000 years of internal cultivation, the theoretical highest level possible based on Earth's ambient qi. He was instantly literally the world's strongest organism in a world of cultivators, able to pounce up skyscrapers in a blink, throw punches that blow away superhumans from the mere shockwave, and take blows on that level in kind.

◦Day 2: Gain the Legendary War God's complete battle experience and martial arts skills, to most effectively use your strength.

◦Day 30: Mass scattering (or whatever is appropriate) celestial bodies like the Earth or even stars is on the table.

•For using your newfound powers to accomplish impressive feats, you will be given random rewards outside of the daily. Some examples of what was canonically received on the first day:◦Passive <Solid Spiritual Field>: Your combat power is constant and cannot be suppressed, even by being in a magic-barren environment.

◦A "pet" that is really a demonic beast with thousands of years of cultivation. Previously the vanguard of a supernatural invasion, your System has bound her to you and given you direct control over her. Also very adorable in either animal or human form.

•You may also choose to immigrate to the world of OP After 30 Days Of Sign-In or any other urban cultivation story. For the former, you gain Essence of the Super Streamer by default. If you choose the former option then you may either replace Chu Mo or start next to him when he gains his own Sign-In System. Your growth rate will always be at least on par with his, though what exactly you randomly draw might diverge.

Essence of the Invincible Domain (By BetweenTheLines)

By imbibing this essence (based on Invincible at the Start and Disciple, Don't Cause Trouble, Master Won't Leave the Mountain!), you gain the following:

•You may place your Invincible Domain down centred on wherever you are. After being placed, it cannot be moved, but can have its radius expanded with upgrades. It starts with a radius of 2 metres. In canon it quickly grew to cover an entire dojo after two quick fights.

•You can earn points by completing tasks such as defeating enemies, taking on disciples, and having your followers break through in cultivation. These points can be spent either increasing the radius of your domain or directly upgrading its level. For reference:

•Level 1: You are invincible while inside your domain, as well as have absolute control and awareness over anything that enters it. Be invulnerable to damage, absolutely destroy someone down to their soul with a glance, suppress someone's powers, or move things around with unstoppable telekinesis and teleportation. This does not cover the essentials for longer term survival such as food, so you need to leave (or send people) to get supplies. This is macroscopic in precision and cannot create, only able to rearrange whatever is in your domain. For utility, at most you can repair things and move then around. You only have direct control of your domain, but effects can leave it. For instance, shoot a beam that splits the clouds and blows into heaven the moment you gain your domain.

•Level 2: You gain the power over living things. Healing is trivial, already crudely possible in Level 1. More importantly, you can upgrade living things to absurd degrees. Increase someone's spiritual root for cultivation (inborn and only even remotely touchable with the highest elixirs) to that of a peerless perfect genius. Instantly refine weeds into top-class mystical herbs and will it into a refined pill or emergent spirit. Force the seed of an extinct immortal peach to instantly grow, when everyone else failed. Just plain make someone break through to higher levels of cultivation if you feel like cheating harder.

•Level 3: You gain "The True Solution of the Immortal Path". Instead of merely being an invisible area you can remotely manipulate, your entire domain is terraformed (updating with radius increases) into an "Immortal Domain". The previous levels made you invincible in your domain and gave mastery over life. Basically dominion over the physical, or at least things of the mortal realm.

Now, your domain is elevated into a heavenly ethereal place. With Daoist Enlightenment seeped into the very land, cultivating into an daoist immortal, gaining inspiration for new transcendent techniques, and beyond are an inevitability just by staying there. For this Essence, this expands to cover any other supernatural abilities you have too. That is not even mentioning all the wonders that spontaneously generate without your direct input. You literally have a slice of heaven (or some similar "higher plane") in your backyard. When you do want to directly create artifacts, you find yourself reaching new heights. More than just the pills and medicines of Level 2, or the mere repair functions of Level 1, Level 3 allows you to craft a myriad of wonders of largely arbitrary function only limited by your imagination. For instance, you could instantly will a talisman into existence that can create an illusion of an entire sect dying that can fool an entire group of heavenly immortals, just because you were worried that sect might get attacked in the future. Furthermore, you can also hide the wonder of things in your world. You can pretend to be a powerless mortal even if you have powers stacked to the heavens, or disguise an immortal-level weapon as a simple domestic tool. You can basically become an artifact printer, sending out impossible products out into the world beyond your domain.

Essence of the Supreme Yang/Yin Body (By BetweenTheLines)

By imbibing this essence, you gain the following:

•In some cultivation series there is the notion of a supreme yang or yin body. One where there is near boundless yet stable levels of either yang or yin energy, which can benefit someone else by transferring some of it through "dual cultivation" (i.e. sex). Now you are something similar. By having sex with someone you find the least bit attractive (physically, mentally, or whatever), you will permanently greatly enhance their vitality and any supernatural abilities they have. Turn a complete novice into a rising star after only a few rolls between the sheets.

•Anyone who finds out about this property will also know about the "have to be attractive to you" clause, hopefully warding off fat bastards and the like (unlike you are into that).

•Multiple people can take advantage of this at once, but might be penalized if they are not particularly active participants. You know what handjob, blowjob, and the like have in common? Yeah...they have "job" in the name. They have to put in some effort or emotional connection (though not necessarily both) for it to work.

•Be careful though. Keep in mind that it does not have be strictly consensual or enjoyable on your part, just that you recognize that some things about the other person or sex acts are overall attractive to you in theory. This most often means they have a rocking body, but are disgusting to you in personality. You might not have the choice to not stick in crazy if you are kidnapped, and they can still reap the benefits if there is something about them you find decently attractive, at least if it was from the distance of the fourth wall.

•It is not any fluid that is exchanged that is important, but rather the act of sex itself. What this actually means is up to you. If you genuinely think of it as sex, then it counts.

Essence of the Unlimited Gacha (By BetweenTheLines)

By imbibing this essence (based on My Gift Lvl 9999 Unlimited Gacha), you gain the following:

•You now have access to a real life gacha. Best of all, it is free and so will not destroy your wallet like it normally would.

•Each roll of the gacha might net you a character, item, or some miscellaneous supplies with levels ranging from 1 to 9999. They are all generally elevated in quality to completely mundane stuff. All summons are completely loyal to you and genuinely care about you.

•While higher level rolls are rarer, the rates are quite reasonable if you remember you can roll as many times as you want. The canon MC made a small country for himself, with plenty of level 9999 powerhouses, a small army of people in the quadruple-digit summons, and people with levels above 100 as far as the eye could see.

•A squad of level ~15 soldiers was implied to have roughly the same training and operating capacity as a similar sized team of normal special forces. So as a baseline imagine lower double digits being the very limits of a mundane human with proper conventional weapons. Low triple digits (i.e. level 1XX) is a decently power street level superhuman in some way (i.e. in direct combat, support, or other roles). Breaking into four digits is when you see true powerhouses on the national level who would become recorded in a country's legends. A level 9999 character would be a world famous creature each worth an army in many fantasy worlds, and a dozen of them would be enough to take on such a planet on their own with the right preparation.

•Before you ask, since this was also a harem series the summons skew towards attractive female characters, especially the most powerful ones. You can change that if you prefer as long as you respect the power levels. You can also add characters from gacha games into the roster that can be rolled, though again they cannot be above the rough implied power of level 9999.

Essence of the Duel Monster (by Fanficwriter1994):

By drinking the yellow, orange, purple, white, black, green, reddish purple and Blue liquid, contained in a thin playing card-shaped container, you gain the following benefits:

- 1 Starter or Structure Deck of the Yugioh TCG or OCG game.
- Perfect understanding of the Japanese language.
- 1 Duel Disk of a type of your choosing.
- A peak-human body and perfect mental health.
- You can challenge people to Ante duels up to and including, with them betting their souls but you must give a ante of your own at least half as valuable and you will be forced to abide by the rule.
- If you challenge someone without the requisite knowledge or equipment, they gain both matching their personality and intellect. Their Deck will be matching the era of your own.
- Gain access to a Card Shop menu to pay with money or magical energy to buy Booster Packs, Starter Decks and Structure Decks, including all that have been printed and ones that contain Anime-Exclusive cards and Anime versions of IRL cards.
- You can transform yourself into a monster of your choosing at will but need to perform a proper summon as per the rules for any cards that are higher in level or need specific summoning mechanics, aka tribute summoning, Fusion/Synchro/Xys/Link summoning, or if you can, Pendulum Summoning. Same with Ritual Summoning.
- You gain, while transformed, the lore-based (if available) abilities of the monster you have turned into, so for example being an incredibly powerful dragon when turned into a Blue-Eyes White Dragon.
- You can transform willing subjects the same way and they retain the ability to transform between that new form and their original form at will. They also gain a Duel Disk and Deck if you so wish as well as the card shop.

Essence of the Digital Monster (by Fanficwriter1994):

This electric blue liquid, contained within a G1 Digivice shaped flask, has a taste of Isekai and Computers. Drinking it grants the following abilities:

- All physical and mental ailments are completely cured.
- You gain the ability to enter computer networks, perceiving them as entire worlds.
- You gain the ability to travel to the Digital World (as in, the one from the TV Shows)
- Choose 1 Rookie/Child Level Digimon. You can now transform into that form at will. It is a form capable of fighting against adult man on average with higher performing species (Guilmon, Renamon, DORUmon) will be stronger if needed.
- You can Achieve Digivolution if you fulfill the requirements, such as by training and defeating Digimon or similar foes, deleting viruses or Anti-Virus programs in normal networks, or finding appropriate items. You can also bond with a human to have them provide the energy for a temporary evolution.
- You may share this ability with a willing subject but their transformation will be based on their personality and will also be restricted to Rookie/Child Level or lower if they're very young.

Essence of Ever After (By ZagreusHades)

- All features of this essence are optional.
- Fairist of Them All: You can remake your body once, even choose to be any race/species shown in Disney media. It also seems as though three good fairies blessed you at birth because you are guaranteed to always be attractive, graceful, and have an enchanting singing voice.
- Dreams are a Wish Your Heart Makes: You are a exceptional person and the world recognizes this, powerful allies will find their way to you and always seek to help you achieve your goals. On a lesser extent you will find animals flocking to you and helping you where they can even if it's just to keep you company, these animals do seem to understand complex instructions while helping you.
- Once Upon A Dream: True Love one of the greatest force in the world! You hold a power that has broken the strongest curses, brought the dead back to life, even given people the strength to resist the power of gods. True Love tends to be at its strongest early on with the first kiss holding the most power at least for others your Love never weakens or dims and can spread beyond romantic love. This will also provide you and your love with a plot armor that will make it so you always reunite when one of you is in danger.
- Part of That World: You're a fast learner picking up skills and talents easily and others won't find any of your actions strange even if it doesn't normally fit their ideals.
- Something There That Wasn't There Before: Gain the ability to take the form of a beast granting you incredible strength, speed, and dexterity. On a less important note you are also skilled at helping people through their trauma.
- Optionally, gain any magic shown in any form of Disney media like Elsa's elemental magic, fairy magic, Rapunzel's sundrop magic, etc. Can take as many times as you want.
- You may also gain the skills, knowledge, abilities of any Disney media character, basically if it's been done in a Disney source then you could do it to without issue such as sliding down trees Bare foot without messing up your feet or getting splinters.

- You can also gain an animal companion of any species including fantasy creatures like a Pegasus, you can choose if your animal companion's mind is more animalistic like a very loyal dog who can follow complex instructions or if they have a human intelligence and the ability to speak. Can be taken multiple times.
- You can also gain a copy of any castle/kingdom shown in Disney media Including the inhabitants, as well as receive a full wardrobe: clothing, shoes, accessories befitting a royal. None of these clothes will inhibit your movement no matter how impractical.
- Optionally, you may take any item from Disney media with a guarantee that it will be loyal to you and always work. This could be the evil queens mirror, a fairy godmothers wand, etc,
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Any other character from the Disney media.
- Optionally, you may at any time choose to take a one way trip into the world of Disney media, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Lords [Fire Emblem] (By ZagreusHades)

- You may remake your body once, and can optionally make your hair naturally be any shade of blue.
- You have become a Lord and for an added bonus been given skills similar to a Tactician. Your skills as a lord grant you epic levels of talent with most weapons such as lances, bows, tomes, shields, and the greatest weapon of all; swords. Your swordsmanship skills are a mix of Marth's, Chrom's, Corrin's, and the Ashen Demon themself Byleth, this will undoubtedly make you a feared opponent on the battlefield and a highly valuable ally. You tactical prowess is probably only matched by the Shepard's own Robin, able to bring even the most scatter brained and craziest of plans to fruition, as well as being able to "see the flow of combat" meaning that during battle time will seem to pause and you will see the battle from a third person birds eye view, you will be able to identify where units can move and where they can attack, your voice will also always reach your allies no matter the distance between you.
- You also gain the main and most powerful ability of all Lords; Charm. Your charm is able to turn enemies into allies (might have to fight and defeat them once or twice), bring kingdoms and factions that usually would be at one another's throats to compromise under your banner, even just being near others will improve your relationship with them.
- Optionally, you may be the proud new owner of the Falchion a sword that is effective against monster, dragons, and when wielded alongside the Binding Shield immortals, the Falchion will also heal the wielded by a fourth of the damage they inflict, and should someone try to use it without your permission the blade will become dull unable to cut anything. The Binding Shield (Marth/Chrome Version) is as the name suggests a shield decorated with five orb like gems. The shield possess the power to unlock any chest, defend against any attack done by dragons, and seal away weakened enemies for centuries. You may also choose to have Naga's Brand somewhere on your body and pass it on to your children.
- Optionally, you are now in possession of the famed Yato a blade that in legend was said to hold the combined power of five mystic weapons, and held the power to bring an end to any war. Your Yato can freely change between all its forms:

- The base form which boost its wielded reaction speed.
- The Noble Yato which increases the strength of its wielded and moves three the air at greater speeds.
- The Blazing Yato which is an upgraded version of the Noble Yato being faster and hitting harder as well as granting its wielder a sixth sense for incoming danger, the increases granted by the Blazing Yato persists as long as its on your person (or in your inventory).
- The Grim Yato which will move in slight ways to better defend the wielder, and grants a slight resistance to effects encountered during combat.
- The Shadow Yato which is an updated Grim Yato performing similar feats but better as well as granting a sixth sense of incoming danger, the special abilities provided by the Shadow Yato persists as long as its on the wielder's person or in their inventory.
- The Alpha Yato that acts as a combined version of the Grim and Noble forms with the added effect of providing the bonuses as long as its on your person/in your inventory.
- The Omega Yato, this is the Yato's true and final form holding the combined powers of the Blazing and Shadow forms but at greater strength, and granting those same bonuses to not just you but also to allies within a hundred feet of you, even if the Yato is in your inventory the bonuses will be given. Optionally, you can gain the other four weapons:
- Fujin Yumi a stringless Yumi (bow) that will manifest both a drawstring and arrows when it's wielder wishes, is effective against flying targets and will make it easier to traverse difficulty terrain.
- Rajinto a katana that's blade can create and channel electricity allowing its wielder to attack from a greater distance, and should the wielder be hit by an attack they would be able to perform a counter attack using the blade no matter the distance.

    - Brynhildr a time that allows its wielder to channel the power and vitality of the earth itself to manipulate the earth, gravity, and life, it will also halve the effect of all magic used against its wielder.
    - Siegfried a sword that produces a dark smoke like magic from its blade, the darkness it creates makes its wielder slightly harder to hit and can be blasted out of the blade at great distances.
- Optionally, gain access to the Opera of Light a song that will transport you and your allies as well as your opponents to a “Stage” (read as: pocket dimension) for battle meaning no risk of damage to location or civilians. This will also grant you the abilities to summon and form contracts with Mirages (spirits of legendary heroes) who you and others can fuse with gaining access to their skills and equipment, the Mirages you have access to will start with only those from the Fire Emblem franchise but more can be gained from other worlds, all Mirages will be loyal to you regardless of normal personalities. You can also gain the talents of a top tier Idol.
- Optionally, gain the Major Crest of Flame ie: the Crest of Sothis that which alters the world, your control and power over the crest will be equal to Byleths at the start of their Academy days; stopping time for a few seconds and rewinding time by a few minutes, you will however have its full power without the goddess Sothis sharing your body (unless you want her to share your body). You also gain the Sword of the Creator a powerful blade that’s power is unlocked by the Crest of Flame, what that power is? Legends say it could shatter mountains, it can also take a whip-blade form. Light green hair optional. You may also gain the other Crests and their associated Hero Relics, you will not suffer any negative effects from possessing multiple crests and can choose to take a Dark Beast form at will without losing yourself, you will also be able to grant crests (Major and/or Minor except for the Crest of Flames) to others by placing your hand over their heart and thinking of the crest you wish to bestow, no negative side effects of multiple crests will effect those you give crests to, you can also take crests away by performing the same action. White hair optional.
- Optionally, Gain a form of magic displayed in FE this can be anything from hero card creation, dream manipulation, or something else. Can be taken multiple times.

- Optionally, you can be a member of the beastkin examples include the wolves, foxes, rabbits, birds, and cats. Mankete are not an option here. You will be a fully evolved member of your species not needing a beaststone but will be in possession of one that when you and another hold it together will let you turn them into beastfolk of the same species as you, your stone will then provide them with a stone of their own that they will need to transform.
- Optionally, you can be a Mankete, your choice if it's the seahorse looking form similar to Tiki, Kirin like form of Corrin, or even the fish-like Astral dragon form of Lilith or even the form of the Immaculate One, or something else entirely. You will be able to control your dragon rage never fearing loosing your mind, and like Corrin you will be able to perform partial transformations to use your draconic powers without going full dragon. Similar to the beastfolk you will not need a dragonstone but will possess one that will similarly be able to grant Mankete forms to others and give them their own stone. Your powers can start at the level of Corrin from FE:Fates or Tiki from FE:Awakening.
- Optionally, rather then just being a simple Mankete you can be a Deity Mankete (Light) holding power equal to the likes of Naga, Sothis, Mila, Nifl, Askr, and the Rainbow Sage your power is great enough to protect whole continent and is in fact more suited for protection, healing, purifying, and overall "holy" magic, even possessing the power to SEAL away beings of equal or lesser power than yourself. Or if being the good guy isn't your thing be a Deity Dragon (Dark) with power equals to the likes of Grima, Anankos (Fallen), Medeus, Duma, Múspell, and Embala with the power to tear realms apart and create armies of zom...Risen, your powers are more focused in destruction and corruption, being able to grant people power but infect them turning them into meat puppets for you to play with even being able to claim their souls and the souls of those they kill as servants to your power. You may choose to gain a companion of the opposite force as you their appearance and personality is up to you or become a Deity Dragon (Balance) and gain both powers for yourself. Any Mankete you create will start off as strong as Corrin early in the FE: Fate games.
- Optionally, it wouldn't do for a Lord to not have a kingdom to Lord over, you may choose to gain a copy of any kingdom shown in the Fire Emblem

franchise or make a new one with its own legends and history. This will include its own Deity Dragons (who may or may not be you) as well as its own Fire Emblem: a weapon of your choice and a design of your specifications that has some special ability equal to the other Emblems, an awakened form that can only occur if the wielded has either the Deity Dragons blessings or is you, and the power to defeat immortals either by killing, purifying, or sealing them away.

- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Any other character from the Fire Emblem franchise.
- Optionally, you may at any time choose to take a one way trip into the world of Fire Emblem or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new

Essence of The Digi-Destiny (By ZagreusHades)

- You have gained a digivice, your particular digivice is a mix of all other digivice being able to change between its appearance. The digivice comes with many features such as: an analyzer, a teleportation feature to send items to your digimon partner or other digivice, an emotion to energy feature that will allow you to transfer energy into your allies for a boost in power or it can be used offensively by manifesting as a beam of solid light that can restrain a target and if the emotions are strong enough purify/sedate/corrupt the target, a tracker and alarm system to indicate other digivice and other digital anomalies, a storage sphere that acts as a miniature pocket realm to store your digimon partner, and more. You will also find your digivice is preloaded with all digi-armors, legendary warrior spirits, crests, and cards, as well as blueprints to make more digivices.
- You will also gain a digimon partner, you are free to choose their full digivolution line from fresh to mega, they will be able to freely change between their different levels and maintain that form indefinitely. They are completely loyal to you, and immune to all digital viruses or corruption.
- Optionally, you can have a second digimon partner, and similar to the original partner you can choose their full line that they can freely change levels through and maintain, as well as being completely loyal and immune to viruses and corruption.
- Optionally, you can choose to have a specialized digievolution known as bio-evolution where you fuse with your partner into a mega, this will grant your partner(s) a second mega form that they can only take when fused with you, if you have two partners you can gain another mega form that represents both partner digimon fusing with you.
- Optionally, you can give your partner(s) a dark evolution line that they will take when upset or hangry.
- Optionally, you can upgrade your digivice to a digicomputer, basically turning your digivice into a supercomputer with unlimited

battery/power, memory, storage it is also untraceable and completely protected from attacks. The computer will also house a full digital world including digimon natives. The digicomputer will possess the base codes needed to create brand new crests, digi-armor, spirits, cards, etc.

- Optionally, you and the digi-supercomputer can be fused together this has caused an unexpected development turning you into something similar to a Digi-kernel for the digital world in essence making you the "God" of the digital world the one who the three celestial digimon serve and the royal knights are meant to protect. As Digi-God you are able to create and control digital worlds this includes places like witcherly, the dark ocean, etc. you also gain the ability to create and take the form of all digimon. You will gain the respect of all digimon who will be extremely loyal to you (doesn't mean they won't fight among themselves or seek to take over their digi-world) you also become resistant bordering on immune to attacks made be digital entities. When creating a digital world you can set the "rating" of the world from the villain and hero conflict is more a game to world domination and subjugation. Should a conflict or danger arise in the real world you can tie it to a new digital world where the conflict will now take place in the digital world but you will be unable to edit the world ratings and should the villain side win then the disaster and conflict will leak into the real world luckily you can separate yourself from your supercomputer half or take a supercomputer form where you will gain access to all form of technology and be able to scan for people fitting a criteria of your choice once the list is gathered you can choose up to eight individuals to become Digi-destined the supercomputer will create digivices for them and manifest partners for them then send them to the digital world. As for your partner(s) they gain a massive boost being able to defeat mega level digimon while still in their fresh/baby 1 form.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Any other character from the Digimon franchise.

- Optionally, you may at any time choose to take a one way trip into the world of Digimon, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of AQW (By BrotherbladeZed)

- This essence tastes like puns and grinding and grants the following benefits
- User gains a leveling system with appropriate stats and like other systems gains a single stat per level up unlike the normal Aqw system
    - Strength: increases physical strength and durability by bettering users muscles and improves critical chance
    - Intellect: Increases users base magic power and also increases haste
    - Endurance: increases hp and immunity to diseases and posions
    - Dexterity: increases reaction speed and speed
    - Wisdom: increases proficiency with spells increasing spell speed and damage
    - Haste: decreases cooldown on skills
- User gains access to all classes from adventure quest worlds by choosing a class you gain the knowledge associated with it, a healer knowing how to treat wounds even without magic, a warrior knowing how to swing a sword or where to throw a punch for the most damage, a rogue would be capable of seeing weak spots, sneaking and making poison for some examples.
- One time option to choose from any races from Aqw, even from monsters like the hydra or an undead like Dage for example.
- A one time option/choice of becoming something akin to nulgath and gaining the same powers and strength he has with the potential for more with time, training and killing this comes with a connection to the realm the god of the fiends rules over without a connection to the god, and you also have the choice to become a half demon/archfiend like nulgath with the potential to become a full demon and a god on par with Adimonde the god of fiends and possibly beyond him.
- Grants one time healing to any physical, mental,or other ailments
- Grants one time genetic scrubbing to make you the best you

- Anything you pick up you learn quickly what a normal person would take years while a genius would learn in weeks or days you'd learn instantly anything else would take days, weeks or months at the most.
- User is granted a gamer like mind capable of remaining calm at all times, while for example seeing the horrors of war first hand and making a joke to a friend/ally moments later.
- User has a gamer's body meaning their limbs can't be severed and no permanent damage can be done to their body.
- The user is capable of using conflicting magic or objects without worry meaning light magic and necromancy or a holy sword and a demon sword.
- User can maintain their mind even when in a constant berserker state.
- User gains access to a shop that sells all aqw related enhancements and all aqw gear, weapons, armor, pets, spell scrolls, potions etc.
- Users weapons that require ammo like guns, rocket launchers, bows etc have infinite ammo and only bows and crossbows require reloading but are instantly reloaded as if the ammo was summoned or magically appeared in your hand.
- You may optionally gain access to spirit orb magic on par with Artix and start with the same amount of spirits Artix has imbued within his axe for you to use freely with the potential to surpass him with time and training, spirit orb magic allows the user to empower themself or weapons with souls and send strong blasts of magic and preform magic similar to light magic.
- You gain luck that if you went to a random casino and played some slots you could walk out of there with millions, your type of luck does not end there as you will find enemies slipping on a bit of mud from some rain last night, or you just so happen to walk the correct path for a maze or if you were killing a monster that could drop something but the chances were low you'd get that drop.
- For racial type classes user is not counted as that race but has the benefits of said race with the class functioning akin to a alt form.

- As the reincarnation of the dragon god of time you are immune to any attempts to kill, injure, obstruct or anything that would set you back through time travel or time related abilities.
- As a dragon god of time your manipulation over time is beyond other gods of time.
- As a dragon god of time you have three forms your normal, hybrid and full dragon as your hybrid form boosts you to planet busting levels where as your dragon form boosts you to universe destroying levels.
- As a dragon god your mana has increased to be beyond even Drakath, the only person who could match you would be the mother of monsters and that is only for now.
- As a dragon god your durability has been increased such that you could fight with someone like Drakath and come out with only a few scratches so long as you were careful.
- Due to being a dragon god reincarnated as a human you suffer from no racial weaknesses meaning for example you'd suffer no additional damage from the dragon blade, further due to your divine nature any other races you acquire are boosted to godly levels, making you equal or above to someone like Drakath when he was at the peak of a chaos champion.
- A one time offer to become the champion of light, darkness, chaos or a combination of all of the above.
- The user is capable of using conflicting magic or objects without worry meaning light magic and necromancy or a holy sword and a demon sword.
- A one time option to get a familiar called lightwing who is a Phoenix with the power of 1000 suns, this is only if you choose to become a champion of light if so you also gain unparalleled power over light magic, extreme resistance to dark magic making it nigh impossible to use necromancy on you any magic or normal attacks are now blessed by the divine spirits of the light plane.
- The champion of darkness gains power on par with the champion of light, resistance to light magic shutting down any attempts to purify your soul, you are also able to transform into a black dragon that due to your

nature as a dragon god is boosted further and any dark magic or necromancy is amplified.

- The champion of chaos is far above both the champion of light and darkness, any powers you have are significantly boosted your power grows more the more chaos you spread, you possess magic capable of turning entire landscapes into chaos infested marshlands, your powers enable you to effortlessly create chaorrupted armies much stronger than what a chaos lord can construct which any of them could create monsters capable of fighting with the unawakened dragon god of time, you also have the ability to manipulate time and reality able to causally play with alternate timelines, you can create your own chaos lords the more lords you make the more powerful you are.
- Optionally you may choose to receive the power of death granting you hold over his domain meaning that any death related magic or abilities are boosted significantly and you gain proficiency with any scythes and death related magic as a bonus.
- Optionally you may receive the power of the shadow flame allowing you to corrupt and empower others with black and red fire, making even someone like nulgath slightly stronger even taking on a shadow flame form yourself to empower yourself to god like levels or beyond as another example this boosted the power of someone who absorbed the power of the elemental avatar of fire who is responsible for balance and harmony in lore.
- Optionally you may become an elemental avatar and choose your own element not just fire your other choices being earth, darkness, water, energy, wind, ice, light, magic, void and nature this would boost you to god like levels for water it would allow you to put out the fires of the fire general of the mother of monsters army who was capable of holding the fire avatars power and empowered by the mother of monsters, this also gives you access to your own elemental plane a private dimension only you have access to which gives you nigh limitless energy for your element and creates elementals for you.
- One time offer to enter the world of adventure quest worlds

- Optionally you may choose to gain any of the following from aqw as a companion or something more you can pick as many as you want with your choice on how romantically and sexually involved they are.
    - Gravelyn Lynaria.
    - Alina Yang and yin.
    - Any other character from adventure quest worlds

Essence of one piece (By BrotherbladeZed)

- You may choose to become any races from the fish man to a giant to even the almost extinct Lunarian's even becoming a hybrid or tribrid or amalgamation of most or all races
- If your race has a unique ability you will be able to unlock it with minimal training and become the best user with just a few months training or less with constant use in life or death battles for example a lunarian's fire ability or a mink's electro ability going from creating small shocks to being able to cover your entire body to enhance your speed and striking ability.
- You can change your body's appearance to anything you want
- A one time generic scrubbing
- A one time healing of any physical or mental maladies
- Mastery with one weapon on par with Mihawk making you the worlds strongest with that weapon granting you the ability to cut what you want and not cut what you don't want to among much more.
- As a weapon master isn't much without a weapon you gain a weapon on par with a supreme grade black blade meaning you have a weapon on par with Mihawk's black blade and White beards naginata.
- You gain access to all three types of haki
    - Armament: allows the user to strength their bodies durability covering it in a pitch black armor which also allows damage to be dealt to logia devil fruit users you start off being able to shroud your upper half and a weapon easily
    - Observation: allows the user to perceive all around them within a certain radius which expands with training and further mastery with enough potential and training one can see slightly into the future you start off being able to see three seconds into the future
    - Conquerors: This allows the user to emit their will on the world and their surroundings knocking out lesser weaker beings instantly with further training more uses maybe unlocked
- Optionally you maybe able to use two or more devil fruits either due to a weird biology unique to you or your status as a other worlder.

- Optionally you may choose one devil fruit from the series, games and movies.
- Devil fruit types are logia, paramecia and zoan
- Logia: Elemental types usually granting the user manipulation and creation of said element and changing their body to their element rendering them nigh immune to most attacks depending on the element
- Zoan: the devil fruit of animals the user is capable of taking on a hybrid form and a full animal form even passively they are stronger than before
- Paramecia: the devil fruit for just about everything else from altering one's body to altering the environment or generating a substance
- If a devil fruit is chosen your potential with it is among the best even if you slack in your training like Enel you'd be capable of matching the top with a few months training.
- Optionally you may gain access to the marines six skills finger pistol, shave, iron body, Kami-e, moon walk and storm leg
    - Finger pistol: a technique where the user pushes their finger into a target leaving a wound akin to a bullet with claws one could fire it at their target you start off on par with rob lucci
    - Shave: allows the user to move a extreme speeds as well as attack at higher speeds and with greater power the technique requires kicking off the ground ten times
    - Iron body: this technique hardens the users muscles to match iron however with further training it can be improved you start with a passive version
    - Kami-e: A technique that makes the users body extremely flexible allowing them to float and bend like paper.
    - Moon walk: a technique that allows the user to push off the air and remain mid air
    - Storm leg: a technique that lets the user kick at high speeds and strength sending compressed blades of air

- Optionally a hidden seventh technique can be chosen known as the six king gun the user starts off on par with rob lucci who was able to repeatably injure luffy with this despite the latter having a rubber body
- Six king gun: the user sends a shock wave in front of them which bypasses defenses by attacking one's insides
- Optionally you may choose any character to join you with your choice of how sexually or romantically involved they are and they will be irrevocably loyal to you alone.
    - Robin
    - Nami
    - Hancock
    - Reiju
    - Vivi
    - Nojiko
    - Bell mere
    - Hina
    - Koala
    - Rebecca
    - Shirahosi
    - Ain.
    - Anyone else
- A one time option to enter into one piece either canon or a fan fiction or one made perfectly for you with your choice of how you enter whether reincarnation, summoning, self insert or otherwise.

Essence of Elsword (By BrotherbladeZed)

- This essence grants the following benefits.
- Grants one time healing to any physical, mental,or other ailments
- Grants one time genetic scrubbing to make you the best you
- User gains access to any of the elsword jobs/classes without having to change to female or male or requiring another person having the skills of both or swapping between them.
- User gains job/class appropriate equipment that scales with the user so they won't have trash equipment at level 50 for example
- User starts out being able to equip one job/class but with enough use they can equip more
- User gains access to dungeons with monsters that drop items to limit break their class/job
- If you used a ritual or something which gave away your emotions to another, you would find a way to gain them back without harming the other individual.
- Optionally you may choose any character from Elsword as a companion, with your choice as to how romantically or sexually involved they are such as.
    - Aisha
    - Rena
    - Ara
    - Elesis
    - Rose
    - Anyone else.
- One time offer to enter the world of Elsword.

Essence of The Graced (By ZagreusHades)

- You can remake your body once.
- You are a Graceling, a person born with a Grace. A Grace is an extreme skill that can potentially reach into superhero levels. You can optionally choose to have the identifying mark of a Graceling; two different colored eyes.
- Example of Graces include:
    - Survival: Your body and mind will instinctively seek to keep you alive, identifying threats at a moments notice even if you don't fully recognize it such as someone with mind control abilities trying to use you, your mind would fight the control and your body would get you away as fast as it could. This would also make you very lethal as you put your survival over everything else heck you could be mistaken for being gifted with killing your that dangerous.
    - Perception: Allows the user to feel the presence of things around them, hear the surface thoughts of others if their thoughts are based on the user, identify when they are being lied to and granting a natural defense against mental manipulation. The abilities range tends to be in regards to the immediate location, but if the user is closer to an individual the range that they can feel them is greater based on their connection.
    - Lying/Persuasion: The ability to make people believe everything you say, no matter how ridiculous or contradictory. Basically allowing you to mind control others with your words, this also effects others; anyone under your ability can spread your lies by telling it to others, effectively putting a long lasting fog in their head with your words floating around, even effecting people eight years after the user had died. The known weakness of the ability is those who have a supernatural perception, their own stronger mind control abilities, or by focusing on someone they love.
    - Hiding/Disguise: User can change what people "see" when they look at them, this can even fool Perception by making the user "feel" like what they are hiding as.

    - Mind Reading
    - The ability to tell what a person would find most satisfying to eat based on sight and smell.
    - You can take any of these examples and/or a different canon graces or make up your own. Or multiple.
- Optionally, you can be the primogeniture of the Grace, being able to turn others into Graceling, the gift they gain will be based on them and they will develop two different colored eyes.
- Optionally, you can be a high ranking member of society such as a noble or even a royal, you will gain a territory befitting your station and the respect that comes with it. As well as gaining the service of multiple Graceling, eight of who will have strong abilities of your choice, you can also design their looks, personality, and feelings towards you.
- Optionally, you can choose to be a human monster. All monsters possess unnatural coloring in regards to their hair/feathers/scales/fur, a supernatural beauty, the ability to effect a beings mind, and can breed with the species they resemble with the resulting offspring always being a monster (you can toggle this for yourself). While all monsters have mental abilities only human monsters can truly use it being able to read, manipulate, scan, and identify minds. Their supernatural attractiveness can turn those with weak minds to pudding in their hands, not even requiring the use of their powers, this effect is more effective if they can perceive a monsters hair. The psychic powers of a monster allow them to feel the minds of others with some minds being like oiled eels slippery and hard to grasp and control, while others could be like clay easily shaped and manipulated, and then a more rare occurrence are those with walls unable to be played with only ever feeling that barrier unless that person allows the monster in. If you couldn't tell a monsters most dangerous ability is their gift to manipulate minds and while normally practice would be needed to strengthen and perfect this skill, you seem to be a prodigy being able to sense thousands of minds at once and identify each individual (as long as you've met them before), create mental illusions so real that a more experienced psychic would believe it and could even be lead to their death with the right illusion, read the thoughts of others and manipulate their minds, if you also relied on your

supernatural beauty you would prove a very dangerous enemy and a very good ally. You also possess you own strong mental barriers and can teach others to develop their own mental barriers as well, you're also strong enough to wrestle control from other mind influencing sources (ie: other monsters, mind controllers, etc.).

- Optionally, you are now the proud owner of a standard monster; an animal of any kind that has fur/hair/scales/feathers of unnatural color(s) such as a horse with silver coat dappled with spots of orange and magenta. All monsters are supernaturally beautiful, carnivores who prefer the meat of other monsters (especially human monsters) and possess psychic abilities but don't have a firm enough grasp to use their gift for anything other than mesmerizing their prey for easy meals. Your beasty is completely loyal to you and will never attempt to harm you or those close to you.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Any other character from the Graceling series.
- Optionally, you may at any time choose to take a one way trip into the world of Graceling, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.¨

Essence of The Inquisitor Champion Warden (by ZagreusHades):

- (Each option presented in this essence is optional)
- You can remake your body as you wish, and can choose to be a human, elf, dwarf, or qunari.
- You have taken part in the joining and survived becoming a Grey Warden and receiving the benefit of joining the order, such as; being able to sense the taint and other corruptive forces like it as well as those infected with it, you can also tap into the taint to "see" vision of what it/it's agents are up to, you also become the bane of the taint being more effective in killing its forces even the strongest entities associated with it such as old gods. You however are also unique among your order as you will not hear the Calling or fear the corruption taking over and killing you, in fact your lifespan has increased, and your blood has inherited this immunity being able to cure or purify the corruption in others making healthy grey wardens or removing the taint from them completely. You also can kill entities like the old gods without fear of death or their spirit simply moving to a new body, instead absorbing their power into yourself and killing (or storing away) the ancient soul.
- You are someone who has embraced destiny and been rewarded for it as now you are put in positions to change the world. You will find that situations occur that will see you moving up in the world, and have people in position of power watching you and even putting their name behind you, interestingly people will also ignore their biases in regards to you. Your actions will shape history and you will gain books dedicated to your adventures.
- It seems you were either in the right place or the wrong place seeing as you know possess a mark on your left hand that radiates a green light. Of course, you will be able to hide "The Anchor" as you wish. The Anchor will act as a key allowing you to close any portal/rift, travel to the Fade or other lands/realms of spirits and/or dreams, as well as granting you awareness while you dream. You can choose to start with all abilities that the Anchor is shown to possess unlocked and need not fear it growing unstable or killing you.
- You are a skilled warrior being a master of one or more warrior specialties such as: Templar, Champion, Reaver, etc.

- You are a skilled rogue being a master of one or more rogue specialties such as: Duelist, Assassin, Bard, etc
- You are a skilled mage being a master of one or more mage specialties such as: Spirit Healer, Necromancer, Elementalist, Shapeshifter, etc.
- You are a very lucky individual gaining the ownership of you own mabari warhound, an extremely loyal, smart, fierce, and protective good boy or girl. May also gain some nugs and/or crows, all will be loyal and follow your command. And or a breeding pair of griffins.
- You may also gain crates full of healing potions and lyrium both normal and red, the lyrium can be toggled to be addictive or not, even potentially helping to cure lyrium addiction.
- You may also gain the rare and powerful ability to transform into a high dragon at will.
- You may also gain a stable that contains every available mount in Dragon Age, they will be well taken care of and can be summoned with the whistle that you also receive.
- You may also gain a copy of the Fade and Veil that is tied to you and will follow you, your connection to your own Fade will allow you to awaken magic in others even those who have been made tranquil.
- You may also choose to gain a copy of any item that appears in the Dragon Age franchise such as some eluvian, anvil of the void, andraste's ashes, etc.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Any other character from the Dragon Age franchise.
- Optionally, you may at any time choose to take a one way trip into the world of Dragon Age or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either

simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of The 3rd Street Saints (ZagreusHades):

- You can completely remake your body once.
- You are very expressive or real good at communicating complex thoughts and feelings through the use of body language, so you won't have to worry about actually talking.
- Your pretty handy to have around in a fight seeing as your skilled enough in basic hand to hand combat to hold your own and most likely win when outnumbered and adapt your fighting style to match and/or incorporate the fighting styles of your opponents, this also gives you a boost in strength enough to throw full grown adults and tare street poles out of the ground. You are also talented when using weapons being of moderate skill with most hand held or improvised weapons, and a true master with guns of any kind, even alien weapons will come easy for you. Even being impaired wouldn't dull your skills.
- You really give off a "You" vibe, to the point that you could drastically change everything about yourself and people won't even notice, they may ask if you've changed your hair but that's about it.
- Kind of hard to figure out friendly territories and enemy territory without clear markers, at least for others, you get a "sense" of when your entering someones territory as well as who's territory it is, this also extends to maps with territories being visible and color-coded. Your also a pretty skilled ragged.
- It's so hard to find competent people, at least for others. You are able to find people who can become trusted friends and allies to you, they may have some requirements before they start working with you, but will quickly develop into friendship that would see them risking their lives for you heck they would probably go to hell for you. You can also trust that your allies will be able to help you achieve any goals you work towards, and should you be separated you can rest assured that you will eventually find your way back to one another.
- When someone hurts you in anyway you immediately know how to hurt them in an equal or greater way, and will find situations for your vengeance to be realized.

- You might have to get your hands dirty and do some not morally “right” thing, luckily you are able to “turn off” your feelings even setting timers for how long you would like them off. On the bright side children and animals seem to just vanish being unaffected by any bad or dangerous events and the surrounding area will repair any damages in a matter of moment.
- Optionally, gain ownership of a safehouse, this can either be an abandoned church with a massive underground or a hotel with the penthouse being made for your convenance. Your safehouse will contain a closet with every clothing item shown in the Saints Row series as well as a full length mirror that will act as as a plastic surgeon allowing you to edit yourself like you would in Saints Row, a weapons cache containing every weapon in the Saints Row series including an upgrade area and enough ammo to support a small army with ammo restocking every day, and a garage/helipad/parking spot/dock that will let you call up and vehicle in the Saints Row series as well as allowing you to edit and customize and vehicle you bring to the spot and save it or repair it, a fully stocked bar and kitchen, also stripper poles. This will also let you find smaller safehouse that will have weaker versions of these boons.
- Optionally, because the proud owner of a brand, yes you are now a brand this includes a chain of clothing stores, energy drinks, and media deals for comics and movies.
- Optionally, gain a small Zin Ship equipped with kitchen, living rooms, gym, bridge, hanger, bathroom, sleeping quarters for companions and yourself, and a simulator access room.
    - Optionally, you can have the full Zin Mothership including stasis pods with individuals stored safely away in personalized simulations, time travel capabilities, a weapon that could blow up the earth, and thousands of Zin soldiers and ships at your command, including a Zin Attendee who is loyal and will help you rule your new alien empire.
- Optionally, gain a Mech Suit equipped with minigun, rocket launcher, a hover feature, it’s also very durable and strong so feel free to body slam doors, stomp to cause a ground slam and just plain beat people up with it.

- Optionally, gain Power Armor a near skin tight body suit that grants you access to the superpowers you would have access to in the simulation (and any other simulation you may encounter), the power are Blast (Fire, Freeze, Mind Control), Telekinesis (Force, Life Steal, Lightening), Stomp (Gravity, Rock, Shrink), Buff (Fire, Freeze, Lightening, Life Steal), Super Spirit, Super Jump, Death from Above, and Force Field.
- Optionally, gain Lucifer's Cracked Halo an artifact that grants you access to arcane powers, you can choose to gain the cosmetic appearance of having ash covered limbs with violet visible veins, this can include your clothes looking as though they were burnt. The arcane abilities given are flight by allowing you to summon burnt angel wings, Super Sprint, Blast (Stone, Soul, Shadow), Summons (Imp, Tower, Titan), Stomp (Force, Vacuum, Holy), and Aura (Coldfire, Vamp, Worship).
- Optionally, gain a phone it's always charged, untraceable, will constantly update, add new numbers as they come up, has unlimited storage, can even get access to apps that are no longer available, and best of all grants you access to all cheats from the Saints Row series, it also can't be taken from you and won't be noticed, you can summon it to you and lock who can access it.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Any character from the Saints Row series.
- Optionally, you may at any time choose to take a one way trip into the world of Saints Row series, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of The Winx (by ZagreusHades)

- (All Parts of this Essence are Optional)
- Remake your body once.
- Become/gain the powers of a Fairy. Most fairies appear completely human, but there are rare exceptions who are composed of pure energy, resemble elves, or possess animal features with some looking like animals. While in their “civilian” form their default untransformed state fairies have limited access to their magic and powers, by transforming they unlock the ability to fly and use more power fairies can unlock more transformations becoming stronger than the last, you can choose to start with all canon transformations already unlocked. Fairies magic tends to be related to a specific theme or aspect of life (plants, music, water, etc), with them mostly relying on Light Magic one of the two primary forms of magic fueled by positive emotions (love, happiness, hope, etc), normally Light Magic would weaken if the user allowed negative emotions to take hold of them, you won’t have to worry about this, though your magic may take on darker effects. You can choose to be as strong as the Nymphs of Magic a group of fairies who took to taking care of and maintaining the magical world.
- Become/gain the power of a Witch. Most witches look completely human but they can also possess traits of aquatic animals, pointed ears and/or noses, even unusual skin tones are possible. Unlike fairies, witches are able to use their powers without going through a transformation, to get stronger witches will train, utilize energy sources and charms, and in some rare instances can gain a transformed form through an outside force granting them the ability, you can choose to start with all canon charms and transformations unlocked. Like fairies, witches power tends to relate to a specific theme or aspect of life, but witches can fly of their own power and utilize Dark Magic the equal and opposite to Light Magic that utilizes negative emotions (fear, anger, jealousy, etc), this doesn’t make witches evil with many witches using their powers to fight evil seeing as Dark Magic is more destructive than it’s Light counterpart, you won’t have to worry about positive emotions weakening your power. You may choose to start as strong as the Ancestral Witches who are implied to be the first witches and possessed a strong connection to the dark side of magic.

- Become/gain the power and skills of a Specialist and Wizard. All appear completely human. Like the other magic users wizard's magic tends to relate to a theme or aspect of life, wizards do not go through transformations most using artifact or a focus like staffs or rings. Wizards are able to use both Light and Dark Magic but tend to prefer one over the other, you may choose to start with power to rival both Saladin and Valtor. As a Specialist you become a skilled weapons master, trained in the taming and riding of dragons, and adapt at combining magic with technology. Specialist also gain a white Dragon (the color of its wings is up to you) bonded to them, the dragon is completely loyal and has a telepathic bond to you allowing you to control its actions, and a magic weapon that will allow you to unleash the strength of an aspect of nature, the form the weapon takes and aspect of nature is left to you to decide.
- Become/gain the power of a Mermaid/Triton. Humans with the lower half of fish, they are able to breath underwater, survive the extreme temperatures and pressures of the ocean depths. Merpeople are able to use both forms of magic as well as magic unique to their species and like other magical beings can possess a theme for their powers. Merpeople have a natural connection to the ocean and are able to create portals between the different oceans allowing them to travel between realms (limited to local realities until post-jump) and to a lesser extent travel between water sources, they also possess the ability to absorb pollution and toxins in the water to fuel their magic or take on a monster-like form, their connection to water also grants them control over it with the strongest member being able to raise the water levels across realms, communicate with sea creatures and transform them into monsters. Merpeople also possess powerful voices being amazing singers and possessing powerful "charming" (read: hypnotic) effects that could have humans putting their lives in danger, other magical species are more resistant but not completely immune. You also have the power to take a human form at will, as well as being able to use magic often restricted to the royal family: the power to grant or turn others into mermaids/tritons.
- You may also gain a pixie small magical creature that resemble chibi human ranging from five to ten centimeters tall. The possess a magic theme, and the ability to travel to the pixie village at will, and can gain

transformations similar to a fairy. The females tend to have ribbon-like wings with males having feathered wings. The appearance and personality of the pixie are up to you, they will be loyal to you and have a magic theme that would compliment you.

- You can gain a fairy animal, each one is unique possessing a special power/talent to maintain the balance of magic. If you'd rather have a normal animal that's fine to, you can even choose for them to stay young and small. The form and personality of your animal friend is up to you.
- You may gain the loyalty of a Shadow Creature, a living shadow with glowing eyes, able to travel between realms and switch between a 2D and 3D form for combat, and communicate with you. Your shadow creature can be more sentient then others being able to take a human form with the only giveaway being their lack of a shadow. Personality and appearance are left to you.
- You may also choose to become royalty, gaining a magic realm that's design is up to you. Your family has ruled here for centuries and the citizens in your care are loyal and happy with the way things are run.
- You may gain a prestigious academy equal to Alfea, Cloud Tower, and Red Fountain. Your academy will have dormitories for your students, an enchanted boarder preventing intruders. The academy also possess multiple secret rooms and areas hidden by enchantments and a magic archive that constantly updates with new magic based on world you have and will visit, forbidden or knowledge you don't want your students to see can be hidden in a secret archive. Can be stored in a separate pocket dimension.
- You may gain one or more artifact that appears in universe, you won't have to worry about any negative effects it might have on you.
- Optionally, you may be the new host to the Dragon's Fire: the source of all magic, Light, life, and energy (basically the Phoenix Force but for magic). The Dragon's Fire can break powerful spells and curses, heal fates injuries even bringing the recently deceased back and can purify dark corruption or control even those affecting its host, sense other magical beings and sources, and can manifest the form of a great dragon. The Dragon's Fire tends to be aimed toward fire allowing for the

manifestation and manipulation of magic fire but you can change this to match any theme you possess.

- Optionally, you can be the host to the power of the Water Stars, an existence that formed alongside the Dragon's Fire and the only thing with the power to extinguish it for good. The Water Stars hold similar powers to the Dragon's Fire producing its own energy and power, while also being able to destroy anything the Dragon's Fire created/s. Can choose to change the theme of Water to another theme you possess.
- Optionally, you can be host to the Shadow Phoenix; the incarnation of Evil. While the Water Star is the Dragon's opposite the Phoenix is more a parasite able to absorb the magic of the Dragon and corrupt it. The Phoenix uses a form of magic separate from the main source tapping into a Shadow Magic allowing for the creation of monsters made from Darkness. Can also shape-shift including the form of a Phoenix. Can choose to change the theme of Shadow with another theme you possess.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Any character from the Winx series.
- Optionally, you may at any time choose to take a one way trip into the world of Winx Club, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of The Plumbob (By ZagreusHades)

- You gain access to Create a Sim and every Create a Sim item including custom content, by going to a closet, mirror, or dresser you can bring up an interface, this will also include pets and other family members. You may also choose to be any life state depicted in the sims, if it appears in different versions of the sims you can choose the version or mix them. You will be able to save looks, colors, pattern etc.
- You have also gained access to Build & Buy mode, gaining access to all the features and items you could get from the sims, including custom content. This will use your funds, you will be able to see how much things will cost. You may save appearances, colors, patterns, etc.
- You also gain a sims interface being able to list tasks to do, see your needs, a list of your skills and what level they are at including a vague meter depicting how long before you evolve, this will also show work and school progress, and grant a hammerspace like inventory, you can also change your point of view to see what pets and allies are doing, including their needs, pause time but you will be unable to move instead you enter a third person view and can see what needs to be done, you can also speed up time to move past boring things time will return to its normal flow should something important occur. You can also enter an auto pilot state where you will go about your tasks physically.
- Social interaction is so much easier and you can gain the ability to interact with others like you would in the sims, yes meet, marry, and start making a family all in one day! This does mean you will know if a baby was conceived right after Woohoo just listen for the baby rattle. You also always seem to be learning every time you take an action a skill based on the action will begin to rise and improve.
- You may also gain a collection of every transformative to become another life state. This includes potions, forbidden fruit, mermaid kelp, etc. You may learn how to make more based on other species you encounter or experiment with them. If used, lost, or damaged a new one will appear in an hour.
- Optionally, you may take ownership of one or more lots from the sims including custom content. You may store the lots in a pocket dimensions.

    - Optionally gain pocket dimension(s) based on the different worlds depicted in the Sims series.
- Optionally, you can take one or more Achievement Rewards from the sims, and gain the ability to gain more Achievement points with new rewards being added based on the settings you go to.
- Optionally, gain a time machine and a device that will give you insight into the future if its going to be apocalyptic, standard, or idealistic.
- Optionally, gain a bookcase that will hold every skill/recipe book shown in the sims and update with more skills/recipes the more worlds you go to, simply reading these will allow you to gain the skills depicted inside.
- Optionally, gain a garden/park pocket dimension that will produce and maintain all the plants of the sims (Deathflower, Cow Plant, Plasma Fruit, etc.), include a pond that will provide every fish, and every other collectible will find itself appearing here.
- Optionally, gain a food processor that will be preset with every meal in the sims at an average level of skill.
- Optionally, gain a coffin and bell by ringing the bell you can summon Bonehilda, the skeleton maid. She will go around cleaning and fixing up the house returning to her coffin when her work is done.
- Optionally, gain an imaginary friend their name and gender, appearance, personality, and relationship with you will be left up to you, they will also be able to enter their toy form, imaginary form and human form at will.
- Optionally, gain a Plumbot their design is up to you, you can also choose what chips they have giving them more than they would normally be able to have. Your plumbot will come with a charging station and plumbot station.
- Optionally, gain one or more pets, choosing any pet from the sims: cat, dog, horse, holo pet, tiny dragon, dust bunny, etc. You may optionally gain the ability to possess these animals, controlling their actions and behavior.
- Optionally, gain plumbob lights that can change the emotions of the people in the room based on the color of the light.

- Optionally, gain a Sim Phone that will let you move or buy properties, call for services, contact others and see your relationships, access and use and cheat from the sims including accessing and sim mods.
- Optionally, gain a floating plumbob, that can be used as a computer granting you access to every Sims media.
- Optionally, you may choose to receive any people from The Sims and Sims related media as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
- Optionally, you may at any time choose to take a one way trip into the world of The Sims, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Planeswalker (Post-Mending) (By Skeletaldog77)

- Upon drinking this multicoloured flask, you will be granted the Spark of a Planeswalker. This spark and your powers are like those post the event known as the mending, but unlike the others, your spark is unbound and independent. This prevents it from being taken, or from something like another event like the "mending" to affect your spark. Rejoice.
- Much like every planeswalker, you are a natural when it comes to magic, a genius even. Due to your nature, you have a greater time understanding magic and all its intricacies when compared to a normal person. This boosts your affinity for magic in general and increases your learning speed to boot. As for how much Magical Energy you have? Roughly 100 times the average, which will grow with time and training.
- The Oldwalkers, the previous era of Planeswalkers were considered basically Gods and were nigh-invincible and almost impossible to kill. Unfortunately, the mending happened and this was stripped away. The new generation however can still reach the potential that the oldwalkers once had, and now, so can you. You have the potential to reach the level of the Gods, but that's all this is, potential. It's up to you to learn, train, and realize it before you reach those heights.
- The "lore" and "game-mechanics" of Magic the Gathering sometimes doesn't always work out or mean the same thing. An example of this are the "colors" and "land". A Planeswalker can connect to the "land" of a place, such as a forest, and draw magical energy from it. This would give them "green mana" according to the card game, however reality is quite different from a game, no? What you can do is connect to a "land" and you can understand magic of that "color" easier when bonded to it, spells of that color become cheaper to cast, and you have a sort of sixth-sense in regards to the land that you connect to. An example would be you feeling when it's being destroyed while not even near it, such as on the other side of the planet. However, these "bonds/pacts/connections" to the land are broken when you travel to another plane, so you'll have to bond again when you return.
- There are 5 colors in Magic the Gathering: White, Blue, Black, Red, and Green. These colors each represent and mean different things, such as styles of magic, group ideologies, and philosophies. You won't be forced to participate in the beliefs of the color that you'll get or anything like

that as you'll simply receive the benefits of having that color as your affinity.

- Regarding what types of magic fall into the colors, think Holy and Light magic for White. Water magic for Blue, Necromancy for Black, Fire for Red, and Nature magic for Green.
- Now, roll a 1d3, the result will be the amount of colors you can pick as your affinities. Your affinity will make spells easier to learn for that color, bonding to lands that correspond to the color easier, spells easier to cast, and the magical energy that you receive from the land increases.
- Planeswalkers have the ability to create objects, animals, and even people through magical energy. How they do this? You'll soon learn, as it takes a proportional amount of magical energy to create something for the desired thing to be created and a sort of connection. For example, creating a wooden spoon that you used as a child is much easier than creating a wolf you met the other day who tried to eat you alive. Having a deeper understanding and connection with what you are creating will let you create it faster and cheaper in regards to magical energy.
- The signature ability of the Planeswalker... planeswalking. You can freely travel the multiverse through the blind eternities, arriving at different planes, with some being easier to access than others and you have a natural connection to your "home" plane. When entering a plane, you can choose where you end up. Meaning that if you were going to Earth you could pick to arrive in Paris or Korea, this does not mean that you can time travel as you are just arriving at a location. Some planes won't be 1 to 1 in regards to time however, so make sure that's something to look out for.
- You can bring any items you can carry with you, and nearby if you wish, when you planeswalk and the clothing you wear. You can also bring along up to 7 companions with you when you planeswalk, with this limitation being removed post-spark.
- Also, you won't have to worry about tele-fragging yourself or anything you bring with you when you planeswalk as you have an instinctive knowledge when wanting to planeswalk somewhere and where you'll end up there.

- For the purposes of jumpchain, planeswalking means that you can travel to anywhere in the local multiverse, with post-spark letting you travel anywhere.
- Optionally, there are various races in Magic the Gathering, such as the standard Human, elf, vampire, dwarf, goblin, etc. You can pick a race to become, or a hybrid of. By default you will be a human if you don't pick anything. This will give you all the benefits of being that race, even the downsides. There is an exception however, you cannot pick any of the "high-tier" races in Magic the Gathering, such as an Elder Dragon like Nicol Bolas, or the various Gods. Becoming a Demi-God is fine, just be careful that the power doesn't go to your head.
- Optionally, you can start out in any of the various planes in Magic the Gathering, barring personal dimensions.
- Optionally, there are a ton of different characters and creatures in the multiverse, and you can take some with you as companions. The only exception is that you have a limit of 8 companions, and the fact that you can't get companions on the level of the Gods, Oldwalkers, Elder Dragons... basically the "High-Tiers" in the setting.
- Optionally, there are so many different planes in Magic the Gathering, you have been given a personal plane. What does that mean, you might ask? Well, you have just been given an empty personal dimension that you can customize to your hearts content. This dimension is large enough to fit an entire solar system, the size of our very own. By default it will be an exact replica of our very own. Earth will have standard biomes, plants and animals all taken throughout the ages as if mankind had never existed and other things must be added or grown by you. You can freely access this plane anytime, anywhere you wish, bringing anyone with you. You can also prevent access to people, even the Gods themselves. This is your sandbox, have fun.

Essence of maplestory (By BrotherbladeZed)

- A red and orange potion that occasionally glows golden which tastes like maple syrup
- Grants a one time option to change your race to any in maple story
- Grants a one time option to change your body anyway possible
- Grants a one time genetic scrubbing
- Grants the user access to a leveling system that has a combination of the stats from the gamer system and the one maple story used and access all classes from maplestory
- Grants the user proficiency with the magic, weapons or armor used by the class they use, even making the user sneakier when leveling thief.
- Grants the user the ability to tame any monster even boss monsters, albeit boss monsters would take much longer than something like a simple slime.
- Unlike the characters and classes you play as in maplestory you have no limit to your level.
- Grants access to a shop that sells anything needed from potions to food and drink to weapons and armor and everything else buyable in maplestory.
- Strength grants increased damage with physical focused classes and betters your muscles, making all melee attacks deal more damage and all melee skills do more damage.
- Dexterity grants increased damage with classes like thief and increases one's ability to dodge and one's increases speed and reaction speed
- Intelligence grants increased damage with mage classes and increases mana points and improves one's thought process meaning speed at which they think and what they remember
- Luck increases drop chance for items along with a further increase in dodge ability
- Grants access to hyper stats and hyper skills once the user reaches lvl 140 here are level 1 examples and hyper skills are passive skills that

enhance other skills for example one skill enhancing chain lightning from the arch mage class focusing on ice and lightning

- Level 1: STR: +30 Level 1: DEX: +30 Level 1: INT: +30 Level 1: LUK: +30 Level 1: Max HP: +2% Level 1: Max MP: +2% Level 1: Critical Rate: +1% Level 1: Critical Damage: +1% Level 1: Ignored Enemy DEF: +3% Level 1: Damage: +3% Level 1: Boss Monster Damage: +3% Level 1: Damage Against Normal Monsters: +3% Level 1: Abnormal Status Resistance: +1 Level 1: Knockback Resistance: +2% Level 1: Attack Power / Magic Attack: +3 Level 1: Experience: +0.5% Level 1: Arcane Force/Power: +5
- One time option to gain the buffs from the burning event in maple story which grants a 50% increase in exp gain, increased 50 more attack with weapons or magic, 30% more damage against monsters, 30% more damage against bosses, 30% more critical rate, 30% more critical damage and 100% knockdown resistance
- You can use one class currently but with continued use you can use more
- Grants the user a starting set of weapons, armor, rings, pets and everything else a player character would have for equipment.
- The users starter equipment grows with them, meaning at level 200 for example you'd have maxed out perfect equipment for that level as if the best materials were used meaning you'd be dealing billions of points in damage each hit. Equipment meaning a weapon, a set of armor, a ring, face accessory, earrings, eyes accessory, two pendants, a medal, badge emblem, a belt, a pocket item, a totem, a android that can revive you and a android heart
- A one time option to gain usable items like two times exp or 1.5 times damage that renew everyday.
- A one time option to gain a potion that fully restores your health and mana which automatically refills after being emptied.
- A one time option to gain all the bosses as pets or ally's with them starting off equal to their easy difficulty counter part meaning they can easily deal tens of thousand to millions of points in damage depending on the boss, being able to grow with you too reach their strongest and beyond and they are completely loyal to you alone.

- Optionally if you are cursed by the black mage or anyone else the curse will fade with time even faster if you actively work on becoming stronger, instantly dispelling if you become stronger than the black mage or whoever cursed you, while if they are weaker than you the curse would not affect you in the slightest
- Grants the user a special maple leaf that glows golden from time to time, that if given to others can grant them a system similar to yours you get a new one right the next day.
- A one time option to gain a portal to a alternate world with maplestory characters living a normal life going to school, but due to your entrance monsters will stop popping up however they will soon stop appearing and will vanish faster if you actively hunt every monster down.
- Optionally you may chose to pick any of the characters with your choice of how sexually and romantically involved they are with you, and you may choose as many as you want.
- Empress Cygnus Adele Mercedes Aran Hilla Lucid And any other character from maplestory
- A one time option to enter the world of maplestory either through reincarnation, self insert or summoning or any other method.

Essence of the Supreme Endbringer (By iatethecookiedough)

- You have a core of negentropic energy, which stores enough energy to destroy five hundred superclusters. This energy constantly recharges itself by drawing from an endless number of dimensions, and is capable of taking you from nothing to full power within a single month. Even if this core is destroyed, it will appear a safe distance away from where it was destroyed a week after death.
- Your body is now made up of billions of layers of a super-durable material that is wrapped around your core, which can morph and grow in a near-instant by drawing energy from your core to add material to your body. Each layer is exponentially stronger than the last,with the surface layer being stronger than steel, and the next layer being able to withstand MOABs without a scratch. This increase in durability squares for every thousand layers, gaining anomalous defense abilities the deeper the layers go such as damage redirection, kinetic nullification, projectile teleportation, dimensional barriers, etc.
- You are now an Omnikinetic, capable of manipulating nearly everything in existence, restricted only by your range, which spans a galaxy. Even the creation of matter is in your grasp thanks to your negentropic energy. This power cannot be taken away, and even the most powerful suppressant can only restrict you to half your normal range.
- Your strength is impossible, allowing you to toss Solar System-sized mountains of osmium like they were snowballs. The force of your blows is enough to shatter blackholes and rupture reality, allowing you to ‘punch’ a gateway through dimensions. Barriers are non-existent before your existence-defying strength.
- You can process information at FTL speeds, and can calculate and understand even the most absurd and confusing of information. Learning absolutely alien languages while reading all three Lord of the Rings books backwards while they change languages is childsplay.
- You have access to uber-charged versions of all abilities in Worm. Uber-charged means that their effects, range, and duration are drastically increased. An example of this is Skitter’s powers now increasing to continental range, control anything that is living, and can transform those under her control into larger, stronger forms.

- If a small portion of your core is broken off, and is fed enough power, you can create six different ranks of Endbringers that are completely loyal to you. These Ranks are:
- Lesser Endbringer: These creatures are little more than minions, less than even cannon fodder. Even the most durable of them will only have 10 layers, with the outermost only as durable as wood. Their core is incapable of regeneration, and they have no powers. These are the easiest Endbringer to make, taking literal molecules of your core to create, and can be grown within an hour.
- Minor Endbringer: Somewhat more powerful, but are still weak. Minor Endbringers can withstand more punishment than the Lessers, and can even regenerate their bodies, but it will take weeks to completely heal. While they are on par with the strongest of Parahumans, they can still be put down by human weapons. These take at least 0.1 grams of core to create, and take five hours to grow.
- Endbringer: The genuine article, those who can face dozens of super-powered individuals and leave only corpses. These take at least a gram of core to be created, and take a day to grow.
- Greater Endbringer: Those who are above Endbringers in every way. Their layers number in the thousands, and their surface layer is strong enough to withstand bombs. Their powers are capable of reaching across dozens of kilometers, and can pierce even the strongest of defenses. Even reality-warping powers cannot kill them, though they can heavily damage them. These take 200 grams of core to make, and grow in a week.
- Grand Endbringer: As far from the original Endbringers as the clouds are to the sea, these are worldkillers, capable of destroying continents as an afterthought. Their layers number in the hundreds of thousands and are monstrously durable. What powers they have can span a solar system in range, Takes over 10% of your core to make, and grows after a month of time.
- Supreme Endbringer: A perfect copy of you in every way, these clones only have half of your normal range for powers. These take half of your core to make, and take a year to grow.

Essence of Purgatory (By MrMalinco)

- By drinking this Essence you'll gain access to your own Training-Pocket-DimensionTM; Purgatory.
- Purgatory is designed to make you stronger by providing you with strong adversaries regardless of how mighty you become.
- By default, it is a bleak, rocky surface with cliffs and mountains. You, however, can change its design to your liking.
- Be it jungle, desert, a large city or flying island range. Your creativity and Purgatory's size are your limits.
- This also extends to the enemies you'll be facing. You can design them in detail or think of a general template like human, wolf, destroyer of worlds, etc.
- The dimension grows larger when you reach certain thresholds. If you grow strong enough to affect whole continents it becomes a planet, if you can affect a planet it becomes a solar system and so forth.
- The strength of time dilation is yours to decide upon every entry.
- To access it you can either teleport to it directly or open a portal if you want to take someone with you. People you take with you will also benefit from Purgatory's special perks.
- Bringing other people with you to train activates dynamic difficulty so everyone involved can enjoy a nice challenge.
- If you defeat an enemy in Purgatory a part of its strength becomes your own. If this enables you to gain new abilities is up to you.
- You can decide to enter a specific training mode to focus on a single aspect of you like your speed or magic. Alternatively, you can train a specific weapon or skillset. Purgatory will provide you with enemies that fit the thing you're training.
- Should you want to train with equipment you don't possess, you can let it be spawned somewhere near you at entering. Spawned equipment cannot be taken outside however.

- If you don't possess the basics of what you're trying to train, you will automatically be equipped with it. Only the theoretical knowledge though.
- Once you've acquired a firm grasp on the basics, further technical growth will come naturally to you.
- You can somewhat change the difficulty. Although there will always be a challenge, you can crank it up to eleven for a hellish experience should you desire.
- By default, you will not require sustenance nor age while inside.
- Should you die, which is not unlikely, you will respawn at a safer point. All your destroyed equipment will be repaired upon respawning.
- Purgatory is a place to grow and become stronger and not your summer house. Should you relax in one place for too long, waves of enemies with increasing strength will come for you.
- Access to your Purgatory is yours and yours alone and cannot be prevented, taken away, copied, etc.

Essence of The Land (By Bluesnowman)

- Tastes like everything and nothing at the same time. Both the vial and the liquid are constantly changing colors. Crush your enemies, honor your allies, LIVE! Revere your craft, grow your power, LIVE!
- You can create Places of Power with any combination of Basic Elements, Deep Magic (No you cannot have Eldritch) and Higher Energy, Yes you may do them all.
    - Comes complete with Town Hall from Race of your choice.
    - You gain 500 settlement & research points per day.
    - Your powers will unlock at 1 per day and then once unlocked at 1 per week for levels 2-3 and after that 1 per month.
    - For every Place of Power you create you gain a Seed of the Quickening.
    - You may choose 7 buildings to have built for free when you create your place of Power you also gain a Core Wall of Vibranium.
    - Ability to generate mines of any resource for Places of Power
    - You may upgrade existing Places of Powers in any combination of the above ways, including adding more powers.
- You can create 3 types of Dungeons .
    - 1 the kind normally found in the Land.
    - Temporary Dungeons spawn enemies that drop any kind of loot including spell/skill/expertise/ability books. When making the portal to the dungeon the portal will glow according to danger level, you may see green your friend with less gear would see yellow or red depending. May make the enemies inside scale up to a designated power level. Such as your own or someone you are opening it for. Loot will scale appropriately.
    - Settings are semi-dungeon/pocket realm such as a portal to a D&D marketplace or Thessia/Omega from Mass Effect. Settings are unstable like dungeons and will disappear unless they become stable which requires the portal to stay open for roughly six months once they become stable the people within gain souls, generally by absorbing the souls of their namesakes from after they died somewhere in the multiverse. They do gain the

knowledge of the origin of the setting and your involvement. This happens at the time you enter the setting.
    - Your settlement will automatically gain the Adventurer Specialization at level 5 on the first day granting you all bonuses up to and including the Blessing: Reliquaries of the Labyrinth, God Node and a free Multilevel Secret Treasury which can confiscate things without alerting the banks or Adventures.
- The Land is all magic, all magic is The Land. so you may use all forms of magic save Eldritch without detriment.
    - You also gain all Spell Books up to Adept for all Basic Elements, Deep Magic save Eldritch, and Higher Energy. Including race specific such as Ambient Particles.
    - When you encounter other forms out in the Omniverse you gain similar spell books.
- Travel/open portals to the Land at will this works within the Land as well opening portals freely.
    - This also applies to the different Planes in this universe though you need to be aware of those you want to travel to.
    - You may always choose when to appear in a reality whether that be 3 seconds or 3 millennia after you leave.
    - Always know the way back to your original reality.
    - You may travel to any version or timeline of the Land that you desire.
    - You may also freely travel the Omniverse and no environment you go will harm you.
- Limitless 100% affinity in any and every skill You are truly limitless whether it be in skill growth, professions/focus/speciality or respawns there will always be another rank, level, Bloodline, Race or Place of Power you can always have another.
    - This also applies to the limits in all things such as the limit on warlord points per engagement at each rank.
    - The Fog of Knowledge for research and professions is peeled away completely to you.
    - You start as a level 1 Tier 2 Draike Tier 2 Chaos Lord and gain the Quest: Chaotic Flux quest and Akaton Evolution Spell and are a

Master of Chaos Magic and gain your 2nd bloodline; Epic Vile Bloodline: Petrifying Ghost Harvest (should you wish it this will not affect Richter) You may choose the looks of your scales freely
    - Your Place of Power can have more than 1 Specialization/Focus.
    - You will always succeed in Ascension to higher tiers.
    - Your mana does not have an upper limit bad news spells or potions that would fill a person to max mana will now just fill to the next highest amount.
    - You are immune to the checks and balance in The Land.
- You Know how to contact any god when outside The Land, yes even the exiled ones.
- Immunity to naming and other non personal targeting .
    - Meaning someone cannot use your name against you nor can they find/scry or target you from another country.
- Gain per level
    - 37 Stat Points per level to allocate.
    - +1 to all Secondary Attributes.
    - +125% to the skill of your choice.
    - +10 to All Primary Attributes.
- Labyrinth:
    - While in the Land you may both create your own Node Road and once you leave the Land's Multiverse you may start a seperate Labyrinth that can transverse the Omniverse and create your own Node Roads between all levels of the Omniverse.
- You are now able to freely travel the Omniverse, helps if you have a way to target a particular reality such as a form of media about it.
- You now have the the power to grant any place or person in whole or in part you go to to the system.
- Oodles of TP You gain an additional 1000 talent point per level per profession and unlike normally these points are retroactive to the levels you have earned already
- You now have the Blessings of Chaos
    - 1. +500% chaos points earned from all sources.
    - 2. 5 free purchase from the sea of chaos, may be used at any time and gains 1 more per week.

    - 3. +15 to accessible stratums of the sea of chaos.
    - 4. Gains 100 Chaos Points per day.
    - 5. Access to sea of chaos before THE AGE of CHAOS.
    - 6. You know other Chaos Seeds on sight.
    - 7. Choose a theme each time you open the Sea of Chaos or just let RNG decide.
    - 8. +3 to all Secondary Attributes.
    - 9. 3 GrandMaster Skill or Expertise Books of your choice.
    - 10. 500 Talent Points once and 25 talent points per day.
    - 11. Unlimited Respawns.
    - 12.You may gift any of the above blessings at will with other Chaos Seeds and may take them back at will.
- You now receive a Profession Rank Up every week.
    - Each week you may choose one of your Skills to increase 1 rank.
    - This not only grants the Rank but the expertise to go along with it.
    - You may choose 11 skills or subskills to start off on the Master level when you drink this essence.
    - You automatically know what skills at what levels are required for any profession.
    - View full Profession talent map.
- You now receive a personal Cataclysm Vault that contains
    - Every scrap of knowledge and Lore from the beginning of The Land.
    - Vials of every bloodline that when used grants that Bloodline regenerates used vials after a month.
    - 100 Magic Cores also gains 1 per month.
    - A comprehensive self-updating Magic Core Guide that lists everything that can be combined/made with them and how to make Magic Cores.
    - Rather than just using souls for soul stones you can use mana to charge them.
- Optionally, you may receive a Psi Dragonling soul familiar.
    - This may be a pet from home living or dead gaining a new form.
- You now have the Ability to comprehend any sapient languages.
- You may impart the Land’s Magic to anyone you choose.

    - You will know and can permanently or temporarily boost the affinities to anyone you do this to on a mass scale, even to the point of scanning a planet to find the people best suited to your needs and desires.
    - You can alter various books into the counterpart such as skills and spells or expertise even entire libraries at a time.
    - To those you impart the magic You may grant and take back them anything this essence gives you.
    - Allows you to convert a person's skill et al into The Land’s system.
- Schematic Creator For any item you come across whether it’s a ring of health or an arm crossbow you can create a schematic of said item which will be Savant quality Potions/poisons will give Pure quality recipes in local ingredients. You will be able to generate these schematics on demand.
    - Merely by touching an enchanted item you will learn how to make both it and the enchant.
    - Works on potions giving you recipes and even telling you local ingredients. Much like a certain core building.
    - Scribing spell, skill and expertise books no matter the level only takes a total of 2 hours.
- You are now a Magic Savant:
    - Magic users in the land are rare and special. It takes years of studying to become a master of any type of Magic. But you are a Savant. Your affinity for magic has no limits. Where most have to learn from a book or master a savant can merely watch magic performed to work out The spells cast and how to cast them yourself. This works even on the Unique Spells granted to Masters of Places of Power.
- “Thrice heard and witnessed.”
    - You are able to bind beings to things they say three times.
- Pocket Mine
    - You gain access to a pocket dimension with every type of ore used for crafting along with expertise books on how to do so that will regenerate 1 day after being removed.

- As with the Land itself what doesn't kill you makes you stronger but you come back from the dead don't you so what does kill you make you even stronger still.
- You receive 569% xp from all sources, learn 7 times faster and skill progression increased by 70%.
    - Those in your party and companions gain this as well.
- Prefect Anti-scrying only the One Above All will ever be able to do so. Though you may grant friends the ability to do so and they will only be able to with pure intent and when not coerced.
- You will gain a Spatial Expertise Book that will teach you spells on how to make Gamer type inventories.
- Should you become trapped you will always get a choice to respawn to escape.
- Items you also start with:
- Monocle of Niclewis:
    - Item Class: Artifact Quality: Masterwork Weight: 0.1 kg Traits: This is the monocle of the Master Craftsman Niclewis. Imbued with lost technology and forgotten alchemies, it allows the wearer to see and understand the latent energy of objects. Practice will increase the depth of this magical sight. Using the advanced sight of the monocle will drain your mana at a minimum rate of 1 MP/min. Deeper inspection can increase this drain with no upper limit. It is advised that the wearer exercise caution. This practice can be toggled off and on at will. There are also 3 passive traits of the monocle: There is a specific increase in the success rate of creating items of higher quality. This bonus is 90% Exceptional, 85% Superb, 80% Exquisite, 75% Masterwork upon the wearer's skill level in Crafting. You have 1 additional Rank in regards to all crafting skills while wearing it. There is also a fixed +75% chance of successfully crafting items.
- Ancestral Ring of the Hardings:
    - The Harding family were a series of smiths that served the Green Tear Dynasty prior to the 4th Cataclysm. The blood of titans intermixed with the blood of the fey folk to form their short-lived race, the Elowyn. Though they are long extinct in The Land, some

of their weapons and armor survive even eons later. The Hardings were among the greatest families of the lost Elowies. This ancestral ring was passed down through generations of their family, absorbing the blood, sweat and life energy of these titan descendants. So much power was passed through this item that it awakened a life of its own, some even say a consciousness. Any worthy smith wearing this ring will be able to mold almost any metal and will enjoy a drastic increase in their chances to make higher quality weapons and armor. This will teach you smithing and mining from Novice to Grandmaster

- Summoner's Ring:
    - Increases level of summoned creatures by +15.
- Vial filled with Blood of Aged Glass Dragon:
- Focus Crystal:
    - This can be used to grow a Crystal Garden. It can be planted anywhere, but thrives underground. This is a living entity and it feeds on the ambient magic in the area.
- Sustenance Belt:
    - While wearing this belt, you require 75% less sleep and 75% less food and water.
- Wraith Mage Hyira-kur Set:
    - Any foes killed by the wearer of this item set have a chance of converting to a spirit, undead or living dead creature. If this occurs, they will be placed directly under wearers control.
    - Killing 1,000 enemies within a mile radius will if desired desecrate that space , death creatures regularly arise from this location and guard it from intruders. They will follow your every command.
- Crown of Hyira-kur Defense: 63
    - Durability: 1835
    - Item Class: Legendary
    - Quality: Mastework
    - Weight: 3.7 kg
    - +1500 to Int and Wis
    - +250% to total defense against Death creature or Death magic.

- Gauntlet of Hyira-kur Defense: 79
    - Durability: 1611
    - Item Class: Legendary
    - Quality: Masterwork
    - Weight: 3.7
    - Effect: Siphon 50 health, mana, and stamina per second upon touch
    - Charges:1769
- Staff of Hyira-kur Damage: 77-111
    - Durability: 1712
    - Item Class: Legendary
    - Quality: Masterwork
    - Weight: 6.2 kg
    - Effect:
    - +531% attack vs non-Death creatures
    - Fires beam of necrotic energy
    - Range: 303 yards
    - Charges: 1034
- Necklace of Scry Defense:
    - Will block all but the most powerful scrying spells (God Level). You will not be able to be seen by divination, identification, tracking or detection spells.
- Ring of Flowing Thought:
    - +70% Mana Regeneration
- Elixir of Selak's Luck
    - Increase Luck by +50 for three hours and twenty one minutes refills after four hours.
- Poison of Nil Abilities:
    - Blocks all abilities for 1 hour, refills after two hours.
- Goatbanger Spell book.
- 1 Seed Core:
    - This can be planted to grow almost any type of tree per month. It will grow into whatever best fits the needs of the region.
- Bottomless Bag O'Gold:
    - that generates 1000 gold per day.

- Blood Stone:
    - One of the most feared items in existence, as even if used by somebody without any knowledge and skill at Blood Magic it can lay waste to armies, and in skilled one's utterly destroyed entire countries. It is a complete repository of all knowledge on Blood Magic and can teach you several skills with it, but unlike standard blood stones it will not puppet your body or control you in any way. It also serves to enhance your blood magic.
- Scroll Case of Monster Attraction:
    - This case generates a Scroll of Monster Attraction. Activating this scroll will attract the strongest monster within a one hundred mile radius. You may choose the level of the monster and the level of the soul.
- A bookshelf that generates Masterwork blank books on demand.
- A large tray that when used can generate anything you have ever eaten or drunk complete with utensils.
- Pouch of powdered crystal.
    - This pouch generates any kind of powered crystal on demand, though for blood crystal you will have to supply a sample of the blood.
- Bottomless bag of Soul Stones enchanted with AOE Soul Trap:
    - Generates soul stones of the needed size on demand.
- Bag of Filled Soul Stones:
    - You get 5 of each level per day except Absolute which you get 1 per week
- Glimmer Ring:
    - +35 to Perception of hidden enemies within 25 yards. Concealed enemies will sparkle in your eyesight. Extremely effective in dark areas.
- Slime Breeder's Guide:
    - This Guide is the perfect gift for anyone who has ever wanted to breed an army of slimes. Or, y'know, just keep a collection of slimes that create an endless supply of booze, potions, or other such things. Whatever you want, I suppose.

    - Slime Creation- Knowledge of merging mana and a liquid creating a slime whether a blob or humanoid.
    - Slime Knowledge – Gain knowledge of all known slime types and evolutions.Force Evolution – Force a slime that meets certain prerequisites to evolve into a new form.
- 1 Masterwork weapon of your choice along with a Master Skill book and an Expertise book to go along with said weapon.
- Ring of the Grandmaster scholar.
    - Scribing spell, skill and expertise books no matter the level only takes a total of 2 hours.
    - Will always be a grandmaster book.
    - You can generate blank masterwork books at will.
    - Grants master level research skill while worn.
    - You can craft books that grant anything from a race or tier change to longer life or affinities.
        - These would be in addition to what they already have.
        - You must have encountered the race or tier you wish to impart.
        - You may craft a special Level Reset book that only sets a person's level to level 1 they keep all skills, stats and professions they have already gained.
- Optionally, you get Perfect memory, with infinite storage, perfect indexing, protection from harmful memories and the ability to move memories into hidden storage, replacing them with a mental note that you have done so and can restore them at will.
- You never tire of the joys of life and your emotions will never be dulled by the mere passage of time adapting to cultural change over the centuries will never be grating.
- Sleep Learning:
    - You have 2 modes of sleep learning; one where you enter a white space and try and create spells of ritual. {A very good place to experiment as nothing you do damages you actual body, though if a mistake rips your body apart you will still feel a brief amount of pain.} A second which you select a skill to train and level and your

unconscious mind levels/trains it up for you. In both modes you have infinite mana/stamina.

- The ability to change what your status page shows others.
- Control your fertility in all aspects such as getting anything pregnant or getting pregnant from anything, even things or species that would not regulay be capable of it.
    - This allows you to choose to pass down anything you desire to your children from powers/abilities/affinities/knowledge/memories.
- Choose a prime number of Waifu's they will love you unconditionally and start as Blood Brother companions.
    - If you wish they can still guide you and call you on your shit.
    - They will respawn as long as you wish.
    - You may choose any of the benefits here to share with them.
    - They may be drawn from fiction.
        - Any powers and skill they have will gain a Land flavor.
        - Memories and personality will start off the same but can be modified simply by drawing them from an AU version of the canon.

Essence of The Root (By ZagreusHades)

- You may remake your form once.
- You are a “rare” individual known as: a protagonist! What this means? Simple there’s nothing truly remarkable about you, your looks are probably average (yet members of your preferred gender(s) seem to find you extremely attractive and appealing), your personality probably isn’t anything special (and yet members of your preferred gender(s) think your the most interesting person around and won’t even get really mad if your the densest person around or act like you are), even your strength and power are lacking (and still powerful members of your preferred gender(s) will fight with you and for you, it probably helps that your potential for growth is limitless and the rate at which you grow is crazy fast), alright so I guess your charisma and presence aren’t to bad as long as you are nice to others they will find themselves liking you and trusting you even the meanest/cruelest of people could be swayed if you made the attempt even just being around you will chip at their resolve.
- Optionally, it would seem I wasn’t completely accurate your magic is equivalent to the likes of Solomon and Merlin at their prime, this would qualify you for the title of Grand Caster if you were a Servant.
- Optionally, you may choose one or more forms of magic or create your own, to be a complete unrivaled master of.
- Optionally, you may gain Mystic Eyes, the type depends on you, you could choose to have multiple without worry of negative effects. You can toggle the potency of your eyes. You may also gain a pair of shape-shifting eyewear that can prevent the effects of ocular abilities including filtering specific features of a ability, use your laser eyes as a light source without worry about burning or blasting things.
- Optionally, your able to produce and maintain a reality marble with ease, it would seem Gaia either doesn’t notice or is fine with it being up. You may choose what your reality marble looks like or have your marble be able to change and copy other reality marbles.
- Optionally, gain a vault similar to The Gate’s Of Babylon, you may choose what your vault contains and brings into itself it could be like Gilgamesh’s and collect all the works of man or something else or multiple things. You will be able to call anything from your vault and anything inside will be

completely loyal and safe for your use, should someone else somehow gain access the vault and it's contents would turn on them at your command.

- Optionally, you may choose to be something other than human, choose any race/species from the Nasuverse.
- Optionally, you can be a homunculus equal to Illyasviel, without worrying about any negative side effects of being a homunculus.
- Or you could be a Divine Golem like Enkidu, this will include all their abilities as well including taking their original Berserker Beast form without loss of mental functions, and the ability to create chains that could bind the heavens/divine.
- Optionally, you may gain a Servant; a heroic spirit of your choice. The relationship between you two can be decided by you. Your servant may also be a living servant allowing them to produce their own mana.
- Optionally, you may gain one or more item/artifact/etc. depicted in the Nasuverse.
- Optionally gain a connection to the root, gaining access to all magic, an unlimited well spring of mana, as well as becoming a living throne of heroes. The throne of heroes you contain will collect heroes alive, dead, real, fake and store them updating the more worlds/planets/dimensions/realities/realms you visit, the longer a hero is in the throne the more variation of them will be created you can also choose to force variations based on gender to occur and by spending time in specific areas or performing tasks partaking in events you can cause new variations based on those things to form in the throne, heroic spirits in your throne will never be destroyed or truly corrupted, you can summon them and maintain them without issue or summon aspects of them such as armor/weapons/mounts/powers/etc., as well as create a ritual to let others summon fragments of a hero from your throne. You may store a copy of yourself in the throne allowing you to perform actions that a servant would be able to such as entering a spirit form, summoning their items, etc. You may choose to include the option of Divine Spirits as well, and/or gain the ability to mix and combine pieces of a spirit to create a new being with the core of the combined spirits.

- -Optionally, you can gain a version of All The World's Evil and/or gain All The World' Kindness.
- Optionally, if you are a homunculus/divine golem you can be made from the root, allowing you to act as a holy grail, absorbing magic, granting wishes, and you will be able to tap into both all the good and evils of the world, your also a perfect vessel being able to manifest or act as a flesh suit for any and all spirits including those in your throne, you won't have to worry about being corrupted by them and can simply take on their abilities and knowledge rather than letting them pilot or reside in your body, you will also be able to produce Class Cards so others can do the same.
- Optionally, you may choose to receive any of the people below as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Any character from the Natsuverse.
- Optionally, you may at any time choose to take a one way trip into the world of Nasuverse, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Demon Lord (By ZagreusHades)

- You may remake your physical form at will, you are guaranteed to be an attractive member of your species and gender, if you have a particular person you want to attract in mind you can choose to reform into something resembling what they would find more appealing, you can choose to accept the form or try again.
- It would seem you a mere succubus/incubus have managed to claim the title and power of the Demon Lord, it also seems your sexual nature had a very large impact on the monsters who now make up your court (ie. All monsters).
- As a succubus/incubus (sex demon) you have a natural talent when it comes to the bedroom; being able to see a persons kinks and the tantric lines of their body your own body seems to move in just the right ways to have them screaming your name, and seduction; with your every action being able to give of an aura of desire and primal need, being the best of the best, and with the power you wield even the holiest of heroes would go from wanting to end your rule to wanting to stay with you forever. You've also become a very good wife/husband/parent being a master of the home and knowing how to take care of your family in the most effective ways. You can also lewdify all abilities/powers/skills you possess. You are immune and can heal/cure any disease or infection, toggle fertility including "storing/saving" DNA for later use at any time you wish.
- When you became the Demon Lord your own nature mixed with the nature of all other monsters changing them into monster girls/boys (at your discretion), this change was more than physical as you gave monsters the ability to feed of sexual energy, shifted their powers into more aphrodisiac natures, even rewrote their minds from killing to love and marrying. Of course seeing as you are the Demon Lord you can still effect and change your subjects in broad strokes or precision shifts, even creating new types of monsters. It also wouldn't do for your subjects to have something you don't as such you can copy the abilities and even the forms should you wish of other monsters, and as the Lord you are able to use the original or the new changed version.
- The position of Demon Lord is one of the highest position one could hold being powerful enough that you would be referred to as a God, if not for

monsters being viewed as evil, as such you have the ability to corrupt all beings weaker then you including other divine beings, of course the more they agree with your corruptive effect and the more followers who get/are corrupted the easier it will be to change them.

- Optionally, it wasn't just monsters effected by your corruption it was the world itself; plants, insects, items, even things produced by monsters all became infused with your energy and developed "unique" traits the most common: the power to corrupt humans and turn them into monsters (of course you can now toggle this), and acting as aphrodisiacs. You will gain an unlimited amount of every resource/item (even those produced or held by monsters) both corruptive and purified versions.
- You have a large pocket dimension that bends to your whims, and tends to reflect your wishes, in this dimension you are unstoppable. The main features of this realm is your grand castle (a perfect place for a family), and your growing army of monsters who wait at your command.
- Optionally, you have a loyal harem of monster maid/butlers, they will take care of you and your affairs. Only wishing to see you happy they are willing to use every skill at their disposal for you. Their appearance, personality, and feeling for you, as well as monster type is up to you.
- Optionally, you can gain eight elite monster generals. They are completely loyal to you, skilled tacticians and commanders who you can trust to run and maintain your armies. Their personality, appearance, species, and feelings for you can be chosen by you.
- Optionally, you may gain the perfect mate, they were original a holy hero who sought your head, but after meeting you they couldn't resist falling in love. They are now your loving spouse standing by your side and completely loyal as well as a dangerous warrior that could give gods pause. Their appearance and personality is up to you.
- Optionally, anytime you enter a setting with "monsters" or similar beings you can "infect" them with your energy turning them into... you guessed it: monster girls/boys! You may also decide to scale how transformed they become from monster girl/boy, furry, full monster anything in between, and you can scale your tantric effect deciding if the world is XXX or mundane and anything between. You can also change the method of transformative at anytime from energies, nanotechnology, etc. if a

method already exists in the setting you may take at least twenty-four hours to take control of the source no matter its nature.

- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Any character from a monster girl/boy series.
- Optionally, you may at any time choose to take a one way trip into the a world of monster girls/boys or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of The Equestrian (By ZagreusHades)

- (Every part of this essence are optional)
- Gain the form/power of an Earth pony, this will grant you four powerful legs, a passive form of magic connected to nature and great physical capabilities. Earth ponies magic is passive in nature allowing them to maintain and help in the growth of plants and animals, by actively focusing earth ponies can cause plants to grow where they place their hooves, their physical capabilities make them strong enough to pull houses and move massive boulders with little strain as well as possessing great stamina. Earth Ponies have also developed the ability to use their tails as a prehensile limb. As a pony you may also choose your Cutie Mark this means you can choose your special talent.
- Optionally, gain the form/power of a Zebra, gaining insight into earth magic and how to use it in the creation of potions and live in harmony with wild nature, you also gain the talent of rhyming being able to have complete conversations in rhyme.
- Gain the form/power of a Pegasus, this will grant you a pair of wings (Feathered or Bat-like) that will grant the power of flight. Pegasi also possess a passive magic that helps to support their flight, allow them to manipulate and walk on clouds which expands into their abilities to manipulate the weather. Pegasi wings are strong enough to support their own weight and can be used as prehensile hands. As a pony you may also choose your Cutie Mark this means you can choose your special talent.
- Gain the form/powers of a unicorn, this grants you a horn and the ability to actively use magic. A unicorn's horn is sharp and extremely sturdy allowing it to be used as a weapon, unicorns also possess the ability to actively use magic channeling it through their horn, most unicorn's magic is focused on their special talent, when a unicorn uses their magic their horn and whatever is effected will glow with an aura, the easiest and most basic ability is telekinesis. You may choose the color of your magic. As a pony you may also choose your Cutie Mark this means you can choose your special talent.
    - Optionally, gain the form/powers of a Kirin/Nirik, Kirin are beings similar to unicorns except they possess scaled features usually on their face and back, curved and sometimes branched horns, manes

that wrap around their head, cloven hooves, and lion like tails. Kirin can use telekinesis like unicorns and when experiencing extreme emotions turn into Nirik beings of fire; granting them pyrokinesis. You can control this transformation at will.

- Gain the form/powers of an alicorn, granting four powerful legs like an earth pony, a pair of strong wings like a pegasus, and the magic channeling horn of a unicorn. Alicorns possess all the magic of the other pony races being able to use them to a greater and more precise level of skill, as well as gaining immortality. As a pony you may also choose your Cutie Mark this means you can choose your special talent, and as an alicorn you can gain a connection to a universal force/concept like: emotions, the sun, the moon, and/or magic.
- Optionally, become the ruler of a new kingdom of loyal ponies (A mix of Earth, Pegasi, and Unicorns), you will also gain a majestic castle of your design and a army of guards made of the different races as well as a personal group of 20 elite guards who you can design completely. - Optionally, have multiple races other than just ponies, or take just the race you chose as citizens.
- Gain the form and/or powers of a changeling, equine-like insects that possess the ability to shape-shift and drain the feelings of love from others. You may also choose to be a changeling who has gone through a metamorphosis learning to share love with others. You may also choose to be a royal changeling being bigger than most of your kind and gaining the ability to produce a quick hardening substance that can prevent the use of outside magic, with only your and your allies being useable.
- Optionally, gain the form/powers of a dragon, making you fire-proof to the point you could swim in lava without issue, gaining extremely durable scales, sharp claws, wings for flight, the ability to breathe fire and teleport anything you “burn” to a different location. You also gain strong teeth and stomach allowing you to eat gems and metals without ill effects.
- Optionally gain the form/powers of a seapony and hippogriff, seaponies possess the upper half of ponies and the lower half of fish and are able to live and thrive underwater, you also may have had some siren in your family tree as you gained their abilities to manipulate the minds of

others by singing. Many seaponies were originally hippogriffs and while many need a magical item to change back and forth you can do it freely. Hippogriffs possess the head, claws on their front legs, and wings of eagles while having the backside including hind legs of a pony, hippgriff can live in high climates and possess the power of flight. Some members of these species possess the ability to learn and utilize magic, a talent you will possess being able to learn any magic.

- Optionally, gain the magic of Chaos, basically realty warping allowing you to make the unnatural occur: Cotten candy clouds, rivers of chocolate, soda rain, restoring the dead back to life, etc. You imagination is most likely one of your only limits that and the power of friendship. Basically if Discord did it so could you.
- Optionally, become a source of the power of harmony, one of the strongest forms of magic known to exists, and yet it's effects tend to be temporary and non-lethal. In truth the greater power it offers is most likely the ability to redeem others through friendship. As a source for this magic you may create six gems; five must represent an aspect that is important to friendships/harmony and the sixth gem must represent a more arcane aspect (magic, sorcery, etc.). Only those who possess the aspect or understand it can wield it and only all six can unleash the full power.
- Optionally, you may choose to receive any character(s) from the MLP universe as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
- Optionally, you may at any time choose to take a one way trip into the world of MLP, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of the Triquetra (By ZagreusHades)

- (All parts of this essence are optional)
- Be (and/or gain the powers of) a Witch, while most magical beings seem to be able to make potions and use spells, witches are true master of these arts, being able to create new spells on the spot, and create a new variations and blends of potions with a few moments of study and research. All witches develop a special power such as; molecular manipulation, empathic resonance, telekinesis, etc. you may choose your special power and three additional powers that branch from your original power, good witches are also resistant to some of the powers of other good witches like molecular immobilization.
- Be (and/or gain the powers of) a Whitelighter, Whitelighters act as guardian angel to magical beings with witches being their main charges. Whitelighter are chosen from individuals who showed the capacity to achieve great actions of good and based on the continuity they may remember their past or had those memories wiped. As a Whitelighter your powers are more supportive with the greatest gift you have being a healing touch that lets you heal any wounds/injuries/poison/anything except for death, you also have the ability to mark individuals as "charges" allowing you to sense where they are and "hear" when they say your name and you also have the ability to cloak them from the senses of evil being and most forms of scrying, you're also given the ability to orb a form of teleportation (you can choose the blue lights from the original, or the warping look from the remake). Your powers will not be tied or connected to the Elders in any way.
- -and/or Be (and/or gain the powers of) a Darklighter, darklighters are the opposite to whitelighters and depending on continuity may actually be a part of the whitelighters. Darklighters in the original appeared to be more demonic in nature with no real explanation to how they came to be, they possessed the power to drain the life from others through their hands, mark individuals as their target allowing them to be tracked, possessed a form of dark orbing, and wielded crossbows with a poison that was fatal to whitelighters (All holy entities), darklighters also possessed a seductive nature that was more likely to draw the attention of those who would be regarded as "innocents". While in the reboot most darklighters are sealed away being the byproduct of the ritual that

turned individual into whitelighters, new darklighters didn't show any signs of possessing a harming touch, they did still possess the ability to orb, and still possessed a crossbow but now the poison was more general in nature being harder for whitelighters to heal (unless they took it into themselves a process that would weaken them for days) and could was effective against all magical beings.

    - You may choose what version of whitelighter and/or darklighter you are or you can mix the two versions, as well as combining Whitelighter and Darklighter making you a Greyligher. You may gain a member of the opposite species as a companion they will be loyal to you if you arare an Og then so are they and you may decide their appearance, personality, and relationship with you, if you are a reboot version they will be a clone of you with a reflected personality, if you mixed versions they will be a clone version of you. If they are a Whitelighter they will not be bound to the Elders.

- Be (and/or gain the powers of) a Demon, demons come in a variety of species and appearances, and describing all the variations would be crazy so instead you may either take a canon demon species from either continuity or create your own the appearance, behaviors of this new breed will be up to you, they will also gain a form of teleportation, a connection to a single elemental-kinesis, and a unique ability or feature. If you create your own demon you may choose to be the leader the new species gaining a territory the size of New York with a similar number of demon residents, unlike other demons yours will be completely loyal. As the leader you will be the apex of the species gaining a second unique ability or feature, and resistance (not immunity) to witch abilities like molecular immobilization.
- Be (and/or gain the powers of) a magical creature, similar to demons describing the multiple different species would be crazy so you can instead choose a canon version, if the species you chose is tied to something like Cupids to their rings or the Elders you may ignore that for yourself. You may also choose to instead create your own species;
- -Design the appearance and general behavior of the species.

- -Choose a way to travel quickly such as: teleportation, Super Speed, Flight, etc.
- -Gain two unique abilities, features, powers that are supportive in nature.
- -Gain one offensive and defensive ability.
- -Choose a habitat that your kind thrive in better than most.
- By creating your own species you gain the option to be the leader of a New York sized territory and population of the species and become an apex member of the species gaining two more powers/abilities/features you can choose if these are supportive, offensive, defensive, or another travel method.
- You may choose to instead be a god(dess) gaining a form of teleportation, immortality, invincibility in regards to physical and magical damage from beings weaker than you, invulnerability to potions, spells and weapons weaker than yourself, vast magical powers, a portfolio of three or more domains, and the power to augment the powers of others who call on your name you can auto pilot this so it happens without your constant input unless it would be harmful to you. You may create minor divine beings who serve you and act as your agents in the world create them using the Demon or Magical Creature options.
    - You may choose to be the progenitor of a new pantheon this will let you turn others into gods and grant you the abilities to effect the universe on a grand scale such as Creating new universes and Destroying universes.
- You gain ownership of your own Book of Shadows or Grimoire it will possess pages depicting the image and a description of at least 70% of the magical community at a quarter of the entries will include some form of weakness or way to vanquish the entities and most will be demonic entries. The book also contains spells and potions, these will include all things canon to the charmed universe(s), and update in future worlds. It will include blank pages for you to add to if you want, no matter how many worlds it updates to it will never grow any bigger, it also possess a protective spell preventing anyone who you don’t want from being able to touch the book, you may generalize the filter or change it at any time.

- -This can include information from the reboots Book of Elders in a language you can understand including their method of creating whitelighters.
- You may also gain a place of power, this could be a place where ley lines intersect, where a great magical event occurred and saturated the area,or a monument covered in ancient glyphs that contain large portions of magic. You can choose to have a house built on top of this place, the house will be able to ward off evil entities and boost your and your allies powers, it also may slow down enemies who pursue you giving you the chance to think of a plan or escape. The property can never be stolen from you, is always legally yours, the house will always have water, and power, and if you ever move the house and Magic point will follow you.

Essence of The Heart of the Cards (By ZagreusHades)

- You may change your physical form once, this includes the option to gain anime hair that can be styled in any way and will stay that way even if wet when it drys it will return to its original shape and this can include unnatural colors, your choice if the carpets match the drapes.
- You are a skilled gamer being able to pick up rules and styles with ease, you have of course already mastered Yu-Gi-Oh and other TCGs.
- You are now the proud owner of the best duel disk to exist. Your duel disk is made from a special blend of ancient magic and advanced technology allowing it to change into any duel disk to ever exist, adopt and attachments including creating a Duel Bike, and can be completely customizable from appearance to color, it also can contain multiple decks of cards in a pocket realm within itself and load up saved decks, it can even take the form of a watch or bracelet. Your duel disk will self repair any damage and if taken can return to you with just a mental thought, should another disk be put on you can have your disk take its appearance and place without anyone realizing.
- -Optionally, if taken with the card spirit world, your duel disk can change to match any device/add-on that the option TCG would use or need.
- You also gain three decks of your choice, each deck will contain one duel spirit card. The decks may also passively reshuffle themselves to ensure you get just the right card for the right moment.
- -Optionally, you have become connected to the Duel Spirit World, granting you a complete mental library of every Yu-gi-oh card that has existed, does exist, and will exist. You can create physical versions of these cards with only a thought, you may choose if a duel spirit is connected to the card. These cards gain the same benefits of the original three decks unless you decide otherwise (passive reshuffle).
- You may challenge others to any form of Yu-Gi-Oh duel (including a dark duel), in place of a different battle, you opponent will gain a temporary disk and deck customized to them, as well as the knowledge of how to play and skill equal to their level of competence in regards to the original battle.

- Optionally, you have gained the to talk to spirits, this includes spirits contained in the items. You can also enter any spirit realm by astral projecting yourself either by sleeping or meditating. Spirits will be kinder and more hospitable to you.
- Optionally, you have gained the psychic/spiritual/magical power to manifest things into reality turning normal playing cards into actual attacks that harm and destroy, you don't even have to be in a duel for this to work.
- Optionally, you can be a duel spirit gaining a deck of cards based on you and what you would like. If you don't want to create a whole new deck and stuff you can instead take the place of a canon monster gaining their lore based powers, allies, items, etc.
- -Optionally, if you took the option to gain a connection to the Duel Spirit World, you can have access to the forms, abilities, items, allies, etc. of all cards gaining them as your own without taking the place of the original.
- Optionally, you can gain access to a card realm it will naturally possess every Duel Spirit and resemble the Duel Spirit World, by bringing different cards to this world a new lair will be created for those cards and if in a world where those cards exist a new world based on the cards will be created including denizens, you may be viewed as as a god seeing as you can remove or stasis lock these worlds.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Anyone from the Yu-Gi-Oh franchise.
    - -Optionally, if you took the card spirit world option you can take anyone from any TCG setting.
- Optionally, you may at any time choose to take a one way trip into the world of Yu-Gi-Oh, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or

someone new. -Optionally, if you took the card spirit world option you can choose any TCG setting.

Essence of The Shen Gong Wu (ZagreusHades)

- You can remake your body once.
- You are a skilled Xiaolin monk, equal to the combined strength and skill of Master Dashi, Master Monk Guan, and Chase Young. You may also become a xiaolin dragon gaining a connection to an element of your choice, any attack that utilize your element or invoke the concept of your element will be stronger, you may also gain a wudai weapon connected to your element.
- Optionally, you are a genius on par with Jack, you may choose a form of science to focus on and be skilled in this will default to robotics if you can't think of anything else.
- Optionally, you can become a heylin witch/magic-user equal to the combined power of Chase Young and Wuya in her prime. As an added bonus unlike Wuya, you can change between a ghost form and your flesh form without the use of a puzzle box or shen-gong-wu.
- Optionally, like Master Dashi you can create mystical items like the shen-gong-wu, and puzzle boxes that can trap and rob the powers+physical form of powerful beings.
- Optionally, Chase Young wasn't the only one to drink the Lao Mang Lone soup. Granting you eternal life and youth, increased strength, speed, and durability as well as the power to take a reptilian-dragon like form.
- Optionally, gain a pack (ten or less) of large predatory cats (lions, panthers, pumas, tigers, etc.), of course there's more to these cats than meets the eye each one is actually a skilled warrior who you have beat in combat and gained the service of. Each warrior is super strong and durable, you may design their human appearance, personality, relationship with you. You can change the warriors between their human form, large cat form, and other animal forms like birds, you also gain access to their chi and power, you can also issue commands to your pack with little more than a snap of your fingers. Should you defeat others and get them to swear their loyalty to you you can add them to your pack.

- Optionally, you may gain ownership of any shen gong wu, it's your choice if you get a copy or the original, if it's a copy then the wu will be completely loyal and easy to control for you.
- Optionally, it would seem you have more in common with the Sapphire Dragon and the Heart of Jong, you are now a living Shen-gong-wu, you may choose your power and/or copy the power(s) of a canon shen-gong-wu.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Anyone from Xiaolin Showdown.
- Optionally, you may at any time choose to take a one way trip into the world of Xiaolin Showdown , or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of The Ichor (By ZagreusHades)

- Optionally, you can choose what version of Scion to follow lore wise, including mix and matching, or ignoring the things you don't like. Or you can base this more on a "standard"/fanfic-ed mythology.
- You are a Scion (Level: Hero), this means you are either; a "blessed child" born from the union of a Deity and human, a human chosen by a Deity and granted a spark of divinity, a being constructed by a Deity then granted life through a divine spark, a child born from a divine Deity and a Deity in human form, or a Deity who has perished and been reborn as a mortal. The Deity in question doesn't have to be a God(dess) it can also be a Titan. As a hero the lowest level of Scion you are above normal humans in regards to physical, mental, and social traits able to outperform Olympian athletes. You can also use relatively weak powers granted through aspect and domains with the easiest being in relation to your Divine "parentage", a connection to the sky purview could create a taser effect from their hands, heroes require the use of a Birthright to use their supernatural abilities.
- Heroes will be granted access to 1-4 purviews and can use up to level four abilities. Their Epic Attributes are
- Optionally, you may have achieved the second level/title of a Scion, Demigod at this point your powers and traits are more reminiscent of a character from a superhero movie or comic: a sky purview demigod could access the ability to fly or call down lightning strikes, while their physical, social and mental capabilities would allow them to stop and outrun moving cars, persuade large groups of people and spot the smallest inconsistencies.
- Demigods will have access to 1-8 purviews and can use level eight and below abilities. Their Epic Attributes are
- Optionally, you have achieved apotheosis and unlocked your full potential becoming/gaining the third and final level/title of God. Your powers are exactly what you'd expect of a god physical capabilities that could topple buildings with a single punch, the charm to sway continents to your side, a mind untouchable by any weaker than you, and with a purview of sky you could end the sky to your whim even becoming the Avatar of the sky for a few moments a storm that stretches on for miles

"walking" on legs of lightning speaking with the boom of thunder, and summoning winds so strong they could tare flesh, of course becoming the Avatar is a temporary and draining process. When a Scion becomes a God they rewrite history becoming a piece of legend and the past appearing in the legends of their pantheon as though they've always been there (History rewrite can be toggled & will only occur for you and those you want it to), at the level of God, Scion are also at their weakest with fate clinging closely to them waiting for them to use their powers so it can bind them and make their legend more interesting; an affair here, a rival there, stalker now, change in personality later, etc. As a God you shed your mortal form becoming a being made of ichor, immune to injury from earthly sources while in your immortal form, you may also take a lesser form lowering your legend and creating a mortal form, you also gain a pocket dimension that is of your own design and changes to your will, this is your godly realm where you are in charge completely, you can even include a underworld to your realm, your godly realm will start at the size of Pangea but can grow with you.

- Gods can choose as many purviews as they want and can access level twelve abilities.
    - Optionally, as a God you have connected to your purview(s) so closely that you can take the form of an Avatar with the ease of breathing and maintain the form indefinitely without risk of losing yourself or damaging anything you would want undamaged, and use the abilities of the Avatar to their fullest potential without ever having to risk loosing access to it. Optionally, if you chose to be the Scion of a Titan you may choose to become a part of the greater Titan closest to your main purview but loose access to all other purviews Avatar.
- Optionally, instead of Gods or Titans you may become the reincarnation of a Dragon of old (An Heir), dragon are beings that existed before the Gods. Dragons are immune to the temporal and reality rewriting of the Gods always knowing the truth of the world. Basically take a level for a Scion but instead of a God/Titan you're a Dragon reborn if you take the God level you may choose to become the Dragon you are the reincarnation of.

- Scions aren't able to use their abilities without the aid of a focus often in the form of a Birthright, usually gifts from their parent or pantheon or a Relic obtained from defeating an enemy. You may create and decide one or more relics for yourself, including canon relics. A Birthright can range from accessories/clothes, weapons (melee and/or ranged), "mundane" items, even vehicles or other forms of travel like false wings or clouds. Any relic/Birthright you take with this will only work for you or those you allow and won't put you in danger with its use.
    - Optionally, you may become a skilled craftsmen equal to the likes of Hephaestus and the Norse Dwarves combined. Able to literally forge nature and concepts into items.
- Optionally, you can be special and have the ability to use your powers without a Birthright, eventually meaning you don't need a focus to use your powers.
- Optionally, you may create/choose one or more Guide(s), who can offer you help in your journey and act as an adviser, messenger, even an assistant or manager. Their appearance, personality, and relationship with you, and species is up to you, you may also take canon examples editing them as you wish. Most of the time a Guide will be based on the Scion's pantheon of origin; Greek Scions may have a nymph, Chiron, heroes of the past, minor gods, etc.
- Optionally, you got a "pet(s)" a creature of myth and legend, what they are, what they look like, how they behave, and their personality is all left up to you. They can be a mundane horse who can run on water, fly, and talk? Or the child of some greater monster/creature like Phoenix or Cerberus.
- Optionally, you have gained and/or been given the help of a group/groups of Followers, a collective of entities that are usually summoned through a Birthright to serve your need. These can be a group of satyrs, an handful of undead, a swarm of crows and ravens, etc. The sentence of Followers can range to little more than puppets to fully sentient. You may take one or more groups of Followers, they are yours to design including how you bring them to your location or you can take canon examples.

- Optionally, you have gained access and ownership of an abandoned or forgotten Divine Realm, similar to the God's godly realm except limitless in space. You can choose if there's ruins of the pantheon that may have once controlled this area or if it's completely untouched waiting for you to mold it and potentially grant others the ability to change it as well (you can limit the area they can change, but the space can and most likely will expand into a godly realm linked to the greater Divine realm).
- Optionally, not all Scions are human and you may choose to be a different humanoid magical race.
- Optionally, unlike the other beings of this setting you are unbound by fate, where normally the very use of an ability would put a Scion of any level at risk of being bound in some ways by fate, you seem to be able to pick and choose what pieces of fate effects you. You may also edit the fate bindings of others. This will include perception, as mortals beliefs can force Gods to act as mortals believe they should; Zeus can never change his ways because humans have decided that he will always be the way he is and fate ensures that stay true. This also protects you against being lost or absorbed into a God/Titan/Dragon basically you will always be a free unit, uncontrollable by any others and always you, a process you can still share with others. Optionally, you can now manipulate Fatebindings with ease and without consequences. This may also grant you the ability to kill primordial and Titan without having to fear the normal disastrous outcome things will flow as they are supposed to; just cause you kill the embodiment of fire doesn't mean fire will vanish or run rampant.
- Optionally, become the main mind of a Titan/Primordial essentially making you the living aspect of your domain and causing detrimental effects should you die.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Anyone from Scion or other Mythology sources.

- Optionally, you may at any time choose to take a one way trip into the world of Scion or Mythology, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of The DS MC (By ZagreusHades)

- You can remake your body, with the guarantee that you will be very attractive to members of your preferred gender(s), in fact everyone you meet will develop a small crush on you no matter their normal orientation this crush will fade/lessen if you're not interested in any way, but if you are interested the crush will grow.
- Consent is key, and people respect your wishes if you say no or change your mind they will graciously except your wishes and won't hold it against you, they would even be willing to just play board games all night if you offered, as such this will guarantee a good time in anything you do even if it's not the "special" option.
- You are what people call a jack of all trades or well rounded, as you know and are pretty skilled in a lot of "hobby" talent like singing, dancing, cooking/baking, gaming, writing, etc. Your also skilled in learning new skills at incredible speeds. Should you share your talent(s) with someone you will develop the relationship between you two at a faster rate, this also works if your teaching them or they are teaching you.
- You are an amazing gift giver, able to figure out the best gifts for anyone, including how to get said gifts. This also makes it so any gift you give will be viewed with the meaning and feelings you intended for it to have, and if this is a gift to a love interest your bond will grow stronger and faster.
- Optionally, as the MC you gain a pretty powerful plot armor with events working out to see you safe even when you really shouldn't be, this doesn't stop you from getting injured or making mistakes it just prevents the likelihood of your permanent death in any shape or form, an ancient being lives inside you with the potential to awaken and kill your soul to gain control of your body? Luckily the ancient being doesn't want to live so it will grant you its powers while it dies. A gang of hardened murderers kidnaps you? Your more important alive than dead. Of course those are just examples. This plot armor also extends to family and friends. You may also gain an aura of acceptance the longer you are in the presence, even if your only under the same roof, the other people will come to like you and may even come to view you as a friend and potentially family. You can toggle the different parts of this.

- Optionally, listing every skill/power/ability/evolution/etc. possessed by every dating game MC would be impossible and crazy so instead you may gain the “essence” of one or more dating game/simulator MC(s), you can choose at what point in the story this is based on with the guarantee you will reach the later levels with time should you choose an earlier point. You may also use a Love Interest instead.
- Optionally, similar to the abilities of the MC, listing every possession that an MC can come to create, gain, wear, etc. would be impossible so you may gain ownership of one or more of an MC(s) possessions. You may also use a Love Interest instead.
- Optionally, the story and history that MCs have are fast and full of fascinating facts and moments that might be important so you can gain the memories of and MC(s). The memories will never impede or harm you in any way. You may also use a Love Interest instead.
- Optionally, Deus Ex MC It’s kind of the MC’s right to succeed and you don’t have to be the exception, fate will transpire to see that you get the best outcome in your story, especially if it’s a love story, there may be hardships and trials to overcome but your success will be written in the stars. This also grants you a sixth sense of when important events are going to occur, moments are happening, memories are being made, etc. plus you will gain a scrapbook filled with pictures of these times allowing you to “replay” them.
- Optionally, love is so important that you shouldn’t risk missing out on it, so why not gain some “tropes” based around finding or ending up with The One(s). Each of these can be toggled.
- Soulmates: Soulmates the idea that there’s someone out there for everyone, and at least for you there is. You can choose your soulmate and they in turn will view you as their soulmate too, you may choose if their is a sign of this connection like a red string connecting you, a mark or some other “feature” depicted in soulmate universes. You can also choose to have the whole setting subject to this, go forth and share the love. Completely toggle-able.
- Babies Ever After: Your legacy and a sign of your love, you can toggle your fertility and produce an offspring with any partner no matter how improbable, how it works is up to you and can be changed at any time.

You may also set the change to effect the whole setting, or not completely toggle-able.

- -Harem Mc: Is one love not enough, then go forth and find multiple loves, no one shall fault you for sharing your heart and those you bring into your relationship will tend to get along most of the time at least they won't be jealous or angry with you, you have all necessary skills and abilities to ensure every member is happy and content.
- If taken with Soulmate you can choose how that works. For example: in terms of the red string is it you connected to multiple singular strings or like a spiders web with everyone being connected or even a few being connected and others not?
- Optionally, gain a shape-shifting device that has every dating/romance game/simulator and/or games with romantic features/subtext. The device will update, never run out of battery, storage, and creates its own signal. Even if a game was disconnected or discontinued the device will be able to access it perfectly, and can create updates based on your input. It can also be used to create new games.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Anyone from any Romance/Dating Game/Simulator, or game with romance features/subtext.
- Optionally, you may at any time choose to take a one way trip into and romance/dating game/simulator world or setting with romance features/subtext, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of The Jungle Lord (By ZagreusHades)

- You can remake your body. This new body no matter what will be capable of great feats of athleticism, extremely attractive, and controllable hair: You can choose where hair grows on your body or stay smooth and any hair you do have will always look good and can style itself in a matter of seconds it could change from brushed out to dreads and back. This will also insure that your body is perfectly healthy as hygienic including; your teeth being perfect, stronger than normal, and health without any use of dental hygiene, your body cleaning itself and healing injuries without leaving scars or marks behind. You can also take these features without remaking your body.
- As a lord of the jungle you will gain:
- -Strength to wrestle bull apes, bull elephants, lions, rhinos, sharks, even dinosaurs wouldn't be impossible.
- -Speed, Agility, and Reflexes that could have you out running cheetahs, catching snakes mid-strike, dodging most bullets, and catching a tranquilizer dart in mid-air. This would let you pull off Batman level vanishing acts, the moment people look away from you, and the skills to grab people and ropes while in the process of falling.
- -Flexibility that could be compared to a snake allowing you to bend in amazing ways that could have circus contortionists asking for pointers.
- -Durability that would let you take the full force of multiple charging rhinos, be thrown around by elephants, grappled by a gorilla or python, falling from 10-15 ft. heights with only a few bruised ribs. You could even be caught in a rock slide and survive days without medical attention. You can also grab onto ropes, vines, etc. or slide along metal beams, ropes, or tree branches/trunks without worry of rope burn, splinters, or other issues.
- -Endurance that would see you able to fight the effects of poison long enough to travel around the jungle and save individuals from multiple dangers without wearing down, and maintain a calm and rational mind without sleep for four days.
- -Courage to face unbeatable odds, or state down immediate death without fear.

- -An impressive mind that would allow you to learn new languages in a matter of days, learn how to create basic tools without a teacher, learn to use more complex devices with a few moments of trial and error. Your also a quick-thinker able to identify issues given a few key pieces of information and figure out solutions that others may not identify. This also makes you a decent judge of character, the more like a past foe someone is the easier it will be for you to identify them as a threat.
- -Enhanced sense of smell and hearing that make you a skilled tracker. Your hearing also becomes sharper when those you care about or are meant to protect are in danger.
- -The ability to identify the weakest and strongest individuals in a conflict.
- -Great skills in climbing, clinging, leaping, and great skill in swinging and parkour like feats. This will also grant you highly dexterous feet that can be utilized just as well as your hands.
- -Your a very skilled survivalist able to identify traps in seconds, find food and water including identifying hazardous plants and medical, your also able to eat raw meats even those in the process of putrefaction without issue. A great swimmer able to swim for long periods of time over vast distances and hold your breath for long periods of time.
- -You're also a skilled linguist already skilled in the speaking, reading, and understanding of French, Finnish, English, Dutch, German, Swahili, Arabic, Mayan, Ancient Greek, Ancient Latin, Many Bantu dialects, the language of the ant-men, Pellucidar, and the language of many animals. You're also a skilled impressionist able to mimic sounds perfectly after only hearing it once, and powerful lungs able to release a shout that could be heard across a jungle.
- -This also makes you a born leader able to inspire and gain the unyielding loyalty of others.
- -Optionally, you have the ability to "find" (read: summon) vines, ropes, wires, etc. that you can grab onto and use to swing great distances, nobody will notice or comment on the unlikeliness of these items. This can also be used to summon leaves, branches, trampolines, etc. to catch or break your fall, or to slide along.

- -Optionally, you were involved in a ritual that granted you the claws of a lion on your hands and feet, that you can sheath and in-sheath at will. The ability to change your eyes into those of a cat gaining night vision and telescopic vision, and enhanced regeneration able to heal most wounds in an hour.
- -Optionally, you may gain a treehouse hidden in the jungle, it is always stocked with fresh fruits, near a fresh water source that is constantly filled with fish, high enough from the ground to be safe from flooding or tsunamis, and will repair and right itself if damaged or destroyed this includes any items within and any additions made to it.
- -Optionally, you can gain a noble title such as Lord/Lady, this will also give you the estate expected of an individual with the title, including businesses and investments.
- -Optionally, you have the ability to always appear oiled up, so you can shine in the sun. This offers only the benefit of attracting the attention of admirers and that's it, luckily it offers no disadvantages being mainly an aesthetic effect.
- Optionally, you may gain some of the traits displayed by the Lady of The Jungle. You may be a skilled artist, and scientist in multiple fields of natural sciences, this also makes you a very good teacher able to teach others in a matter of weeks if you have the right teaching aids the amount of time will be lessened. Be a skilled inventor able to create many items and devices using improbable materials. When you are the object of someone affection and return that affection they will be deeply in love with you and completely devoted to your relationship with you being the single target of their affection to the point that if other people, who may be more attractive or better suited for them, where to show interest in your partner you can rest assured they will be turned away, this also extends to other forms of seduction like aphrodisiacs, love potions, mind control, everything. You also possess a beacon like effect that should you be in danger those close to you will immediately know and be given the general direction you are in, with events conspiring to get them there just in time, you have a similar radar that works in reverse allowing you to find others. And finally you are quite adaptable; the longer your in an area the more adapted to it you become and the

more you are exposed to a situation the better you become at handling it and dealing with it.

- Optionally, you may gain some of the abilities displayed by other individuals such as the magical and alchemical abilities and talents of La the high priestess if Opar; which can range from the creation of an antidote to fight dark spirits, the power to transform human and animals into hybrid creatures, even a form of immortality based on you transferring your soul to another body.
- -Optionally, you may also gain ownership of a lost city on par with Opar, a lost colony of Atlantis filled with incredible riches and vast amounts of wealth. While the original inhabitants of Opar are beautiful females and beastly ape-like males, you can choose the appearance and general traits of your citizens.
- -Optionally, you have found a pathway to Pellucidar, a primordial world under the Earth's crust. Pellucidar is a land in a constant state of eternal noon maintained by a miniature sun at the center of the "world", inhabited by prehistoric flora and fauna. Time also seems to flow in unique ways here with some areas moving at different speeds than others, most inhabitants age at a slower rate than normal.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Anyone from Tarzan media.
- Optionally, you may at any time choose to take a one way trip into the world of Edgar Rice Burroughs's Tarzan, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of The Guardians (By ZagreusHades)

- (Every part of this essence is optional.)
- You may remake your body once.
- Dream: You gain a connection to the essence of dreams allowing you to sense anyone who is sleeping and know what they're dreaming of, you are also unaffected by gravity allowing you to float and fly at a relatively slow speed, the final ability you gain is the creation and manipulation of dreamsand a dust like substance that is completely under your control and can be manipulated into many different forms for different uses, anyone sprinkled with dreamsand will be put to sleep immediately.
- -You may also gain an island made of dreamsand, the terrain of the island will always be dreamsand in nature but the appearance can change to your desire. At any time you can have your island transform into a shooting star that you can fly in, you will hear the wishes of everyone who makes a wish on your star.
- Hope: You may choose to become a Pooka: a race of six to seven feet tall rabbit warrior philosophers. Either way you have incredible speed and jumping talent. The ability to manipulate the growth of flora including developing magical plants with unique functions, manipulate life energy to create sentient egg helpers, create rabbit holes that can allow travel to any location in a matter of seconds, manipulate the hopes and virtues of every living being, and the ability to shape-shift by eating chocolate.
- -You may also have a magical warren hidden underground that is in a constant state of spring.
- Memory: You may choose to be a descendant of the Sisters of Flight, making you an attractive individual with bird like features in the form of wings and feathers covering parts of your body. Your wings are strong enough to be used as weapons. Either way you will be able to speak every language including the language of animals, create mini winged extensions of yourself that you are mentally connected to and can communicate with telepathically, you also know how to view and access the memories of others by using their baby teeth, and those can sense when a tooth is lost and where it's located.

- -You may also have a floating palace protected by magical winged elephants, the palace will contain storage for teeth boxes and will grow to accommodate more inventory. You will always know where the teeth you seek are located.
- Wonder: You become a skilled swordsman and thief being the best in the world in regards to skill and talent. You can also find the wonder in everything developing unique insight into things and being able to view the world with pure innocence. You are also skilled at combining magic with technology resulting in wondrous creations, this also boosts your skills as a craftsman and toy maker.
- -You may have a workshop hidden in a remote corner of the world, with a work force of yetis and elves.
- Storytelling: You are a skilled storyteller, artist, and archivist. When you tell a story you can allow others to “live” those moments and learn from the tale you tell, this can allow you to alter the future or push it to a outcome you prefer.
- You may be a powerful magic user equal to the combined power of Ombric, North, Pitch, and E. Aster.
- Fun: You possess winter magic allowing you to summon and manipulate snow, frost, ice, and cold in a variety of ways including the creation of lightning frost a powerful blast of winter magic that can flash freeze nearly anything weaker than you, you also possess the ability to ride the winds granting you flight, and fill your power with fun, joy, and laughter so instead of damage you make them feel those emotions. You can also manipulate your apparent age, and speak the language of leaves allowing you to control leaves making them change color, act as spies, fly by their own power, act as shield or soldiers, and return to their source plant. The leaves will view you as royalty and respect your wishes.
- -You may also gain a staff that will help you channel your magic and alert you of dangers.
- Nightlight: You may choose to be a being made of pure light and mist, with no need for sleep or worry of death unless by violence. Either way you will be able to fly at extreme speeds being the fastest creature in a setting, manipulate light allowing you to change the light you give off from blinding to vanishing into shadows, you can also manipulate light to

create physical constructs like shields and pathways, shape-shift freely, communicate telepathically with others by sharing thoughts and feelings, tear manipulation that lets you turn tears into a diamond-like material usually in the form of a blade, and finally perform a goodnight kiss that will remove all pain, sorrow, and fear from an individual, normally performing the kiss would remove the powers of a nightlight but not for you, you may use this power as much as you want.

- Fear: You have been possessed by fearlings becoming their monarch this has given you the power to travel through shadows and darkness, take the form of a shadow, and affect the physical world by manipulating their shadows, you also become untouchable or noticeable when hiding in the darkness. You are also a master of fear able to identify anyone's greatest fear, and create and manipulate black dreamsand that possess all the abilities of its original form but works to create nightmares.
- Nature: You are a powerful and ancient being having the power to control the elements of nature and manipulate natural phenomena as you see fit, you also can communicate with nature getting information from different natural phenomena. You may also hide your presence in nature preventing most from sensing you. Your nature as an ancient being also allows you to hide you thoughts, wishes, dreams, and fears from other forces.
- Moon: You are able to hear the secret fears and dreams of others, and can turn others into Guardians. You have also gained a Moon Clipper; a spaceship capable of sailing through space and disguising itself as a moon, your ship is maintained by moonbots who will keep it operational, Lunarmice who are the size of small teddy bears and will act as a crew for the ship, glowworms, and Lunar Moths; gigantic moths that can be ridden. You also possess some items that you can use or pass onto the Guardians you create:
- -A sword made of an alien material that allows it to change its form and the material it's made of, allowing it to become any metal on Earth and metals not native to earth. The sword is able to cut through boulders and can become magnetic, produce sun/moonlight, project a map that will show the location of important items or people. The sword is light in its wielders hand, will move itself to return to its wielder or help them in a fight by shifting them into guards or strikes, the sword also boosts the

learning ability, wisdom, and courage of its wielder, as well as being incapable of harming anyone who has a pure heart. By giving the sword to another you can grant them the power of “Wonder”.

- -An egg made of a similar alien metal to the sword that is inscribed with the design of suns, moons, and stars. The egg glow from within itself with a power that grants its wielder the ability to create life, plants, spring, chocolate, etc. if given to someone they will gain the abilities of “Hope”.
- -A ruby puzzle box containing a place for baby teeth, one spot is already occupied by one of your teeth. Your tooth grants the abilities to see the memories hidden in teeth and share them with their owners, and the power to create small copies of oneself. By placing the baby teeth of someone into the box then giving them the box, you will grant them the powers of “Memory”.
- -A small leather pouch contains the dreamsand from a wishing star, anyone you give the pouch to can be given the powers of “Dream”.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Anyone from Guardians of Childhood series/media.
- Optionally, you may at any time choose to take a one way trip into the world of Guardians of Childhood series/media, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of The Light Well (by ZagreusHades)

- You may remake your body once, you may also choose to be a Human, Elf, Troll, or Molenoid.
- You are a skilled slug slinger equal to the combined prowess of both Shanes, Mario Bravado, and The Unbeatable Master, you also become a skilled practitioner of slug-fu. This can extend to any ranged weapon, and allow you to figure out how to fire ranged ammunition without the proper tools.
- You are also a skilled tracker able to travel and move through difficult terrain, in search of slugs, with less difficulty than most. This will also make you a pretty good parkour master.
- You seem to be a very likable individual as you earn the trust and aid of others within the first moments of meeting, even if they're supposed to be your enemies. This also leads to animal and animalistic beings befriending and trusting you faster and with greater ease especially if you speak and treat them with kindness, even a creature that has only been mistreated by another would warm up to you in only a few seconds of interaction. You have a strategic mind allowing you to bring the most out of others and even figuring out how to mix and match their talents to develop stronger effects.
- You have gained an animal mech in the shape of an animal of your choice, your bike is fully upgraded with every canon advancement. You may choose to have grant your mech an upgrade that will allow it to transform into other animal forms and potentially other vehicle forms.
- You also gain a fully upgraded and evolving blaster in a style of your choice and can change its aesthetic/look at any time. Your blaster will create an endless supply of shells as needed.
- You may choose seven Common slugs of any type, and one Rare slug to be your primary slug. You can gain more slugs and add them to your team as you find them. You will also gain a backpack that will have a pocket dimension living space for your slugs including providing them with food.

- Optionally, you are a skilled mechanic, engineer, and inventor gaining the complete knowledge of how to recreate and upgrade any and all technology used in Slugterra, with skills that could put the best of the best to shame.
- Optionally, you may gain your own Cavern similar in size to the cavern watched over by the Shanes. You may enable your cavern to develop new slugs based on energies you possess or the worlds you have and will go to. Your cavern will possess populated areas.
- Optionally, you may choose to be and/or gain the powers of a member of the shadow clan gaining; night-vision, teleportation, shadow travel, telepathy, aura sight, the ability to communicate and understand slugs, a tail or throwing arm that can reach 100mph, and other shadow clan abilities.
- Optionally, you can gain and/or be the powers of a slug gaining; a connection to an element, a squishy stretchy body, the power to "evolve" when you reach "velocity", and other upgraded abilities of slugs.
- -Optionally, become an elemental becoming the origin of all other slugs that share your element.
- -Optionally, gain the healing powers of a Boon Doc allowing you to heal corruptive effects and restore the energies of others and/or gain the abilities of the Goon Doc the ghoul version of a boon doc that corrupts others.
- Optionally, gain a Lightwell a vast pool of glowing waters that are nexus points of energy and life. Lightwells are mystic places with their waters having amazing powers such as restoration of the body, mind, soul, and energies. It's power is strong enough to bring back the recently deceased, heal and corruption or poison even conceptual. The lightwell is also a limitless source of energy and power.
- Optionally, you can gain a pool of dark water a black vile liquid that corrupts everything that touches it, turning living entities into "ghoul" versions of themselves; monstrous versions of the original with more dangerous corrupted abilities, sinister behaviors and mentality. Your pool will have limitless dark water, that can also provide endless dark

energies, and you will be immune to its corruptive effects yet still able to use its powers in a form of dark magic like The Emperor.

- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
- -Anyone from Slugterra.
- Optionally, you may at any time choose to take a one way trip into the world of Slugterra, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of The Dice (by ZagreusHades)

- You may remake your body once, including taking the form of any player race from any version of D&D.
- You may choose to be of one or more classes at any level of your choice from D&D. Optionally, you may take the same class multiple times to choose a different subclass.
- Optionally, you may gain any item(s) from D&D, you will be able to use it without worry of corruption or danger, and can attune to infinite amounts of items without worrying about negative effects. You can also toggle the negative consequences of using items in certain ways such as allowing you to store bags of holding inside another bag of holding without worrying about dimensional collapse.
- Optionally, you may become the ruler of a kingdom of your choice/design including choosing a realm/dimension that your kingdom is in, including a pocket dimension.
- Optionally, you may choose to be of a different race not normally available as a player race, essentially allowing you to choose monstrous races.
- Optionally, you may be your own patron in cases that are applicable allowing you to fuel your own abilities without being beholden to any outside forces or beings. This will also allow you to form warlock pacts with other beings, with you acting as their patron.
- Optionally, you may take one or more features from any version of D&D, this can be actual features like Tough, Sentinel, etc. or mechanical features.
- Optionally, you may choose to be a Deity and/or similar being (Arch-fey, Great Old One, Infernal Prince, etc.) you may pick one or more domains to rule over, you will gain your own personal dimension and a religion/cult/following that will act in your interest.
- -Optionally, you may choose to be a Chief God, becoming the primordial prime of your godly species (Deity, Arch-fey, Infernal Prince, etc.) essentials gaining the combined strength and power of all other individuals of your species, enough that you could win against them in any form of conflict.

- Optionally, you may include homebrew materials.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
- -Anyone from any D&D setting/series/media.
- Optionally, you may at any time choose to take a one way trip into the world of any D&D series/media/setting, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of The Cothica (By ZagreusHades)

- You may remake your body once.
- You gain a scanner that has access to every card in Chaotic In regards to one or more tribe(s), and can be used to scan other creatures, battlegear, locations, and spells/magic effects in future worlds. Your scanner can print card version of your scans.
- Optionally, you can gain the complete knowledge to create a system just like chaotic; scanners, cards, a digital/spiritual reality transfer system and the construction of any device shown to exists in Chaotic including the construction of Chaotic.
- Optionally, you may be a member of one of the tribes of Perim, your appearance is up to you as long as it fits the general theme of the tribe your a part of. You also gain the base abilities of your tribes members:
- -Overworlders are great at teamwork and skilled at working with others able to play off one another and support each other.
- -Underworlders are able to exploit weaknesses possessed by their enemies and allies to strengthen themselves, they aren't above throwing their allies under the bus to achieve greatness.
- -Danian possess the ability to climb walls and ceilings, possess a hive mind allowing them to share information over great distances and can create parasites that turn other individuals into more Danians.
- -Mipedans are able to climb walls, survive in harsh environments, and turn invisible.
- -M'arrillians possess psychic powers allowing them to communicate telepathically, move things with telekinesis, mind control large groups of peoples, and release mental attacks.
- Optionally, you may choose to be apart of an additional tribe or tribes, including a form change based on the other tribes general theme.
- -Optionally, you may be a high ranking member of the tribe(s) you are a part of, being a respected member of the tribe who the leaders will take seriously and may even have some relation to the leader, what that relationship is will be left to you.

- -Optionally, you may create your own tribe or society that is a split off from one of the original tribes.
- Optionally, you may be a High Mugician with skill, power, and knowledge equal to the combined abilities of the High Mugician from every tribe.
- Optionally, gain the skills and knowledge in the creation of battlegear and “mutants” equal to the combined abilities of each scientist from every tribe.
- Optionally, gain/be a Warbeast, giant creature created from natural disasters by mipedan Mugicians, normally they would be hard to control but your’s/you will be completely in control of the warbeast actions. If you want your warbeast can act more like a hulk or armor transformations with you as the pilot.
- Optionally, you may becomes the Nexus of the Cothica, the source of all the mugic, elemental abilities that the tribes use, special characteristics of locations, creatures, and life. The Cothica is the essence of Perim’s life and by being the Nexus of its power you can use any abilities, battlegear, mugic, even the forms of anything from Perim (this includes the other planes) with an updating library of everything including locations. You also exist at every point in Perim from its past, present, and future allowing you to move freely through space-time. You may also create new things for Perim (Creatures, Mugic, Battlegear, Locations, etc.) and grant a piece of your power to others so they can have access to all elements and use mugic from any tribe. This also lets you take Perim and all its attached worlds with you contained in a safe pocket dimension.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
- -Anyone from Chaotic.
- Optionally, you may at any time choose to take a one way trip into the world of Chaotic, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be

dropped in or reincarnated into the body of an existing character or someone new.

Essence of Vestroia (By ZagreusHades)

- You may remake your body once.
- You gain an impressive throwing arm able to throw objects slightly bigger than marbles at great speed with incredible accuracy. The skills and knowledge of how to play bakugan. You also gain a complete collection of every Bakugan card, accessories, and eight “empty” bakugan.
- Optionally, you may gain a Bakugan partner and/or become a bakugan. You may choose the element of your bakugan, type/species of bakugan (canon or fanon), and if it’s a partner you can choose their appearance, personality and relationship with you. They/You will be able to change between their toy form and true form.
- -Optionally, your bakugan can change its element type, this can be accompanied with an appearance/aesthetic change.
- -Optionally, the bakugan can possess a connection to the Doom Dimension, being an unknown to other individuals of its species, and being immune to the negative draining and corruptive effects of the dimension and effects like it. As well as the ability to call on its energy to weaken others.
- -Optionally, the bakugan can gain their own version of the Perfect Core, gaining the combined power of the Infinity and Silent Core, as well as a perfect copy of Vestroia including native bakugan and the ability to recreate a bakugan event raining down bakugan and cards from the sky in future settings.
- Optionally, gain a mask that can completely hide/change your appearance and voice so others can’t tell it’s you.
- Optionally, gain a copy of the Bakugan Interspace that was created to allow brawls between between individuals across the world, your version is completely protected from outside sources attempting to destroy or corrupt it. And/Or gain a copy of Bakugan City a city in the world that is able to support the true forms of bakugan and exists as a place where humans and bakugan can live together in harmony, the city will actually cause the inhabitants to understand and live in harmony, there may be some disagreements but overall nothing serious, besides there are battle arenas where conflict can be hashed out or just battle for fun.

- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Anyone from Bakugan.
- Optionally, you may at any time choose to take a one way trip into the world of Bakugan, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of The Mech Titan (By ZagreusHades)

- You may remake your body once, you can optionally choose to be a galalunian, an alien species that is near identical to humans but possess greater strength, speed, durability, and agility rivaling most Olympian athletes.
- Optionally, you may toggle an overlay that will cover the whole setting of the world you are in that will keep most people safe even when they really shouldn't be, a massive fire Kaijuu blows up like twenty city blocks? Oddly enough no one died there may be a few injured but nothing fatal. Essentially unless someone is the main target of an attack or act of aggression they will be safe from most damage or dangers.
- Body: You are a skilled warrior prodigy having a talent for picking up fighting styles quickly and you will already start with the full training of a galalunian elite guard with the skills to rival the combined abilities of Lance, Solomon, and Modula.
- Optionally, you may gain a Manus unit, a 15ft. (give or take) bio-armor made from alien material. The Manus primarily focuses on strength and durability having the power to squish tanks with a single hand, rip and tear through most of Earth's metals with practiced ease, be shot by a barrage of semi-automatic weapons plus rocket launchers, and be smacked around by mutraddi larger than itself while maintaining its form. Manus was designed to be a All-purpose weapon equipped with rocket launchers, pod-missiles, machine guns in the form of Gatling cuffs, grenade and smoke-bomb canisters, canister housed weapons including: swords, spears, axes, trident, mace, lance, etc. that can all be charged with electricity for greater damage. The manus also possess flight capabilities, underwater support systems, and space support systems including shrinking into a form-fitting spacesuit. The Manus armor is stored within a watch like device that can act as a communicator/phone possessing its own encrypted signal, as well as other features you would expect of a watch. The Manus will possess any other abilities that it should, even if not listed here.
- Heart: You are the epitome of a good noble, the very knowledge of you invokes a great deal of hope in those who follow you and support you as well as fostering a growth in loyalty to you. You also have a great amount of knowledge into the rules and laws of any society you integrate into

and how to use them for your convenience, while also being able to identify injustice and figure out ways to rectify the problem. You also gain amazing talent in most art forms, increased learning capabilities, and are a skilled wordsmith. Finally, you possess a strong willpower being on par with Illana and let father. Optionally, you may choose to be a royal or close enough equivalent.

- Optionally, you may gain a Corus unit, a 6-7ft. (give or take) bio-armor made from a golden alien metal. The Corus is a fast and agile armor that focuses more on defense and energy manipulation. The Corus possess a head mounted laser that is capable of cutting through tanks, can cause explosions on contact, and will burn most creatures however however it's less effective against most large mutraddi's hide, it also possess a stronger repulser beam on its chest that requires a moment to charge before it can be fired. The Corus primary ability is its electrostatic forcefield that it can create and manipulate the shape of, allowing it to cover itself and others including a standing Manus unit, the shield also allows for attacks from within it to pass through without issue. The Corus also possess a compound scanner, binocular vision, flight capabilities, underwater travel capabilities, and space life support including the ability to shrink into a form fitting spacesuit. The Corus armor is stored within a watch like device that can act as a communicator/phone possessing its own encrypted signal, as well as other features you would expect of a watch. The Corus will possess any other abilities that it should, even if not listed here.
- Mind: Your have a very impressive mind able to analyze and categorize information in a matter of moments. You also possess complete knowledge of all the technology developed and shown in the Sym-Bionic Titan universe including how to create it, maintain it, repair it, and upgrade it. This also allows you to change and adapt beyond what would normally be expected of you becoming something more than what was previously thought of you and others will be okay with this.
- Optionally, you may gain a Optus unit, a 5-7ft. (give or take) AI operated robot. The Optus' is mainly a spherical metallic device with a optic lens and three rectangular extension coming from its main spherical "face", however when active it can extend additions from itself creating a "skeleton" to overlay a hard-light body over. The Optus is a very

advanced AI robot capable of creating supercomputer extensions, analyzing and monitoring its surroundings including creating systems that can search for specific phenomena at greater distances, tapping into and manipulate most networks, and adapt to any situation, it also comes equipped with the ability to create hard-light holograms, fire blasts of electricity, produce blinding lights, flight capabilities, underwater travel capabilities, and super speed allowing it to travel faster than the eye can see. The Optus will possess any other abilities that it should, even those not listed here. You may choose to instead of gaining an Optus robot to be an Optus robot.

- United: You understand teamwork and can identify the importance of every member, allowing you to work with others better and adapt to one another's actions and behaviors with greater ease. This also boosts the growth and harmonizing of any relationships that you are working with, leading to three strangers who were essentially thrown together into viewing one another as family regardless of species or position.
- Optionally, if you took the Manus, Corvus, and Optus unit options you may gain access to the Titan Defense Protocol contained within each unit, allowing them to fuse into a 300ft. (give or take) mech. If you chose to be the Optus unit and are the wearer of the Manus and Corus watches than you will be in complete control of the Titan without issue, however if not then all components users must work together to use the Titan. The Titan possesses the ability to create weapons from itself including swords, shields, lances, bow and arrows, chained sickle, arm cannons, missiles, etc. as well as the ability to energies and boost each item, the ability to absorb and redirect energy. The Titan is extremely strong and durable as would be expected of its large size and alien nature, the Titan also possess flight capabilities allowing for greater speed and travel, including underwater. The Titan can also enter an armored form granting it space flight capabilities. The Titan will also possess any abilities that it should/would, even if not listed here.
- Optionally, you may gain a zoo/pocket dimension containing every mutraddi creature they will all be completely loyal to you, optionally you may choose to be a Mutraddi either a canon one or a custom creature including a hybrid.

- Optionally, you may gain a rift gate, an advanced galalunian device that allows for near instant teleportation between space by creating rifts from point A to point B.
- Optionally, you have gained a more advanced version of the rift gate while normally a building sized device you possess a watch sized version that is no less powerful than the original.
- Optionally, you may gain a copy of any piece of technology (other than the Manus, Corus, Optus, and Titan) shown/present in the Sym-Bionic Titan world.
- Optionally, you somehow managed to gain access to products based on the Sym-Bionic Titan series including action figures, Tashy 497 plushies, toys, etc. weird considering the show got canceled because it was unable to create this stuff.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Anyone from Sym-Bionic Titan.
- Optionally, you may at any time choose to take a one way trip into the world of Sym-Bionic Titan, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of The Endless (By ZagreusHades)

- You may remake your body as you wish at any time even changing based on the whims of others, the default features will make you pale, with dark features.
- You have become a member of the family known as the Endless, or a being equal to their members. Allowing you to BE an aspect of life. Optionally, you may choose to share the aspect of one or more of the Endless or take on the opposing form of one of the Endless' aspects. If you create your own aspect you will BE both the aspect you chose and it's opposing aspect. You will possess the full power of an Endless even those not listed.
- You will gain a realm all your own, where you are the absolute ruler. Your realm and you are completely linked existing as a perfect reflection of one another. Your realm may contain the gallery of the Endless allowing you to get in contact with the other members if they exist or entities that are in similar positions.
- You may gain relics that will allow you to manipulate your aspect to its full power as if you were in your realm even when outside your realm. Your relics can never be turned against you.
- Optionally, unlike the other Endless you will not be bound to the Ancient Rules that normally govern your kind or similar weaknesses.
- Optionally, you may gain a copy of any of the other Endless' items, or things that have appeared in their realms/universes like the house of mystery. These items will never be able to turn against you.
- Optionally, you may gain the service of beings tied to your aspect who will serve you faithfully and with great loyalty, you are free to choose and design them freely.
- Optionally, unlike the other Endless, should you be destroyed you can reincarnate into the individual who would next take your place, this will only work once every ten years until your Chain ends.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This

can be different for each of the characters but they will all be irrevocably loyal to you.

    - Anyone from the DC Universes.

- Optionally, you may at any time choose to take a one way trip into the world of the DC Universes, or a variation of it. This can be any alternate universe, like a fanfic or one made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of a Jujutsu Sorcerer (By SlimeustasTheSecond)

- You have a one time remake of your body. As a baseline you'll be considered attractive and be as athletic and fit as Yuji or Todo regardless of your chosen body type or appearance.
- You have immense talent for both Cursed Energy Control, Planning and Martial Arts, being capable of surpassing Yuta, Yuji and Nanami in terms of combat prowess and being able to outwit even the greatest planners like Kenjaku and Toji both in and out of combat. You can also perform a Black Flash at-will.
- You have a near-endless reserve of Cursed Energy to draw from and shape to your liking.
- Optionally, you may choose to receive the Six Eyes. This doesn't come with the downside of being fated to protect the Star Plasma Vessel or with the restriction of only one pair of Six Eyes existing at any given moment.
- Optionally, you may choose to receive any or all the Curse Techniques of any character in the series and wielding them at the same or better skill level than the original wielder and with almost none of the drawbacks of the original Curse Technique.
- Optionally, you may create your own Innate Technique, with Limitless and Cursed Spirit Manipulation acting as the soft-cap of your techniques power or versatility.
- Optionally, you may choose to have superhuman strength, speed, durability and senses that rival those of Toji. You can decide whether this comes with the downside of removing your Cursed Energy, making you undetectable to those relying on sensing Cursed Energy to catch you.
- Optionally, you may choose to become a Cursed Spirit. You decide what fear you embody and can create an Innate Technique based on that fear. As a baseline, you'll be as powerful as Jogo and as talented as Mahito.
- Optionally, you may choose to become a Cursed Spirit Human Hybrid. This allows you to regenerate your body with Cursed Energy while retaining your corporeal form, being visible even to non-sorcerers.

- Optionally, you may choose to have a Vengeful Spirit bound to you. You may decide their gender, name, appearance and personality, or choose to have Rika follow you instead.
- You may choose to have any and all characters from Jujutsu Kaisen as companions
- You may choose to take a one-way trip to the world of Jujutsu Kaisen.

Companions:

Import- 50

- Every purchase of this option lets you import an existing companion or create a new one. They gain an origin of their choice, the freebies and discounts of that origin and 600CP to spend.

Canon (free):

- This option grants you a metaphorical ticket that can potentially convince one character of your choice to come along with you as a companion. You'll be assured to meet this person several times and even be likely to befriend them but coming along with you is something they must agree to. Can be purchased several times. This allows you to recruit from any world you end up going to.

Essence companion 1 (100 each):

- You may take any Essence as a companion instead, where the Essence will become a companion of your design. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the companions, but they will all be irrevocably loyal to you. You can pick as many as you want.

Essence companion 2 (100 each):

- You may take any of the companions from any Essence you haven't taken. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters, but they will all be irrevocably loyal to you. You can pick as many as you want.

Drawbacks:

Supplement Mode - 0cp

- Well, it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks with this, no matter how hard you try.

Fanfiction - 0cp:

- Perhaps you don’t want to be in the original story. You can enter any fanfiction of the source material, or you can enter one with changes you yourself have chosen. Create your own Fanfiction idea and enter that. There are no limits here, only that the world and characters still are the ones from Source material.

Character subversion - 0cp:

- You take the place of a character from the source material. This will grant you the powers, skills and knowledge of the one you take the place of, but unless you have bought it with perks, you will lose the powers post jump.

Crossover - 0cp:

- This will allow you to merge this world with another world. How this merge is up to you. Perhaps you want to be the only one with the powers from this world, perhaps you want the world to merge fully so that the world have always been apart of the other world or vice versa. However you desire the crossover to be, go ahead. If taken with Fanfiction, you can choose any Fanfiction you want, not merely locked into this worlds stories. If taken with Character Subversion, you can choose any character from the world you want, not merely locked into this worlds characters.

Time - 0cp:

- You are free to choose whenever you want to arrive in the world. If you pick Character Subversion, you can start all the way back to the beginning of their birth.

Time extension - 100cp:

- You get 100cp for every 10 years extra you spend here. Can be bought multiple times.

Senseless - 100cp:

- For every time you pick this, you lose one sense for the next ten years. This can be picked however many times you like, losing a new sense each time or extending the time you don't have a sense. If your jump ends earlier than the time you have sense loss, this drawback will then follow you too the next jump until you have been senseless for how many years you chose.

Memories - 200cp:

- You have no memories from before this jump, and will not have them back until after ten years.

No-Power 300cp:

- You will not have access to any of the powers, perks and etc. you have from outside this jump. This applies to your companions also.

No items – 300cp:

- You will not have access to any item from outside this jump, nor the warehouse. This applies to your companions also.

Head Home

Or

Stay

Or

Move On.

Notes:

Perks vs Source material:

- If the perk description and the official sources conflict, assume you have the better version of whatever conflicts.

Stacking:

- Any power, skill, ability and enhancements you get stack. So if you take both the Gold and the Spartan essences, you will find that the physical enhancements stacks.

If it Fits:

- Any armor/suit/item you get from any essence will always fit you perfectly, are either indestructible or return fully whole and repaired the next day if not. If they are stolen or lost, they will return to you whenever you want them to.

Character import:

- You may import any companion you have into any companion or beings in the essences.