



Isekai Essences Jump

v1.0

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Welcome to a world that, superficially, resembles one you may be quite familiar with; early 2020s Earth. The resemblances here are only skin deep as this world is one of many touched by the *Essence Meta*; a CYOA in which some people are given access to a number of reality-changing potions that grant them powers. In this particular jump you are an *Essence Entity*; someone who has drunk an essence and attained the powers it bestows upon those who get the chance to drink it. Which essence, you may ask? Well that's up to you and determined by the origin you take. Curiously all of the essences here are about different roles in isekai stories! Enjoy the next decade you're here, jumper, hopefully you'll have a lot of fun with the silly capabilities you can acquire through this jump.

Take **1000 Essence Points** to fund your adventures.

Author's Note: This is the fourth of the *Essence Meta Jumps* series, and this particular jump is focused on the roles someone can have as a character in an isekai story. This time we've got the essence of the 777 Sacred Guardians for heroes, the essence of the 666 demon eyes for villains, and the essence of ROB for those who want to send people elsewhere, or who might secretly be trucks.

Starting Location

All origins start this jump somewhere on Earth, standing outside of a supernatural location where essences are sold. You initiate this jump, having just attained your powers, empty essence bottle(s) in hand, your body coursing with the power you've acquired. As you acclimate to your new powers, you are given a golden opportunity to toss yourself into

a generic fantasy world, where you'll swiftly be given a chance to rise to a position befitting your chosen essence.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old.

Origins

The exact descriptions of all essences, including their authors, will be copied and pasted in the notes section of this document. All origins here confer the status of *Essence Entity* upon you, the details of which are revealed in an appropriately named perk. Each origin also confers the full power of the given essence, giving you fiat-backed access to the essence's powers from here on out. Gonna go ahead and inform you, in case it's not obvious, that all 777 Sacred Guardians and 666 Evil Eyes are explicitly spelled out, giving you space to design the specifics of how these essences work for you if you opt to pick one or both of them as your essences. **You can opt to be a drop-in if you wish.**

Underlined passages in an essence's description, if there are any, help signal differences from base essences that exist as ways to balance the essence for a jumpchain story.

Essence of the 777 Sacred Guardians [Free]

Ah the essence of heroes! This essence connects the imbiber with 777 holy spirits who wield a range of powers and who protect people. A number of these spirits are supreme spirits, leagues more powerful than their peers, and they wield incredibly potent powers which they will use to keep you safe until you prove yourself and earn their full respect and power. One notable facet of this essence is that the spirits themselves can be manifested by you, and once manifested you can control them and send them places you are not. This powerful ability means you have a decently sized army of noble soldiers at your command, even if it takes time to summon them all.

Essence of the 666 Evil Eyes [Free]

The essence of villains. This essence transforms the eyes of the imbiber, giving them the ability to wield sinful eyes that have hundreds of distinct forms and powers. Much like the 777 Sacred Guardians essence, this essence has a number of supreme eyes ones that are much stronger than their peers, and which fill you with horrifying power and rage. Your enemies will learn to fear your eyes, jumper.

Essence of ROB [Free]

Is that... a truck essence? It's not? Huh.

This essence gives you the power of transportation. You can use it to send people to faraway worlds and distant universes in need, and they must be given a power you possess (which does not deprive you of said power) and a mission. If they are destined to complete that mission, something you'll know a month after sending them on their way, you will gain what they gain in the process of completing their adventure: their

experience, magic, skills, science, and technology they invented, and more. This powerful, but strange, essence is a way for you to remotely train. **You can only send a few people to other worlds a year with this, but as you grow in power and gain experience with using the central gimmick of this essence, the number of people you can send away per year will grow.**

Perks

Origins get their 100EP perks for free and the rest are discounted to 50%.

General [Undiscounted]

Essence Entity [Mandatory and free, though you can permanently remove it at the end of the jump if you wish]

All essence imbibers become *Essence Entities*. Essence entities are biologically immortal (the good kind where sickness doesn't affect you and you stay eternally in your physical and mental prime, though you remain just as vulnerable to violence as any other creature), receive a free aesthetic makeover within the bounds of their previous species (as well as restores you to peak health, if it is somehow relevant), and have a curious sort of luck when it comes to finding other creatures like themselves and the supernatural more broadly. This slate of boons comes with the fact that each essence entity has a distinctive supernatural... scent that others can learn to identify if they encounter a specific essence entity enough times, but you are also quite good at sensing the supernatural signatures of other creatures.

Essences that give you a respawn method only allow you to respawn once per jump. If it's relevant, the "Restores you to peak health" clause of this takes effect again at the start of each jump.

Isekai Protagonist [100 EP]

You have the makings of an isekai protagonist. Not a hero, or villain, but a protagonist. You have a way of getting roped into wacky adventures, and of meeting important people. You also have a curious level of luck when it comes to attracting people you're attracted to, and destiny pulls you towards important events.

Multi Essenced [100 EP if you want just another essence, 200 if you want the discounts as well. Each essence you acquire with this requires separate purchases.]

This perk is primarily for granting you access to the other essences, which will also give you access to their full power, their abilities becoming fiat-backed parts of your toolkits. If you purchase the more expensive version of this for a given essence you essentially, for the purposes of this jump only, get another origin; that of the additional essence you purchased with this perk. This does not give you more discounts in future jumps.

Essence Alchemist [400 EP]

You now understand the equal parts sacred and profane art of essence alchemy. This lets you brew essences. This is far from free form, from nothing essence creation, but it is a versatile and potent skill. At a base level you can freely do things like mix your own perks, alt-forms, personality traits, and skills into essences you can give out

unreservedly (and without depriving yourself of the shades of the things that go into your essences!), however you can also extract things from willing (or helpless) people and creatures to use as the basis for essences, and you can freely mix what you extract from them to form more essences.

Creating greater essences than your current abilities and overall power should allow is possible, but requires expensive and difficult to acquire resources, as well as time. Nonetheless with enough time and energy you can indeed brew even the most fantastically OP essences you can dream up. This also translates into decent starting skill in other forms of alchemy, particularly potions-crafting alchemy.

Essence of the 777 Sacred Guardians

Heroic Appearance [100 EP | Free for Essence of the 777 Sacred Guardians]

You have a heroic sort of passive charisma. You look like a main character and have a powerful charm that appeals to those who are benevolent and/or in need. When you lean into this appearance and do heroic things, the effect it has on your surroundings is greater, more easily swaying people to believe in you.

Prophesied Hero [200 EP | Discounted for Essence of the 777 Sacred Guardians]

Prophecies get weird around you. Somehow, they can easily twist and change ever so subtly to include you, and you can easily discover the truth about them. When you step into the role of a prophesied hero, you find fate bending over backwards to help you out. People who can see the future find visions of you swimming in their heads, and they are invariably far more susceptible to your charisma as a result of this.

Redemptive Power [400 EP | Discounted for Essence of the 777 Sacred Guardians]

You can glance at someone and determine what it would take to begin to push them towards redemption, and no villain is beyond the redemption you offer. You also know which, if any, of your powers would help make this process easier. When people seek and achieve redemption they become loyal to you, and are more susceptible to your heroic charisma. This power alone does not make it easy to help people, but knowing what it takes to redeem someone is an important part of the process, and your heroic charisma has a great deal of power in pushing people towards redemption.

Saintly Growth [600 EP | Discounted for Essence of the 777 Sacred Guardians]

This is an interesting training booster... Acts of kindness and goodness on your part subtly boost your abilities. When you act to protect others your powers grow. The boost is always incremental but a good jumper who fights to keep others safe will surely find their powers growing at an impressive clip over several jumps. The boost you get from this is determined by the depths of the kindness you show and the extent of the heroism you perform. You get a bigger boost from saving the world from a malicious demon king than you do from consoling someone with a broken heart, though both improve your powers. This buff is especially potent on good-aligned powers such as healing abilities of yours and spells you know that protect people.

Essence of the 666 Evil Eyes

Evil Presence [100 EP | Free for Essence of the 666 Evil Eyes]

You have a dark allure. You seem attractive, but in a way that tempts people and causes them to forget themselves. You are especially attractive to wicked people and to those who grapple with temptation. You can lean into this and seem especially alluring to those who yearn to succumb to darkness, and when you do you gain an air of domination that makes weak willed people fall into your rhythm and do what you say.

Fate Defier [200 EP | Discounted for Essence of the 666 Evil Eyes]

You are capable of detecting narrative tropes and can ignore them. In fact you actively reject them, at least when it's convenient to you. Your blows overcome fate's power and deal more harm to those protected by plot and you can defy prophecies with frightening ease. You frighten those with plot armor and make the subjects of prophecies shudder in fear. No destined hero will get the best of you!

Corruptive Creep [400 EP | Discounted for Essence of the 666 Evil Eyes]

You can size someone up with a glance and can tell what it'd take to get them to succumb to sin and give into the darkness that stirs in their hearts. You also know which, if any, of your powers can speed this process along. Those you corrupt become loyal to you, seeing you as a liberator who helped them be honest with themselves, this unsurprisingly leaves them more susceptible to your dark allure.

Terrifying Tyrant [600 EP | Discounted for Essence of the 666 Evil Eyes]

The more evilly you behave the more your powers grow. You have a strange ability to turn sins into power, at least when you are the sinner. Your powers, all of them, grow whenever you give into sin, and your more sinful powers related to harm and wickedness in particular get an especially nice boost from this. The heavier the sin the bigger the boost your powers get, and the boost is buffed further if your sin harms others. These boosts will never be gigantic, unless you do something truly irredeemable, but over the course of even one jump this can be significant.

Essence of ROB

Voice Of Destiny [100 EP | Free for Essence of ROB]

You have a curiously potent plot sense, able to determine the importance of yourself and others to the intricate tapestry of destiny with a glance. You are also really good at inciting action, able to move others to accept their destinies, or to even challenge them, and can push fate itself along.

Fate Creator [200 EP | Discounted for Essence of ROB]

You can, with expenditures of energy, excite the tangled weave of destiny and change it. This is a taxing ability, but with this you can alter destiny in ways that start off small but with training can become massive. You are also gifted with an ability to perceive things like prophecies and other examples of fate protecting people or coaxing them in a certain direction.

Power Awakener [400 EP | Discounted for Essence of ROB]

Every person has a power, of the supernatural sort, inside of them. Or if they didn't... they sure do now. You can determine what power lurks inside of someone by studying them closely and you innately know what it takes to awaken their power. Most people's powers will be solidly strong but will not be in the category of "Cheats". Some people will have cheats and you gain a shade of the cheat abilities you awaken in others, and if you send them to another world and they succeed in their mission you will gain their full, unfettered cheat ability (this is the only exception to the rule of you having to give someone a boon you have before you send them to another world). This also allows you to determine roughly how likely someone is to succeed at a mission in another world as per the essence, but no one will ever have a 100% chance at succeeding or a 0% chance of success. Those whose powers you awaken will become more susceptible to your charisma, with those with greater powers becoming more susceptible to your charisma than those with lesser powers.

World Soul [600 EP | Discounted for Essence of ROB]

You are tied to the worlds you send others too. This connection causes you to gain knowledge and skills related to the worlds in question, which manifest as powerful learning boosters and an ability or two that is related to the world's history, and in moments of desperation result in you summoning heroes from the worlds, or villains depending on your alignment, to come to your aid. If you have this perk and are not a ROB, then you instead gain connections to your past jumps and can summon heroes and villains from them, as well as have the themed learning boosters. If you are an Essence of ROB and have this perk you also attune to past jumps and can call upon heroes and villains from worlds you've visited.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 EP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Essence Shop [400 EP]

This is a tiny store that can pop up anywhere. This location sells essences, beginning with any essences you choose as your origin(s) but expanding from there to include custom essences based on perks you've chosen in past jumps, and this will be especially handy if you either have the ability to brew essences or gain it in the future. This store will be run by followers who are generic, but competent NPCS and you will always make a decent profit with this. You can decide the criteria upon which this store appears to people, and what essences it will sell to someone. People who purchase an essence will be able to use the powers it contains freely and will also gain the benefits of the essence entity perk. Essences sold here are also immune to being stolen, and cannot be purchased or used by those who do not meet the criteria you designate.

Essence of the 777 Sacred Guardians

World Guide [100 EP | Free for Essence of the 777 Sacred Guardians]

This handy device is a simple pocket encyclopedia that contains a succinct but thorough summary of the nature of the world you're in. It is not infallible, as it only contains public information, but it is an invaluable tool for rapidly acclimating to a world and the fact that it contains publicly available information on a litany of kingdoms and countries makes it surprisingly accurate and unbiased except for in exceptional edge cases such as about demon lords and the like.

Heroic Garb [200 EP | Discounted for Essence of the 777 Sacred Guardians]

This charismatic outfit highlights your most charming and attractive features, and is powerfully protective against evil powers and dark curses. People on the side of goodness and peace are drawn to you and they are more likely to find you heroically attractive.

Saintly Sword [400 EP | Discounted for Essence of the 777 Sacred Guardians]

This powerful blade is made of concentrated goodness shaped and forged into the form it takes for you. This blade deals devastating damage to evildoers and sinners, and heals those who are good, as well as instills fear in evildoers and causes those it heals and protects to feel faith in you and joy. This blade reveals the truth at the heart of those it strikes, one way or another, seeing through magic and lies (even lies to oneself).

Essence of the 666 Evil Eyes

Sinner's Sleeve [100 EP | Free for Essence of the 666 Evil Eyes]

This is an outfit of shapeshifting clothes that are self-repairing and self-cleaning. You can attune these clothes to one of the seven deadly sins and they'll take on a form appropriate to that sin, such that attuning them to wrath clads you in battle armor, while attuning them to pride makes you wear a powerfully charismatic suit. The clothes and the sin they're attuned to powerfully buff you in ways tied to the chosen sin. Attuning the clothes to a different sin takes a few minutes of moderate concentrate and willpower.

Foul Weapon [200 EP | Discounted for Essence of the 666 Evil Eyes]

This strange relic is a weapon of some sort, which you determine when you purchase it. You can give it six additional forms, each one linked to one of the seven deadly sins (you cannot link two forms to the same sin). Whatever sin doesn't get selected becomes the sin attuned to the weapon's initial form. Each strike with these weapons makes the person more vulnerable to the relevant sin, and you can opt to forego the harm done to your foes altogether in exchange for increasing the resulting vulnerability to a given sin by the amount of harm you would have done with your blow.

Demon Lord's Island [400 EP | Discounted for Essence of the 666 Evil Eyes]

This curiously beautiful island is home to a collective of demons who are loyal to you, as well as a number of distinctive biomes where monsters of various sorts roam and can be easily tamed. This place also houses a beautiful though aesthetically dark palace filled with succubi and incubi maids and butlers who loyally serve and protect you. This island follows you along your chain always appearing in a location that maximizes both thematic appropriateness and proximity to you. Your demonic powers are much easier to train here and your eyes succumb to your willpower far more easily here, allowing you to more easily master even supreme eyes as well as enhance the effectiveness of all of your training.

Essence of ROB

Protagonist Seeker [100 EP | Free for Essence of ROB]

You have a handheld device that can measure someone's worthiness to be a protagonist! This device has a number of modes and methods of operation and can be keyed to a specific world and mission and will scan your surrounding area to locate people who'd do well in those worlds, allowing you to more easily find people who could complete missions and thus earn you rewards.

Divine Garb [200 EP | Discounted for Essence of ROB]

This is a set of clothes that when worn give you an air of holiness and divinity. These clothes can be exceptional for giving you the appearance of a god, which can be quite helpful for convincing people to try and do the missions you assign to them when preparing to send them off. These clothes grow in splendor and radiance the more people you send to foreign worlds and grow again when they successfully complete your missions.

Protagonist Relic [400 EP | Discounted for Essence of ROB]

This item is... curious. This both is and isn't something for you. This item causes there to be a powerful godly item in each world you send someone too, something that can become yours if someone reaches it and they use it to complete the mission you assigned to them. This item will manifest on you once your chosen hero or villain completes their mission, and it will give you its full power, allowing you to potentially gain several powerful items over the course of many jumps and some thoughtful decision making on your part. In the worlds your chosen people go to they will hear rumors and get opportunities to go on adventures that lead them to where your relics await, though they'll need to prove themselves to the items to gain their full allegiance and loyalty.

Companions & Followers

Companion Import/Companion Creation [50-200]

With this, you can spend EP to import companions into this jump, giving them 600 EP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 EP per person you do this for, or you can spend 200 EP and create or import 8 such individuals.

New Friend [50]

This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 EP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 CP]

This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]

For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]

You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 EP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Power Acclimation [100 EP]

This drawback causes you to not immediately understand how your powers work. You possess a rough understanding of your powers but do not understand every detail about them, and need to experiment to figure out their full limits.

Chuuni [100 EP]

Ah yes, this thing. You now suffer from [*Middle School Second Year Syndrome*](#). This unfortunate malady causes you to experience delusions of grandeur that are tied to your chosen essence(s). This is not great, but can be overcome with willpower and an appropriate sense of self.

Rumor Mill [100 EP]

Somehow, people will invariably discover your powers. Not everyone will believe in them, but some will, and those people will spread rumors regarding your strange abilities.

Essence Entities Galore [200 EP]

This makes this world much more interesting. With this drawback other essence entities are guaranteed to both exist and to, eventually, find out about you. They aren't guaranteed to be hostile, and many will be friendly, but essence entities are all as diverse, morally and intellectually, as humans. A clever jumper could see this as a fascinating opportunity... These essence entities will appear even in isekai worlds, though this won't make them more or less dangerous than they were/would have been on Earth.

Very Superstitious [200 EP]

Many modern people do not believe in magic, and even those who do are often in awe of it. This changes that. Over the course of your time here more and more people begin to believe in magic and begin to fear it, like many people did in the medieval past. And people have a history of trying to destroy what they can't understand.

Shops Abound [200 EP]

It turns out you weren't the only one who wandered into an essence store. And annoyingly not everything that came out of these stores were human, or even essence entities. Monsters snuck out of stores throughout the planet and are now wandering around freely. Many of these creatures will have weirdly magical features and abilities.

Essential Nature [400 EP]

Your chosen essence(s) have a powerful effect on your personality. You want to use the essence you chose as your origin regularly, and frequently fantasize about how using its power could make your life easier. You need powerful willpower to soldier through this effect and resist it fully. You can often resist this in the day-to-day moments, but when you get really tempted, it'll be quite easy to succumb to temptation for even a second, and that can be long enough with the right essence to do something life-changing to someone.

Mission [400 EP]

Your benefactor has teamed up with someone who drank the Essence of ROB. And has tasked you with completing a mission just like you can task someone with completing a mission. Sadly you are lacking a special boon, other than the boon of you being a jumper and having access to at least one essence as per this jump's most basic rules. If you do not complete this mission, which will involve changing whatever world you're in in a real and significant way, you will fail this jump.

Anti Essence Squad [400 EP]

Essence-empowered creatures are far from unknown, at least to the governments of the world. Many people in the secretive agencies tasked with monitoring and watching the supernatural flatly do not trust Essence Entities. Somewhere near where you start this jump there will be local government agents interested in intercepting you and learning

about your abilities. Whether or not they can do so is up to your OCP, as their abilities are surprising and diverse but very largely focused on essence silliness. For the duration of your jump these people will be interested in you. How you deal with them is up to you. Sufficiently powerful governments have more resources than other governments do, including quite possibly aligned essence entities of their own.

Predatory Essence [600 EP]

This world is the hunting ground of a particularly nasty creature empowered by an essence. At the base level this essence is something on par with the essences here, which can be incredibly dangerous but take finesse, knowledge, and resources to wield properly. For 800 EP the essence is much worse in terms of what it can do, perhaps something like the Essence of the Assassin. For 1000 EP you face a truly nightmarish foe, a creature with powers on par with the essence of the unnamed darkness or the essence of the anti-immortal, potentially apocalyptic enemies.

Malicious Vendors [600 EP]

So did you... steal your essence, dear jumper? Because you really pissed off the people who run essence shops. They've banded together to sell your foes, or even just your targets and neighbors, essences based on the adventures you've had to give people a shot at beating you with the powers you've encountered before now, and this includes the powers you've gained in past jumps. If this is your first jump they'll send generically powerful martial and magical essence entities after you, such as creatures empowered by the essence of the warlord or the essence of the sorcerer lord. At first they'll want to keep you alive and drag you to their lairs to turn your memories and powers into the basis of new essences, but if you overcome them enough they'll just want you dead.

Decisions

You have three choices ...

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

-There are two large archives of essences. One, the original, can be found [here](#). This is what is referenced down below. The other, far more up to date, one is by Number96 over on Questionable Questing and the latest version can be found [here](#). It is ONE document, at over 3,000 pages, but it's also got leagues more essences.

-The purpose of the essence alchemist perk, whose text I have changed, is to be a more expensive version of the same perk from the Essence Meta jump (where it can be discounted with the right origin). In case you wanted to get it here, and weren't planning to go visit the other jump, but still wanted the perk.

-This time, I originally wanted to try and do a... silly numbers essence. So I started off with the 777 Sacred Guardians essence by TheGoldenBeast, and remembered the 666 Evil Eyes essence. I looked and at a glance couldn't quite find a 3rd essence, so I went with Essence with ROB and made this an isekai-themed jump.

-For things like the Essence Shop item, custom essences will be brewed based on past builds. If you've gone to other essence meta jumps (now more than a few such jumps exist) and attained other essences in them those essences are also for sale.

-If you purchased a past version of the essence shop item you automatically get the new anti-theft and essence protection clauses for free, even if you don't purchase the item here. It's essentially part of the intent of the item.

-While some drawbacks guarantee that other essence entities exist in the jump in ways that are relevant for you, if you opt not to take the drawbacks, you can assume that other essence entities exist in the jump, but it'll be on you to track them down.

-What follows is the description of the Essence of the 777 Sacred Guardians. It is located on part five of the essence meta network of Google Docs and is by TheGoldenBeast.

Essence of the 777 Sacred Guardians

- By drinking from this auspicious-looking concoction that taste like nectar, you have become the bearer of the 777 Sacred Guardians!
 - You can choose to be transported into another world, one much like your own but with prettier people, wacky hair colors and hairstyles, and the general presence and influence of classic anime tropes and logic! If you make this choice, you also have the opportunity to cosmetically change your appearance, age, and gender, and decide what your family is like; the only limitation is that it cannot be too absurd.
 - You can decide if the world you are transported to is also influenced by hentai tropes and logic in addition to anime's.
 - You are granted 777 Sacred Guardians that are infused with supernatural abilities! The Imperceivable Guardian of The Chosen Hero is, by default, always in a constant materialized state, imperceivable to everyone unless you wish it otherwise. Even in its materialized state, it has the design of a one eyed, humanoid armoured warrior, about the size of an average human, and are made up of what looks like clear and colourless glass. It grants you the default abilities to detect all types of supernatural creatures and phenomena, including seeing through illusions and glamours with some effort. These default abilities are shared in some form or another by all your Sacred Guardians, though some are stronger than others. The set of powers granted by The Imperceivable Guardian of The Chosen Hero in particular is the potential for limitless growth, a decent resistance to magic, and the power to derived strength and abilities from the bonds you've forged. Lastly, it increases your charisma, allowing you to inspire hope within your allies and increase their morale with just your presence alone.
 - As the name implies, there are 777 different Sacred Guardians, each one with a unique name, shape, texture, colour scheme, as well as a set of

supernatural abilities usually related to its name. For example the The Blazing Guardian of The Burning Heart gives you abilities related to the production and control of fire, The Mesmerizing Guardian of The Charming One gives you mind controlling powers, and so on. Regardless, all Sacred Guardians are roughly humanoid in shape with the largest being around 15 meters in height and the smallest being the size of a human infant.

- Every Sacred Guardian other than the default (The Imperceivable Guardian of The Chosen Hero) requires effort to use and cannot be constantly maintained. With practice you will become better at it and will be able to use it for longer periods, but you will always have to deactivate it at some point to let your body rest.
- The abilities provided by the Sacred Guardians are not static in nature; they can grow, change, and evolve with training, usage and effort, with no recorded upper limits. They do not change past the 'theme' of the Sacred Guardian but merely grow more powerful and versatile.
- Although you are capable of utilizing a weaker version of your Sacred Guardian's powers, by selecting but not materializing it, you will not be able to deploy its true powers without truly 'materializing' it. You can materialize a Sacred Guardian anywhere so long as it is within your vicinity, however, to 'materialize' a Sacred Guardian you have to first awaken it. Upon awakening a Sacred Guardian an Avatar of that Sacred Guardian will appear in your mind's eye, this will allow you to then 'select' that Sacred Guardian to use a portion of its power or to materialize it whenever you wish. You can choose to start with two additional Sacred Guardians already fully awakened.
- Of your Sacred Guardians, 88 of them are classified as Supreme Sacred Guardians and will be awakened temporarily during periods of extreme emotional stress as part an emergency protocol. This is usually during your most desperate circumstances, such as a situation where there are zero odds of victory. These Guardians are absurdly powerful, and have abilities that can be comparable to cosmic beings or reality warpers. No matter what world you are in, materialization of a Supreme Sacred Guardian is akin to summoning a God-tier Entity by the standards of that world. Unlike your other Sacred Guardians you will have no control over these Supreme Guardians and will act on an extremely 'goal oriented' mindset, ready to mercilessly and methodically terminate whatever triggered the activation of the emergency protocol. Once the cause of its temporary awakening is eliminated or resolved, it will return back to being dormant, their actions during the triggering of the emergency protocol will be completely logical and mechanical.
- Gaining the means to consciously materialize a Supreme Sacred Guardian is possible, but extremely difficult. It requires a great amount of mental

discipline to simply 'select' and utilize a small portion of a Supreme Sacred Guardian's powers, even more so to 'materialize' a Supreme Guardian and properly use its abilities at their full capacity. However, just like with any other Sacred Guardian, you can learn to control them with training and effort. Truly awakening a Supreme Sacred Guardian is also possible, but highly difficult for the same reason.

- Of your Sacred Guardians, 1 of them is rather special. Technically speaking, it is a Supreme Sacred Guardian, but it can manifest as a lesser version of itself with limited abilities, in fact, this Guardian already comes fully attuned to you. The Unfettered Guardian of the Dimensional Voyager gives you two abilities: the ability to fling yourself and any near people randomly across the multiverse to a world where you never been before, and the ability to precisely return to a world that you have been. Both these abilities require a cool down after usage, a couple of days for going, and a couple of hours for returning. You can get better 'aim' and lesser cool downs with practice. Beware though, this Guardian is still a Supreme Sacred Guardian, so it can manifest in its true form as The Boundless Sacred Guardian of The True Planeswalker if the usual conditions are met.
- Though the 777 Sacred Guardians must be materialized within your vicinity, they are not bound to your vicinity, nor are they bound to your body. After materializing a Guardian within your vicinity, you may send it out of vicinity and control it from afar. To that end, you are able to synchronize your senses with that of your Guardian's. Your body merely acts as an anchor for their materialization so even if your body were somehow hijacked by someone or something they would not be able to access the 777 Sacred Guardians, and if your soul is still present within your body at that time, then all 777 Sacred Guardians would lash out at the interloper with extreme prejudice. Finally, in the event that the materialized Guardian is shattered, it will simply be dematerialized but you would have to wait for ten minutes cooldown to be able to rematerialized it once more.
- You can grant copies of the Sacred Guardian you have already unlocked to other people. These copies are initially less powerful than the original, and have a slower rate of growth, but in theory they can surpass the power of the original if the person you granted it to puts the time and effort required. Granting a Sacred Guardian to a willing person will instill a subtle but powerful sense of loyalty in them, making them unlikely to consciously betray you, this loyalty can easily stimulate the growth of feelings of friendship, lust, or love. This effect is greatly reduced if you grant them a Sacred Guardian without their knowledge, or force it upon them. Most people can only hold one copy of a Sacred Guardian, but in some rare instances they can hold more; though never more than three.

- You can remove any copies of Sacred Guardians you've granted at any time, regardless of the distance.

-What follows is the description of the essence of the 666 Evil Eyes, which is by ADudeFromTheSea and can be found in part 3 of the network of connected Google Docs.

Essence of the 666 Evil Eyes

By drinking from this ominous looking concoction that taste like water, you have become the bearer of the 666 Evil Eyes!

- You can choose to be transported into another world, one much like your own but with prettier people, wacky hair colors and hairstyles, and the general presence and influence of classic anime tropes and logic! If you make this choice, you also have the opportunity to cosmetically change your appearance, age, and gender, and decide what your family is like; the only limitation is that it cannot be too absurd.
- You can decide if the world you are transported to is also influenced by hentai tropes and logic in addition to anime's.
- You are the bearer of the 666 Evil Eyes! this essentially means your right or left eye is infused with supernatural abilities! At their default, constantly active form; The Blankest Eye of The Great King of Normalcy it appears like a differently colored mirror of your normal eye, and allow you to see all types of supernatural effects or creatures, including piercing through illusions and glamour's with some effort. It also allow you to see through any type of obstacle put directly in front of it like eyelids, eyepatches, blindfolds, thick bangs of hair, or any kind of mask. Lastly, if directly staring at a person of your preferred sexual attraction, it will lower their inhibitions and made them hornier, with increasing effects the longer the stare last. These default abilities are shared in some form or another by all your Evil Eyes, though they are at their strongest as The Blankest Eye of The Great King of Normalcy.
- As the name implies, there are 666 forms your Evil Eye can take, each one have an unique name, changes the shape and colors of your eyes, and gives you a set of supernatural abilities usually related to that name. For example the The Scorching Eye of The Terrible Flame King gives you abilities related to the production and control of fire, The Kaleidoscopic Eye of The Eerie Lord of Hypnosis gives you hypnotic and mind control powers, and so on.
- Every Evil Eye other than the default (The Blankest Eye of The Great King of Normalcy) requires effort to use and cannot be constantly maintained. With practice you will become better at it and will be able to use it for longer periods, but you will always have to change back to the default form at some point to let your eye rest.
- The abilities provided by the Evil Eyes are not static in nature; they can grow and change with training, usage and effort, with no recorded upper limits. Thought they do not change past the 'theme' of the Eye merely grows more powerful and versatile.

- You cannot, however, use a particular eye without 'attuning' to it first. You can change the form of your eye at any time, but without attunement the result will be completely random. To 'attune' to an Evil Eye you simply have to use it. At the first time using an Evil Eye you will already start attuning to it, this will increase the chances of this particular Eye appear again during selection until eventually you'll attune to it fully and will be able to use it at will. You can choose to start fully attuned to two additional Evil Eyes.
- Of your Evil Eyes, 99 of them are classified as Supreme Evil Eye and can only appear during periods of extreme emotional stress, during traumatic experiences, or near-death experiences. These Eyes are absurdly powerful, and have abilities that can be comparable to cosmic beings or reality warpers. No matter what world you are in, activating the Powers of a Supreme Evil Eye is akin to unleashing an apocalyptic event by the standards of that world. Unlike your other Evil Eyes you will have no control over these powers and will enter an unconscious 'fury' state, ready to obliterate whatever caused you to fall into this state to being with. Lacking clear enemies or antagonist forces for you to destroy, your actions in this state will be truly unpredictable.
- Gaining the ability to consciously use the abilities of a Supreme Evil Eye is possible, but extremely difficult. It requires great amounts of mental discipline to not lose yourself during a Supreme Evil Eye activation, and even more so to properly use its abilities. However, just like with any other Evil Eye, you can learn to control it with training and effort. Attuning to a Supreme Evil Eye is also possible, but highly difficult for the same reason.
- Of your Evil Eyes, 1 of them is rather special. Technically speaking, it is a Supreme Evil Eye, but it can manifest as a lesser version of itself with limited abilities, in fact, this eye already comes fully attuned to you. The Far Reaching Eye of the Dimensional Traveler gives you two abilities: the ability to fling yourself and any near people randomly across the multiverse to a world where you never been before, and the ability to precisely return to a world that you have been. Both these abilities require a cool down after usage, a couple of days for going, and a couple of hours for returning. You can get better 'aim' and lesser cool downs with practice. Beware though, this eye still a Supreme Evil Eye, so in can manifest in its true form The Supreme Far Seeing Eye of The True Planeswalker if the usual conditions are met.
- The powers of the 666 Evil Eye are not bound by the physical form of your eye, it is merely the catalyst from where they manifest, losing this eye merely shifts the power of the Evil Eye to you remaining eye, losing both eyes will make it shift to another body part, becoming the 666 Evil Hand for example, until the lost eyes are replaced. Basically, you cannot get rid of the power by cutting the body part that's being used as the catalyst for it.
- You can grant copies of the Evil Eye you are fully attuned to other people. These copies are initially less powerful than the original, and have a slower rate of growth, but in theory they can surpass the power of the original if the person you

granted it to puts the time and effort required. Granting an Evil Eye to a willing person will instill a subtle but powerful sense of loyalty in them, making them unlikely to consciously betray you, this loyalty can easily stimulate the growth of feelings of friendship, lust, or love. This effect is greatly reduced if you grant them an Evil Eye without their knowledge, or force it upon them. Most people can only hold one copy of an Evil Eye, but in some rare instances they can hold more; though never more than three.

- You can remove any copies of Evil Eyes you've granted at any time, regardless of the distance.

-What follows is the description of the Essence of ROB which is by MGunh1 and is on part 3 of the network of connected Google Docs.

Essence of ROB

- You are now one of the random forces that isekais people.
- When you isekai someone they are sent from their current world to another of your choice.
- You must give the individual a boon of some kind and a task they can reasonably accomplish in the new world using means available to them in that world (including using your boon).
- The boon given must be a power or skill you yourself possess. As such, it is recommended you have some other power beyond this one. Don't worry, you don't lose the power/skill/etc that you give them, they simply receive a copy of it.
- You do not need to let the individual know what the task you gave them is, though be warned this reduces the likelihood they will accomplish it.
- Once their task is complete they are given the option of returning home or staying in the new world. Regardless of their choice, they keep the boon granted to them.
- In return, after they accomplish their task, you gain all the experience the individual learned in that universe up to that point; all the magicks they mastered, the skills they learned, the science and technology they researched, etc. This also includes any interesting tricks they learned with the boon you gave them.
- Should they die in the new world, you do not gain the experience and the isekai'd individual is teleported right back to the world they came from with no time having passed and no memory of having gone. Yes, this means you can isekai the same person over and over with a different boon each time until they succeed.
- When you isekai someone, you can choose to speak to them directly prior to insertion. Such a discussion will happen in a pocket dimension of your own design and no time in either world will pass during these talks. You can also choose to simply send them with only a vague or instinctive knowledge of the boon and/or task given to them (you may choose only one if you wish), or instead with no knowledge of either.

-There's a lot of funny uses for this essence, such as just... disappearing your foes, or easily and quickly handling people you know are destined to be enemies by yeeting them to another world, though that does risk you just empowering someone you're destined to oppose since they can choose to come back if they succeed, and if they fail they return anyway but without new powers. Still, this is a fun tool.