

Essence jump:

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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.

Three Essences (400):

- You may take three Essences of your choice.

Five essences (600):

- You may take five Essences of your choice.

Essence Mode (1000):

- You may take as many Essences you want.

Essences:

Essence of Riches.

- You now have access to Infinite wealth via an interdimensional bank account opened in your name, with gives you access to infinite funds.
- A platinum card appears in your hand that is connected to this bank account. This account is completely hacker proof and only you and those you allow can withdraw money from this account and use this card. You can use this to withdraw money from any banks and ATM without any charges. The ATM and bank clerks will not question or wonder about the bank account or credit card. This bank account is available to you in all worlds and universes where banks exist. The card will appear in your hands when you want it, and if it is ever stolen or lost, then it will simply return to your pocket.
- 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.
- 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 disappear without it 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.
- 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.
- 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.
- 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.
- 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 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.
- 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.
- 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.
- 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. 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.
- 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 restock 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.
    - 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 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 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 him) 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. 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 a 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. 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. that can forge incredible armors, like the one she forged for the Doom Slayer. 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 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.

The 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.
- 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.

The 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 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 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.
    - 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 does (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.

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.