

Genre Essences Jump
v1.1
by LJGV/Sin-God

Welcome to a world that, superficially, resembles one you may be quite familiar with: early 2020s Earth. The resemblances here are only skin deep, as this world is one of many touched by the *Essence Meta*, a CYOA in which some people are given access to a number of reality-changing potions that grant them powers. In this particular jump, you are an *Essence Entity*; someone who has drunk an essence and attained the powers it bestows upon those who get the chance to drink it. Enjoy the next decade, jumper.

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

Author's Note: *These essences are about having a fun headstart on different genres. These essences are decently strong, but they do take effort on your part to really master, serving more as headstarts (though powerful ones) than as something else.*

Starting Location

All origins start this jump somewhere in a world that is appropriate to their chosen essence(s). Those who take the FPS Protagonist Essence CAN opt to start on Earth, but if you elect to take the other essences you instead start off in a world that is clearly informed by tropes and ideas common to the essence's genre. If you take more than one essence you can blend genre ideas together to create a generic world informed by the essences you imbibed.

Age and Gender

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

Origins

The exact descriptions of all essences, including their authors, will be copied and pasted in the notes section of this document. All origins here confer the status of *Essence Entity* upon you, the details of which are revealed in an appropriately named perk. Each origin also confers the full power of the given essence, giving you fiat-backed access to the essence's powers from here on out. **You can opt to be a drop-in if you wish.**

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

Essence of the First Person Shooter Protagonist [+200 CP]
Are you a fan of guns, dear jumper? This particular essence suggests you are. This essence gives you the powers of a protagonist of FPS games, particularly things like a buff to your aim with guns, the power to comically benefit from cover, and a pocket dimension for all of your guns, as well as a few other handy abilities. This essence lacks the sheer overwhelming power of the other essences here, but is perhaps more suited for a wider range of jumpers for that.

Essence of the Isekai Starter Kit [Free]
A powerful essence that gives those who imbibe it a number of handy abilities that make life in fantasy settings easier and convenient. This essence is a healthy middle ground between the fast convenience (and relatively low power) of the FPS essence and the broad power AND items of the Xianxia Starter Kit, giving you plenty to work with in a range of capacities from boosting your potential in all areas to giving you psychic powers and handy protections.

Essence of the Overpowered Xianxia Protagonist Starter Kit [200 CP]
Far and away, the most thorough and powerful essence here, at least in the short term. This powerful essence bolsters everything from your skill with combat to your luck, and

unlike the other essences, here comes with several items that are both powerful and capable of growing with you in their own distinct way.

Perks

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

General [Undiscounted]

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

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

Multi Essence [100 EP if you want just another essence, 200 if you want the discounts as well. Each essence you acquire with this requires separate purchases.]
This perk is primarily for granting you access to the other essences, which will also give you access to their full power, their abilities becoming fiat-backed parts of your toolkits. If you purchase the more expensive version of this for a given essence you essentially, for the purposes of this jump only, get another origin; that of the additional essence you purchased with this perk. This does not give you more discounts in future jumps.

Essence of the First Person Shooter Protagonist

Gunslinger [100 EP | Free for Essence of the First Person Shooter Protagonist]
You have an innate skill with firearms, one that borders on the terrifying and extends, to a lesser degree, to other ranged weapons as well. Your skill with firearms and other ranged weapons is such that you can actually bypass resistances and immunities to bullets that enemies may have, though you can't do this so extremely freely that you can use a mini-gun to shred a room full of ghosts. It takes focus and intentionality to harm ghosts and the like with guns, though as you get more familiar with a given gun, it gets easier to enter the state of focus needed to harm enemies that would normally be immune to bullets.

Gunsmith [200 EP | Discounted for Essence of the First Person Shooter Protagonist]
You have an incredible skill when it comes to forging guns and ranged weapons. This skill is such that you can upgrade such tools as well, and can make bullets and other ranged projectiles. As you gain experience with this skill, you can learn to make guns that have supernatural effects and bullets that deal arcane damage (and thus can damage creatures that are often immune to regular bullets and mundane vectors of harm). It is much easier for you to imbue guns and bullets with effects you are familiar with. This perk also gives you a level of talent when it comes to improving guns, bullets, and ranged weapons, one that becomes stronger the more you use a given weapon.

Glory Kills [400 EP | Discounted for Essence of the First Person Shooter Protagonist]
I hope you aren't expecting some armor and a shotgun… This perk is a handy thing that gives you the ability to extract resources from those you kill, particularly ammunition for weapons, resources that can create tools of murder and pain, and temporary power-ups that can heal you (which is the only kind of power up that doesn't have a temporary duration), strengthen you, or speed you up. The more stylishly you end someone's life the more resources you get from them. If you kill them in a single blow that counts as a maximally stylish kill, and thus gives you the most resources. The stronger the foe you defeat the more resources you get from them.

Violent Healing Factor [600 EP | Discounted for Essence of the First Person Shooter Protagonist]
You have a rather odd ability, though one that is perfect for someone with this essence. You have the power to heal by inflicting pain and death on others, having a powerful healing factor that slowly (by default) pushes you towards a state of peak health, but that dramatically and explosively heals you when you are in the middle of combat. When you are in combat and are actively inflicting damage on enemies, and in the seconds afterwards, the rate at which you heal skyrockets, such that you visibly heal from damage within heartbeats of getting injured. Worst of all, for your foes at least, if you are at peak health, then inflicting damage temporarily increases your durability and counts as exercising and training.

Essence of the Isekai Starter Kit

Destiny Calls [100 EP | Free for Essence of the Isekai Starter Kit]
You have the sense of timing and direction of a protagonist, able to randomly stumble across adventure and conflict with remarkable ease. Beyond that you have the comfortable aura of a hero, able to convince people to trust you and rely on you at an impressive rate. When you will it, you will find adventure (and you know to ignore this sense of direction if you wish to ignore adventure). Successfully helping people will strongly improve their estimation of you.

Hero's Hand [200 EP | Discounted for Essence of the Isekai Starter Kit]
Magic items really like you. Magic items with some degree of sapience and/or free will will unveil their full power to you with zero hesitation, or at worst they'll explain what sort of conditions need to be met before they can use their full power at your behest. Normally fickle magical items are curiously consistent around you and can be relied upon to be your steadfast allies. Magical items also get stronger when you use them, though how fast and how strong depends on how you use them and the skill with which you wield a given magical item.

Expert Explorer [400 EP | Discounted for Essence of the Isekai Starter Kit]
Isekai protagonists are, at their core, explorers. This perk allows you to internalize that trait. You learn languages twenty times as fast as other people do, naturally assimilate into other cultures at breakneck speeds, have an aura that makes people incredibly partial to you, and have one extra special trait. Each time you meet someone who is a part of a new culture or explore a place made by people of a culture that is new to you you get a boon keyed to some special trait of that new culture. This boon, essentially a small perk, grows stronger the more people of that culture you get to know and/or the more places made by people of that culture you get to visit. Get rewarded for going out and engaging with the world!

Summoned Saga [600 EP | Discounted for Essence of the Isekai Starter Kit]
Your soul is especially alluring to summoning spells, the likes of which are commonplace in isekai stories. You can allow yourself, once per jump, to be teleported to a whole new world. In this world you'll be given a cheat ability of some sort (though no instant wins, this ability is meant to give you a meaningful leg up, it's not meant to make things a cakewalk) and a quest with a timetable that marks as needing to be completed in a year. If you complete this quest you can return to your home jump no more than a week later, in that setting's time, either immediately after completing the quest or up to two years later (giving you some downtime as a reward for completing the quest and letting you say goodbye to your friends), while keeping your cheat ability. Dying in this dimension doesn't end a chain but if you die you do get booted out of the place and lose the cheat ability. This will happen no more than once a jump, and the quest in question will be something challenging that is also fulfilling and keyed to your talents. It won't be a cakewalk but it'll also be doable.

Essence of the Overpowered Xianxia Protagonist Starter Kit

Meditation Master [100 EP | Free for Essence of the Overpowered Xianxia Protagonist Starter Kit]
You are an uncommonly skilled expert in the art of meditation and can use it in a range of ways. Among other things you can replace your basic needs with meditation, allowing you to derive sustenance and the mental restoration that sleep allows you to attain. Meditation also counts as light physical training, like going for a brief jog for every hour of meditation. Finally you can better attune to any sort of energy by meditating, cultivating anything from chi to mana.

Way Of The Warrior [200 EP | Discounted for Essence of the Overpowered Xianxia Protagonist Starter Kit]
Combat and battles are an important part of being an Xianxia Protagonist. This allows you to make them an important part of your journey as well. When you are in combat, you count as training all of your physical skills and your expertise with weapons. This doesn't sync everything up but it does ensure that focusing on one weapon will never occur at the detriment of your skills with other weapons. Fighting also counts as meditation, if you have any abilities that benefit from meditation.

Overpowered Teacher [400 EP | Discounted for Essence of the Overpowered Xianxia Protagonist Starter Kit]
You not only have immense skill as a teacher, but you have a number of handy abilities related to education. Firstly the more you teach someone the more loyal to you they become essentially guaranteeing that you won't get backstabbed by your students (and incentivizing the creation of your own sect), secondly you have an ability to give others a learning booster that actually increases in intensity the more you've taught them (meaning that your longer term students actually become better at learning over time), and thirdly you can teach anything to anyone (meaning that even beasts can become your students!).

Great Grandfather Of Power [600 EP | Discounted for Essence of the Overpowered Xianxia Protagonist Starter Kit]
An evolution of various abilities granted by this essence, you have the power to share your powers freely, and can with a thought spread an ability of yours with one individual or across a setting with equal ease. You are, however, ultimately the overlord of these powers and not only do you benefit from all of the training people do with your powers, but you can also shut them off in other people who have access to them, which not only weakens them by depriving them of a power it also harms them an amount proportional to how much they used the power.

Items

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

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

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

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

Essence of the First Person Shooter Protagonist

Basic Loadout [100 EP | Free for Essence of the First Person Shooter Protagonist]
This is a set of body armor, a pistol, an assault rifle, and a set of frag grenades. The nice thing about these items is that they are self-repairing, do not set off alarms (mental, metal, or otherwise) until they are actually used, and have infinite ammo (though you still need to reach into your pockets and retrieve the magazines of bullets for the guns). Additionally the body armor actually covers your whole body in a protective field not just the places it physically covers.

Garage [200 EP | Discounted for Essence of the First Person Shooter Protagonist]
This is a small interdimensional garage you can enter at any time that has a slowly expanding collection of vehicles in it. These vehicles can be taken out of the garage at any time, and if destroyed they respawn in the garage and are unusable for a day (unless you pay some money to speed their rate of recovery). All of these vehicles can be upgraded with in-jump currency, have unlimited fuel, slowly self-repair, and you have instinctive knowledge and skill with driving them. You can take vehicles into this garage to add them to it, but it also gradually adds more vehicles as you explore assorted jumps. No one questions you driving these vehicles unless you actively commit crimes with them (and not ones like you not being able to drive them legally, but things like hit and run or using them in theft).

Upgrade Machine [400 EP | Discounted for Essence of the First Person Shooter Protagonist]
This console in your warehouse lets you bring guns, explosives, melee weapons, body armor and other combat-related tools to it and spend currency to upgrade them. These upgrades can be anything from giving bullets the effects of hollow-points if it'd be beneficial to increasing the knockback of a weapon. Simpler upgrades are cheaper, but fully supernatural upgrades are purchasable. These upgrades are permanent, even for things that are normally one and done like grenades. The number of purchasable upgrades gradually increases as you embark on more adventures and if you use a weapon more frequently then it naturally gets more upgrades at increased rates. If you encounter some version of something that'd make for a good upgrade, like an enemy who can attack through walls then you can reliably expect to find some version of that as a buyable upgrade. A weapon that has been used enough, an amount which is

determined in part by how powerful the weapon is, will have a comprehensive upgrade to it purchasable in the console giving you a meaningful, though expensive, ability to wholly improve the weapon if you invest in it (essentially this is the weapon upgrade mechanic from franchises like *Ratchet and Clank* but in item form).

Essence of the Isekai Starter Kit

Friendly Familiar [100 EP | Free for Essence of the Isekai Starter Kit]
This item gives you a friendly guide and companion in the form of a familiar. You can decide the specifics of this familiar, such as whether they are some sort of magically empowered animal or a local spirit like a sprite or fairy, pretty freely. This individual has an accessory or marking that denotes their status as a familiar that people and even wild monsters naturally respect until the moment your familiar does something like engage in battle (and it's decently strong, able to support you in a number of ways in a fight, from physically distracting enemies to buffing you and any nearby allies with support magic). In future settings no one questions this creature unless you point out how weird it is that you have a fairy or something to that effect (though enemies of yours will still react appropriately to it if they see it aiding you). If it gets hurt or even slain you can resurrect it with an expenditure of energy.

Jumper's Grimoire [200 EP | Discounted for Essence of the Isekai Starter Kit]
This book is a handy thing that contains a complete repository of local spells and psychic abilities. It is a teaching aid that is inhabited by something akin to a programmable artificial intelligence and it can teach magic to anyone but only if you permit it to (and those it teaches can actually use the magic in question). In future jumps it updates to include new spells and psychic abilities, even generating a few of each in worlds that naturally lack such abilities and manifestations of witchcraft.

Isekai Blade [400 EP | Discounted for Essence of the Isekai Starter Kit]
This strange weapon is a shapeshifting sword with magical qualities keyed to the worlds you've visited (and gains new abilities based on jumps you visit in the future). This blade has one distinctively powerful ability to start off with; it can phase through armor and other weapons used to counter it, temporarily isekaing itself or the objects it's phasing through and thus is incredibly difficult to counter or defend against. It is also a remarkable magical aid, able to easily channel magic (which it empowers in every way), and can even cut through magic, making it nasty against spellcasters.

Essence of the Overpowered Xianxia Protagonist Starter Kit

Xianxia Robes [100 EP | Free for Essence of the Overpowered Xianxia Protagonist Starter Kit]

A stylish wardrobe consisting of robes that count as incredibly durable armor and that enhance your charisma, speed, and martial skill. There are robes in every color, and you have a few to give out to students, lieutenants, or enforcers. Perhaps unsurprisingly these robes enhance the effectiveness of meditation.

Heavenly Herb Garden [200 EP | Discounted for Essence of the Overpowered Xianxia Protagonist Starter Kit]

This is a small patch of supreme soil located in a safe, unassailable place that can grow any crop at supernatural speeds. The more mundane the crop you wish to grow the faster it grows (and it also gains supernatural qualities related to why you wish to grow it in the first place), but if you plant supernatural herbs in this soil they grow faster and become supreme herbs which can be used in a range of ways, from making deadly devilish poisons to being part of drugs that give immortality to those who imbibe them. You can take some of this soil and plant it somewhere else to give the area around the planted soil a similar but weaker effect.

Sect [400 EP | Discounted for Essence of the Overpowered Xianxia Protagonist Starter Kit]

Oh so you wish to be a *Grandmaster*? Understandable. This item manifests in the form of a fortress somewhere that is self-repairing, staffed with capable, combat-trained NPC followers who work as servants of all sorts, and comes with the beginnings of a sect of your design; 10 followers who have innate (though not tremendous) skill in cultivation and other common skills present in Xianxia stories (such as assassination, medicine, and blacksmithing). Very importantly there are subtle enchantments here that boost the skills of those who are loyal to you, improve your teaching abilities, and grant people who come here temporary immortality so long as you permit them to benefit from this and they are loyal to you. People who are present here, with your permission, at the end of a jump (and who consent to coming) are permitted to follow you across your chain as followers.

Companions & Followers

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

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

Scenario

Great Genre Journey
An essence vendor empowered with the *Essence of ROB* likes your style and asks to send you on ten distinct year-long journeys to different worlds. Each time you visit a new world you'll be given a lesson related to essence alchemy, and a target to go after. You have to do something essence related to this target before the end of your year-long stay in a given world (typically either convince them to down a specific essence or somehow take a trait of theirs that the ROB-touting Essence Vendor likes). If you succeed you get to keep going. If you fail the scenario ends and you get to return to the world you started this jump in, but don't chain fail. If you complete ten of these journeys you beat the scenario.

Reward
You have become a **Genre Alchemist**. This means you have a number of abilities tied to your chosen essence(s) that give you thematic ways to take traits from people and use them to make essences of your own, as well as thematic ways to bestow essences upon people (such as someone with the FPS essence being able to shoot someone with a special bullet to take traits of theirs for essence alchemy; the ability to create essences, and being able to give them weapons infused with the essences). The more familiar you become with other genres in the future the more this ability upgrades, giving you further neat ways to take traits from people and use them in essence alchemy or as vectors through which you can share essences with them.

Drawbacks

Another Universe [0 CP]
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

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

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

Power Acclimation [100 EP]
This drawback causes you to not immediately understand how your powers work. You possess a rough understanding of your powers but do not understand every detail about them, and need to experiment to figure out their full limits.

Chuuni [100 EP]
Ah yes, this thing. You now suffer from *Middle School Second Year Syndrome*. This unfortunate malady causes you to experience delusions of grandeur that are tied to your chosen essence(s). This is not great, but can be overcome with willpower and an appropriate sense of self.

Rumor Mill [100 EP]
Somehow, people will invariably discover your powers. Not everyone will believe in them, but some will, and those people will spread rumors regarding your strange abilities.

Genre Cluelessness [100 EP]
Annoyingly you have forgotten any level of genre-awareness you have when it comes to things like tropes and pitfalls in common plots for the settings you're about to visit. This makes you much more vulnerable to plot twists and the like.

Essence Entities Galore [200 EP]
This makes this world much more interesting. With this drawback other essence entities are guaranteed to both exist and to, eventually, find out about you. They aren't guaranteed to be hostile, and many will be friendly, but essence entities are all as diverse, morally and intellectually, as humans. A clever jumper could see this as a fascinating opportunity… These essence entities will appear even in isekai worlds, though this won't make them more or less dangerous than they were/would have been on Earth.

Very Superstitious [200 EP]
Many modern people do not believe in magic, and even those who do are often in awe of it. This changes that. Over the course of your time here more and more people begin to

believe in magic and begin to fear it, like many people did in the medieval past. And people have a history of trying to destroy what they can't understand.

Genre Savvy [200 EP]
Somehow natives in the settings you visit have gained an annoying amount of genre savviness. This means they are unconsciously aware of genre tropes and do their best to avoid common cliches, making them very annoying to deal with.

Shops Abound [200 EP]
It turns out you weren't the only one who wandered into an essence store. And annoyingly not everything that came out of these stores were human, or even essence entities. Monsters snuck out of stores throughout the planet and are now wandering around freely. Many of these creatures will have oddly thematic features and abilities.

Essential Nature [400 EP]
Your chosen essence(s) have a powerful effect on your personality. You want to use the essence you chose as your origin regularly, and frequently fantasize about how using its power could make your life easier. You need powerful willpower to soldier through this effect and resist it fully. You can often resist this in the day-to-day moments, but when you get really tempted, it'll be quite easy to succumb to temptation for even a second, and that can be long enough with the right essence to do something life-changing to someone.

Anti Essence Squad [400 EP]
Essence-empowered creatures are far from unknown, at least to the governments of the world. Many people in the secretive agencies tasked with monitoring and watching the supernatural flatly do not trust Essence Entities. Somewhere near where you start this jump there will be local government agents interested in intercepting you and learning about your abilities. Whether or not they can do so is up to your OCP, as their abilities are surprising and diverse but very largely focused on essence silliness. For the duration of your jump these people will be interested in you. How you deal with them is up to you. Sufficiently powerful governments have more resources than other governments do, including quite possibly aligned essence entities of their own.

Predatory Essence [600 EP]
This world is the hunting ground of a particularly nasty creature empowered by an essence. At the base level this essence is something on par with the essences here, which can be incredibly dangerous but take finesse, knowledge, and resources to wield properly. For 800 EP the essence is much worse in terms of what it can do, perhaps something like the Essence of the Assassin. For 1000 EP you face a truly nightmarish foe, a creature with powers on par with the essence of the unnamed darkness or the essence of the anti-immortal, potentially apocalyptic enemies.

Malicious Vendors [600 EP]
So did you… steal your essence, dear jumper? Because you really pissed off the people who run essence shops. They've banded together to sell your foes, or even just your targets and neighbors, essences based on the adventures you've had to give people a shot at beating you with the powers you've encountered before now, and this includes the powers you've gained in past jumps. If this is your first jump they'll send generically

powerful martial and magical essence entities after you, such as creatures empowered by the essence of the warlord or the essence of the sorcerer lord. At first they'll want to keep you alive and drag you to their lairs to turn your memories and powers into the basis of new essences, but if you overcome them enough they'll just want you dead.

Decisions

You have three choices …

Go to the next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

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

Notes

-There are two large archives of essences. One, the original, can be found here. This is what is referenced below. The other, far more up to date, one is by Number96 over on Questionable Questing and the latest version can be found here. It is ONE document, at over 3,000 pages, but it's also got leagues more essences.
-Ah yes, a genre essence jump. Essentially, what this jump is about is about giving people neat ways to gain the benefits of fun genres for jumpers, from the First Person Shooter genre to the Xianxia genre.
-While some drawbacks guarantee that other essence entities exist in the jump in ways that are relevant for you, if you opt not to take the drawbacks, you can assume that other essence entities exist in the jump, but it'll be on you to track them down.
-Essence of the First Person Shooter (by OverReactionGuy, located on Part 1 of the Essence Meta Network GDocs).
-Essence of the First Person Shooter Protagonist
Be the first person shooter guy!
+You get a weapon wheel to put weapons and guns in with around 12 slots that you can switch between near instantaneously at will.
+You have a separate demolitions slot that fits in things that go boom. Like frag grenades.
+You have insane aim to the point where you could no scope head shot a guy while spinning 360 degrees miles away.
+Your bullet's trajectory aren't effected by gravity or air resistance or even water.
+You can crouch behind a chest high wall to regenerate to full health within minutes.
+Your body is incredibly fit but only stretching the limits of the human body instead of going past.
+Ammo appears to just be laying around whenever you care to look along with first aid kits to heal yourself along with your choice in explosives.
+You have unlimited stamina and don't need to sleep or eat.

+Cover will always protect you from projectiles until it's blown away, even from explosions like rockets.
+Your guns will never jam and don't need cleaning.
+Even life threatening injuries or lost limbs can be healed via the first aid kits.
+You're an expert at tbagging people.

-Essence of the Isekai Starter Kit (by TheGoldenBeast, located on Part 5 of the Essence Meta Network GDocs).

-Essence of the Isekai Starter Kit

- By consuming the Essence of the Isekai Starter Kit you gain the following boon:
    - Your potential becomes limitless. You can learn any discipline or skillset, even if you shouldn't be capable of it, without forgetting it and practice them into mastery, no matter how many you learn. Any abilities you have from other Essences will increase where possible and develop in ways beyond their initial purpose.
    - You gain the ability to produce psionic energy from your thoughts, emotions, and consciousness. Your able to manipulate the psionic energy to affect both the physical world and the astral plane, the minds and perceptions of others, or enhance your own body all to a massive level. You can easily enter the minds of those with a weaker psyche than yourself, allowing you to easily and subtly manipulate them. You can sense any and all forces/energy, including time and space, allowing you to control them with enough effort. You gain the ability to use Astral Projection and Clairvoyance, which allows you to traverse the astral plane and observe distant events. You keep your other powers while in this state, allowing you to exert your abilities from an even greater distance. You essentially have the power to develop or copy any psychic powers/abilities you desire or have seen.
    - You now have beyond genius level intellect and a perfect memory with infinite storage, capable of calculating and processing things faster than quantum super computers. You gain Immunity to insanity and memetic hazards. "Things Man Was Not Meant To Know" becomes more of a guideline than a rule. Your able to analyze, discern, understand, and comprehend the truths and workings of any and all non-concealed concepts, mysteries and phenomena with a single glance. You can reverse engineer anything with enough time and resources. You have the ability to accelerate and form multiple independent thought processes, though by how much/many completely depends on you. You can obtain the knowledge and information from any data storage device or book just by touching it and this effect can be turned on and off.
    - You have the capacity to use/learn any magic, even unique ones upon seeing it once or understanding enough about it. You possess a magical reactor that can adapt to any magical energy to fuel various spells from different magic systems. This reactor provides a steady supply of power

that will grow over time, right now you could use high consumption spells with wild abandon and still not make much of a dent after a few hours. You can teach others magic systems that they previously lacked the capacity to use/learn. You can manipulate entire magic systems or combine them with experimentation. You are capable of casting any spell as long as you have the energy, not requiring any extra element like a focus or materials. The time required to cast if any remains however.

- You gain a body perfect for battle, with a starting point just above the peak of your species in physical attributes. Your new body will be sculpted to your tastes and to fight. You also gain the mentality of a perfect warrior with the unyielding willpower to tackle any challenge no matter how impossible, as well as the ability to tolerate extreme pain. A mind's eye that grants you the ability to intuitively sense danger, and instinctively react to it. Your even able to react to attacks that are undetectable, either due to concealment or sheer speed. It also gives you the insight to read the flow of battle, deduce the steps to victory/success, and discern the opponents' powers, skills, and abilities. This is not limited to just their strengths but also their weaknesses. Your Life-Force is limitless, meaning you will stop aging once you hit your prime and you'll be returned to your prime if you have already past it. You also have the ability to refine your life-force into an exotic life energy with various properties for your more esoteric martial arts. You possess immense regenerative ability, capable of regeneration so long as a single cell remain. Each time you go through a cycle of injury and regeneration, you gain an overall boost in all physical attributes, energy capacity and output (applies to both mundane & exotic energy). Though the degree of the boost depends on the degree of your injury, meaning the closer to death you are the stronger the boost. Your peerless talent and limitless potential combine with your genius level intellect and perfect memory with infinite storage allows you to learn any Martial Art (armed & unarmed, esoteric & mundane) with but a single glance. Naturally this means you can perform any martial arts regardless of restriction or uniqueness. Your able to advance, combine, revise, and develop any martial arts (armed & unarmed, esoteric & mundane). You capable of teaching martial arts (armed & unarmed, esoteric & mundane) to other, even if they previously lacked the capacity for it.
- No matter how long you live, time and circumstance will not weigh you down nor will it change you so much that you cannot recognise yourself. As the eons pass, you will never grow lesser in your own eyes. Indeed, you will only ever grow into more of the person you wish you could be, regardless of whatever horrors or terrible things you witness. You are immune to boredom and your patience stretches into eternity. If you so wished, you could easily do nothing but wait for the stars to burn out without issue or complication. You also have no issues with solitude, being

capable of surviving with no one but yourself for company indefinitely without becoming distant or socially rusty as a result. No matter how much time passes or how many things you experience, you will never grow jaded or sick of simple pleasures or tasks. The sights and sounds you experience will always be as uplifting as the first time you saw them. These apply not only to you, but the rest of your kind as well. If you want, you can also grant this boon to other immortals, so that their mind and soul may withstand the weight of eternity.
    - The boons granted to you by this Essence cannot be drained, suppressed, weakened, stolen, copied, altered, or otherwise manipulated against your will in any way shape or form. You may extend this protection to any other Essence or Essences in your possession.
    - Optionally, you may turn this entire Essence into a bloodline, inheritable to all your offsprings and their descendants.

<u>-Essence of the Overpowered Xianxia Protagonist Starter Kit (by Bear_Mint, located on Part 7 of the Essence Meta Network GDocs).</u>

-Essence of the Overpowered Xianxia Protagonist Starter Kit

From gaining ownership of this box of artifacts, treasures, weapons, elixirs, and esoteric energies:

- You are now qualified to be a Xianxia protagonist as your body is recreated to be free of past imperfections and given the ability to cultivate. Your self-confidence and willpower have reached astronomical levels and will never surrender or break under any form of stress or pain. Your appearance has also been given a massive improvement; never will you be anything lower than a 9/10 on the hotness scale and that number will only rise as you increase your cultivation. Optionally, you may choose to reincarnate into any cultivation story that you wish with any type of background you desire. Finally, all the things treasures inside this box are capable of storing themselves within your soul and are capable of hiding themselves from all forms of detection. Any object that is lost or damaged will simply return back to your soul good as new.
- As a Xianxia Protagonist; you are a natural opportunist. You are able to instinctively sense an opportunity to make a profit or obtain some form of benefit. To compliment your treasure-sniffing nose is the ability to act and perform to scam your would-be victims of their hard-earned and possibly undeserved resources. You are capable of easily reading someone's personality and character after just a few spoken words with them and can just as easily tempt and manipulate them to avoid suspicion of yourself or cause them to be indebted to you.
- But sometimes, subterfuge and manipulation aren't enough; sometimes the only option is to fight. Thankfully for you, you're a talented warrior that is capable of fighting multiple opponents at the same time. Capable of fighting optimally regardless of the environment and remaining level-headed & calm for the entire duration. Regardless of whether you are using your fists or a weapon; you will be

able to use them with the skill of a master martial artist that has trained for decades and survived countless battlefields. As you are a natural opportunist; you will also be looking for possible escape routes and enemy weaknesses.

- As you search through the box; a lump of golden ethereal liquid floats up and enters your mouth. The taste is similar to the sweetest honey and you feel a wave of euphoria as it integrates with you. What you have devoured was the Fortune Rivaling Heaven Gu; a lump of luck that has granted you Heavenly Luck. It works passively by turning all calamities that would attack the holder into super good luck and absorbing the excess luck of others into yourself. People that perform actions that would harm you will receive disasters, while those that perform actions that benefit you will receive good luck. In addition, you can now see luck; it will appear as a golden aura around people and objects and the amount is determined by the radiance of the aura. As such; you can easily find potential allies, hidden masters, and hidden treasures by seeing their luck values. Optionally, you may transfer good and bad luck between people and gift others some of your good luck.
- An overpowered protagonist isn't overpowered if they aren't overwhelmingly talented in everything they do. Your talent is heaven-defying and qualified to learn any type of skill or power; capable of picking up and mastering any skill very quickly, quickly finding faults in techniques and modifying them on the fly, and easily comprehending esoteric ideas. Even the creation of new skills/abilities/techniques is possible if you possess the necessary prerequisites. If you make the attempt, you are capable of revolutionizing any field to that you dedicate time. In addition, you are capable of crafting divine works of art that produce esoteric effects, creating high-quality potions/pills/items from inferior materials, and cooking food that gives miraculous healing properties.
- You may choose whichever cultivation system from any novel that you desire to follow, but the end result is ultimately the same; ascension into a transcendent being that is capable of both omnipotence and omnipresence. If you desire, you are allowed to cultivate multiple different systems at the same time which will allow you to harness their uniqueness for your own benefit with no repercussions and ensure that your cultivation foundation will not break or be stolen under any circumstances.
- The cultivation method you found in the box allows you to quickly cultivate your mind, body, soul, stamina, and Qi at the same time; a one-percent increase in any of those attributes will result in a similar increase to the rest of your body. In addition; you will be able to exhibit power beyond what an individual of your cultivation level should be capable of. This technique is compatible with any form of cultivation system and will allow you to quickly become a monster that is capable of defying the heavens. It will never suffer diminishing returns and will remain useful regardless of how far you advance in your cultivation. This cultivation method is also inherently neutral and allows you to use powers and techniques from multiple, possibly conflicting, sources with no repercussions.

    - As you ascend the ladder of power, you will find that your body will no longer need to perform mortal tasks such as eating, sleeping, or even breathing. Naturally, your body will become an indomitable fortress that can survive any environment, even the void of nothingness, and come out unharmed. Your mind will also become perfected as you increase your cultivation; your photographic memory will become immutable, your calculation capabilities surpass a Matrioshka Brain, and your mental health perfect.
- In the event that you are in a world with no ambient or low levels of Qi for you to absorb to raise your cultivation; you are given the Divine Treasure <The Dimensional Fetus>. This treasure produces an infinite supply of primordial energy that is compatible with all forms of cultivation/magic systems that tempers the mind, body, and soul at the same time. As this is a higher dimensional energy that holds a strong connection with the Dao; using too much before your body is ready can easily result in you exploding with the equivalent force of a nuclear explosion or more. As a result; you will only be able to extract as much energy as your body can handle in the beginning.
- Within your body now forms a perfect Dao Heart. It is the embodiment of your perseverance and willpower to thread forward courageously with optimism and a positive attitude. Even if you lose your entire family, see generations of loved ones die, endure soul-destroying agony for eons, or live alone for billions of years; you will never break and never be shaken. As such; Inner Demons born from negative emotions have no home within you and will not become a hazard for you on your road to cultivation. In addition, you are capable of changing your Dao Heart on the fly to mimic the mindsets of Buddhas, Saints, Demons, etc. This will allow you to easily cultivate their respective techniques that require specific mindsets to be able to use. You are also capable of weaponizing your Dao Heart using a mental-type technique.
- As you ascend the ladder of power with cultivation, you must eventually choose to learn and master at least one Dao. A Dao is a concept/Law of reality and it is embodied everywhere in life; there is a Dao for swords, love, food, and so many more. Within this box contains the <Dream Realm Meditation Sutra> that allows you to come infinitely close to the Dao and obtain a large amount of <Attainment> from the experience.
    - <Attainment> can be described as a mathematical formula of reality; a person with high amounts of <Fire Dao Attainment>, for example, is capable of instinctively knowing how to perform any action that correlates with Fire. It is also possible to use that <Fire Dao Attainment> to perform some parts of adjacent Daos like Heat and Light.
    - Those that have 100% <Attainment> in any Dao are called the Supreme Grandmaster of that Dao; this gives the individual supreme authority over the use of Dao and its concepts. They are capable of sensing all manifestations of that Dao in reality and manipulating them to their will;

Allowing the Supreme Grandmaster to deny the use of that Dao to others and any improvements they make using that Dao will result in a fundamental improvement of that Dao universally.
    - With 100% <Attainments> you are also capable of creating the Autarch Omega forms of your Daos, which possess infinitely more authority over reality than regular Daos and are also capable of birthing lesser-ranked Daos. Finally, comprehending a single Autarch Omega Dao allows you to easily comprehend and obtain at least 90% <Attainment> in every other adjacent Dao.
- It will also wouldn't be Xianxia if there wasn't the use of drugs of questionable origins. You are now a divine doctor; someone that is capable of performing miraculous procedures that is capable of healing anyone and anything. You can cure a cripple, fix genetic defects, regrow limbs, even revive someone provided their brain is still intact, or produce medicine that is capable of healing a god. It doesn't matter whether the patient is a human or even a dragon; as long as you understand their anatomy, you can easily cure them. Using the <Eye of the Divine Medicine God> technique, you are able to see directly into a person's body to easily pinpoint bodily issues, view the energy pathways of a person's body, or see the blood flow & electrical signals of the body; Hidden injuries and diseases become highlighted within your sight. Combined with <Qi Acupuncture>, you are also to heal these diseases and disabilities or fight off poisons by stimulating and directing their body's natural healing process and internal energies to heal them without an incision. The manipulation of a person's energy pathways using <Qi Acupuncture> can also be used to help aid someone else to breakthrough in cultivation or cripple them. But should surgery be required, you are more than skilled enough to perform precise incisions and seal wounds using nothing more than a scalpel and a needle with thread. These techniques can also be used offensively as a doctor that knows how to cure all ailments in a body can just as easily hurt it.
- Within this box is also a stone that merges with your soul and connects to a pocket dimension that has a land mass that starts at a size of 335,000 km^2 (or roughly three times the size of the state of New York) and will grow infinitely in size as you raise your cultivation and pour energy into it. Time within this land also flows differently as time moves three times faster inside the pocket dimension than outside; meaning one day outside equals three days inside.
    - The land is divided into five areas called the Northern, Southern, Eastern, Western, and Central Regions; the Northern Region is a massive grassland plain with sporadic weather and harsh winters; the Southern Region is full of mountains with small pockets of flat fertile land and three massive rivers; the Eastern Region is dominated by the pocket dimension's miniature sea with many small islands; the Western Region is a desert with high temperatures and sparse sources of water; finally the Central Region that shares borders with other regions and enjoys a calm climate.

    - The land will be fertile and the earth rich in infinitely replenishing resources. Any life within this dimension will grow and prosper at an accelerated rate; producing perfect specimens of every species for you to harvest. Any organism that may cause ecological instability and cause the demise of other species will be automatically isolated by the pocket dimension. Should the number of inhabitants exceeds the level that the dimension can support; the dimension will begin a mass culling where all the dead bodies and resources will be harvested and stored in a large castle at the very center of the Central Region.
    - Within this castle are living quarters capable of housing millions of people, an infinitely large vault that perfectly preserves any materials placed into it, a workshop that holds all the tools needed to work any crafting profession, a library full of accurate information that ranges from Heavenly Grade techniques to mundane agriculture, an indoor arena, and a meditation room full of high-quality ambient Qi for you to use. It is possible to expand the library's collection of information by touching any book, computer, or other records of information with your hand. The library will automatically correct any mistakes it finds within the data and you will be left with only the most perfected version of the data. The size of this castle will also scale with the size of the continent.
    - In the place of a sky exists Nine (mini) Heavens above that correlate with the colors of Red, Orange, Yellow, Green, Azure, Blue, Purple, White, and Black. Each of these Heavens is formless and capable of living within magical beasts and plants that absorb the elementally attuned pure Qi of each heaven; each of these layers is equal to the size of the continent. Each heaven contains a primary specific type of Qi; Red Heaven produces the greatest fire qi; Orange Heaven produces the greatest Earth Qi; Yellow Heaven produces the greatest Metal Qi; Green Heaven produces the greatest Wind Qi; Azure Heaven produces the greatest Water Qi; Blue Heaven produces the greatest Stellar Qi; Purple Heaven produces the greatest Death Qi; White Heaven produces the greatest Yang Qi; finally, Black Heaven produces the greatest Yin Qi. Occasionally, Qi from neighboring heavens bleed into each other to produce anomalies and mutations.
    - As your travel the multiverse and absorb the energies of other worlds; the land inside will start producing the unique flora and fauna of that world inside naturally. Should you find other pocket dimensions; you are capable of annexing them and their territories and inhabitants will be transferred over to your pocket dimension.
- This box also contains countless other treasures that would make even an immortal heavenly emperor jealous. Some items this collection has includes:
    - Eternal Sky Bead – When this bead is introduced to water; it will transform the water into a heavenly elixir that extends a person's youth

and lifespan by one year for every 12 fluid ounces (one soda can). The liquid it produces is also capable of curing any form of poison and purifying anyone drinking it. The purification property can also be extended to objects if they are soaked in the liquid.

- Seven Star Body Breaker Nail – A purple nail that is capable of destroying special physiques/bloodlines and detaching them from the original body in the form of magical orbs for you to use. It is possible to use this to steal a Saiyan's bodily constitution or an Uchiha's Sharingan without needing to be born as one or possessing them.
- Soul Silkworm – A silkworm that is capable of devouring all forms of energy, souls, and curses to grow. The silk produced is the best in the multiverse as it is highly resilient to both physical & magical damage; plus it is extremely soft.
- The World Piercer – A powerful needle that is capable of punching a hole in space. Capable of instantly traveling from one end of the universe to the other, shutting down local space manipulation, and traveling to other worlds. It can also be used to kill someone if you really want to.
- The Divine Crystal Magic Cube – A spiritual treasure that is capable of protecting your soul from attacks regardless of their level, extracting a soul's memories, cultivating souls, erasing souls, housing souls, and manipulating souls.
- Amethyst Genesis Purple Card – A purple crystal that can let the user see energy, easily absorb any form of energy, manipulate energy, and reflect energy.
- The Womb Tree of Genesis – A tree that is capable of being manipulated with druidism that can birth newer and stronger lifeforms. It is possible to use it to create new life, improve existing life, or forge an entirely new and superior body.
- Basket of Duplication – Any object placed inside will multiply infinitely. The only restriction is that the object has to be organic.
- The A.I. Chip – A supercomputer attached to your soul with the processing power of 10 Matrioshka Brains. It is capable of scanning anything and anyone to create a perfect analysis of its target. It is also capable of running simulations on the entire universe, analyzing daos, connecting with any electronic device/system, modifying power systems, researching & transfers the results straight into your memory, assisting in combat, performing medical procedures on yourself, and more. It will display this information as an augmented reality display and will grow in power as your soul increases in strength.
- Yin-Yang Primordial Chaos Flames – The strongest Heavenly Flame in existence that is capable of producing both infinite heat and absolute zero coldness. It stands at the very peak of all flames and all other flames and flame-based abilities will submit and be suppressed by this flame. Thanks

to its contradictory nature, this flame is excellent in alchemy for being able to allow contradictory elements to fuse together to produce miraculous effects that defy logic and the laws of reality. As anything made using this flame can be considered an anomaly; they are naturally invisible to higher forces such as fate.
    - The Corporeal Zone – A protective domain that can change its shape from a barrier to armor that is impenetrable and indestructible. The zone's owner and those that the owner considers allies have their health prolonged, their power improved, bloodlines strengthen, receive boundless stamina, become absolutely untraceable, gain infinite strength & weight, possess immunity to ailments, acquire speed surpassing time, and have the ability to destroy concepts. The owner of the zone is also capable of manipulating the environment inside the zone to harm any foes that are trapped within; even opening a contained black hole is not outside the realm of possibility.
    - Longevity Grass – So long as the individual holds this grass, they are a true immortal; Age will have no effect on you, diseases will be non-existent, poisons fail to taint you, the concept of death itself is non-existent on you, and everything that tries to impose death upon you will fail. Even if all of existence is destroyed; you will remain.
    - Heaven Destroying Sword – A transcendent sword with no rank that is capable of withstanding any strike and cutting anything. The blade itself is capable of acquiring new abilities by breaking other swords and draining them of their essence. Finally, the blade is sentient and can form for itself a body. It possesses an arrogance that it rightfully deserves and will refuse to fight unless you meet a foe worthy enough to face it. However, it will break its own rules should it sense that you are in mortal danger.
- However, cultivating by yourself may not be desirable, if you don't wish to endure eternity alone; you are capable of awakening the potential to cultivate within others. You are capable of creating your own cultivation system and spreading it among an entire population. Naturally, anyone that receives your direct guidance will progress exponentially faster than those that do not. It is possible for you to train a talentless farm boy to become an immortal emperor as you are capable of "dumbing down" the higher concepts enough that even an idiot can grasp them. Finally, you are capable of spreading diluted forms of every technique within this box to your disciples, but how far they progress is based on their own talents.
- Another hallmark of a Xianxia Protagonist is their mythical pet. You too have a mythical pet, an egg that is capable of hatching into any kind of mythical beast that you so desire. They will be ranked as the apex and progenitor of their respective race and is capable of seeding other worlds with more of their species. Their power is also nothing to scoff at as they are capable of fighting being far stronger than them and comprehending heavenly laws with relative ease. Such is

their talent that you can ignore them for a few decades and return to find them already approaching divinity.

- Another power that you received from this box is the ability to use Genesis Runes. These symbols possess their own Great Daos and secrets but are fundamentally meaningless, formless, and nameless. However, because of their intrinsic nature, they are capable of exhibiting great power when a cultivator gives them context, form, and a name. As a result of their fundamental natures, these runes are capable of evolving by adapting to new power systems, creating new secrets, and changing in both form and name.
    - Within this box are the meanings that an ancient sovereign once described upon these symbols and they are capable of being used to form spells based on their complexity and context of the use.
    - These symbols are also capable of being used to create massive formations. Formations are grand rituals that are capable of world-altering effects such as the creation of weather phenomena, birthing a secret realm (pocket dimension), or a protective barrier that lasts for eons.
    - Using these symbols, you are capable of connecting to the spirit realm and summoning world spirits from within. These entities are from different planets within the spirit realm and the average power of each planet's inhabitants increases the closer their home is to the center of the spirit realm. You are capable of holding an unlimited number of spirit contracts to summon and fight for you. You are also able to temporarily borrow these spirits' cultivation to fight foes that are currently beyond you. However, using a world spirit will have you accrue debt to them that is paid in the energy that is normally used for your cultivation. As a result, it is very easy for a fool to be trapped in their cultivation realm due to abusing the power of a world spirit. It is also impossible to kill a world spirit outside of the spirit realm; as they will simply return back to the spirit realm and reform themselves. They also don't possess a physical body and will not be able to remain in the material realm for very long.
- Naturally, as you rise in power, you will receive the attention of many individuals. You will encounter many attractive & talented individuals of your preferred gender that gather around you like moths drawn to a flame. You are fully able of managing a harem of lovers and know how to manage relationships such that jealousy is a non-existent issue within the group dynamic. You will know based on instincts and observation when one of your lovers feels neglected and how best to soothe them. Finally, your love will eventually result in the birth of children who will inherit much of their talent from you. Your children will naturally be obedient toward you but will rebel if you mistreat them. You may punish your children by using the phenomena of bloodline suppression; the power to forcefully weaken a member of your bloodline and terrorize them into obedience.

- Sometimes you don't want to sit in a cave for eons trying to comprehend the Dao and wish to not miss out on life. Thankfully for you, you have received also the <Great Myriad Existence> technique that allows you to create a clone body for yourself. This clone is a parallel existence, it is you on all levels as it contains a copy of your consciousness inside which allows for complete autonomy and is capable of using all of your powers. Should the original you die, the clone will become the new main body and automatically inherit everything from the original body. However, creating even a single clone will cut in half the user's maximum energy capacity until the clone is dismissed or killed. Should a clone be dismissed or killed, everything that the clone gained will be automatically transferred to the original with no conflict. The main body and the clones form a collective hivemind that is capable of sharing thoughts and information among themselves. All clones are also absolutely loyal to their original selves and the thought of rebellion is utterly alien to them; they will gladly give up their autonomy and merge themselves back with the original. As a result, clones can be sent out to master multiple different professions and cultivate multiple Daos at the same time. Due to all of the clones sharing the same soul, any increase in soul capabilities accomplished by one clone will automatically be shared with all bodies. It is also possible to transfer damage onto a clone or borrow a clone's energy should the need arises; even the transfer of resources & items is possible if shipped via the soul. It is also impossible to kill your soul so long as a single clone is still alive as all of them need to perish at the same time to kill you. A novice using this technique will only be able to maintain one clone; any more will cause reality to correct itself by destroying your clones until only one of 'you' exist. This restriction can be circumvented as you raise your cultivation and become more detached from the world's laws.
- As you increase in power, you will discover that the very universe will start to reject you and force you to ascend to higher realms due to its inability to support you. You are able to escape this fate by being able to spread your energy across the universe evenly to support its foundations. This results in an overall higher level of potential that the universe is capable of reaching thanks to being saturated by your power. Eventually, this method is capable of promoting your universe to a higher rank and transforms the world fundamentally to be more 'fantastical'. You are capable of teaching others this method.
- In the highly unlikely event that you do die; you have integrated into your very essence the <Longevity Scripture> which allows you to reincarnate as many times as you desire with all of your memories and anything attached to your soul. You may manually trigger it if you so desire to transfer your soul to a superior body. Optionally, you may choose to skip the baby phase of reincarnation and immediately age up your body to one that is capable of cultivating. The shock of your new parents however is your own problem to deal with.

-Big credit to A4 (Emerett, Itō, Beni, etc.) on the Discord for help making the essence citation section a bit more efficient. Appreciate the help homie!

-Minor changelog; I fixed some typos.