

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

Three Essences (400):

- You may take three Essences of your choice.

More power (400):

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

Five essences (600):

- You may take five Essences of your choice.

Essence Mode (1000):

- You may take as many Essences you want.

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Essence of Combination.

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

Essence of Riches.

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

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

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

Essence of the Tinker of Fiction.

- You are now a Worm kind of Tinker, without the Shard nonsense. But unlike a normal Tinker that has a certain specialty or focus, you don't have something so minuscule. No, what you have, is the ability to create any kind of technology from anywhere. You only have to think "I want to create X" and you will find your power feeding you the knowledge of how to make it. So say you want to make the Iron Man Armor MK L, your power will not only show you exactly how you make it, but will also guide you in creating it, sometime entering a fugue state during the process.
- 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.
- Optionially, you may choose to receive the skill and experience of Peter Parker, the one true spider-man. This also gives you mastery over the Way of the Spider, a martial art created by Peter to take full advantage of his abilities..
- Optionally, you may choose to become a Totemic avatar of a Spider-Totem. This will enhance all your spider related powers even further, and granting you several additional abilities, while also connecting you to the Web of Life. The extent of your enhancement and the abilities you gain from this depends on what Spider-Totem you choose or create.

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

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

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

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

- 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.
- This also grants you the natural talent and ability to learn and master your abilities in unconventional ways. No need to be a Genius to create wormholes with Magneto's powers anymore. Instead, you manage to grasp this instinctually.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Jean Grey.
    - Emma Frost.
    - Laura Kinney (X-23).
    - Anna Marie (Rogue).
    - Ororo Munroe (Storm).
    - Wanda Maximoff.
    - Mystique.
    - Kitty Pride.
    - Selene.
    - Betsy Braddock (Psylocke).
    - Domino.

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

Essence of the Viltrumite.

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

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

Essence of the Wizard:

- You are now a wizard/witch, having access to HP Magic, and a lot of it, being equal to Dumbledore and Voldemort in power.
- You have received a full education from Hogwarts, and have mastered one of the branches of magic of your choice to a level equal to Dumbledore's transfiguration and Voldemort's Dark Magic.
- You have a perfectly matched wand, which cannot be broken or lost, always returning to you in case it's stolen or left behind.
- You are able to cast nonverbally and without any of the necessary wand movements. You can also cast without a wand at all.
- You are a master apparater, able to apparating at will without turning on the spot, and without making a sound.
- You are a master occlumens, protecting your mind from mind reading and influence while granting you improved memory and complete control over your emotions and your emotional state.
- Optionally, you may become a master legilimens, allowing you to read and influence the minds and emotions of others. As a master, you can use it through eye contact.
- Optionally, you may become a talented duelist with both natural talent, skill and experience in the art of using Magic in combat.
- Optionally, you may become a master of the Unforgivables, making you able to cast them with incredible ease and no drawbacks.
- Optionally, you may become a Metamorphmagus, allowing you to change your physical appearance through sheer will alone, allowing you to take a wide variety of forms, changing gender and age, potentially looking like anyone at all, or even just changing a part of your appearance, such as the colour of your hair or shape of your nose. When you change, you have to actively change back, as you don't have to hold your transformation. You are always able to return to your base form.
- Optionally, you may choose to become an Animagus. This can be any animal, including a magical animal like a Phoenix, giving you access to all it's abilities. 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 restocks every day, containing any food, drink, desert, spices and anything else edible you have had before.
    - Door 2: Library
        - The library is filled with books, containing the entire magical knowledge of the wizarding world, including lost knowledge. This includes all types of spells, potions, runes, history, forbidden magic you name it. This is not just the Magic from canon, but also any Magic from any fanfiction or any other HP world.
    - Door 3: Potions and Alchemy Lab:
        - You have a perfect lab for magical experiments, focused mostly on potioneering and alchemy.
        - The lab never runs out of any ingredients and resource you need for making potions or doing alchemy.

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

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

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

Essence of the Shadow Monarch.

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

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

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

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

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

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

        - Sleeping:
            - After sleeping, all negative status effects, as well as all health and mana, wil be restored.
    - Skill Creation:
        - Repeating actions enough times can create a skill specific to them, acting as a passive stat amp that allows you to do them more effectively, faster and more naturally. It can be an overly specific skill like dishwashing to an overly broad one like crafting.
    - Minimap:
        - A minimap modeled after a road map, it allows the location of enemies (red dot) and allies (blue dot), alongside many other benefits.
    - Auto-Translation:
        - Translates the language others talk to one you can understand and vice-versa.
    - The great sorcerer Kandiaru's blessing:
        - Immune to all poisons, diseases and negative status effects. Also increases longevity to eternal youth.
- Active Skills:
    - Observe:
        - Can see the HP, MP, race, gender, status (Continuous and passive effects, from bleeding to immunity to certain powers), emotions and a description of whatever you observe.
    - iD create and escape:
        - You can create instant dungeons at will.
        - They are all time slowed, allowing you to spend a week inside a dungeon while only a day pass on the outside.
    - Party:
        - You can create a party, and invite others into it, allowing them to obtain all of the game mechanics, except Gamer's Mind. Also has several other perks, such as notifying when a party member gets attacked, allowing long distance communicate, making EXP gains shared and more.

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

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

        - You are able to double it everyday and thus get other rewards.
            - 200 push ups.
            - 200 sit ups.
            - 20km run.
        - Reward:
            - Full recovery.
            - 3 stat points to all your stats.
            - Random thing.
            - Random Box.
        - You also have the penalty quest for if you don't do the quest:
            - Survive 4 hours in the worm place.
            - However if you succeed in killing all the worms, you won't receive the penalty any longer.
    - Gacha function:
            - Every month, you receive 1 gacha, which you can exchange into one of the bellow.
        - Blessed Box:
            - Gives you something you want.
        - Cursed Box:
            - Gives you something you need.
        - Random Box:
            - Gives you something random. Works similar to a Gamer's Gacha, and can give you anything across the entire Omniverse. (Does not give you corns of sand or anything useless like that, but can give Beings, artifacts or anything that can be useful or be found interesting).
- At will, you may take on the form of the Shadow Monarch, giving you access to all of Ashborns immense power.
- You have the Black Heart of the Shadow Monarch, fully assimilated into you, granting you 100.000MP in addition to your own mana. It will never try to reincarnate it's former self into you.

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

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

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

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

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

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

Essence of Doom Slayer

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

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

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

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

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

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

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

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

Essence of the Sith Lord:

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

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

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

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

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

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

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

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

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

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

Essence of Sparda:

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

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

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

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

Essence of Dragon Ball.

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

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

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

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

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

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

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

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

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

Essence of The Pilot.

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

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

Essence of the Spartan.

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

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

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

Essence of the Vault Hunter.

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

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

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

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

- You are however unable to reject back used energy, like electricity in a battery or Magic of a mage.
- There may be more to this power, should you train and master it.

- If you don't like any of the former, or just want to make your own in addition to these, you can go ahead and make your own Siren ability.

- Optionally, you may receive the Gunzerker effect, giving you a constant regeneration factor for both your health and your ammunition, alongside an increase in damage to any weapon you fire. This does not have any negative side effects on you.
- Optionally, you may receive the Showdown skill, which gives you multiple bonuses to your weapons and automatic aim. When Showdown is active, you will automatically aim at nearby targets of your choice and will be given increased gun damage, fire rate, reload speed, accuracy, and bullet speed. Once a target is eliminated, a new target is automatically selected. Also, targets can be cycled through manually.
- Optionally, you may receive the Expendable Assets skill, which allows you to summon two Badass Digistructed Holographic copies of you, who will fight alongside you. When destroyed, a new Digi-You will be constructed near you. They have access to the same weapons you have.
- Optionally, you may receive the Fade Away skill, allowing you to turn invisible at will. While being invisible, any shot you fire will be an automatic critical hit, dealing vastly increased damage. While invisible, you also gain increased movement speed and health regeneration. You have no time limit on how long you are invisible, and can exit the invisibility at any time.
- You have access to all the gear and guns from the games, which you can summon anytime you want. They will have full ammo when summoned. You also receive intuitive knowledge on how to use them.

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

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

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

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

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

Essence of the Seven Deadly Sins.

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

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

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

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

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

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

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

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

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

Essence of the Desperado.

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

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

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

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

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

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

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

Essence of Food Wars.

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

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

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

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

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

Essence of The Gold.

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

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

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

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

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

Essence of Pokémon

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

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

    - Nessa.
    - Shelly (Oras).
    - Hilda.
    - Rosa.
    - Misty.
    - May.
    - Aurea Juniper.
    - Sonia.
    - Bea.
    - Marnie.
    - Mallow.
    - Skyla.
    - Elesa.
    - Sabrina.
    - Zinnia.
    - Olivia.
    - Professor Burnet.
    - Oleana.
    - Any other character from the Pokémon universe.
- Optionally, you may at any time choose to take a one way trip into the world Pokémon, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Middle Earth

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

        - Anyone who wears any of the other rings become unable to betray you in any way, being irrevocably loyal.
    - Three rings of Elves.
        - The wearer May turn the ring invisible at will.
        - One ring allows one to manipulate fire.
            - It gives the wearer the power to inspire others to resist tyranny, domination, and despair, evoking hope in others around the wielder,
            - It also gives the wielder a resistance to the weariness of time.
        - One ring allows one to manipulate air.
            - The wielder of this ring gains the power of foresight and healing, allowing them to look into the future, and heal any wound and damaged.
        - One ring allows one to manipulate water.
            - The wielder of the ring has the power of preservation, protection, and concealment from evil. It can preserve the world around the wielder, protect whatever the wielder wishes, and then conceal anything from evil.
    - Seven rings of Dwarfs.
        - Anyone who carries any of these rings will have an increased life span, and will that it brings vast wealth to the wearer.
    - Nine rings of men.
        - Anyone who wears any of these rings acquire great power and wealth, becoming powerful Sorcerers and gaining eternal life in that they do not age.
- Optionally, you may receive a book containing all the knowledge that has ever been known by human and elfs.
- You have your very own armor made from Mithril, taking the appearance of your choice. It will never be uncomfortable or chafe.

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

Essence of Game of Thrones.

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

- Optionally, you may receive your very own Valyrian Steel sword. It will fit you perfectly, being the perfect weight, size and balance to feel like an extension of yourself.
- Optionally, you may receive ten faceless assassins at your disposal. They are all irrevocably loyal to you.
- Optionally, you may receive three irrevocably loyal and obedient valyrian “dragons”. These Dragons possess awesome and devastating power, capable of laying waste to armies and burning entire cities to ashes, yet have been bonded to you, making them completely tame when it comes to you. You don’t have to speak High Valyrian to order your dragons.
- Optionally, you may receive an army of 10.000 irrevocably loyal Unsullied.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Daenerys Targaryen.
    - Cersei Lannister.
    - Ashara Dayne.
    - Arianne Martell.
    - Sansa Stark.
    - Ros.
    - Val.
    - Melisandre.
    - Margaery Tyrell.
    - Missandei.
    - Myrcella Baratheon.
    - Shiera Seastar.

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

Essence of the Elder Blood.

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

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

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

Essence of the Dragon Rider.

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

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

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

    - The flow of energy is relatively slow and thus not an efficient way to kill an enemy.
    - Because it is a mental power and relies on breaking into an enemy's mind, anyone trained to defend themselves against a mental attack can block the drain.
    - There are also wards that, while not protecting people's minds, could prevent their energy from being drained from their bodies.
- Optionally, you may become a master of the incredible Magic power known as “Element Assimilation”, which allows you to absorb energy from natural forces. This allows you to draw energy from any natural force, such as fire or light, which you can then use to either fuel your own reserves or transfer it into your body or another receptacle, such as a gem, for later use. You are especially proficient in Heliomancy, which makes you able to draw power from the sun, from both heat and light. This is a technique unique to you and cannot be taught to or learned by anyone else. You have an instinctive mastery over this and are highly experienced in its intuitive use, being completely in control both consciously and subconsciously.
- As a dragon rider, you of course get your very own Alagaesian Dragon as your partner. A bond is created between the two of you, symbolized by the gedwëy ignasia on one of your palms. Your bond grants you eternal life akin to the elves, while enhancing both your magical and physical abilities, and an mental connection that melds your minds on a basic level, binding them for life in the most enduring relationship that can possibly exist. Their gender, personality, color and appearance is up to you, and you can choose whether they are built for speed and grace like Saphira or pure power and strength like Thorn, or something else. They will be irrevocably loyal to you. You may choose how old they are, if they are newly hatched or a few years already. Uniquely, your dragon can change their size at will from the size of a house-cat to their full size, their weight changing alongside them, allowing the cat sized dragon to stay on your shoulder then transform into the mountainous size they will eventually reach.

- Optionally, you may choose to become a Pseudo Shade. Instead of having been taken over by the spirits, you have shattered and absorbed them, making them a part of you. This may be symbolized by turning your eyes crimson, which you can make glow at will, though this is completely optional and is your only visual effect of having turned into a pseudo-shade. Doing this has granted you their immense physical abilities, including supernatural strength, speed, stamina, pain tolerance, as well as unmatched senses. And due to your increase in strength and stamina, you also have a vastly increased amount of magical energy. Thanks to you absorbing the spirits, your mental powers have also been improved greatly. This has increased the force of your mental attacks and has made your mental defenses nigh-unbreakable, only being broken if you are against someone like Galbatorix with all of his Eldunari to help him, and even he would struggle a bit to break through them. They are also always active, allowing you to open your mind without leaving it vulnerable to an enemy's mental attack. You have to consciously lower your shields for someone to enter. But the greatest gift of becoming a Pseudo-shade is that you have inherited their resistance to death. You can therefore only be killed by being stabbed through the heart: otherwise, you will merely be temporarily disembodied and will reappear elsewhere in spirit form before returning to your physical form, fully healed.
- Optionally, you may become a Smith of equal skill as Rhunon, which includes her magical skills.
- Optionally, you may receive a beautiful black book, which contains all the knowledge the Dragon Riders and the Elves accumulated over time, including their magical knowledge. Simply reading this book will allows you to learn about the Ancient Language and anything else a Dragon Rider should know. It also includes the name of the Ancient Language, should you search for it.
- You also get your very own Dragon Rider Sword, which will have the same color as your dragon. It has been made similarly to how Rhunon made her Rider Swords, both being made of brightsteel and with the same magic woven into the sword. It will never break, rust nor blunt, and is tailor made for you, with the right length, weight and balance to feel like both a part of and an extension of yourself. It also comes with a

beautiful gem set into the hilt that matches the color of the blade, and that can hold a near endless amount of energy.

- Optionally, you may receive your very own Tinkledeath, also known as Albitr, a formerly unique weapon owned by Angela the Herbalist. It is a sword made out of "neither metal nor stone" and is sharp enough to easily slice through anything that is not literally indestructible. It has a scabbard made out of the same material, which prevents it from cutting through the scabbard.
- Optionally, you may receive your very own Dauthdaertya, a weapon forged using forgotten incantations as well as with materials that the elves no longer remembered how to manipulate. Merely holding the Dauthdaertya makes you completely immune to Magic and Dragon Fire, all without halting your own use of Magic or fire. Your Dauthdaertya is of your own design, being whatever bladed weapon you want it to be (sword, knife, spear, halberd, etc) with whatever appearance you want it to have. It is incredibly sharp, capable of easily piercing even the hardest of dragon scales, yet completely unbreakable. It has the exact length, weight and balance to feel like an extension of yourself, as if it was made specifically for you. The Magic negating effect allows it to ignore any magical defense. You don’t have to hold it to get the anti magic effect, it only has to touch you in some way. Doesn’t have to be skin contact.
- Optionally, you may receive your own version of the Belt of Beloth the wise. It is a long, black and blue sword belt made of cloth threads woven together in an interlocking pattern that depicts a coiling Lianí Vine. When you pull on a tassel at the end of the belt will reveal twelve diamonds. Four of the stones are black, four are white and the remainder are red, blue, yellow, as well as brown. These gems can contain literally infinite amounts of magical energy, and is enchanted in such a way as to prevent others from sensing the Magic inside it unless they are wearing the belt.
- Optionally, you may receive a flask of never-ending Faelnirv. Faelnirv is an elven drink tasting similar to mulled cider mixed with mead. It is made from distilled elderberries and spun moonbeams. A strong man can travel for three days on naught else then Faelnirv.

- Optionally, you may receive a necklace that prevents others from scrying whomever wears it. It does take the energy from the wearer necessary to prevent the scrying.
- Optionally, you may receive a beautiful Sapphire Ring that constantly absorbs tiny amounts of energy from the surroundings, which is then stored as Magic which you can access. It can hold literally infinite Magic, and the reservoir of Magic it contains cannot be sensed by anyone other than you. It will return to your finger if lost or stolen, and cannot be broken or destroyed.
- Optionally, you may receive a pocket dimension you can enter and exit at will, containing a mine with endless amounts of Brightsteel ore. You can bring others with you.
- Optionally, you may receive an Eldunari as a companion. An Eldunari contains the mind, soul and magic of the dragon, even beyond the death of the dragons physical body. It can only communicate through mental contact, but can aid you by providing both council/advice, and an immense amount of Magic that you can use. This Eldunari is from an old Dragon Rider's dragon, and is incredibly wise and filled with knowledge. The perfect teacher for a new Dragon Rider and their Dragon. The Eldunari is irrevocably loyal, seeing you and your dragon as it's hatchlings.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Arya.
    - Trianna.
    - Islanzadí.
    - Any other character from the Inheritance Cycle universe.
- Optionally, you may at any time choose to take a one way trip into the world of Inheritance Cycle, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can

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

Essence of Daniel Black.

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

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

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

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

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

Essence of Black Clover

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

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

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

Essence of Modded Dishonored.

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

universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Augment Gothic.

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

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

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

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

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

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

Essence of the Nordar.

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

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

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

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

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

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

Essence of Deathstroke.

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

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

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

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

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

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

Essence of the Hidden Legacy.

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

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

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

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

- Optionally, you may receive an increase in power, putting you are the level of Mad Rogan. This not only grants you a vast increase in magical power, but also gives you unparalleled control over your powers. This gives you the same level of skill and experience as Rogan in whatever magic you have. You also get access to a power that was once unique to Connor Rogan, which allows you to create and enter a stage of Power: You can instantly create a pseudo magical circle which creates a barrier of Null-space around you, allowing you to affect the world around you with your power, but allows nothing to enter the barrier from the outside, making you literally untouchable. The magical circle also increases your power exponentially, while also giving you access to nigh-infinite magic, giving you godlike powers. Unlike Rogan, you have full control in this state, and can end it at will.
- Optionally, you may receive an artifact which increases your power immensely. It is strong enough to turn an Average, the second weakest mage Rank, equal to a Prime. Imagine what a Prime can do with this power. The artifact can take any shape you want, from a crown to a sword, is literally indestructible, and will amplify all your magical powers, not just one magical branch. It also cannot be used against you.
- Optionally, you may choose to receive any of the following people as your companions. You can pick as many as you want. The relationship between you and them is whatever you want it to be, and you can choose exactly how romantically and sexually experienced they are. This can be different for each of the characters but they will all be irrevocably loyal to you.
    - Nevada Baylor.
    - Catalina Baylor.
    - Arabella Baylor.
    - Any other character from the Hidden Legacy universe.
- Optionally, you may at any time choose to take a one way trip into the world of Hidden Legacy, or a variation of it. This can be any alternate universe, like a fanfic or a universe made perfectly for yourself. You can either simply be dropped in or reincarnated into the body of an existing character or someone new.

Essence of Kim Possible.

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

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

Essence of the American Dragon.

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

Essence of Ben 10.

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

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

Essence of Caine Deathwalker.

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

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

- Optionally, you may receive your own Demon Sword, which has been soul-bonded to you, allowing you to call for it to your hand from anywhere, manifesting in your hand, while also making the blade able to feed you the power it absorbs. A Demon Sword is able to feast on the blood, power, magic and soul of anything it comes across, increasing in power and allowing it to increase your power by feeding it to you, even keeping you eternally young by feeding you the life force it absorbs. This one also has the unique ability to channel and focus any of your abilities and powers, allowing you to for example merge and focus both your shadow magic and your gold magic into a truly devastating arc you release while swinging your sword, destroying anything in its path. It can also serve as a magical focus. Uniquely, it is unbreakable, and is the exact weight, length and has the right balance to fit you perfectly, feeling like a part of your body. You may choose whether it is sentient or not, but it will never work against you or try to cut you, only ever working for you, helping you in any way it can. It is irrevocably loyal and is the greatest Demon Sword in existence.
- Optionally, you may receive your own Combat Butler. He is the perfect butler, serving you obediently, loyally and perfectly. Yet he is also an incredibly experienced warrior with his own Demon Sword, allowing him to also protect you and anything that is yours. Osamu has nothing on your own Combat Butler.
- Optionally, you may receive your own Harem of Werecats. You can choose what sort of Werecats they are and how many they are. Their individual personalities and appearance is up to you, the relationship between you and them is whatever you want it to be, and they will be irrevocably loyal to you. You can also choose exactly how romantically and sexually experienced they are.
- Optionally, you may choose to become the Demon Lord of a clan of demons, which will all be irrevocably loyal to you.
- Optionally, you may choose to become the High King of Faerie. This will bind the many courts to your rule, and grant you access to the magic of the entire realm to fuel your own powers. You are however not bound by the rule that you cannot lie, nor will your promises become unbreakable.

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

Essence of the Terror Infinity (by TheSilverSerpent12)

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

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

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

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

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

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

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

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

Companions:

Import- 50

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

Canon (free):

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

Essence companion 1 (100 each):

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

Essence companion 2 (100 each):

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

Drawbacks:

Supplement Mode - 0cp

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

Fanfiction - 0cp:

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

Character subversion - 0cp:

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

Crossover - 0cp:

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

Time - 0cp:

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

Time extension - 100cp:

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

Senseless - 100cp:

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

Memories - 200cp:

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

No-Power 300cp:

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

No items – 300cp:

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

Head Home

Or

Stay

Or

Move On.

Notes:

Perks vs Source material:

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

Stacking:

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

If it Fits:

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

Character import:

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