

[Essence of The Legendary God of War]:

By consuming this essence you gain several boons:

- You may remake yourself however you want, even changing your race into any God of War race.

- You are now a God, granting you the immense powers of a powerful God. You are free to choose what you are a God of, what your domains are and what your godly abilities are. Optionally, you may become a Demigod of an Olympian, Titan or Norse from God of War, you will inherit some of their ability and are roughly as strong as Kratos was just before he killed Zeus. You can resculpt your body into a more desirable form if you wish.

- You have been unbound by the shackles of Fate, and are now only bound by your own will.

-Additionally, you are essentially immune to being influenced by outside forces. Persuasion, reality warping, instant death, unwanted body transformation, etc. Anything you don't willingly take into yourself simply does not affect you. This will also boost your willpower to be able to face any adversity, or problem, without faltering.

- You are very good at slaying and laying things, as good as Kratos was and share his affinity for maximum brutality. Anyone is likely to be screaming for release by the time you are finished with them.

- Like Kratos, you will find that your combat prowess seem to grow endlessly, though they seem to grow the fastest when in combat. Whether it be your reaction time, your reflexes, your martial prowess and skill, how you use magic in fights, or even just how to dodge while making minimal movements you will always find that you can go further. Keep in mind that you grow slower if you vastly outmatch your opponents, not growing any faster than if you were training alone. If you fought your equal then your growth rate would triple and if you fought a challenge like an army or your superior in combat? Your growth would accelerate to give you the skills you need to fight on equal footing with them.

-Additionally, you now possess the power to kill literally anything. Immortals, deathless beings and even nonliving objects and beings will fall before your power. Any weapon you wield or attack you use can be used to kill entities who should not be capable of dying. A sword in your hands could even pierce the skin of Superman, if you ever met him. Also, if you kill one instance of a being then you kill ALL instances of that being. This means, if a being projects itself into a reality via an avatar if you destroy that avatar then you kill the being itself as well. This ability can be channeled into weapons, spells and even other abilities.

~As an added bonus divine and Immortal alike fear your wrath, for before you they are like any other mortal. It does not matter if they possess instant regeneration or can revive after death once you kill them they stay dead, unless you allow otherwise. Similarly those who possess divinity find themselves and have earned your ire find themselves weaker in your presence, and the longer they stay in your presence the weaker they find themselves. For example: Should

you fight Thor he would go from being able to summon storms the size of countries like Norway to being able to only summon one the size of a large city. And should he actually try to fight you, his abilities would gradually weaken to the point he could barely summon an electric shock.

~You also possess a unique ability, normally there are consequences to Killing a God, but not as much in your case. Back in ancient Greece almost every time Kratos killed a god some kind of disaster struck the land. This won't happen for you, much like Heimdell's or Odin's death when you kill a god there will not be any greater repercussions on the world, though you may still make enemies by doing so. Even killing a being who represents a concept won't have any large consequences, though if a prophecy or something similar dictates that their death will herald the end this perk doesn't stop that. This perk is toggleable if you want there to be consequences.

- Optionally, you may receive the training of a Spartan, what made Kratos such a good warrior. Combined with a natural talent for war and combat, and you are Kratos's equal when it comes to fighting, capable of wielding any weapon you come across with masterful proficiency. You will also always improve when it comes to your abilities, skills and combat prowess.

- Optionally, you may receive access to Spartan Rage, an ability that allows you to tap into a bottomless rage as a source of great and terrible power, that always threatens to consume you. But through abstinence and discipline you have managed to control it. Despite this threat against your sanity, it is also a source of great and terrible power with which you can use to empower yourself. Throughout your life you have seen warriors lose themselves to their rage, letting it control them and lose themselves to it. You have decided that you will not follow their path. Instead you have tamed your wrath and use it to fuel your strength in combat rather than let it control you. By unleashing this rage, you gain an absolutely massive increase to your combat prowess and healing speed with the more damage you do to your enemies the more you heal yourself. You are able to fully and completely control yourself while enraged.

- Optionally, you may choose to become capable of summoning various spectral animals, like Atreus. You are able to summon all the ones Atreus himself can.

- Optionally, you may receive the ability to shape-shift into any mundane animal. You are able to keep full control over yourself in animal form.

- Optionally, you may receive the ability of the Dwarves, allowing you to step between realms. This makes you capable of phasing from one realm to another for fast travel, as well as going invisible to non-Dwarves due to their minds being unable to comprehend what happens. Dragons for some reason are able to see you however.

- Optionally, you may choose to have mastered Vanir Magic, also known as the arts of Seiðr. You have even mastered the Old Magic. Your skill with this Magic is equal to Freya herself.

- Optionally, you may choose to have mastered Giant Magic.

- Optionally, you may choose to have mastered Bifrost Magic, which is the Magic the Aesir and Einherjar uses.
- Optionally, you may choose to have mastered Realm Magic. This allows you to do like Nidhogg and manipulate the very nature of reality itself, messing with the fabrics of the realm for a variety of purposes. Realm shifting, teleporting, etc.
- Optionally, you may become a Grand Sorcerer. As such you will have reached the principle of Sorcerers, matching Freya and Odin in terms of knowledge if not in strength and skill. Your ability to learn new magic has been tripled and no magic is impossible for you to learn, though it can be very difficult at times. For example if it was a magic that anyone could theoretically learn, and wasn't particularly strong by itself, then you would be able to learn the basics in a matter of hours if you dedicated yourself to it, but if it was a magic that required a specific bloodline or affinity to use then you would have to spend a few weeks figuring out how to get around the requirements before you would be able to learn the magic itself. Similarly the more powerful the magic itself is the longer it would take for you to learn how to use it.
- Optionally, you may receive the powers of Heimdall, granting you the ability read minds and intent, allowing you to know what someone thinks as well as what they are going to do. You will also find that by looking at an opponent you are able to foresee their next course of action and the movement you would need to make to avoid it. You also receive the ability to Realm Shift, which slows time down to a crawl for everyone but you for a few moments.
- Optionally, you may receive the ability to transform into a Dragon. While in this form, you are able to breath fire and/or lightning, in addition to devastating strength, stamina and durability. This form is a magnitude more powerful than your base form, and you are free to design it however you want.
- Optionally, you may choose to become a craftsman superior to Hephaestus, the Huldra brothers and the Lady combined. You specialize in creating weapons of incredible power, but are not limited to it. This also grants you access to and mastery over dwarven Magic, which is magic over what's the intangible, ae the relationship between what you can touch and what you can't.
- Optionally, you may choose to be put under the perfected Spell of Immortality, which makes you invulnerable to all threats, physical or magical. It makes you invulnerable to all but the strongest of weapons and powers, and allows you to regenerate from any damage, even injuries that should've caused death. This allows you to exists, live and fight in any condition, even in realm as hostile as Helheim, where Odin himself cannot survive in. Unlike Baldur's spell, this one doesn't have a weakness, not being broken by mistletoe, meaning nothing can break the spell. But the most important change to the spell is that you are still able to feel everything, unlike Baldur who couldn't feel anything. You are however able to modify your senses however you want, allowing you to for example modify of your sense of pain or make it so that you don't feel any cold. You are able to toggle when this spell is activated at will, in case you want to become vulnerable again.

- Optionally, you may receive the Power of Hope, the most powerful weapon in the world. It increases your Divine powers to unprecedented levels, beyond even the primordials. It allows you to kill even un-killable gods, makes you unable to die as long as Hope exists and protects you against all outside corruptions, allowing you to survive even the Flame of Olympus.

- Optionally, you may receive the power of the Sisters of Fate, making you more powerful than the Gods, Titans and anyone else in the mythological world, and allows you to see and manipulate Fate. At it's most basic, it allows you to see the past, present and future of every creature. But your most powerful ability is being able to control time itself, and control the Fate of everything, from Mortals and Gods to aspects like geography and items. This allows you to control others destiny, as well as control their past, present and future. This works no matter where they are, as the threads you manipulate stretch to every point of the world, even across realms. You are also able to travel through time to a time and place of your choosing, as well as manipulate time for others.

- You now have a pouch that can be fastened to your belt. It has the ability to hold any item you own, so that you can carry it with you wherever you are. You will always grab the thing you want when you put your hand into it, you will not feel the weight of the items in it and the bag can never be stolen, destroyed or lost. Optionally, this may instead come as a mental storage, allowing you to not have to carry the bag around. Any item you receive from this Essence is put inside it.

- Optionally, you may receive Draupnir, the Ring of Infinite Gold. Unlike the original, you are able to control when it creates duplicates (without the Magic) of itself and now many it creates. They are all beautiful weighty rings made of Gold, granting you a source of infinite wealth. You will never lose the ring, and can call it to you at will should you lose it.

- Optionally, you may receive a bow and a quiver containing infinite arrows, always having one when you put your hand to it. It's bowstring has been modified, allowing you to shoot all the different types of arrows seen on God of War, from lightning arrows and light arrows to sonic arrows. You are free to design it however you want, and may make it collapsible like Freya's. It will never break, nor does it need any maintenance of any kind. It can never be stolen and if lost, you will find it.

- Optionally, you may receive the Ultimate Talisman, giving you access to all the different talisman abilities seen in God of War.

- Optionally, you may receive your very own Guardian shield, which is a retractable shield present inside a gauntlet that is capable of taking hits even from Powerful Gods. It is indestructible and will return to you if stolen or lost.

- Optionally, you may receive the Blades of Chaos. Imbued with primordial fire and the darkest magics of the Underwood, these weapons are as powerful as they are dangerous. You are able to use the blades without the searing, leaving you without the permanent scars. As they were imbued with primordial fire, they can ignite with every attack that you performed. The Blades'

chains would stretch out for a set distance with each attack, allowing for fluid movement no matter who wielded them. They are completely indestructible, and will return if lost or stolen. You also have access to all the Runic Attacks, and are able to wield the blades with mastery and experience.

- Optionally, you may receive the Blade of Olympus. It not only focuses and amplifies your own Divine power, it also allows you to absorb and steal the powers of others you impale or kill with it. The blade itself also increases in strength the more essence it absorbs from those it kills. It stores vast amounts of elemental power which you can use alongside the blade, as well as being able to banish foes to Tartarus and allows you to control the weather. It also nullifies others powers, even that of Gods, and can render them mortal if drained. The blade can also be used to kill immortals, no matter the source of their immortality. You are free to redesign it if you want, and you are completely immune to the Blade of Olympus. It is indestructible and will return to you if stolen or lost.

- Optionally, you may receive Hermes's Winged Boots, which magnifies your godly agility and speed, allowing you to become virtually untouchable in combat, as well as defy gravity and more. You are free to redesign them however you want.

- Optionally, you may receive the Leviathan Axe. Forged by the Huldra Brothers, it is a weapon made to oppose the power of Mjöltnir, and holds the power to do so with its ice and cold. Among it's powers, the Axe has ice magic, capable of creating and shooting ice, freeze almost anything, bring ice storms and more related abilities. It is bonded to you and can be called back to your hand via mental command from any distance, even through dimensions and universes. Only if you transfer the ownership, will it answer to someone else's call. It is completely indestructible, and will return even if lost or stolen and taken beyond your realm, being able to recall it from anywhere. You also have access to all the Runic Attacks, and are able to wield the axe intuitively.

- Optionally, you may receive Mjöltnir. The hammer is extremely powerful and deadly, being a super-weapon capable of killing powerful beings like Giants with one hit. It also grants it's wielders the ability fly, as well as making them able to channel a vast amount of lightning, like the Leviathan Axe does with ice. It is enchanted to return to it's wielders hand when called, which is now you. Only if you transfer the ownership, will it answer to someone else's call. It is completely indestructible, and will return even if lost or stolen and taken beyond your realm, being able to recall it from anywhere. You know how to wield the hammer intuitively.

-Additionally, within Mjöltnir resides a portion of Thor's own divinity and powers. With Mjöltnir granting you the ability to inherit Thor's domains and gain mastery over all the unique applications of his thunder and electricity, as well as his combat skills. In the end, you will have fully succeeded Thor, with the power to lift mountains, dodge lightning, move at supersonic speeds, and withstand blows capable of destroying cities.

- Optionally, you may Ingrid, a living sword that can move and fight by itself, as well as having several abilities involving Light. She can communicate, and you are able to fully understand her.

She is irrevocably loyal to you, completely indestructible, and will return even if lost or stolen. She is fully able to move and fight on her own, but if you choose to wield her, You know how to do so intuitively.

- Optionally, you may receive the Draupnir spear. Its main form is actually a ring that allows you to summon infinite amounts of spears at will allowing you to either throw them at targets without losing your weapon or to throw one spear in the air and cause multiple to come down with it. It also holds power over galewinds. Because of its attunement to wind, it has the ability to summon gusts of wind with swings, create miniature tornadoes to throw enemies around, suck targets toward you, and even pull in nearby elemental energies to temporarily imbue your spear with that element. The final ability of your spear is that by slamming the butt of one spear into the ground, you can cause all its duplicates to explode, dealing damage to anyone currently impaled by one. The ring itself will fit perfectly on any finger, and will return to you if called. It is also, unlike the original, able to create duplicates of itself (without the spear summoning abilities). They are all beautiful weighty rings made of Gold, granting you a source of infinite wealth, and you are able to control how many it creates. It is completely indestructible, and will return even if lost or stolen. You also have access to all the Runic Attacks, and are able to wield the spear with intuitive mastery.

- Optionally, you may receive the rest of Kratos's arsenal. This gives you access to all the items, weapons and equipment Kratos has had throughout his life.

- Optionally, you may receive ten Shield Maidens, which are fully corporal and uncorrupted Valkyries, all of which are as powerful as Sigrun herself. 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. They are able to stay in a physical form as long as they want without being driven to insanity.

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