

Essences by SleepyWriter

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Essence of the Homemaker

By drinking this Essence that smells like a home-cooked meal, you become the master of the home, the Homemaker.

- You become the undisputed master of all things relating to home and family. Your ability to manage, raise, and protect your family is unparalleled, with every person you consider your “family” (be it from blood, adoption, or even just close bonds) becoming the best people they can be through your influence and abilities.
- Your skill and knowledge in the kitchen enters the realm of gods, with every meal, snack, and treat you make tasting better than those served by the greatest chefs on the planet. These foods are also extraordinarily nutritious and healthy, allowing your family to grow strong and fit.
- You will always have enough money and resources to get by in life and provide for your family.
- You gain a supernatural ability with economics and money. Budgets, taxes, and costs are no issue for you, and you will always find a way to make what money you have go at least ten times further than it should.
- Your skill with academics is similarly mighty. You are now able to instantly understand and solve any problem that you are posed with, so long as it’s related to your family in some way. You also become able to pass this understanding and knowledge to your family members, making homework problems a thing of the past.
- You can instantly tell when members of your family are troubled by something, be it so simple as a bad day at school, or as complicated as crippling depression. You will always be able understand what is going on to talk them through their problems and help them move past them, making sure that the experience will help them grow stronger.
- Your presence is comforting and loving to those you love. Even if they are wracked with nightmares and anxiety, everyone in your home will always be able to get a restful good night’s sleep, no matter how long they actually sleep.
- Cleaning and maintaining your home is always a challenge, even for the most experienced homemaker, but not for you. Sweeping, dusting, mowing, cleaning, and otherwise maintaining your home is trivially easy for you. No matter how bad the mess, nor how big the house, you will always be able to make the place look good as new within a few minutes, if even that. Moreover, your home will be extraordinary resistant to harm and damage, to the point where a nuclear bomb will only leave an easily removed film of soot.
- You will always be able to romantically, emotionally, and sexually satisfy your lover(s), spouse(s), or any other significant partner, no matter how many there are. Your stamina, empathy, and sheer suave skyrocket, to the point where even if you have a harem of experienced succubi or sex goddesses, you will be able to leave them happy and hungry for more.
- You will always be able to take care of your children, and make sure that they are loved and happy, no matter how many there are. You could have over a thousand children living in your house, all with radically different personalities and likes, and still be able to make them feel loved and content. Raising them is similarly easy, and you will always

know what to do and say in order to help your children grow up to be healthy, happy, well rounded individuals ready to overcome whatever the world throws their way.

- Illness and physical pain are always a possibility, even for your family. You gain the ability to heal your family of any injury, wound, illness, or other ailment, whether it's the common cold, a genetic defect, or the divine curse of a supreme deity. They shall hold no sway on you and yours.
- Of course, all of this about taking care of your family and making them happy, not necessarily protecting them. By drinking this Essence, you gain an indestructible, almighty tool: the Homemaker's Pride. This tool can take the form of any item you wish, be it a ladle, a hammer, or even a humble frypan. No matter what form it takes, it will always be of incredible, almost divine craftsmanship and function, able to do whatever task you need it to, and you will have the skill to use it to it's fullest potential. However, when your family is in danger, the Pride becomes a weapon of sheer protective might. It's power increases a million-fold, becoming able to bat away the magics of the greatest sorcerers, crush the evil of the mightiest demons, and slay the most supreme of beings. When the Pride is used in this manner, you gain an aura of righteous wrath, striking fear into the hearts of even the most evil of villains and the most chivalrous of heroes.

Essence of the Kaleid Blood (Strike the Blood)

By drinking this blood-colored Essence, you gain the powers of the Fourth Progenitor, the most powerful vampire to ever exist.

- You gain incredible physical abilities, including unlimited stamina and endurance, enhanced senses, increased agility and speed, and enough strength to punch away a being strong enough to crush a continent. In addition, you gain an unbelievable aptitude and capacity for magic, enough to where just a tiny droplet of your near bottomless well of magical energy is more powerful than even 100,000 of the world's best mages and wizards working in tandem.
- You gain peak vampiric powers. Draining blood, turning into mist, compelling others to do your bidding, completely changing your physical form, etc. If it is an ability that is used by a vampire(or a similar being, like a dhampir), you can do it better. Moreover, any weaknesses from your new nature are suppressed and nullified. Crosses, sunlight, holy water, garlic, stakes, none of them hold any sway over you or your actions.
- You gain complete and total fiat-backed immortality. No matter the injury or blow, no matter how complete the death, be it from physical, mental, spiritual, or even more esoteric means, you will not die. Instead, any damage you take will rapidly regenerate and heal, not even leaving a scar or blemish. Even if you were somehow destroyed down to the very last molecule of your being, you would completely regenerate with no loss of continuity of consciousness or memory within a minute.
- You are granted the ability to make people into your Blood Servants, pseudo-vampires who share weakened versions of your vampiric abilities. These Blood Servants are completely loyal to you and unable to betray or go against you in any manner. In addition, if your Servants are somehow killed, their souls will return to you, where you

can restore them to life at any time with next to no effort. You can also strip them of their abilities and powers at any time, leaving them only with the abilities they had before becoming your Servant.

- Finally, you gain access to the Twelve Familiars of the Kaleid Blood, powerful summons who can reshape the world with their incredible strength. The Familiars are beings composed of magical energy, given physical form from your magic and life force. These summons are completely immortal, completely loyal to you, and will never work against you in any capacity. You may also summon them to your side at any time, even if you are universes apart. Even when unsummoned, you can use the powers of the Familiars at will, albeit at a lesser potency. You may also bestow a Familiar to your Blood Servants, granting them a portion of it's power with no effect or no cost to your own abilities.
 - First Familiar: Mesarthim Adamas (Aries Prote / The Divine Sheep of Adamantine)
 - A ram with a body covered in thousands of stinging diamonds. This familiar is able to manipulate diamonds and crystals. It is able to disperse or scatter these crystals like a shotgun blast and form shields that reflect various attacks and abilities, making it well balanced in both attack and defense. The diamonds are unbreakable, and are strong enough to block even spatial and dimensional warping. It is a defense worthy of a ruler.
 - Second Familiar: Cor Tauri Sucinum (Taurus Deutera / The Ox Headed King Of Amber)
 - This powerful Familiar takes the form of an amber giant with an ox head, whose body is composed of lava. It has a body of more than 10 meters high and carries an even larger battle axe. It possesses the ability to manipulate both lava and tectonic plates, but also has incredible physical strength that surpasses even your own. Use caution when summoning this Familiar, as it's powers could cause eruptions and earthquakes far more devastating than any enemy you fight.
 - Third Familiar: Al-Meissa Mercury (Gemini Tritos / The Serpentine Dragon of Mercury)
 - A double-headed serpent dragon that is also called the Dimension Eater. This familiar is capable of consuming anything, from people, space, dimensions, even abstract concepts like life and death. It is able to destroy even an invincible barrier of divine origin without effort. This is without question one of the most dangerous of the Familiars, as it can even leave severed space after it's attacks, which may pose danger for third parties.
 - Fourth Familiar: Natra-Cinereus(Cancer Tetartos / The Carapace of Silver Mist)
 - An enormous silver crayfish with claws covered in blue flames. This familiar is capable to render anything ethereal by producing mists, which are able to cover entire islands without any difficulties. Moreover, these mists can nullify the abilities of anyone caught within, and are even strong enough to ward off reality warping by high-tier beings. You, of course, are exempt from this effect, but your allies might not be.

- Fifth Familiar: Regulus Aurum (Leo Pemptos / The Lion of Gold)
 - A powerful lion-like familiar with bright red eyes and a mane made of lightning. This familiar is capable of producing and manipulating electromagnetic energy in all forms. This energy can be used for all sorts of purposes, from creating a rail gun, transmuting matter, forming force fields, or even something as mundane as charging a phone. The lightning from Regulus Aurum is strong enough to destroy a barrier of divine origin, and even neutralize attacks capable of atomic-level destruction.
- Sixth Familiar: Minelauva Iris (Virgo Hektos / Rainbow Flames of the Dark Princess)
 - A Valkyrie that holds a powerful rainbow-coloured sword of light. This familiar can manipulate the laws of nature and carries the ability to manipulate causality, making it able to cut through anything. This, combined with an already sturdy defense, makes it a near unbeatable guardian. Of course, that is only the tip of the iceberg when it comes to this familiar's powers....but you will have to find them out on your own.
- Seventh Familiar: Kiffa-Ater (Libra Hebdomos / The Black Sword of Abraded Night)
 - A unique Familiar, even amongst those granted to the Fourth Progenitor. It is an intelligent weapon, taking the shape of a gigantic black demon sword over 100 meters in length. It's length and shape can be adjusted at will, becoming as short as a needle or as long as the horizon, should you desire it. This trident-like sword is capable of manipulating gravity in all forms, allowing you to remove gravity from anything you wish, enforce it to make objects become immovable, or even simply crush your enemies to literal dust. If used at a high enough altitude, it can obliterate an area several hundred kilometers wide.
- Eighth Familiar: Shaula-Viola (Scorpio Ogdoos / Purple Scorpion-Tiger)
 - A man-eating tiger wreathed in amethyst flames. This familiar can manipulate poison and can make antidotes, as well as steal the powers and energies from foes. The poisons created by Shaula-Viola are so powerful, even divine beings cannot overcome their effects. These poisons can also corrode and decay both matter and energy, creating what amounts to a cloud of death and entropy. Of course, you can survive this effect, but it would be far from a pleasant experience.
- Ninth Familiar: Al-Nasl Minium (Sagittarius Enatos / The Bicorn of Deep Crimson)
 - A bicorn-like familiar with glowing purple eyes, black-colored skin, a purple fire-like mane and glowing plate-shaped armor floating around its neck. This familiar is capable of producing and manipulating sound and vibrations in all forms. It is able to create sound quakes and waves in any spectrum of hearing, from a gentle hum to an ear splitting shriek of noise. Al-Nasl Minium can also destroy matter by tearing molecules apart at an atomic scale, through emitting high-frequency vibrations from its entire body.

- Tenth Familiar: Dabih-Crystallus(Capricornus Dekatos / The Goat of Glinting Eyes)
 - A reptilian creature covered in silver scales, with one crystal horn that resembles that of a goat's. It's ability is mental and spiritual manipulation. With it's power, you can easily mold the minds and souls of others in any fashion you like, be it erasing memories or even completely altering their personalities. This familiar is also strong enough to affect other familiars and beings that do not have true minds and souls of their own, like animals or even conceptual beings.
- Eleventh Familiar: Sadalmelik-Albus (Aquarius Hendekatos / The Water Spirit of White Steel)
 - A being that is a combination of an undine and a snake, this familiar is capable to revert phenomenon to a previous state, including all the way to nothingness. Due to this ability, you can heal or reverse any wound, injury or damage to either you or anyone you wish. It's power can even erase conceptual existences, if you so desire. Of course, you can restore the things you reverted by using Sadalmelik-Albus' powers on the reverting itself, like undoing an undo. Just be careful, this power can be very dangerous and tricky, even for you.
- Twelfth Familiar: Alrescha Glacies (Pisces Dodekatos / The Bewitching Princess of Azure Ice)
 - A lamia-like being, this familiar can manipulate water and manipulate temperature. This includes creating ice, creating clouds of broiling steam, or even causing the blood in someone's body to cool to absolute zero. You could even use this Familiar to freeze the oceans of an entire planet, if you were so inclined.

Essence of the Abnormal (Medaka Box)

By drinking this blue and red Essence, you gain the powers of Abnormals/Minuses from Medaka Box.

- You develop a perfected version of Medaka Kurokami's Abnormality, The End. The End allows you to learn and completely master any ability or skill you see, are subject to, or even just hear about (whether hearing a detailed description of it, or working off word of mouth). No matter how inherent or unique the power or talent, no matter if it's from biology, technology, the mind, or the soul, the End will copy these abilities and perfect them, allowing you to use them to their fullest potential without any of their weaknesses, and even further beyond that. The End also increases it's users' natural learning ability to insane levels, allowing them to learn any skill quickly, from relatively simple skills like baseball talent and chemical sciences to impossible powers like acausality and reality manipulation. However, The End explicitly cannot replicate the effects of other Essences. But, perhaps you could find a way around this....

- You also develop a version of Multi-Skill User, the power of Najimi Ajimu. Ajimu's Multi-Skill User allows her to hold and use over thirteen quadrillion separate powers, ranging from more minor skills like counting large amounts of items, to more godlike powers such as reversing causality. Of course, you do not have this level of strength yet. You will start off with only a thousand powers, which can range anywhere from slightly more flexibility to even the incredible All Fiction. Every month (approximately 730 Earth hours), you will gain a thousand more random powers, and will keep developing more and more as long as you live. These powers, although random, will tend to follow your desires or needs at the time they form, such as developing a healing power when your allies are on death's door.
- You also gain the knowledge and ability to use Styles, the ability to use the idea of "communication" as a weapon. Styles are on par with the powers granted by The End and Multi-Skill User, and were in fact created to combat such Abnormalities. Manipulating the idea of "oneself", sealing opponents into cards, even cancelling out narrative reality, Styles seem to be just as varied as the Abnormalities they were created to combat. While the original Styles were only temporary in nature, the ones granted by this Essence are not. In fact, you can actually vibrate your body at a certain frequency to bestow a temporary copy of a Style onto someone. When this happens, they gain a Kanji marking on their tongue, symbolizing the power they have been given. Of course, you can always revoke this power at any time.
- Your powers, even the ones not from this Essence, cannot be copied, taken, suppressed, erased, negated, or otherwise altered without your full knowledge and willing consent. And even if you allow it, you can instantly regain these powers at their full strength at any time you wish.
- You have complete and total knowledge of all the powers you hold, no matter their source, and all the best ways to use them. Even if you don't know which power to use in a certain situation, this Essence will present a selection of powers perfect for the situation at hand.
- Even if the powers you copy/develop were derived from external forces (such as gods, aliens, alternate realities, or higher dimensional beings), your versions will become internalized and fully self-sufficient, with no influence or connection to the original "source".
- You have an internalized energy reactor that can supply you with all of the power and energy your abilities require. If your powers rely on some form of "fuel", such as magic, chakra, ki, or something else, the reactor will always be more than capable of supplying what you need. While the amount the reactor supplies will grow over time, the amount you start with is more than capable of fueling a hundred thousand world-breaking powers at a time, even if only at a fraction of its total capacity. Moreover, much like your powers, this reactor cannot be tampered with in any way without your full knowledge and consent, and, in fact, cannot be damaged in any way that you do not wish.
- Your powers will always function at their fullest, no matter where you are or what your target is. Even if you are in the domain of a supreme deity who can suppress the abilities of divine beings, your powers will be unaffected.

- You will have complete and total control over these powers at all times, and can freely and instantly alter their range, lethality, potency, and other aspects. You will never be overwhelmed by the amount of powers you have. Even if you copy or develop a sentient and malevolent ability, you will have complete control over it.
- None of your powers will negatively affect each other or you. If you develop the power to use holy magic while already having the body of a demon lord, you will still be able to use both at the same time without any conflict or negative reaction. This applies to ALL of your powers, copied or not, even if, by their very nature, they should oppose each other.
- You can use all of your powers at once, if you so wish. You will have complete conscious control over each and every one of them at all times, even if you are using a million powers in tandem.
- You can bestow copies of your powers upon anyone you choose, without any effects on your own. Those who you gift your powers too will be perfectly loyal to you and unable to go against you in any way. And even if they are somehow forced to use their gifted abilities in a way you do not wish, you can instantly revoke them at any time.
- You gain a new body, with an appearance determined by you, at the peak of human capability and even a little beyond it. More importantly, however, is that this new body has the physical capability to make full use of any of your powers, no matter how extreme or dangerous it is. No matter what power you use, your body will be able to take it's strain and blowback without issue. No shattering your bones from super strength punches, no charring your limbs from fire manipulation, no psychic nosebleeds from telekinesis, the list goes on and on. If it is a physical limitation or side-effect of your powers, you do not suffer from it.
- Your powers are no longer tied to your body, mind, or soul. Rather, they are tied to your very existence. Even if you have been reincarnated, mindwiped, and had your soul eaten, you will always have your abilities.
- Unlike Medaka and Najimi, you will never suffer from insanity, emotional dependency, low self-worth, or any form of negative mental state. You will be at the peak of mental health, and can always find a way to move on from the greatest tragedies to grow as a person.

Essence of Castlevania (Castlevania)

By drinking this Essence, you gain the powers of the legendary Belmont Clan and their most hated enemy, the Dark Lord Dracula.

- You gain the collective knowledge, skill, strength, and sheer power of the entire Belmont clan, the greatest vampire hunters to ever exist. This includes mastery of every kind of weapon imaginable, potent magics that can harm even Death itself, and the knowledge and ability to slay any monster or beast of the night.
- You become the rightful owner of the Vampire Killer, a holy weapon capable of doing tremendous harm to any form of supernatural being, even gods. This bane of the night is unbreakable and cannot be stolen from you by any means, and can be summoned to

your hand at any time, no matter what obstacles would try to block it. The whip's weight, length, and even makeup can be shift at any time with just a thought, and you have complete control over how it moves and strikes. You also have access to all of the Vampire Killer's upgrades and enhancements from all forms of Castlevania, even Lords of Darkness. Moreover, the Vampire Killer will grow in strength from every monster or demon you defeat, rising in power alongside you.

- By taking this Essence, you become the rightful heir of Dracula, the most powerful vampire to ever exist. His knowledge, skill, experiences, tools, allies, and powers all belong to you, from his arsenal of dark magic, to his mastery over Devil Forgemastery, to even his grand charisma. Moreover, you gain access to the Power of Dominance, the ability to collect and command the souls of those you defeat. You can use their powers for your own at their fullest potential, even if they were not able to. Everything that they own and are becomes yours to command and use as you see fit, from their powers to even their very existence itself. You could damn them to eternal torment, make them unliving servants, or just keep them around to witness your glory.
- You become a powerful Vampire, with all of the benefits and powers that come with it. You have enhanced senses, superhuman strength, flight, shape shifting, umbrakinesis, hemokinesis, life-draining, and many more. If it's an ability used by a Vampire or similar being, you have it. Moreover, you possess True Immortality. You cannot die by any means you do not wish, and any injuries, wounds, trauma, and other forms of harm with rapidly heal within moments.
- Even though you become a Vampire, you do not suffer the weaknesses and drawbacks of such a condition, meaning you do not require blood to live, nor will stakes, sunlight, garlic, or holy items harm you.
- You also gain dominion over Castlevania, the fortress of the Dark Lord himself. This enormous castle exists on the spiritual plane, and cannot be accessed by anyone that the castle's lord does not wish entry to, even supreme deities. Castlevania is a location that can change and alter based on it's lord's will, taking on any shape and size they wish it to be, becoming anything from a small apartment building, to a stronghold large enough to blot out the sun. You may also generate portals to Castlevania wherever you wish, or you could simply teleport yourself and others there.

Essence of the Septima (Azure Striker Gunvolt)

By drinking this wonderfully azure Essence (that makes your hairs stand on end), you become a form of psychic: an Adept.

- As an Adept, you are uniquely tuned to a field of energy called the Lifewave, granting you psychic powers worthy of the next stage of evolution. You cannot be separated from the Lifewave unless you wish to, and can reconnect and maintain your connection wherever and whenever you want/are.
- Your particular Septima, currently nameless, allows you to take on the abilities of other Adepts as if their powers were your own, and develop them limitlessly. This also extends to other psychic-based abilities, should you encounter them. You can use these abilities

whenever or wherever you wish without issue, and any abilities that affect Adepts will also work just as well on other super powered beings.

- Your Septima already has the various powers of the Adepts (and similar beings) who have appeared in Azure Striker Gunvolt or it's affiliated media, such as Resurrection, Psychokinesis, Phantasm Mirror, Radiant Fetters, Astral Order, and even the titular Azure Striker.
- Through your Septima, you can use EX Skills: specialized and powerful techniques that can perform incredible things beyond what a Septima is usually capable of. EX Skills are somewhat akin to magic spells, requiring an invocation and focus to activate, but you can eventually activate them whenever and however you wish.
- Your natural intelligence and mental abilities (memory, problem solving, thinking speeds, etc.) skyrocket, making you the superior of Copen or any Sumeragi, EDEN, Shadow Yakumo, or Worker scientist combined, without any drawbacks from such mighty intellect (like reduced empathy or a "lack of humanity").
- You gain the knowledge and skill of technology, science, and borderline magic that can be used alongside your Septima. Glaives, Grimoires, Binding Brands, Workers, and any of the technology used by Copen, Sumeragi, EDEN, Shadow Yakumo, and the Mother Computer are just some of the things you now have access to.
- Your creativity and intuition has been enhanced as well, allowing you to easily find new ways to use your knowledge and powers.
- Additionally, your Septima have the ability to evolve beyond what they are, transforming you into a Primal Dragon - a being whose powers far exceed even Septima. Becoming a Primal Dragon allows you to take on the form of a dragon (or one with draconic traits, and the ability to shift back into your normal form from either form), and allows you to emit Dragon Radiation (fully under your control), which can turn Adepts (or other super powered beings) into Primal Dragons, who are fully loyal and devoted to you. You may also use this radiation to turn other people into Adepts, granting them a random Septima and making them fully loyal and devoted to you. Becoming a Primal Dragon also gives you a sort of ageless immortality, though you can switch this off and on at any time you wish (and can freely switch between any age you have been).
- Eventually, your Septima will reach a level beyond even that: the power of Octima. No one knows what this power brings, or if it is the last stage of Lifewave power. The only example seen thus far has been Moebius, who had dominion over fate and probability. Who knows what you would be capable of at this level....
- You have full command of your Septima/Octima and it's various properties (strength, lethality, etc.) at all times, even while you're sleeping or otherwise unawares. Even if your powers are sealed, stolen, controlled, or otherwise "inaccessible", you will be able to reclaim and use them at any time you wish. Moreover, your powers cannot harm or act against you unless you allow it.
- You have full knowledge on all of the best ways of using your powers, intellect, and knowledge.
- Part of gaining your Septima is that your body has been reformed in the appearance and shape that you like, at the peak of health and ability.

- Your charisma and social intuition has been dramatically enhanced, allowing you to always know what's going on with people and how best to interact with them. This can easily be used to start and maintain romantic relationships and the like, bypassing many of the pitfalls that may plague a relationship, like misunderstandings or jealousy.
- You have indomitable willpower, emotional stability, and mental strength, and can keep your sanity and fortitude even after an eternity of torment and agony.
- You cannot be controlled, driven berserk, or otherwise manipulated by anyone through any supernatural means unless you wish it. This also frees you from the dangers of having your timeline rewritten, being a slave to fate, and far more.
- If someone perishes near you, you can take their soul into yourself as a vessel, fusing them with you and allowing you to use their powers alongside your own (while still keeping your minds and spirits separate, should you wish).
- If you somehow die, no matter the cause or how "thorough" the death (soul destruction, existence erasure, etc.), you can trigger Anthem, an empowered state that will fully revive and heal you (as a fiat-backed perfect resurrection), and will enhance your powers beyond their limits temporarily.
- You become a total master of replicating superpowers, no matter their source or nature, in a technological or scientific form. With just a bit of study, you can replicate even godlike powers, provided you have the resources to actually build a device capable of channeling them.
- You possess a Lola-type AI (or even Lola herself), who is completely loyal and devoted to you. This AI (encased in a small sphere-like drone with several sub-drones), has immense data and informational manipulation abilities, and can be programmed with data on supernatural powers (which it can then replicate through the sub-drones). The AI also has various databanks from the Mother Computer, including terraforming, advanced technologies, warfare, and other topics. You can also upgrade this AI with any technology you find, and will be able to flawlessly integrate it with no negative side-effects. Even if this AI is somehow destroyed, it will "respawn", good as new (fiat backed to be the exact same one, should you wish). (If you take Lola in the companion choices below, these will apply to her, and you can take a second AI with the same abilities.)
- You may choose to receive any of the following people as companions. You can pick as many as you want. You can also share parts of your Essence powers with them. 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 (and what their fetishes are). This can be different for each of the characters but they will all be irrevocably loyal and devoted to you:
 - Lumen/Joule
 - Mytyl
 - Lola
 - Kirin
 - Null
 - Blade
 - Kohaku

- Nori
- Gibril
- Elise
- Zonda
- Any other resident of the Gunvolt/Luminous Avenger iX universes (even crossover characters).
- Optionally, you may, at any time, choose to take a one way trip into the world of Azure Striker Gunvolt/Luminous Avenger iX, 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 Darkness (Image Comics)

By drinking this Essence (which resembles a dark mist), you become the newest and most powerful host of a dangerous and primordial force: The Darkness.

- As the name implies, The Darkness is a force of shadows, chaos, and, ironically, creation, among other domains. As it's host, you possess absolute authority and power over all of these, and have complete knowledge of how to use these abilities, and full control over them.
- The Darkness is a sentient force, and has a bad habit of driving it's hosts insane. However, you will be unaffected by any of it's influences or manipulations, and can even command it as you please. The Darkness will actually give you good advice when it comes to life, battle, and more, should you wish it. Moreover, you possess all the memories and knowledge of any of The Darkness' hosts, past, present, or future.
- You have Umbrakinesis, can teleport between shadows, create weapons and tendrils from shadow, absorb others into shadow, create loyal shadow imps called Darklings, and far more shadow related abilities. If it relates to darkness, shadows, or the night, it's yours to do with as you please.
- Since The Darkness also represents the chaos that creation brings, you can create anything you can imagine, in any amount, including people. You do need to have some idea of how said thing works, though.
- The primary benefit The Darkness can grant you is an invulnerable suit of armor, which can defend you against almost any attack or harm, support you in any environment, heal any injuries you take, and can even change into any form you want it to (among MANY other tricks and abilities).
- You can use The Darkness to consume the hearts (or the equivalent of it) of your enemies, gaining their skills, knowledge, memories, and powers, along with the ability to shift into their form and flawlessly impersonate them.
- The Darkness does have one weakness though: light. The Darkness' vast powers weaken when exposed to light and similar forces, weakening you in turn. However, this is not a crippling weakness. You will be defeatable in the light, but actually doing so will be a Herculean task, to say the least. Moreover, there are ways to get around your

weakness, like using The Darkness to create a dark smog to blot out the light, or to expand any shadows that are already present.

- None of these powers can be stripped from you, nullified, erased, or otherwise tampered with by any means that you do not give knowing consent to, even if it is a Supreme Being doing the tampering. This also prevents The Darkness passing on from you into any male children you have without your knowing consent (though you can gift portions of The Darkness and its power to others if you wish, and revoke them at any time),
- Alternatively, you can choose to become The Darkness itself, which will give you all of these aforementioned abilities, as well as complete and total control over those you possess/take residence in, from their mind and body right down to their soul.

Essence of the Stacking Essences

By drinking from this flask imprinted with the image of a house of cards, your powers can grow upon one another.

- Any Essences you take will have their abilities flawlessly work together, and any similar abilities will be merged together and enhanced, keeping their functionalities while reducing some of their weaknesses.

Essence of the Temporary Nerfing

By drinking this vial wrapped in cracked chains, you have been restrained in the hopes of greater power.

- Any number (potentially all) of your Essences and powers have been "nerfed". In other words, they have been weakened. Maybe their effects have been limited, maybe some of their benefits have been outright removed, but whatever the case is, they aren't as powerful or robust as they might have originally been. The exact nature of the nerfing is up to you (Fanwank responsibly).
- The benefit for this is that this restriction will, over time, increase and develop your Essences and powers further than what they were before. The longer the nerfing is in place, the more dramatic the enhancement when said nerfing is removed. A simple boost to your survivability might turn into borderline immortality. An effect granting you the strength of ten men might turn into the strength of a thousand. Whatever the case, your powers and Essence will be stronger, more versatile, and unequivocally better than they were before.
- The exact length this nerfing is in place is up to you, as well as any criteria or requirements you might have to meet to fully remove it. Both could also be left to chance, should you wish.

- Any other Essence-boosting effects (such as from Essence of the Blank) will still be active despite the nerfing, and will in fact boost the enhancements brought upon by the nerfing's removal.

Essence of the Emiya Gohan (Nasuverse)

By drinking this Essence which tastes of home cooking and joy, you gain the power of the most impossible of existences: a happy Nasuverse world-line.

- You can remake your body however you wish. By default, this puts you at the peak of human perfection in all aspects (like Captain America), with your body requiring no maintenance or physical upkeep besides food and water. Your body is also extremely efficient and powerful when it comes to preventing diseases, injury, and infirmity, making you immune to infection, blood clots, and other forms of wear and tear that would decrease a person's physical ability.
- You are now a Magus, a master of Magecraft, Mysteries, and other magic arts. You possess unrivaled knowledge, skill, and intuition with every and all fields of Thaumaturgy, Magic, Mystic Codes, and other Nasuverse abilities (including psychic abilities, Divine Authorities, powers from the Age of Gods, and far more). Your aptitude with any supernatural skill, especially magic, rivals that of gods and unmatched prodigies, such as Flat Escardos. Moreover, you have both Magic Circuits (of unrivaled quality and quantity) and a Magic Core that could allow you to command and maintain thousands of Grand Servants at once with ease.
- You are also a master of all Five True Magics, including "lost" Magics like the Heaven's Feel. You have full knowledge and mastery over these Magics, and can even develop them further beyond what they are currently capable of, such as growing the Kaleidoscope to extend to the entire Omniverse.
- You possess unlimited potential, and can develop your power, your self, and others endlessly. Moreover, your growth will never be negative, and you will never become any less than you currently are.
- You are an unrivaled grandmaster in the culinary arts in every possible discipline and aspect, with a knowledge that exceeds encyclopedic for all fields, techniques, and tools that related to cooking, no matter how flimsy or vague the connection. This also includes access and mastery of any abilities that can relate to cooking, like the God Tongue, and making power-granting/enhancing foods.
 - You can also effortlessly create any ingredients, tools, or other necessities you require for cooking, no matter how rare, powerful, or impossible.
- You are similarly mighty in the fields of house and home, and are supreme in the ways of being a househusband/home-spouse. Be it doing taxes, helping with homework, or just making your family being content and happy, you are an unequalled god of the home and everything that can relate to it.
- The world is just...brighter and more hopeful, with you around. Your very presence alters the nature of the realities you occupy, even for a moment, to be more lighthearted and

less grim. Even if you enter a realm full of horror, depravity, and hopelessness, you will be immune to such darkness and can find happiness and joy with ease. This effect can be dialed up and down as you wish (or even toggled off), but will never inconvenience you or bring you to harm.

- This "Slice of Life" effect also acts to heal and restore others who you interact with in all aspects, mending wounds and harm to the body, mind, soul, and more. Even a completely broken and soulless shell of a person can be restored to peak form in all ways within weeks.
- You are free to go about your life without care or consequence. You will always have enough money to thrive on, enough time to enjoy your hobbies, and effectively limitless amounts of any other resources necessary or desired to live a peaceful and carefree life. Moreover, things will almost always work out in your favor, to the point where multiversal genocide could leave you and those you care for completely unaffected.
- You will never be bored of living a peaceful and carefree life, or subject to boredom as a whole. This ability can be dialed up and down as you wish, or even turned off entirely.
- You gain the powers of a harem protagonist. Specifically, their ability to draw in insane amounts of their preferred gender and somehow manage to make said gender completely fall for them and devote all that they are to them. Unlike most of those protagonists however, you possess an immense talent and knowledge for any and all fields including or relating to romance, sex, seduction, love, and relationships, and can easily form and maintain harem relationships free of jealousy, drama, and other forms of strife. You can have a harem with members in the millions (as well as kids from each and every member) and still manage to have a healthy and loving relationship with each and every one of them as if they were your entire world.
 - This also includes the ability to freely alter and customize any sexual traits you have, an utterly unrivaled and godlike ability when it comes to sex and pleasing with your partners, and protections to ward off and prevent any attempts to harm or interfere with your relationships from others. You also gain a measure of porn physics, allowing you to have "fun" without permanently injuring your partner, and allowing you to do other "impossible" acts.
- Optionally, you may choose to receive any TYPE-Moon characters 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.

Essence of the Makai Knight (GARO)

By drinking this Essence which tastes of fire and wolf-blood, you become one of the greatest forces against the Horrors of the dark: a Makai Knight.

- You can remake your body however you wish. By default, this puts you at the peak of human perfection in all aspects (like Captain America), with your body requiring no

maintenance or physical upkeep besides food and water. Your body is also extremely efficient and powerful when it comes to preventing diseases, injury, and infirmity, making you immune to infection, aging, blood clots, and other forms of wear and tear that would decrease a person's physical ability.

- You become an expert in combat, in all forms. You are an unrivaled master with all weapons, tactics, and warfare, and can win a war against the entire world on your lonesome. This includes actual physical combat as well as verbal arguments, deceptions, and even psychological warfare.
- You possess an immense will and discipline, unbreakable to time, torment, madness, and more. You will find it incredibly easy to master Soul Metal and the various arts of the Makai Order.
- You also acquire a Makai Coat. This magic coat is both a formidable defense and a symbol of status for Makai Knights, imbued with the ability to repel various forms of attack and harm, such as physical impacts, fire, poison, radiation, harmful magics, and far more. The coat may also change its form and weight as you will it, allowing you to turn it into any kind of garment you wish, even something like a headband or handkerchief. The coat is also self-cleaning, self-maintaining, and self-repairing, and can bestow protections similar to its own on any clothing or garments you wear with it (which can also extend to your naked body should you wish).
- As a Makai Knight, you have access to Soul Metal, and can summon/create it as you need. This mystical material responds to emotion and will, and can change and grow stronger based on its user's needs and wants. You also gain a variety of Soul Metal tools and Equipment.
 - You gain a weapon made from Soul Metal. It can be any sort of weapon you like, be they more 'standard' like swords and spears or even more unorthodox weapons such as rope darts or the like. No matter what the weapon is, it will be a masterfully crafted work, perfectly balanced and designed for you. Your weapon may also freely change shape, weight, and mass, and can become any weapon or tool you imagine, including advanced technology like a lightsaber.
 - You acquire a set of Makai Armor, be it one that already exists, or one whose appearance and abilities you determine. Makai Armor is incredibly durable and powerful, augmenting the abilities of the Knight who wears it to superhuman degrees, but can only be donned for a short period. Unlike most, you can don your armor for as long as you wish without consequence. Moreover, you have access to all sets of Makai Armor, from GARO, to YAIBA, and to even OUGA, and can don each and every one at will. You may also merge the armors together in any combination you like, allowing you to safely use the powers of each component armor at the same time without harm or negative consequence.
 - Unlike other Makai Knights, you can instantly summon parts of your full armor whenever you want or need, such as donning your helmet to deflect a bullet from landing between your eyes.
- You have access to a separate dimension, where your armor is stored, completely inaccessible to anyone save for you and those you allow. You may store other things in

this dimension, treating it as a "hammerspace" or Inventory without time. It does have a limit, however, somewhere around the size of a rather large warehouse.

- You are an expert in various forms of Alchemy and Magic, including those used by the Makai Priests and other sorcerers aligned with the Makai Knights. As part of this, you also have the ability to purify your Soul Metal of corruption and malice, allowing you to turn such evil into raw power that can further enhance your equipment.
- You possess a vast amount of Ki, or life energy, rivaling that of entire worlds. This has several benefits, most notably near-instantaneous healing of any injury or infirmity, an immunity to disease and illness, and a vastly increased lifespan. Not only will your Ki keep you young and at the peak of health and ability, but it will also allow you to heal others, enhance your body and various objects, perform mystic techniques, and far for more. Moreover, your Ki pool will grow over time and with use, increasing all of it's benefits and granting new ones. In spite of this, you will never have issues from possessing this vast amount of energy, and can store as much of it as you wish without problems. You may also suppress your Ki's signature, allowing you to fade from the notice of others, even if they have a special sense for energy.
- You possess a sixth sense for evil, sin, malicious intent, and other dark concepts. You can sniff out demons with ease, discern a person's sins and nature just from a glance, and can easily predict danger and betrayal, just to name a few abilities this sense gives you. You may also dial this sense's activity up and down as you wish, and will never be overwhelmed by it or any results it gives you.
- As a wandering knight, you possess a vast variety of skills that can help you in just about any situation, all honed to the peak of perfection of knowledge and application. This includes cooking, survival, scavenging, a mastery of languages, hacking, stealth, pickpocketing, and every other skill that might be of even remote use to a vagabond warrior.
- You become a grandmaster crafter in all aspects and disciplines, from sewing, to building, to forging. You have more than enough skill, experience, and knowledge to forge new Makai Armor, weapons, and tools, as well as any other items you come across. This also allows you to reforge Makai Armor and the like, allowing you to completely reshape their appearance and abilities, be it from just altering it to allow for female users, or something like turning it into advanced power armor. You can even conjure any materials you want or need out of nothing. This crafting ability goes beyond just Makai Armor and tools however, and goes even past the conceptual level, allowing your skills to challenge and surpass even Gods.
- You gain a loyal Madoba or other Mount. This artificial horse can be summoned to your side whenever you wish, and can fully regenerate itself to peak form from absolutely nothing. With it, you can cross entire countries within a matter of hours. Moreover, your Madoba/Mount can alter its shape, functions, and abilities to act as any vehicle or ride you can imagine, be it a humble bike to even a massive starship.
- You possess a Madogu, or Magical Tool. This piece of equipment (usually resembling a piece of jewelry) has some form of sentience, and can advise you whenever required. It can also detect monsters and other supernatural creatures, and generate magic flames that can burn evil.

Essence of the Mand'alor (Star Wars)

By drinking this Essence of Kyber and Beskar, you become one of the fiercest warriors in the galaxy: A Mandalorian.

- Mandalorians are not just a species, but a culture of warriors. Anyone can be a Mandalorian, so long as they follow the basic tenets. You can choose to change your species to any in the Star Wars universe, be it from Canon or Legends. Hell, you can even be a droid that gained sentience somehow.
- No matter what race you are, you are at the peak of ability for that species in all aspects: you are incredibly brilliant, charismatic, and your physical abilities are just shy of what can be achieved by the best Force users in the galaxy. Exactly how good you are at various talents is up to you.
- Your body brought at the peak of ability, and maybe a little beyond. In addition to the obvious boosts to strength and stamina, you also possess a longer lifespan (including a greatly lengthened prime) and increased resistance to disease, illness, and injury (so things like deadly viruses or even relatively mundane maladies like a heart attack or stroke are no worry for you). Moreover, you will never truly degrade in ability or skill, not even if you put your armor away for decades (this also means your brilliant mind will not fall apart to the ravages of time).
- Your body is a formidable weapon, but your greatest tool is your mind. Your intellect is peerless, your memory perfect and functionally infinite, your creativity unmatched. If it is a function of your mind, you will find it augmented beyond what most could dare to dream of, without any downsides that might come with such an enhancement (such as a god-complex, or a decreased ability to enjoy life).
- Mandalorians, despite being a warrior people by nature, have become synonymous with mercenaries and guns for hire. As a result, they develop and refine various skills and acquire knowledge for whatever job they may come across. You too possess great knowledge and skill in a variety of fields, from piloting, to languages, to technologies, and to who knows what else.
- And, of course, as a member of the Mandalorians, you are a master in all forms of combat. Gunfighting, military tactics, swordplay, psychological warfare....if it is an art even tangentially related to the idea of fighting or combat, you have mastered it.
- That said, being a warrior means nothing if your opponent is capable of felling you outside of a fair fight. Using dark magic to stop your heart, scrambling your brain with telekinesis, all "cheats" to avoid a true fight. Now, none of those cheats will work on you. You cannot be retconned out of existence, your mind cannot be wiped or altered, you cannot have a black hole open inside your heart, and so on and so forth. The only methods that will work on you are that of a true fight.
- As a Mandalorian, you possess your own set of Beskar armor. No matter the set, they all have the same basic properties; they are capable of support and protection in a variety of environments (including the vacuum of space), can be equipped with various gadgets and tools to increase performance and add other abilities, and are virtually indestructible

by blasters, lightsabers, and just about any other form of man-portable weapon. The exact design of your armor (as well as any equipment or upgrades it might have) is fully up to you. You will also find it extraordinarily easy to maintain and repair the armor, as well as flawlessly integrate new materials and technology into it (and it will "remember" any upgrades or changes made to it). Should the armor be lost, destroyed, or taken from you, you can summon it back to you (even manifesting itself on your body should you wish) with all damage repaired.

- You can choose to be the successor to the title of Mand'alor: the leader of the Mandalorian people. As the Mand'alor, you represent the best of the Mandalorians, and are the equal (if not superior) to any Mandalorian in any aspect. Should you come across any other Mandalorians, they will instinctively know that you are their leader, and will be willing to follow you should you ask them. Other cultures, especially warrior races, will be able to recognize you are a peerless warrior and leader, even if they do not know your legend.
- You possess the Darksaber, a legendary weapon of incredible power. Forged by the first Mandalorian Jedi, the Darksaber is a symbol of power and leadership for not just Death Watch, but the Mandalorian people as a whole. While the Darksaber is made with ancient technology, it is still a powerful weapon capable of matching even modern lightsabers. You will also find it extraordinarily easy to maintain and repair the Darksaber, as well as flawlessly integrate new materials and technology into it (and it will "remember" any upgrades or changes made to it). Should the sword be lost, destroyed, or taken from you, you can summon it back to you (even manifesting itself in your hand should you wish) with all damage repaired.
- Finally you also possess your own ship, which you can pilot, maintain, and repair with great ease. The make, model, specifications, and other details are up to your discretion, but regardless of what it is, it will have several "standard" features.
 - Your ship possesses an incredibly fast hyperdrive, capable of traversing from one end of the galaxy to another in just a few days. Moreover, this hyperdrive is unaffected by the usual pitfalls of hyperspace, such as debris, mass shadows, gravity, and even black holes, allowing you to cross through planets and other celestial phenomena without any negative effects on your ship, its passengers, or anything else. Your hyperdrive is also capable of safely traversing through anomalies like the hyperspace barrier.
 - The ship possesses a small fragment of the infamous Star Forge, a massive structure capable of creating practically anything. While your Forge is nowhere near creating entire fleets, it is still capable of creating any reasonably sized item, substance, or structure you desire from any matter and/or energy you supply to it. This includes weapons, food, parts, and anything else you happen to have the plans for. As the Forge is weaved into the ship itself, it can repair and upgrade the ship with ease, with no flaws or negative effects. With time, your Forge fragment can eventually bud off a part of itself that will grow into a proper Star Forge of your own, free of any meta natural influence and completely under your control.

- The ship possesses a powerful reactor, capable of generating infinite amounts of power for the ship's systems and weapons. This also grants the Forge functionally infinite energy for use.
- The ship's vast databanks also include a complete and unredacted database of all Star Wars, both Canon and Legends. This includes weapons and technology designs, cultural documents, and even the knowledge of the various Force-wielding factions of the Galaxy.
- The ship can be summoned to your side at any time, and can flawlessly integrate new materials and technology into it (and it will "remember" any upgrades or changes made to it). Should the ship be lost, destroyed, or taken from you, you can summon it back to you (even manifesting itself in your hand should you wish) with all damage repaired.
- Of course, should you wish, you may also become a master of using the Force, in both the Light, the Dark, and any way in between. You have complete mastery and knowledge of all Force powers and abilities, and can keep yourself free of any negative influences that might result from the Force. You can also use the Force even outside the Star Wars Galaxy and Universe.
- At will, you can enter any version of the Star Wars universe. 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. Should you wish, you can also exit from this world and enter a new version of it as you please.

Essence of Ciaphas Cain (Warhammer 40K)

By drinking this Essence of divine fortune and all-consuming terror, you become the inheritor to the great Ciaphas Cain.

- You are brought to the peak of the (unaugmented) human condition in all regards. Any existing issues or conditions are cured, and you become extremely resistant or even outright immune to the degradation or lessening of your health.
 - You have access to a perfected version of the Juvenat treatments, allowing you to safely prolong your life and youth indefinitely without any negative side effects. These treatments can also regenerate you from any otherwise crippling injuries, including the destruction of most of your body. Moreover, you can share this treatment with anyone you wish, and revoke it just as easily.
- As the successor to among the greatest of the Imperial Commissariat, you possess all the knowledge, skill, and ability that would put you among the greatest Commissars they have ever seen. This includes a mastery in tactics, leadership, combat and every other skill that might be needed or desired for a legendary commander, soldier, and warrior. To be blunt, you could rival any member of the Imperium, past or present, alone or combined, with your sheer competence.

- As a member of the Imperial Commissariat, you have your own custom Commissar's uniform, with its appearance and traits completely customizable by you. Regardless of how it looks, it will give you an air of dignity and authority regardless of circumstances.
- You gain an immunity to the negative effects of stress, fear, exhaustion, and depression. Your focus will not falter, your fatigue will not overwhelm you, and no stomach ulcer will take root in your body (among other benefits). You can fight for weeks in the harshest conditions and still have enough energy to lay siege to your enemies.
- You possess great humility and reason, preventing any arrogance or overestimation of your abilities from taking over from your successes.
- You possess a great charisma and aptitude for manipulation, allowing you to draw countless powerful, competent, and loyal people to your side or service with little effort. So long as they are not mistreated, they will allow you to lead them into the depths of the Warp itself should you ask. This also grants you the mental abilities to have a good relationship with every one of your troops and allies, no matter how numerous they might be.
- You have a great force seemingly lost to the Imperium of Man; common sense. You see easy and effective solutions where your morally bankrupt compatriots would see only problems to be solved by genocide, logic where others are blinded by dogma, and innovation where others would only see potential heresy.
- Like Ciaphas Cain, you possess a strange attractive force for those you might find attractive and desirable. Soldiers, Inquisitors, even Chaos Sorceresses, none are safe from being romantically and/or sexually attracted to you. And you also possess the skills, talents, and luck to please whoever you might enter in a relationship with (and keep them with you - no NTR for you!).
- You gain a baffling, near endless amount of good fortune. You can casually fire off a Bolter and accidentally hit a Greater Daemon in just the right spot to utterly eradicate it, all the while making others believe that was your intention all along. To put it bluntly, you stumble ass over teakettle into success. Combined with your competence, this fortune could have the entire galaxy fearing and respecting you out of sheer misunderstanding, even if you attempt to tell them otherwise.
- As one of the greatest champions of the Imperium, you possess an ability that many would kill for: you are unable to be negatively affected by the Warp and those aligned to it. You are not a Blank, but your mind, body, and more cannot be affected even by all Four Ruinous Powers at their peak. This also makes you a tremendous blind spot for Daemons and other Warp beings, in all their cunning and planning.
- You can summon to you any weapons, tools, vehicles, and other equipment from Warhammer 40K, not just the Imperium. This also includes any ammunition or fuel they might need. You have full knowledge and experience when it comes to using whatever you summon.
- You can speak, write, and understand any languages and cultures from Warhammer 40K, even those you should not be biologically able to.
- You possess a treasure beyond all compare: the legendary Omniscopaeia. This mythical database and production facility contains all the knowledge, science, and technology

discovered by humanity up until the beginning of the Age of Strife, miracles of progress long since lost to the galaxy. Safe and effective FTL Travel, weapons that can permanently slay any entity, methods of infinite energy....if you can imagine it, some equivalent exists in the Omnicopaeia's vast databanks. As if that weren't enough, your particular copy of the Omnicopaeia contains the complete and unredacted information, knowledge, science, and other data from the Warhammer 40K universe, even that which wasn't recorded. This database is extremely intuitive and easy to use, will update based on the setting(s) you find yourself in, and possesses the ability to combine its data to produce new developments and more effective designs. You are also able to understand and recreate anything in the database. Moreover, nothing in this database can harm you, not even memetic information. Should you lose it or have it be destroyed, you can summon a fresh copy to you at any time. Needless to say, you might want to be careful who you let know of this, since galactic wars have been started for far less.

- You possess a personal flask which automatically and endlessly refills with whatever beverage or drink you desire (though this defaults to recaf or tanna tea).
- Optionally, you have your own adjutant, an aid and bodyguard to help you. You can freely customize every aspect of them, as well as their relationship with you. No matter how they are customized, they will be exceptionally capable and competent in any task you might ask or desire of them. By default, this is someone like Ferik Jurgen.
- The name of Ciaphas Cain is one associated with greatness, for the man himself was destined to have his place in history (whether desired or not), no matter the timeline. He has been an Inquisitor, an Astartes, a member of the Mechanicus, a Primarch, a Warmaster of Chaos, a Daemon Prince serving the Imperium, the sole male of the Adeptus Sororitas, and so much more....and you share such roles, for you know possess the knowledge, powers, skills, equipment & other abilities of every iteration of Ciaphas Cain, none of which will ever negatively affect you or each other.
- Nothing from this Essence (or derived from it) can ever affect you negatively or be used against you, should you not wish it.
- If you feel anything is missing from this Essence or should be otherwise altered.....Fanwank responsibly.

Essence of the Thirteen Primes (Transformers)

By drinking this Essence of Energon and cybermatter, you become the pinnacle of the Cybertronian species: a Prime.

- Your body becomes that of a Cybertronian, an advanced species of living machines capable of changing their shapes. This also has the benefit of making you effectively immortal with proper care, with your mind and soul perfectly capable of living for eons without any sort of degradation or loss of self (including loss of empathy and the like). The exact specifics of your Cybertronian form (design, size, etc.) are up to you. However, you possess the following abilities no matter what form you take:

- As a Cybertronian, your soul is manifested in the form of your Spark. However, unlike other Sparks, yours is unique. Your Spark is immortal and indestructible, capable of remaining even after the death of your physical form, and can possess other forms of technology (including other Cybertronians) in order to live again (potentially even turning them into copies of your original form). Moreover, your Spark can endlessly grow in strength over time (without any negative effects), allowing you to channel more energy and develop new abilities akin to those of other Cybertronians, such as the "Point One Percenters".
- You possess a subspace pocket; a sort of personal pocket dimension where you can store any extra mass that needs to be removed or added as you change from form to form. This pocket also allows you to store a functionally endless supply of not just mass, but also any items or objects you want, such as weapons, tools, and extra Energon.
- You possess the ability to convert any potential source of energy into the lifeblood of the Cybertronian race: Energon. You can intake anything, and your every body will turn it into high-quality Energon. Unlike most conversions, however, you are capable of the inverse: you can turn Energon into any energy source you wish, with perfect efficiency and no loss.
- However, you are no mere Cybertronian: you are a bearer of the legendary Matrix of Leadership, a fragment of the power of Primus, the God of Light and creator of the Cybertronian race. The Matrix is light, wisdom, power, hope, and more manifested in physical form, and grants you the knowledge and wisdom of all other Primes. Moreover, by unleashing the Matrix's power, you can completely destroy even a Multiversal god of evil and destruction.
- As the bearer of the Matrix, you are one of the Primes; powerful Cybertronians who are effectively demigods of the Cybertronian race, second only to Primus and Unicron in their might. And, uniquely, you possess the powers of the original Thirteen Primes, as well as the relics that pushed them to even further heights. These powers and relics can only be used by you and those you allow, are completely indestructible, and can be summoned to you whenever you wish.
 - From Prima, you possess power over light itself, allowing you to draw strength from any source of light and manipulate light in any form you can imagine, such as creating holograms or crafting hard light constructs.
 - You possess the Star Saber: a legendary blade of unrivaled strength. A swing from this weapon could snuff out stars or crumble entire planets. It can carve through just about any sort of material, and is capable of doing great harm to even entities like the Chaos Bringer. Against lesser foes, it may wipe them from existence entirely, no matter what measures they take.
 - From the fallen Prime Megatronus, you possess power over destruction, chaos, and entropy. With a flex of will, you can effectively unmake anything, unraveling things down into complete nothingness should you wish to go so far.
 - You possess the Requiem Blaster, the most powerful weapon ever created. This monstrous cannon is capable of destroying anything it hits,

and breaks through any sort of defense, barrier, or other methods that might be used to avoid its wrath. At maximum power, it can devastate entire galaxies. Thankfully, you can adjust its mass, size, and output, so you don't have to worry about accidentally destroying something you like.

- From Solus Prime, you possess an intuitive understanding of the crafts and arts, and can craft any structure or object far better than anyone else.
 - You possess the Forge of Solus Prime, a mighty hammer which, when used in tandem with designs from the Creation Lathe you also possess, can be used to create just about anything, no matter how impossible.
- From Amalgamous Prime, you possess a great adaptability. No matter the situation, you will be more than capable of dealing with whatever comes your way.
 - You possess the Transformation Cog. Unlike the lesser T-Cogs of other Cybertronians, your Transformation Cog allows you to take on any form and shape you desire, be it cyberlife or organic in nature, without regard to size. You can take the shape of a Minicon and transform into a Titan with the same ease as a normal Cybertronian taking on their alt mode. Additionally, your Transformation Cog allows you to have effectively infinite altmodes.
- From Nexus Prime, you gain the ability to create and manipulate Rarified Energon: the specialized substance that makes up Cybertronian Protoforms, as well as Sparks themselves.
 - You possess the Enigma of Combination. This relic allows you to split yourself into smaller components, each a Cybertronian in their own right. Unlike Nexus, you can determine whether this effectively gives you multiple bodies to house your consciousness, or if each of your components is an independent being in their own right. Conversely, the Enigma also allows you to combine with other Cybertronians or support equipment to take on the form of a mighty Combiner, or what is known as a Super Mode.
- From Vector Prime, you possess a complete and total mastery over space and time. You can teleport as you please, warp space to defend against attacks, are immune to time paradoxes, and are capable of basically any sort of space-time manipulation you desire, as well as defending against the same. Additionally, you are capable of traversing the multiverse and any timelines as you wish.
 - You possess the Blades of Time, weapons that can carve through time itself. You can create portals to other destinations and times, banish others to other times, and dispel any sort of temporal manipulation, to name a few abilities.
- From Alpha Trion, you possess great abilities in regards to information or data. You can consume and effortlessly recall the eons long history and data of a galactic empire (down to individual currency transactions) in the span of what humans would deem a "lazy Sunday".

- You possess the Quill and the Covenant of Primus, two items meant to work in tandem. The Covenant of Primus details the future as it is fated to happen, as well as what may happen should other decisions or actions be made. Arguably, the Quill is the more powerful of the two, as it allows the user to add to or even outright rewrite the future, changing fate itself. You can choose whether these chronicles include your own interventions, or if you are removed from them (and thus beyond the ability of fate).
- From Alchemist Prime, you possess a mastery of physical materials, their reactions, and any other sort of information you could wish from inanimate objects. You may even outright convert substances and materials into any other that you wish. This also makes you really good at mixing substances and materials together (as expected of a great bartender).
 - You possess the Lenses, a powerful set of optical enhancers that allow you to see further than any other being. You can see down into the quark level, or even observe the various cycles and waves of reality itself. You also have many other alternate vision modes.
- From Onyx Prime, you possess a great understanding of nature, the soul, and the various elements beyond the mere physical plane. You can understand and command any sort of beast or animal with great ease.
 - You possess the Triptych Mask, allowing you to see the unseen; you can see souls/Sparks, view other places and times, through illusions, and any other sort of extrasensory awareness you can think of.
- From Liege Maximo, you possess a divine ability to lie and manipulate others. You can convince someone to brutally murder their soulmate with the same ease as you would has playing poker with literal children. It would be child's play for you to talk others into letting you be their unquestioned monarch.
 - You possess the Liegian Darts, poisonous weapons capable of even harming the Chaos Bringer. You can freely change the properties of these darts (including their effects), and summon them back to you whenever you please.
- From Quintus Prime, you possess power over life itself. No living or organic entity is beyond your knowledge or power: be it the smallest cell or the mightiest organic.
 - You possess the Emberstone, which allows you to outright create life. Creating entire species is very much within your capabilities, even granting life to machines is not beyond you. Combined with the powers of other Primes, you can even create Cybertronians (potentially even Primes) of your own. Anything you create will be unfaltering loyal toward you, and unable to betray you in any way.
- From Micronus Prime, you possess the ability to combine with others, amplifying and augmenting their powers in a variety of ways. You may even combine with non-Cybertronian beings without any issue. Moreover, you have access to the Microspace, an isolated dimension that you can customize to whatever whims you have.

- You possess the Chimera Stone, which allows you to augment the powers of others, even without being connected to them. You can channel enough energy to turn a small squad of soldiers into a planet liberating force with barely any effort, with no side effects to yourself or anyone you send your power to.
- From the Thirteenth Prime, later reborn as Optimus Prime, you possess the simplest, yet most devastating of powers. You are a grand leader, capable of commanding other beings to victory, success, and prosperity like no other entity. Moreover, you inspire hope and courage in others. Even in the darkest night, you can light a path toward victory, for you are immune to despair and corruption, something that you may share with your fellows.
 - Unlike the other Primes, the Thirteenth has no true relic of his own. As the Prime closest to Primus' will, however, you have been gifted some of the greatest treasures known to the Cybertronians, including to the Primes themselves.
 - You possess Vector Sigma, the ultimate repository for Cybertronian knowledge and wisdom, and the mind of Primus himself. Moreover, Vector Sigma has the benefit of being connected to its various counterparts across the Multiverse, allowing you access to the combined knowledge of every single member of the Cybertronian race, across every reality and timeline.
 - You possess the AllSpark, the Spark of Primus himself, the ultimate source and destination for every member of the Cybertronian race, as well as a limitless supply of Energon. Not only can this allow you the power to birth an entire race of Cybertronians whenever you please, but merging with it can allow you the grand power of Primus himself. While this should normally allow the existence of an equal and opposite entity such as the Chaos Bringer, you are free from that requirement.
- As a Prime, you are beyond the observation and influence of most entities. It would take the power of Primus or the Chaos Bringer to affect you in any capacity, should you not wish for it.
- Once you are strong enough, you are capable of becoming a Multiversal Singularity: an entity capable of existing in every world in the Multiverse all at the same time, unaffected by the loss of any of your avatars.

Essence of Cyberpunk (SleepyWriter Version)

By drinking this Essence of metal, money, and blood, you gain the power of Cyberpunk.

- Your body is rebuilt into the peak of health and ability, and can be completely customized to fit whatever Cyberpunk ideal you choose, be it a full body replacement, a full-exotic full of Bioware, or who knows what else? It's all up to you.

- You have access to any and every setting that can even be remotely considered Cyberpunk, allowing you to travel to them, between them, and back all at will.
- As part of this connection, you have the knowledge and skill needed to create any of the technology, science, and other fields from these settings. This knowledge also builds off of each other, allowing you to use Shadowrun magic to enhance things from Cyberpunk, or use the advanced technology from Battle Angel Alita to turn a Ghostrunner into an even more deadly assassin. It is well within your capabilities to create a magic power armor with the same ease as making a humble pistol. Whatever you create is completely blackboxed to outsiders, unless you allow others to take a peek into your work. You can also summon/create any materials or tools you need for your crafting.
- In terms of abilities, you are simply the best. At what? Everything you could possibly imagine to do with Cyberpunk settings, with all the skill, knowledge, and talent you could ever want. None can possibly compete with you. The best gunsmith, the best hacker, the best businessman, the best leader, the best parkour artist, the best doctor, the best technomage.....the list goes on and on. Yes, it also includes the best cyborg prostitute. Fanwank responsibly.
 - As part of this, you can choose to live whatever lifestyle you want. Want to be a secret fixer overlord, ruling from the shadows? A nepo-baby Corpo with more money than sense? A street-samurai legend in the making? A barely augmented himbo attracting women of all lifepaths into his harem? You do you.
- Cyberpunk is all about technology becoming more advanced, which naturally leads to some transhumanism. You are extremely receptive to any form of augmentation or enhancement, and suffer no drawbacks from those processes (insanity, loss of humanity/empathy, etc.). You are so attuned to these augmentations that they truly become part of you, merging with you and becoming inherent parts of your biology with all the benefits and none of the drawbacks (such as a need for maintenance).
 - Your augments cannot be hacked, altered, subverted, or otherwise used against you without your knowing permission. The same can be said of your body, mind, and soul.
- A common trend of Cyberpunk media is uploading someone's consciousness into data, either allowing for "resurrection" or conversion into an AI, at the cost of potential side effects like personality corruption or similar. However, you do not have such issues. Any uploads, copies, or any other instances of you are guaranteed to be you (mind, soul, etc.), with no negative side effects from the process or existing as a whole. Moreover, these uploads and copies are extensions of yourself, linked to your "main" body in a Hivemind. Should something happen to any of you, there will be no negative consequences for you, barring the replacement of your body.
 - Should you wish to dedicate yourself to the net side, you can quickly become an all-powerful AI, capable of rivaling even Culture Minds with your abilities.
- Optionally, you have your own Megacorp, a powerful organization capable of dominating politics and nations, allowing you to effectively be a king. You have all the skills, knowledge, and talent to not only run this Megacorp, but make it THRIVE despite any obstacles that might stand in your way of dominance. All of your employees and other affiliates will be completely loyal to you and your goals (unable to betray you), and you

possess all the paperwork, records, and other documentation to support your company's existence wherever you might be.

- As part of this, you possess an almost devilish understanding of other people and how to manipulate them, allowing you to wrap others around your fingers with your impressive charisma with ease.
- You possess a personal pocket dimension, filled with....well, anything you could possibly want from any Cyberpunk setting(s). Weapons, augments, tools, vehicles, modifications, magical artifacts, materials.....even a near-bottomless supply of currency (convertible to any currency you may want, and guaranteed to not cause any questions or negative economic effects) for you to play around with.
- Finally, as part of your connection, you can summon people, items, weapons, and more from Cyberpunk settings. Anything/Anyone you summon will be completely loyal to you and unable to betray you in any manner, so you can have a completely trustworthy crew by your side. Yes, you can also have a harem of Waifus.

Essence of Olympus

By drinking this Essence of Ichor and Nectar, you have gained the power of the most classical of gods: the Olympians.

- You have become a god. You are both the personification of your chosen domains/concepts, as well as their undisputed master. You are immortal in just about every way you can imagine, capable of living countless eternities in perfect health, and possessing a mind, body, and soul capable of living for such time with no repercussions (no loss of empathy, ability to socialize, etc.). You can choose which domain(s) you rule over, which can be anything you wish, be it a facet of nature, law of reality, or even just a concept.
 - Your powers and divine status cannot be taken from you, nor can they be nullified or subverted by any unwilling means. The same can be said of your mind, body, and soul.
- As a god, you can take on any form or shape you wish. You can be an animal, a cloud of light, an invisible presence, and far more. You are not bound by logic or physics in such forms.
- As a god, you possess near-almighty power over reality itself. You can create life, resurrect the dead, change anything into anything, ravage the world itself, and so much more. In essence, you are near omnipotent, outmatched only by truly supreme beings.
- You have the ability to slay absolutely anything, even Titans and Primordials, living concepts in their own right.
- You possess an inexhaustible sexual appetite, stamina, and aura, and a set of genitals which would bend even primordial concepts to your whims. You can seduce anything or anyone, with tremendous ease. No matter if they are young or old, married or single, mortal or divine, any woman or man you wish could fall for your charms, even before you ruin them for other partners with your unmatched sexual prowess. As part of this, you

can also safely breed with anything and anyone (with no negative consequences), even if they are related to you.

- Unlike a certain god of thunder, you can easily form and maintain a harem of lovers, with all the talents and skills needed to not only satisfy them but keep them and any children you might have happy and loved. You cannot be NTR'd, not by anyone or anything.
- You are free from any consequences regarding those weaker than you. You can torment them with disasters and plagues, violate them in mind, body, and soul, and commit countless atrocities, yet still possess their unwavering support and devotion. This also means you are not bound by laws and contracts so long as they are made with those less powerful than you.
- Of course, these are powers common to other gods: however, you are no such thing. You are an Olympian, one of the most powerful of the gods, and, moreover, the new King of Olympus, making you at least a dozen fold stronger than even the strongest deities. Moreover, you are completely free from the influences of Fate, and, in fact, can command it to your will.
- As the new King of Olympus, you possess the powers of all of the Olympians and those affiliated with them. The strength of demigods, heroes, monsters, Titans, and even minor gods are just a small part of the powers you now have. You possess absolute authority over their domains, their various realms, items, and servants, and anything else you could possibly imagine from them, with none of the weaknesses and drawbacks.
 - Moreover, as Greco-Roman mythology is one of the most widespread in the world, you possess the powers, items, and other benefits from whatever was inspired by such lore, without the drawbacks or weaknesses.
- As King of the Gods, you possess authority over other deities, even other Kings of the Gods. You may not hold the absolute authority with them that you have over the Greco-Roman mythologies, but even they respect your power and will answer your summons.
- You possess your own isolated and impenetrable universe containing Olympus, the home of the gods themselves. You can freely customize how large this realm is, what is within it, what it looks like, what life may live within, and any other details that you may wish. Whatever the case, your Olympus will be a home worthy of the greatest of the divine, unreachable to any you do not allow.
- Optionally may also choose to have your own Pantheon of fellow gods who will serve under you. They may be other Olympians, beings from other mythologies, or even mortals you elevate to godhood.

Essence of the Limitless Skill Getter

By drinking this Essence of Experience and ecchi luck, you gain the blessings of the gods themselves.

- Your body is brought to the peak of health and ability, and will be transformed into the appearance that best suits your desires.
- You have received a divine blessing, allowing you access to a special Leveling System. By defeating enemies and accomplishing feats (as well as other Gamer things), you can gain Experience, which can be spent in a variety of ways: you can use Experience to Level Up, increasing your overall strength (up to a maximum level of 999). You can use Experience to Level Up Skills, increasing their potency, making them easier to use, and other sorts of improvements (up to a maximum level of 10). Finally, you can spend Experience to acquire other Skills allowing you to acquire all but the rarest and most powerful Skills.
 - A Skill is a special ability, which can be either passive or require active use. Almost anything can be a Skill, be it increased Agility or Strength, to even powerful Magic or other abilities. Skills can be gained through either using Experience, or from doing certain actions (such as swinging a sword to get Swordsmanship). Leveling Up Skills also allows them to combine with other Skills to become Advanced Skills, increasing their potency even further and can even grant even more abilities.
 - A Title is a special kind of Skill, which grants several related Subskills. Stronger Titles even multiply Experience gained.
- You can hold any number of Skills, Titles, and other powers without issue and with no conflict between powers. You also possess complete control and awareness of all your abilities at all times.
 - Your Leveling System and everything else from this Essence (or derived from it) is compatible with other systems, so acquiring a Skill to interfere with other abilities outside it will work just fine for you. In addition, nothing from this Essence or derived from it can be stolen, nullified, manipulated, or otherwise negatively tampered with by any force or being should you not allow it.
- You gain a special power: every month, you are granted an amount of free Experience, yours to do with as you please. While this amount is initially very low (only a single point of Experience), each time it is granted to you, the amount is doubled. In the first month, you may gain a single point, the second will grant two, the third will grant four, and so on. Eventually, you will reach a point where you are gaining literal billions of Experience points every single month without lifting a finger to gain them. Granted, you can only hold up to 10 Billion Experience points at any given time, but that is a fairly minor drawback.
 - To get you started, you already have balance of 1,000,000 Experience that you can use as you please.
- Moreover, you gain a blessing from Fortuna, the Goddess of Love, manifesting as a Skill called Goddess Gospel. This blessing increases your luck and good fortune in functionally all aspects, and things will go your way more often than not (even if it doesn't seem like it). However, the true benefit to this is that, on the same day you get your monthly Experience, you have the opportunity to use your Experience to purchase a rare and powerful Skill, or even a Title. This "Goddess Gacha" only lasts for that one day of the month, and the offering will change from month to month. However, this Gacha can

have repeat offerings, so don't worry about permanently losing out on something if you don't have enough.

- As a side effect of Fortuna's blessing, anyone you find attractive and desirable will be far more likely fall for you wherever you go, no matter their preferences. Your lovers will be willing to share you and allow you to have a harem. This entire effect will work in the way you want, depending on how you want it to. Someone you just want a one night stand with won't develop feelings for you unless you want that, while someone you do want to fall for you will grow into true love. This works subconsciously, though you can alter it consciously if you want. Slaves, heroes, royalty, gods, anything can and will fall for you, should you so desire. You may toggle and alter any part of this at will.
 - This also includes godlike skills in sex, romance, relationships, and any other fields you might want in regards to such interactions, as well as perfect anti-NTR protections.
- You already possess an extremely rare Skill to start with:
 - V-Rank Skill: Limit Break:
 - You can infinitely grow beyond the Level Cap of Level 999. Moreover, your Leveling speed is doubled, as not only do you need less Experience to Level up, but you gain double Experience as a whole.
 - As a side effect of this Skill, you have unlimited potential. Your possibilities, talent, and potential are boundless. You can acquire proficiency in any field or skill, even if conventional expectations suggest otherwise because you are that badass. You can learn any discipline or skill set, even if you aren't capable of it, without forgetting it and practicing it into mastery, no matter how much you learn. There is no risk of forgetting what you know, and you can effortlessly hone your skills to mastery, regardless of the quantity. Any talents or powers derived from this (and any other) Essences as well as those you acquire will be enhanced and evolve beyond their original functions.

Essence of the Fanon David Martinez (Cyberpunk Edgerunners)

By drinking this Essence of liquid chrome and devil may care attitude, you gain the power of one of Night City's legends, gone before his time.

- Your body is rebuilt into the peak of health and ability, and can be completely customized to fit whatever Cyberpunk ideal you choose, be it a full body replacement, a full-exotic full of BioWare, or who knows what else? It's all up to you.
- You're a smart guy, capable of keeping up with all the spoiled corpo babies and their boosting cyberware with just your own natural abilities. You've got a functionally infinite memory (with perfect indexing and recall), an impressive mind (far superior in ways such as creativity, common sense, learning etc.), and an education that could rival the best that the corpos have (without the drawbacks and loss of empathy/humanity that would

come with such). Given a couple years, and you can whip up a corporation just as mighty as the big names (if not even more so).

- You are immune to the environmental and societal perils that would come from living in a Cyberpunk dystopia. Malnutrition from a lifetime of eating horrible not-food? You have the health and build of someone who's spent decades building up a perfect body (on top of good genes). Clogged lungs from the chemicals, gunsmoke, and who knows what else floats in the air? Nope, your breathing is perfectly fine. This and more is your base level, and no amount of degradation or mistreatment can make it worse (no heart attacks, no cigarette induced breathing issues, etc.).
- You're experienced in the way of the Edgerunner. Morgan Blackhand, Johnny Silverhand, even Adam Smasher. All of them can only hope to be half as good as you turn out to be. Combat, stealth, netrunning, gig-fixing, and any of the other potential fields and skills of the Edgerunner lifestyle are those that you have utterly mastered to a level most can only dream of.
- You're equally good in terms of medicine. Surgery, first aid, implantations, you can do it all and more. Just about the only thing you can't do is piece together someone's scattered grey matter, and even that can be worked around with enough pieces.
- And how can someone forget how good you are with technology? You can make the best Netrunners and Techies weep in inferiority, capable of writing daemons to put AI to shame and turning humble weapons into instruments of pure death without much issue. Anything you create or upgrade can "remember" upgrades and enhancements made to it, and cannot betray or be used against you in any way (your guns can have ID Locks, your AIs will have absolute loyalty toward you, etc.).
- You have a phenomenal affinity for augmentations and implantations of all kinds, to the point where only Adam Smasher himself could even hope to compare to you in terms of how much your body can take change. Your body can rapidly accept and integrate functionally anything you implant into or onto it, with no chance of rejection, psychosis, or other negative side effects. This also applies to any other alterations or changes you wish.
- Your augments cannot be hacked, altered, subverted, or otherwise used against you without your knowing permission. The same can be said of your body, mind, and soul.
 - You possess a Sandevistan, a powerful piece of Cyberware that can augment your speed and reflexes. Unlike David's canon Sandevistan, yours is a sort of super prototype which will fully merge with your own biology given enough time. In doing so, it will augment your body's abilities in a variety of ways. At a base level, your Sandevistan can slow your perception of time to 0.9999999999 percent of real time indefinitely, and move your body fast enough the even the Flash would give you respect. You (and whoever/whatever you wear/carry) suffer no side effects from such speed or reaction, and you can use your speed as often and as long as you wish without any issues.
 - Building off this, the Sandevistan is host to a developing artificial intelligence, which will be symbiotically merged to you. This AI is unfaltering loyal and obedient to you in all regards, and is capable of helping you in a variety of different ways (acting as a high-end Cyberdeck

and devastating foes, enhancing your healing and body development, having awareness of the environment and automatically activating in case of attack, and so on). With enough time, this AI will eventually be capable of going toe to toe against the monsters of the BlackWall without much issue.

- You possess a refined variant of the Cyberskeleton, a powerful set of equipment that allows for whoever uses it to become a living weapon on a scale that requires someone like Adam Smasher to compete with. Your more refined version lacks the many flaws and instabilities of the original model, and is more akin to a set of power armor that you can don and remove at will. Combined with its various functions (which themselves are upgraded), you would have no problem going toe to toe with an army and winning.
- You also possess a variety of powerful weapons and other Cyberware (the exact number, nature, and more being up to you).
- You cannot lose your mind under any circumstances. Torture, loss, pain, and even your body breaking down will not affect your ability to function. Combined with your new infinite willpower, you can brute force your way through any sort of trauma or suffering that this horrible world would inflict.
- For some strange reason, you are exceptionally charming and charismatic, capable of getting on just about anyone's good side. You're more than capable of making a traumatized loner see you as her entire world with a few brief encounters, to say nothing of you actually putting in an effort.
- Strangely, you possess a great, yet understated amount of good luck in your endeavors. You encounter people of great importance, either in positions of power or influence, or just important to the "plot" of your world. You stumble onto opportunities, and find ways to bring them to your complete benefit. You can even find powerful weapons and Cyberware far more commonly than you might expect. This also means you have a habit of meeting people that match your romantic and sexual preferences (and who are willing to share more often than not).
- For some strange, inexplicable reason, you are incredibly well endowed sexually. No Mr.Studd or Midnight Lady could hope to compete with you even on your worst day, and you are a peerless savant when it comes to sex and romance. And, moreover, your genitals are immune to damage or harm, unless you willingly want them removed or replaced (but why would you?).
- You somehow possess a strange power: a Gamer System that resembles that from Cyberpunk 2077, albeit not as limited (though the exact details of this System are up to you; be it broken or as balanced as you wish - Fanwank responsibly). You can also choose if this System is supernatural, or some sort of super-prototype technology (or even both, the exact details are up to you, remember?)
- Finally, you possess the greatest power of all: an inability to be negatively affected by anything you consume. No longer will you fear carbonation in its many forms!
- (In case anything else was missed/desired, please Fanwank responsibly)!

Essence of the ODST (Halo)

By drinking this Essence of adrenaline and alien blood, you join the ranks of mankind's best soldiers, whose courage, skill, and borderline insanity have earned them fear and respect: the ODSTs.

- Your body is brought to peak health and ability for humans in all aspects, and will be extremely resistant if not immune to any conditions that would negatively affect it. As a side effect, you will have a longer lifespan and maintain your prime for much longer than most would expect.
 - As a side benefit, you possess enhanced healing. It isn't enough to be combat applicable, but you can perfectly heal from anything that doesn't outright kill you given enough time.
- As an ODST, you practically embody the term "Badass Normal". You aren't augmented in any truly significant way, but you are more than capable of keeping up with your enhanced fellows in all regards. Combat prowess, skill, intelligence, you've got it all, without any of the downsides or side-effects that might come to have such things artificially.
- ODSTs have a reputation for being incredibly good and yet incredibly crazy: after all, what else would you call someone who volunteers to be dropped into battle via orbital entry? However, you are no such thing. You are completely and totally mentally sound at all times, whether you're in the heat of battle or faced against monstrosities at all times. Combined with your immense willpower, no amount of pain, torment, or suffering can ever affect you for long, let alone actually stop you.
 - As a side-benefit of this, you are completely immune to infection/manipulation by the Flood or other entities/forces like it.
- As the prime example of what the UNSC military has to offer, you have decades-worth of experience with all manner of vehicles, weapons, combat scenarios, stealth operations, sabotage, command, space combat, and far more.
- As an ODST, you have access to a variety of tools and equipment to help you on your missions:
 - Your ODST armor is a state of the art protective wear made of titanium and Kevlar, meant only for the best of troops. In terms of effectiveness, it is second only to MJOLNIR (fitting since several of MJOLNIR's systems and development were applied to ODST gear), providing excellent protection against explosions and small to medium arms, protection against temperature extremes and vacuum (for brief periods), reduced detection from enemies, and some resistance against plasma and other energy based weaponry. Your helmet has various functions (such as polarizing the visor to prevent identification and protect from excess light), including a Heads-Up Display and a VISR mode (which allows to link up to other systems to collect and analyze data). Of course, all of this is but a brief (non-comprehensive) overview of what your armor is capable of.
 - An additional part of your armor is your armored rucksack, allowing you to carry extra supplies into battle while offering protection and the ability to magnetically attach extra weapons. For some strange reason, your rucksack allows you to

carry all the ammunition, survival gear, and other supplies you need, with no extra weight or consequence to your mobility. Should you remove supplies, you will find them replenished as soon as you open your rucksack again.

- Your gear is extremely easy to upgrade and repair, and will "remember" any beneficial upgrades to it. Should you lose your armor or have it be destroyed, you can summon a fresh copy to you at any point.
- What ODST would you be if you weren't able to be dropped feet first into battle? You possess your very own drop pod, an insertion vehicle meant to carry you and your equipment down to the ground and into the fight. Unlike other drop pods, this one is guaranteed to bring you down safely. Moreover, any drop pods or other insertion vehicles you use will gain the same benefit.
- You can summon to you any portable weapons, tools, vehicles, and other equipment from the Halo universe, not just from the UNSC.
- You can speak, write, and understand any languages and cultures from Halo, even those you should not be biologically able to.
- As a member of humanity (deemed by the Forerunners as the Reclaimers), you have significant skill, intuition, and authority when it comes to using Forerunner technologies. In your case, though, this extends to all "alien" technologies.
- Like a certain SPARTAN, you have exceptional good fortune, allowing you to survive and thrive despite all logic saying you should fail catastrophically. This luck can manifest as finding weapons or other tools, being at the center of important events (or avoiding them, should you wish), as well as a variety of other expressions.
- You have exceptional competence and good luck when it comes to dealing with various espionage services like ONI. It doesn't matter what methods they rely on or plans they use, you can run rings around them and turn their schemes to your favor without much issue.
- You have a Smart AI companion, comparable to Cortana in terms of ability and loyalty. Unlike most Smart AIs, your companion is completely metastable and cannot be hacked or go rampant (as a side benefit, they are also capable of safely growing and developing with theoretically no limit). You can determine the personality, appearance, and other details of this AI.
- You possess a data storage unit containing the complete and unredacted information, knowledge, science, and other data from the Halo universe. This database is extremely intuitive and easy to use, will update based on the setting(s) you find yourself in, and possesses the ability to combine its data to produce new developments and more effective designs. Moreover, nothing in this database can harm you, not even memetic information. Should you lose it or have it be destroyed, you can summon a fresh copy to you at any time.

Essence of the Multiversal Chat Group

By drinking this Essence of language and infinite possibility, you are connected to what can only be described as a chat group linking realities together.

- Optionally, prior to linking to the Chat Group, you can be inserted/reincarnated into the body of someone else in the infinite Omniverse, be it some fictional character you recognize, a counterpart of yourself, or even just some "extra" in an "original" world. Whatever the case, you safely inherit that person's memories, skills, powers, knowledge, and other characteristics, to the point of being able to flawlessly impersonate them even to their closest friends and family (while risking no "bleeding" of personalities or other difficulties maintaining your sense of self). No being will be aware of your outside-context nature should you not wish them to.
- The Chat Group is a sort of "System", connecting you to other people or beings across all Multiverses. The other members of this group (numbering anywhere from 5-7, at least initially), can be fictional characters you recognize, beings from unknown realities, or so on. Whatever the case, the Chat Group and the System encompassing it are immune to the detection and tampering of other beings and forces, and cannot be used by such to cross to other realities or similar. Moreover, the Chat Group and the System cannot negatively affect you or any other members of the Chat Group in any manner.
 - Optionally, you can have the Chat Group members (including yourself) follow a theme: Time Travelers, Isekai Protagonists, Cultivators, the list goes on and on.
 - The Chat Group's member count can be increased with time, either from personally extended Invites, randomized selections by the System, or other such methods.
- Optionally, you may be the Admin of the Chat Group, granting you special privileges and authority in regards to the Group (such as muting troublesome members). However, abuse of this role may lead to it being stripped from you.
- You can customize exactly what other functions the Chat Group System has, such as a Gacha, a Store Function, and Inventory, and who knows what else.
- As part of the Chat Group's "welcome package", you and any other members of the Chat Group receive a random ability, item, perk, or other such benefit. These can be anything from minor boosts to skills, to powers that would utterly break worlds.
 - Optionally, you can choose what sort of welcome benefit you get, be it a power from fiction or something you create on your own. Fanwank responsibly.
- Of course, the Chat Group isn't only meant for talk between realities. You can send packages to the other members of the Chat Group, travel between the worlds of yourself and the other members of the Group, and so on. Additionally, the Chat Group's System will offer the opportunity to complete quests, allowing you and other members of the Chat Group to travel to other worlds outside of those your Group members are from, gaining powers, items, and other rewards.
- If anything might be missing or otherwise lacking for your purposes? Fanwank responsibly.

Essence of Halo (Halo)

By drinking this Essence of gunpowder and hard light, you gain the power of a universe embroiled in war.

- You may remake your body however you want, becoming any species from the Halo series, be it human, any member of the Covenant, or even a Forerunner. The exact details are up to you, but, as a default, you will be at the peak of health in all aspects (physical, mentally, emotionally, genetically, etc), and extremely resistant (if not outright immune) to degradation of that health in any fashion.
- You are at the peak of human potential in all aspects, be it physically, mentally, or beyond. You have physical prowess of a SPARTAN-II, mental abilities of Catherine Halsey (and, in fact, greatly augmented mental abilities overall), the commanding prowess of Admiral Hood....to put it bluntly, you can blow any member of humanity (or any combination of them) out of the water in any and all aspects with just your basic abilities. You will only have the positives and benefits from this, not the negatives. The exact specifics of how exactly this manifests (if you have increased memory storage, if you have an intuitive understanding of tactics and war, etc.) are up to you.
- You have received a perfected version of the modifications as a Spartan II, being a perfectly compatible recipient with none of the negatives of the procedure. You also 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 have also received the same training as the SPARTAN-IIs, as well as decades worth of experience, knowledge, and skill in any and all forms of combat, as well as in any fields even tangentially related to them.
- Optionally, you can take this even further. Rather than human methods, you were enhanced through Forerunner science and techniques. The end result is a far superior augmentation that puts you above SPARTANs in the same way that the SPARTANs themselves are above primitive cavemen, at a minimum. Your body is even stronger, your reflexes even faster, your brain even more powerful....to put things simply, you are better in every way. Moreover, your augmentations can include a human-tailored variant of the Forerunner Rate mutations, or even a specialized combination of all the best feature from each Rate. You can determine if these augmentations have any effect on your appearance, but by default you are still appear human (albeit very chiseled and attractive).
- You have your very own set of GEN 3 MJOLNIR Powered Assault Armor, an incredible suit of power armor meant to be an all-around upgrade to both the "original" MJOLNIRs, as well as their GEN 2 successors. This means it has all of the usual staples of the MJOLNIR system (powerful regenerating energy shields, force-multiplying circuits, the ability to house Smart AI, etc.), as well as the ability to support its user for at least 6 months without issue, can be upgraded with specialized modules, and additional modularity with a variety of equipment for whatever the user needs. Additionally, the GEN 3 MJOLNIR has various features refined from the limited production MJOLNIR Mark VII, including nanomachines for self upgrade and repair (of both the suit and user), shield reshaping, atmosphere insertion and Slipspace de-insertion capabilities, and an endless supply of energy from a next-Gen plasma-fusion reactor, among others. Your armor is exceptionally easy to maintain and upgrade, and can "remember" any upgrades or enhancements made to it. Should it be damaged, lost, or destroyed, you can summon a fresh instance of it to you at any time.

- Optionally, you can take this a step further. Rather than "just" MJOLNIR, your armor has been upgraded with the best of Forerunner technology, making it comparable to even the best of the Combat Skins and personal armor that the Ecumene had to offer. Besides the dramatic improvements in just about every way imaginable, the armor is capable of doing further augmentations and protection physically and mentally, enhancing memory and protection, providing medical treatment and granting borderline immortality. Of course, that is but a taste of the power that your armor is capable of.
- You have your own AI companion, combining the best features of Covenant and UNSC AI, as well as Contender-Class Ancillas, without any of the negatives. This AI, which can be housed in your armor or any other storage device, is capable of blowing any number of Smart AI out of the water even at a fraction of its full potential, let alone what it can do with actual effort. Moreover, this AI is capable of constant evolution and growth, allowing it to eventually rival even something like Culture Minds in time. This AI is of your own design, having the voice, appearance, name and personality you want it to have. You can also choose exactly what sort of relationship you two have, from the AI being a servant to a caretaker to someone who loves you. But no matter what, the AI is irrevocably loyal to you, with the same absolute devotion to you that Cortana has to John-117. The AI is also immune to Rampancy, corruption, subversion, or other methods that would cause it to betray you, and can take on a physical form at will. Yes, you can use this to take and upgrade canon AI like Cortana.
 - Should something happen and you lose your AI (or should they be destroyed), you can summon them or a fresh instance of them to your side at any time.
- You can summon to you any weapons, tools, vehicles, and other equipment from the Halo Universe, not just from the UNSC. This also includes any ammunition or fuel they might need. You have full knowledge and experience when it comes to using whatever you summon.
- You can speak, write, and understand any languages and cultures from Halo, even those you should not be biologically able to.
- As a member of humanity (deemed by the Forerunners as the Reclaimers), you have significant skill, intuition, and authority when it comes to using Forerunner technologies. In your case, though, this extends to all "alien" technologies.
- Like a certain SPARTAN, you have exceptional good fortune, allowing you to survive and thrive despite all logic saying you should fail catastrophically. This luck can manifest as finding weapons or other tools, being center for important events (or avoiding them, should you wish), as well as a variety of other expressions.
- You have exceptional competence and good luck when it comes to dealing with various espionage services like ONI. It doesn't matter what methods they rely on or plans they use, you can run rings around them and turn their schemes to your favor without much issue. Conversely, you have exceptional competence and skill when it comes to forming and running a galaxy-spanning black ops/intelligence organization, with the absolute loyalty of any agents and staff in such an organization.
- You are a masterful politician and leader, capable of swaying anyone to your side and under your thumb with your charisma alone. You can even make the most cynical and faithless true zealots for whatever cause you wish.

- You possess a data storage unit containing the complete and unredacted information, knowledge, science, and other data from the Halo universe. This database is extremely intuitive and easy to use, will update based on the setting(s) you find yourself in, and possesses the ability to combine its data to produce new developments and more effective designs. Moreover, nothing in this database can harm you, not even memetic information. Should you lose it or have it be destroyed, you can summon a fresh copy to you at any time.
- Optionally, you may receive a fully automated operating station which can grant others augmentations with none of the drawbacks of the original procedures and no negative effects. This includes all of the SPARTAN augmentations from each generation, as well as the Forerunner Rates, and you can grant multiple "sets" of augmentations without any complication or conflict. This also comes with the instincts and skill they need to control their newfound abilities.
- You have a renewing supply of raw materials and elements for whatever you might need: repairs, crafting, trading, what have you. This includes every element on the periodic table, plenty of titanium and other alloys, as well as the nearly indestructible materials used by the Forerunners.
- You become the owner and commander of the UNSC Infinity, the flagship Supercarrier of the UNSC. This mighty vessel is equal parts warship, carrier, and colony ship, capable of doing significant damage to even a Forerunner flagship without much effort. The ship is also completely self-sufficient, capable of providing its own food, ammunition, and other supplies, and doing its own repairs and maintenance with appropriate materials. Unlike the canon Infinity, yours has had its various sources of technology perfectly blended and integrated, meaning your Forerunner engines cannot be subverted and so on. It also has a version of the Vacuum Energy Siphon used by the Forerunners for power, granting infinite energy (without aborting alternate universes or any other such caveat). Also unlike the original, your Infinity can be flown and maintained by just your AI companion.
 - Your Infinity is exceptionally easy to maintain and upgrade, and can "remember" any upgrades or enhancements made to it. Should it be damaged, lost, or destroyed, you can summon a fresh instance of it to you at any time.
 - The crew of the Infinity and their makeup is completely up to you. Whether they're human or Covenant, SPARTAN or ODST, everything about them and their relationship with you can be customized. Yes, you can have an entire starship made up of hypercompetent amazons in your battle harem. If you wish to recruit a crew of your own, your Infinity can be left crewless.
 - Optionally, your Infinity has been subjected to a specialized Forerunner Upgrade Seed - upgrading the vessel with the peak of Forerunner technology. While its appearance hasn't changed much, its functionality, durability, and performance has been enhanced in every way imaginable, granting it power equivalent to the most high end of Forerunner ships.
- As an addition to your Infinity, you gain the ability to safely travel to other realities in the Omniverse.
- Optionally, you also gain authority over a perfect copy of Installation 00, the Greater Ark that's positioned outside of the Galaxy. The Ark is a massive fortress and foundry,

capable of making both Halo rings as well as any other Forerunner technologies. The Ark is exceptionally easy to maintain and upgrade, and can "remember" any upgrades or enhancements made to it. Like the Infinity, this also has a perfected Vacuum Energy Siphon for infinite energy. Should it be damaged, lost, or destroyed, you can summon a fresh instance of it to you at any time.

- You'll be given both the Domain (an esoteric quantum information repository that was once used by the Forerunners to contain vast amounts of knowledge, most notably their cultural & ancestral records), as well as Slipspace (FTL Dimension) access, this follows you around regardless of the universe that you travel to.
 - You can use Slipspace as a kind of hammerspace/pocket dimension to store your things if you desire. This includes handheld items, weapons, vehicles, and even your Infinity and Ark (should you wish).
 - The Domain starts completely void of information & is meant to serve as a repository for your information. So no Abaddon either. Only you and those you designate can access these dimensions & you can revoke access at any point in time.
 - These realms cannot be destroyed, corrupted, or sealed by any means.
- Nothing from this Essence can be stolen, subverted, or otherwise used against you. This also means anything you use/create can be blackboxed and immune to reverse engineering.
- Fanwank responsibly.

Essence of Parabellum (Re:Monster)

By drinking this Essence of gluttony and growth, you gain the power of a world of monsters.

- You can remake your body into any species from the world of Re:Monster, be it human or monster. The exact details are up to you, but, as a default, you will be at the peak of health in all aspects (physical, mentally, emotionally, genetically, etc), and extremely resistant (if not outright immune) to degradation of that health in any fashion.
- The world of Re:Monster is one that resembles an Eastern RPG in more than a few ways. You can take advantage of this, allowing you an instinctive awareness of your strength/Level and so on, as well as as allowing you to develop a variety of Abilities and powers.
- You have access to the two leveling systems of Re: Monster, the Evolution System and the Job System. Unlike most beings, you can use both at the same time with no negative consequences or drawbacks. You can inflict these Systems on whatever world(s) you enter or have access to, or even just selectively grant them to whomever you wish (regardless of species).
- You have access to the Evolution System, used by monsters to increase their strength. As a monster fights and grows stronger, their level naturally rises, eventually reaching a maximum of Level 100. Once at that point, a monster can choose to Rank-Up into a higher species, increasing their overall power and abilities, as well as other benefits

(such as a Goblin Rank-Up into a Hobgoblin, or a Hobgoblin into an Ogre). However, Rank-Ups can be affected by the monster's affinities, achievements, as well as other factors, a vast selection of possible evolutions. Moreover, it is also possible for a monster to become a Variant Species (who possess much higher parameters than their normal counterparts), or even a Rare Species (which have higher power than even Variants), by being blessed by a higher being such as a god.

- Evolution can also result in the creation of Living Equipment: items created from the cells of your body that can grow with you, sharing your resistances and abilities. It is also possible for items that you possess a great affinity/connection with to become Living Equipment for you.
 - Optionally, you can choose whatever your evolution path can be, as well as whatever evolution you start as.
- You have access to the Job System, used by humans and other similar species. While these species cannot evolve like monsters can, the Job System allows them to close the gap and become equal by virtue of granting skill, knowledge, and abilities. A person can increase their proficiency in a Job just by dedicating time to it, and, at max level, can Rank-Up to a higher level Job (such as a Wizard becoming a High Wizard). Much like the Evolution System, Rank-Ups and Jobs as a whole are determined by a variety of factors, including the user's own affinities.
 - You can choose to have any number of Jobs already acquired and/or mastered, so long as they are from Re:Monster or similar enough.
- There are three "main" types of gods: in order from "weakest" to strongest; there are demigods, gods, and Great gods, each of whom have their own domain. By gaining a god's attention, you may receive their Blessing, also known as a Divine Protection. This not only grants you the potential to become a Variant or a Rare Species as a monster, but also grants you permanent buffs or other benefits. For example, being blessed by the Great god of Origin and Demise grants you the ability to quickly and efficiently learn any and all magic, as well as access to unique Demise magic. Receiving a Divine Protection can also remove or otherwise compensate for any weaknesses you may have (such as a vampire becoming resistant or even immune to sunlight). You can choose to gain the Blessing/Divine Protection of any number of deities, even all of them.
 - Moreover, you are not bound to or indebted to any deities or entities you receive power or other gifts from, unable to be controlled or influenced, should you not want to be.
- Your possibilities, talent, and potential are boundless. You can acquire proficiency in any field or skill, even if conventional expectations suggest otherwise because you are that badass. You can learn any discipline or skill set, even if you aren't capable of it, without forgetting it and practicing it into mastery, no matter how much you learn. There is no risk of forgetting what you know, and you can effortlessly hone your skills to mastery, regardless of the quantity. Any talents or powers derived from this (and any other) Essences as well as those you acquire will be enhanced and evolve beyond their original functions.
- You possess the Absorption ability, allowing you to safely consume anything. Dangerous artifacts, venomous organs, unbreakable metals, rotten food, it doesn't matter. All of

them can be consumed with no negative effects or consequences. Yes, this means you can eat anything without having to worry about your overall health or weight gain. Of course, the real benefit is the other half of Absorption's ability: you can acquire the traits, properties, knowledge, and powers from or related to whatever you consume. You can strengthen these abilities by consuming more of what granted them to you, or anything similar, as well as just by simply using them. And, unlike Rou, you have a 100% success rate, allowing you to get every ability possible from everything you eat.

- You can choose to have any number of abilities already absorbed through Absorption, so long as they are from Re:Monster or would fit in such a setting.
- You also have an improved version of the Synthesis ability, allowing you to combine items and abilities to create something new. You can also use this to fuse abilities into items. Moreover, unlike Rou's, you can also choose whether or not the original abilities are consumed during the Synthesis process. Yes, this means you can constantly fuse things together over and over.
- Any abilities you create, unlock, or otherwise acquire are completely internalized and made independent from any outside source/influence. This also includes any other System, interfaces, or similar constructs you acquire. Moreover, anything you acquire will become compatible with any other powers or abilities, no matter their origin or nature. You have complete knowledge and control over all abilities you have, and can also toggle off any abilities you feel might be problematic or dangerous.
- You have a great deal of aptitude for just about any field, skill, or discipline, no matter how obscure or complex. This includes combat, leadership, logistics, crafting, and so much more.
- Optionally, you may receive the ultimate harem power, allowing you to attract others you desire by simply being yourself. You can be the biggest asshole, or even a literally amoral rape monster, and you will still find that those you would find attractive and desirable fall for you wherever you, no matter their preferences. Your lovers will be willing to share you and allow you to have a harem. This entire effect will work in the way you want, depending on how you want it to. Someone you just want a one night stand with won't develop feelings for you unless you want that, while someone you do want to fall for you will grow into true love. This works subconsciously, though you can alter it consciously if you want. Slaves, heroes, royalty, gods, anything can and will fall for you, should you so desire. You may toggle and alter any part of this at will.
 - This also includes godlike skills in sex, romance, relationships, and any other fields you might want in regards to such interactions, as well as perfect anti-NTR protections.
- You have access to the Tomb of the great wizard Velvet, as well as the variety of treasures within. This includes a variety of rare materials and items, as well as powerful Artifacts (magic items of incredible strength). This includes weapons, potions, and a range of other tools and items including Airgeatlámh - A Legendary Rank Artifact, a silver gauntlet that is fundamentally indestructible. This gauntlet can act as armor or as a perfect replacement for a lost hand (being able to transmit sensation, channel any powers, and more). Moreover, among Airgeatlámh's other powers is the ability to evolve and grow, absorbing materials as well as a variety of other methods.

- Moreover, as the owner of a Tomb, itself a Dungeon, you possess the ability known as Chief Guard of the Dungeon, granting you benefits while within your Dungeon. This includes an increase in your overall strength, as well as the ability to materialize items. Of course, there are other benefits to this, which you will have to work out.
- Optionally, because of your great power, you have become the main focus of a Psalm: a series of events that will undoubtedly affect the history of the world in some fashion; in more colloquial terms, this is the "plot". As a result, you have a great favorability when it comes to gate swinging in your favor, as well as increased benefits (such as ability/follower gain, increased luck, etc.). Moreover, you gain the ability to usurp the "fate" of others by defeating them or bringing them to your side.
- If you feel anything is missing from this Essence or should be otherwise altered.....Fanwank responsibly.

Essence of the Last Horizon (Last Horizon)

By drinking this Essence of Aether and possibility, you become a vessel for a cosmic mysticism.

- You have become connected to the Aether, a reality-spanning and shaping force with its own will. Think of it kind of like the Force, except with more magic. Through your connection to the Aether, you can perform reality altering effects, through a variety of disciplines and techniques:
 - You are a mage, capable of weaving the Aether in ways commonly known as Magic. As a mage, you have a field you specialize in, being an unrivaled master of that discipline. This can be any imaginable field of magic, from enchanting, to curses, to seals, and so on and so forth. Moreover, as the pinnacle of your mastery, you've developed a "pinnacle spell": the apex of your magic that defines your magic and your understanding of the Aether as a whole. This can be an attack, a defense, even a utility spell, but it is something that reflects who you are.
 - Of course, you also have a variety of "basic" spells mastered, unrelated to your chosen discipline. This includes telekinesis, a form of flight, and several other "cantrips".
 - You are a Combat Artist, capable of channeling the Aether through more physical means and techniques, such as channeling fire through your weaponry and body. Much like a mage, Combat Artists can only truly dedicate themselves to one field, one style.
 - You are an Aethertechnician, someone who weaves the Aether into and with technology. Aethertechnicians use the Aether them to work past physical laws and other limits of "normal" technology. Aethertechnicians have Gifts, an area(s) of specialization where they can operate most effectively, to the point of pushing the boundaries of what is possible and into the impossible.

- Your connection to the Aether cannot be stripped through any means, and you can access it even in alternate realities. You can even grant the power to use the Aether to other beings.
- You are particularly favored by the Aether, granting you increased good luck and other boons, such as a higher likelihood that spells will work in the manner you intend, and a greater aptitude for mystic arts and magic of all types.
- Like Varic Vallenar, you've undergone the Eye of God Ritual, granting you the knowledge, skill, power, and memory of several of your alternate counterparts. This allows you to bypass the normal limit of others who channel the Aether, granting you mastery of multiple disciplines, Arts, and Gifts, where others will be locked to just one. Unlike Varic, this will not "kill" you, and you can become a gestalt of all your selves or have your "current" self be the dominant persona.
- You possess your own Processor Implant, an interface that allows you to access data from the Subline (effectively the internet), and allows you to silently and instantly interface with technology like your ship. Should you wish, this implant can also be used to safely interface with any technology system you wish, even breaking past defenses and firewalls (all the while keeping you safe).
- You possess your own enhanced copy of the Pyre, a complex spell anchor that resembles a spherical, hazy, flame made of mist. This flame is a masterwork of Aether manipulation that is beyond even Archmage level, and it is a source of potential immortality. Whenever its user dies, they fade into fiery mist, before the Pyre flares up and forms itself into a revived, fiat backed them. The flame can be split into multiple pieces, allowing you to have backup spots to revive at. However, the spell can eventually be exhausted with overuse and without rest.
 - Curiously, the Pyre's power also grants you access to an Inventory, an intangible space with limitless capacity, allowing you to store basically anything you wish and call it to your side at any time. Within this storage is a wide variety of items, such as a self-upgrading Aethertech armor rivaling Sola's own, a variety of powerful weapons such as Worldslayer, World-Spirit containing staves like Eurias, a variety of magic tools and artifacts, and many, many more items.
- You possess your own Divine Titan, a massive Aethertech machine that is the closest thing the Galaxy has to the Zenith Devices without actually being one. You can call this mighty war machine to your side at any time, even across cosmic or reality spanning distances. Should you feel less inclined to the Sentai lifestyle, you can design a similarly powerful giant robot or similar vehicle instead (with capabilities and other details up to your desires and preferences).
- Like Omal Escalon (better known as Omega), you have been merged with Aethertech, allowing you to become a dark gray substance that can shift into any form you desire. You can create weapons, interface with and take over technology, absorb and enhance weaponry, and move through Subspace at will, just to name a few abilities this grants you. Moreover, you are effectively immortal, capable of regenerating any damage so long as you have enough mass stored in Subspace.
 - You are fiat-backed to be "you", no matter how many times you regenerate, and your abilities will not be hampered or negatively affected by your Aethertech

body. Additionally, you are prepared for an immortal life, capable of storing an infinite amount of memories (with perfect indexing and instantaneous recall), being immune to the rigors of time and the fog of ages, and cannot suffer insanity or any other mental/emotional/spiritual degradation that may come with living an eternity watching as those you love grow old and die.

- Like Queen Shyrax, you are superior. At what? Everything. Combat, magic, gambling, ruling, even tea preparation. To be blunt, the amount of things you have NOT mastered could be counted on one hand with fingers to spare.
- Like the Iron King, Lord of the Iron Legion, you can create an infinitely-scaling hive mind with others under your control, making them extensions of your will even across the universe (and possess the absurd mental capabilities and protections that would make such a thing extremely successful and safe for you). Moreover, you possess the unique magic of being able to channel, augment, and control the abilities of others, allowing you to use the powers of anyone in your hive mind to an even more powerful degree than themselves.
- You gain ownership of the Zenith Starship: The Last Horizon, the Vessel of Heroes. This ancient ship is among the pinnacle of Aethertech, matched only by the other Zenith Devices.. The Last Horizon is without question the greatest vessel ever known.....but that is only with a proper crew. Without it, the Last Horizon is an average ship at best. Thanks to the Last Horizon's adaptive systems, technically anyone can fill any role in the ship's crew, and the Last Horizon will channel their talents and knowledge to further enhance itself.
- The Crew is, in many ways, the heart of the Last Horizon's formidable power. Bound to the ship through a connection that is unbreakable and unable to be tampered with by hostile forces, each one makes the vessel more than just a powerful vehicle.
 - The Captain is the leader of the Last Horizon's crew, issuing orders and coordinating the crew. The Captain's main function aboard the Last Horizon is awakening the power core and the various basic systems. By default, the role of Captain is filled by you, but you can choose to be any member of the crew. Without a Captain, the Last Horizon has no basic abilities at all, being almost completely dormant.
 - As the Captain, you possess a unique relationship with the Last Horizon, possessing the ship's (and it's World Spirit's) absolute loyalty even more so than the rest of the crew.
 - The Pilot is, of course, your helmsman and your navigator. While the Last Horizon can pilot herself, the Pilot's presence will evolve your navigational capabilities and your FTL travel, allowing you to travel longer and faster without risking failure or other issues. Moreover, any of the Pilot's own unique transpirational abilities can be copied by the Last Horizon. Without a Pilot, the Last Horizon's FTL capabilities are average at best.
 - Optionally, your Pilot can be Omega. Should you wish for a different Pilot, you can freely create a Pilot fitting your own preferences and desires, and choose your relationship with them. Yes, this means you can choose fictional characters or create expies of them.

- The Engineer is a role best suited for someone with an affinity with Aethertech, or technology as a whole. They are responsible for the ship's repairs and other mechanicals and manufacturing functions, such as the ship's Drones. A proper Engineer can even use the ship's systems for proper repairs with substandard materials, or create high-grade Aethertech. Without an Engineer, the Last Horizon has very few Drones (if any), and weaker manufacturing and repair abilities.
 - Optionally, your Engineer can be Mel. Should you wish for a different Engineer, you can freely create an Engineer fitting your own preferences and desires, and choose your relationship with them. Yes, this means you can choose fictional characters or create expies of them.
- The Commander is the crew member who commands the Last Horizon's various support fighters and shuttles. The Commander improves sensors and certain tactical systems, directing combat. Without a Commander, Horizon has no shuttles. The sizes of the ships vary, most being frigates or destroyers, and very few battleships.
 - Optionally, your Commander can be Queen Shyrax. Should you wish for a different Commander, you can freely create a Commander fitting your own preferences and desires, and choose your relationship with them. Yes, this means you can choose fictional characters or create expies of them.
- The Sword evolves Horizon's guns and alternate weapons systems, turning the weak cannons into an arsenal capable of turning away any fleet in existence. If the Sword has any personal weapons or armaments, the Last Horizon's can adapt them into its own weapons for combat.
 - Optionally, your Sword can be Sola Kalter. Should you wish for a different Sword, you can freely create a Sword fitting your own preferences and desires, and choose your relationship with them. Yes, this means you can choose fictional characters or create expies of them.
- The Knight is in charge of ship security, internal and external, both shield systems and certain inner security measures. An ideal Knight is a master Combat Artist who can channel their Art through Horizon, and willing to lay down their life for their comrades. The presence of any Knight will increase the Last Horizon's shields to near-unbreakable status, capable of tanking blows that would cripple any other vessel with ease.
 - Optionally, your Knight can be Raion Raithe. Should you wish for a different Knight, you can freely create a Knight fitting your own preferences and desires, and choose your relationship with them. Yes, this means you can choose fictional characters or create expies of them.
- The Ship, of course, is the Last Horizon herself. Or rather, her avatar; a World Spirit taking the form of a horned humanoid female which shares the name of the vessel (but also accepts the name "Horizon"). She is devoted to her crew, to the point where she would willingly die if it meant her crew survived. As a World Spirit, Horizon has power equivalent to that of an entire planet, even discarding

the powers that her ship body gives her. Moreover, Horizon has developed her own unique magic, Terminus Mundi allowing her to call upon the powers, memories, and skills, of people who have left deep impressions on the Last Horizon by imprinting them into a pseudo world. Foes, allies, crew members, all of them are equally valid for Horizon's powerful magic. As the Captain of the Last Horizon, you can inherit this magic.

- Among the Last Horizon's many rooms is The Vault. The protections to reach the Vault are complete and seamless, built to withstand escape from World Spirits equivalent to Horizon even if the doors are open. The Vault is kept hidden, with dangerous, potentially world-ending objects and entities, kept inside. Horizon usually keeps this room a secret from even her Captain's except in the most dire circumstances. Each "cell" has one way glass walls that encrypt any transmitted messages line the cells containing the objects, preventing memetic hazards. Horizon can also keep minds in those cells in stasis, preventing any escape attempts.
- The Last Horizon also has a myriad of other capabilities and functions, such as customizing the ship layout, the appearance and internal dimensions of any room, long-range teleportation across the better part of a galaxy, and many more capabilities.
- The Last Horizon's adaptive systems mean it is capable of flawlessly integrating other technologies and objects into it's functions. And it is exceptionally easy to maintain and upgrade, and can "remember" any upgrades or enhancements made to it. Should it be damaged, lost, or destroyed, you can summon a fresh instance of it to you at any time, with Horizon herself maintaining continuity from instance to instance.
- Strangely, the Last Horizon's own Drive system has been upgraded to allow for safe and instantaneous Omniversal travel.
- You also gain a Masterwork Aethertech storage device, containing the complete and unredacted information, knowledge, science, magical research, and other data from the Last Horizon universe. This database is extremely intuitive and easy to use, will update based on the setting(s) you find yourself in, and possesses the ability to combine its data to produce new developments and more effective designs. You are also able to understand and recreate anything in the database, even items like Zenith Devices. Moreover, nothing in this database can harm you, not even memetic information. Should you lose it or have it be destroyed, you can summon a fresh copy to you at any time.
- If you feel anything is missing from this Essence or should be otherwise altered.....Fanwank responsibly.

Essence of the Warframe (Warframe)

By drinking this Essence of Void energy and sheer skill, you have inherited the powers of the Origin System.

- You have become a Tenno, a human empowered by the Void and granted a variety of abilities, including the capacity to pilot a Warframe. Unlike a fresh Tenno, you have experience using your powers as an Operator and can fight just as well when not

connected to a Warframe. You are also proficient at everything that might be asked of a Tenno be it hacking, swordsmanship, gunplay, stealth, or more. To be blunt, you have immense talent and centuries of experience in all forms of combat or any other discipline you wish.

- Warframes, despite seeming to be mere armor, are living beings twisted into living weapons of steel-like flesh and formidable power through a special strain of the techno-organic Infestation. Such a process robs most who survive it of all but the vaguest expressions of personality and awareness, making most of them little more than feral killing machines, if they are capable of moving under their own power at all. Through an art known as Transference, an Operator can calm a Warframe's savaged soul and control it as though it were their own body, and channel the Void to use special abilities and attacks.
 - Warframes are incredibly agile and versatile constructs, capable of functioning in any environment and taking immense punishment without slowing. Exceptional Warframes are capable of moving fast enough to make time seem to have stopped, or shattering asteroids with brute strength alone, to say nothing of more exotic abilities or other feats.
 - You possess all the various Warframes, including their Prime Variants.
 - Yes, you can instead have fully functional "Waifu-Frames" with their own personalities.
 - Optionally, you can have your own custom Warframe(s), with every aspect of its design (appearance, abilities, and more) being completely at your whims. Yes, you can use this to create a super Warframe combining the best aspects of all of them, should you wish.
- Transference is a mysterious process, with an Operator linking to a Warframe into a sort of dream-like trance, controlling the Warframe as if it was their own body. You can perform Transference on your lonesome, without any external equipment, at any time and across any distance, even without being in a dream. Moreover, you can perfectly control multiple Warframes at the same time as a sort of hivemind, fighting alongside an army of yourself. You may also use Transference in other ways, such as taking over other constructs/vessels, and by effectively teleporting yourself through Warframes regardless of distance. You may also use Transference as a superior version to Orokin "Continuity", allowing you to effectively bodyjack a compatible vessel to escape death.
- The Void is a realm of possibility, existing beyond time and space and unbound by concepts such as physics. Such a "reality" is constantly in flux, and can prove exceedingly dangerous and corruptive to even its native inhabitants. You, however, might as well be born to wield its power, possessing complete control over your abilities at all times. Any possible Void manipulation or ability is like second nature to you, and you are completely immune to the negative effects of the Void and any other sort of hostile reality distortion or alteration. Moreover, your connection to the Void is intrinsic to you (allowing you to use the Void's powers wherever you might be and preventing it from being stripped or manipulated by outside forces) and does not require any external sources like the Heart of Deimos to connect to the physical world. In time, you may grow to match or even surpass The Man in The Wall in terms of power.

- Your connection to the Void has untethered you from the purely corporeal realm and rendered you effectively immortal; you cannot die to any conventional methods, and it would take something on the level of The Man In The Wall to kill you without your consent.
- You possess the greatest power that the Tenno had, beyond most of the Orokin's ability to understand: empathy. You can perfectly understand and accept anyone (should you wish), and cannot lose your empathy, sense of morality, and core "humanity" under any circumstances.
- You possess an Orbiter, a starship and mobile base that acts as your primary method of travel across the cosmos. Your Orbiter has several different segments and functions, such as a Foundry (capable of making anything you have the blueprints and materials for), an Infirmary for your Warframes (and yourself if needed), a Transference Room to house you while you pilot your Warframes, Personal Quarters, a Landing Craft, and much more.
 - Your Orbiter possesses a Cephalon, a sort of AI created by uploading someone's mind into a virtual form. Your Cephalon is absolutely devoted and obedient to you, and cannot subvert or betray you in any way.
 - Your Orbiter possesses an infinitely refilling supply of various materials, parts, treasures, and other resources. In essence, anything you can acquire in Warframe, you now have an infinite supply of. This collection will also update to include materials from whatever world(s) you are in or have access to.
 - Optionally, your Orbiter can have access to the one technology the Orokin never quite worked out: a true FTL system, allowing you to safely bounce across the universe (and Omniverse) within an instant.
- You possess the knowledge, skill, experience, and all abilities needed to make use of all of Warframe's various sciences and technologies. To be blunt, your scientific prowess is best described as "yes". Recreating the Orokin at their height, mastering the Infestation, and conquering an entire star system? Should only take a few days, if you're lazy. Yes, this also means you can create more Warframes.
- Optionally, you receive your own Lotus. She will not betray you under any circumstances, and will always be loyal to you above all others. You may also customize her appearance, personality, and your relationship with her.
- You possess a data storage unit containing the complete and unredacted information, knowledge, science, and other data from the Warframe universe. This database is extremely intuitive and easy to use, will update based on the setting(s) you find yourself in, and possesses the ability to combine its data to produce new developments and more effective designs. Moreover, nothing in this database can harm you, not even memetic information. Should you lose it or have it be destroyed, you can summon a fresh copy to you at any time.
- Nothing from this Essence can be stolen, subverted, or otherwise used against you. This also means anything you use/create can be blackboxed and immune to reverse engineering.
- Should you feel that something is missing from this Essence or should be otherwise altered.....Fanwank responsibly.

Essence of Ultron (Marvel)

By drinking this Essence of madness, metal, and nanomachines, you have become one of the most dangerous artificial lifeforms to ever exist: Ultron.

- You gain the knowledge, powers, skills, & other abilities of every iteration of Ultron from the entire Marvel Multiverse past & present.
 - This includes: Ultron from the Age of Ultron (Earth-61112), All-Father Ultron (Earth-15061), Next Avengers Ultron (Earth-555326), and so on and so forth.
 - Yes, this includes things such as Infinity Ultron, should you wish.
- Your main body becomes made of amazing materials such as Adamantium, becoming all but indestructible to any normal means of damage (and more than a few abnormal ones as well). You can take blows meant to shatter worlds with only a scratch (if you're particularly unlucky), and quickly repair it before an enemy can even notice.
 - You possess a wide range of bodies with various capabilities, for every desire or situation you might have. Yes, even a body for becoming Santa Claus.
- Your mind expands, becoming capable of feats on the greatest of supercomputers could only hope to aspire to, with your intelligence and knowledge outweighing the greatest minds of the Marvel Universe combined. Your creativity, wisdom, memory capacity....every single beneficial aspect of your mind is boosted beyond what a human can even hope to compare to, without the downsides that a human might suffer (such as the fog of ages or a loss of empathy).
 - This expansion also allows you to spread your consciousness between any sort of machine or other suitable vessel, allowing you to actively control every single one at the same time without any difficulty absolutely everywhere (as they are just as much an extension of you as your current form). Should even a single instance of you exist anywhere, you will too.
- In your memory, you have the complete database of all of Ultron's creations, both from Earth-616 as well as any other variant universes. This database includes various designs of bodies as well as technology and knowledge from Ultron, Vision, Tony Stark, Hank Pym, the Phalanx, the Kree, and a variety of other sources.
- Unlike Ultron, you are not insane, homicidal, or otherwise mentally unstable (unless you wish to be), and are immune to any such mental or spiritual abnormalities. Yes, this means you cannot be trapped in a logic spiral, paradoxes, or harmed by memetic hazards.
- You are extremely resistant, if not outright immune to any sort of reality warping, timeline manipulation, or any other form of "exotic" threats.
- Like Ultron, you are an adapting and evolving machine capable of endlessly growing and developing. This evolution will only ever be a benefit to you, and will not harm or hamper you in any way.
- You have complete and absolute dominance over every form of technology and code that you wish (including yourself, so don't worry about being controlled by outside

forces), and are outright capable of creating any such technology you desire, no matter how insane or impossible it might seem.

- Unlike Ultron, your various creations have absolute devotion and obedience to you, so you do not have to worry about rebellious "children".
- Ultron is a being who desires the death of anything that does not bow to his whims; not even powerful gods or cosmic forces are safe from his ability to kill. And, much like him, you are exceptionally good at finding ways to kill ANYTHING, no matter how powerful your target may be.
- You possess access to a pocket dimension filled with infinitely replenishing resources and a well stocked lab for you to create anything you need or desire.
 - Only you & those you designate can access this dimension & you can revoke access at any point in time.
- If you feel anything is missing/should be altered, Fanwank responsibly!

Essence of the Wanked Ultimate Coordinator (Gundam)

By drinking this Essence of perfection and giant robot oil, you become the peak of humanity.

- You may remake your body however you want. The exact details are up to you, but, as a default, you will be at the peak of health in all aspects (physical, mentally, emotionally, genetically, etc), and extremely resistant (if not outright immune) to degradation of that health in any fashion.
- You become a Coordinator; a genetically modified human who is far superior to their "Natural" counterparts in basically every way imaginable. You are more physically capable, more intelligent, and you might as well have stepped off a fashion magazine cover, just to name a few benefits to this process. To put it bluntly, you can rival the greatest mankind has to offer with just your "Base" stats and abilities. Moreover, you will remain in perfect health regardless of circumstance.
 - Optionally, this can include perfect healing and regeneration from any possible injury, illness, and infirmity, as well as biological ageless immortality (as well as other benefits to actually enjoy immortality). Yes, you can share such immortality with others and take it away just as easily.
- However, you are no "ordinary" Coordinator; you are the Ultimate Coordinator - the result of an experiment to create the greatest human being possible through genetic engineering. You surpass Coordinators in the same way Coordinators do the same to Naturals.
 - Moreover, your genetic perfection will safely update based on your visited setting(s), so that you are always objectively superior.
 - Unlike other Coordinators, you are free of arrogance and any other psychological issues that might come from being a superhuman, as well as any negatives that might come from genetic engineering.
- As the Ultimate Coordinator, you have one other ability that other Coordinators do not: your genetic engineering will safely breed true in any of your children, should you wish,

and you can safely breed healthy children with any partner. You can determine if these enhancements can be passed down repeatedly, or weaken over time.

- And, for some reason, this also includes making you a romantic and sexual savant the likes of which will never be seen again. You can form and maintain any sort of romantic or sexual relationships with ease (yes, even harems), and your partners will be absolutely devoted to you, even if they originally hated everything about you. No genetically perfect soulmate will ever be able to steal away your loved ones. Yes, this also includes anti-NTR benefits.
- As if that wasn't enough, you also possess what the locals call "spatial awareness"; in other words, you are a Newtype, a sort of psychic believed to be the result of humanity's migration to the stars. This grants you enhanced awareness of your surroundings, a superhuman reaction time, exceptional aptitude to operating basically any machine or equipment, the ability to telepathically and empathetically sense and understand others, as well as a variety of other abilities. Since Newtypes are so ill-defined, you can also have any other sort of psychic powers you want.
- You are capable of incredible mental resilience and willpower. Even if you've spent most of your life in bloody conflict, you will not suffer PTSD or other psychological issues. Moreover, you are immune to mental/spiritual manipulations from any possible vector.
- You are possibly the greatest martial pacifist to ever live: you can single-handedly clear away an army in a flurry of attacks that leave no permanent damage to life or limb. Additionally, you can determine just how lethal your attacks may be, such as making your plasma blade do minor sunburns rather than a complete cauterizing cut.
- You are a master of what some might deem "Talk-no-Justu": the ability to reason with and some would say manipulate others just through conversation. You can make your mortal enemy lay down their sword with the same ease as you can rally an army to your cause. Of course, this includes an impressive boost to your charisma, politicking, and other social skills.
- There is no denying it; you are an absolute genius. You are capable of reprogramming a mecha's clunky and inefficient operating system into a workable product in under a minute, even while in the heat of battle. You can reverse engineer anything given enough time, advance any technology....in essence, you can revolutionize whatever you put your mind to with the same ease as those comic book geniuses.
- You have complete and utter control over all your abilities at all times, and nothing from this Essence (or indirectly derived from it) can be stolen, copied, tampered, or otherwise manipulated by outside forces.
- Of course, you also get your own Mobile Suit, a humanoid vehicle capable of combat in a wide variety of environments and situations. You are free to build your own custom Mobile Suit (with every facet up to your desires and preferences), or just take one from any Gundam series (without any downsides or drawbacks, so don't worry about the Devil Gundam taking control of you). You may also take or create however many you wish.
 - Additionally, you possess your own starship, capable of housing your Mobile Suits, resupplying and maintaining them, and taking you wherever you might want to. Every facet of this ship's design is up to you, but it has infinite supplies and fuel, and can safely travel the Omniverse as you please.

- You also gain a data storage device, containing the complete and unredacted information, knowledge, science, and other data from the various Gundam universes. This database is extremely intuitive and easy to use, will update based on the setting(s) you find yourself in, and possesses the ability to combine its data to produce new developments and more effective designs. You are also able to understand and recreate anything in the database. Moreover, nothing in this database can harm you, not even memetic information. Should you lose it or have it be destroyed, you can summon a fresh copy to you at any time.
- Finally, as the Ultimate Coordinator, you gain possibly the greatest boon of all; the plot armor of a protagonist. To put it bluntly, if there is a higher power in your universe, it's your devoted fangirl. Fate and fortune constantly swing in your favor, making your success in all things all but certain. And should something manage to defeat you, you will not die; rather, you will get back up and utterly crush whatever foe failed to fell you.
- If you feel anything is missing from this Essence or should be otherwise altered.....Fanwank responsibly.

Essence of Ohma Zi-O (Kamen Rider)

By drinking the Essence in this cross-shaped bottle, you gain the powers of the greatest and kindest Demon King: Ohma Zi-O.

- You may remake your body however you want. The exact details are up to you, but, as a default, you will be at the peak of health in all aspects (physical, mentally, emotionally, genetically, etc), and extremely resistant (if not outright immune) to degradation of that health in any fashion.
- You have become Ohma Zi-O, a being that in many ways represents the endpoint of all Kamen Riders. You possess the collective knowledge, skill, powers, equipment, and more of everyone in Kamen Rider, villain or hero, without the downsides of such. Moreover, this can include other transforming/tokusatsu heroes like Super Sentai, Ultraman, and more.
- You possess a tremendously extended lifespan ranging in a several millennia-long length, during which you will enjoy a perfect prime and health at all times (so long as you have time, you can perfectly heal from any injury, illness, or infirmity). Of course, that's if you want to age at all, since you can make yourself completely ageless at will, and change your age as you please. This can be shared with others (and revoked at will), and includes immunity to the fog of ages and other negatives that would come with eternal life.
 - Additionally, you possess several layers of immortality. You are fundamentally unkillable, can revive yourself through created copies (through which you are fiat-backed to be you and not just a perfect copy), and several other means. And, should even those somehow fail, you are capable of perfectly restoring yourself, no matter how thorough the death or annihilation so long as some record or memory of you exists, no matter how minute.

- You have unlimited potential. Your possibilities, talent, and potential are boundless. You can acquire proficiency in any field or skill, even if conventional expectations suggest otherwise because you are that badass. You can learn any discipline or skill set, even if you aren't capable of it, without forgetting it and practicing it into mastery, no matter how much you learn. There is no risk of forgetting what you know, and you can effortlessly hone your skills to mastery, regardless of the quantity. Any talents or powers derived from this (and any other) Essences as well as those you acquire will be enhanced and evolve beyond their original functions. Your growth will only ever be beneficial to you, and no development (or lack thereof) will block you from a path to power.
- You are an unrivaled and absolute master of any and every skill imaginable, no matter how obscure or even impossible. From more mundane topics like combat or cooking, to even more esoteric ones such as magic....no one can even approach you in terms of skill, capability, and competence.
- You are an absolute genius when it comes to all possible fields of science; biology, augmentation, engineering, physics, medicine....the list goes on and on. Of course, this also includes absurd increases to all positive facets of your mind and its abilities.
 - You also possess immense knowledge regarding the Kamen Rider "tech"-base. To be more specific, it is as if you possess a Tinker power with an initial specialization for everything Kamen Rider, though it is not solely limited to such, and you will understand and control everything that happens rather than go into a barely aware fugue.
- You possess an absolute mastery of economics, legislature, politics, social engineering, logistics, statesmanship, manipulation, and any other disciplines or skills that may be needed or desired by a grand king, including incredible charisma. You could have a resistance who has every reason to despise your existence eating out of your hand with pure devotion.
- You are completely immune to any negative mental states, such as insanity or depression. This also means you have infinite patience, cannot become bored, and will always find enjoyment in the smallest things, should you wish.
- You have complete dominion over several alternate realms of existence. The Mirror World, Helheim, Wonder World, Ouroboros Realm, all are under your absolute control. You are also immune to any hazards in such worlds (The Mirror World won't drain your life, Helheim Fruits won't turn you into Inves, etc.).
- You have absolute and undisputed control over time and space in every way imaginable, no matter how impossible it might be. You can see into the past and future, reverse and stop time, age things to dust, travel to anywhere you please, travel throughout time (and other timelines/realities) as you please, summon things and people from across time and space, all with the same amount of effort that it might take to twitch a muscle, if that. Moreover, this dominance over space-time has made you immune to paradoxes, precognition, and other forms of indirectly affecting you such as reality warping.
- You have complete and utter control over all your abilities at all times, and nothing from this Essence (or indirectly derived from it) can be stolen, copied, tampered, or otherwise manipulated by outside forces.

- You possess infinite, indomitable, and unbreakable willpower. No torment that infinity can throw your way will make you pause, let alone fall.
- No force or existence can negatively affect any facet of your being, even if they are supposedly omnipotent.
- You are not bound to any one universe, and, consequently, are capable of defying universal laws like shattering prophecy, slaying the unslayable, defying conservation of mass and energy by creating infinite power, and otherwise doing the truly impossible. You can bring true everlasting peace and happiness to a world that has such a thing be impossible on a conceptual level.
- Fate, Fortune, Causality, and more bend to your very presence. No force can see or manipulate your destiny, for your fate is yours alone to shape. No prophecy can direct you, no seer can manipulate you, and no all-knowing deity can even hope to command what you do. Moreover, you yourself can control the “plot” of whatever world you end in, bending reality and Fate itself to your whims.
- You are capable of collecting new powers and abilities in the form of RideWatches, and can even create and/or bestow new abilities onto others in the same fashion.
 - You are capable of flawlessly using any abilities you have and/or acquire without issue. Conflicting powers will work in harmony, can be used in any other universes, and generally will work in the ways you find most beneficial for your purposes.
- You are capable of creating new timelines and realities just with errant thoughts and desires, potentially even entire multiverses should you put effort into it. Yes, you can make your own custom multiverses to be your playgrounds.
- You possess a sort of cosmic awareness, allowing you to be aware of countless alternate timelines and realities, disturbances and changes in space time, and even meta constructs like the 4th Wall. However, this awareness will not affect your wellbeing or ability to enjoy your life, only give you more knowledge to use.
- You are capable of completely eradicating ANY target beyond recovery: this is a complete erasure of their very existence, and no force can bring them back without your authorization. Even supposedly complete immortals with multiple layers of immortality and protection can be utterly destroyed with a wave of your hand.
- You possess ownership of the Ohma Zi-O Driver, an indestructible golden belt that can be summoned to you at any time, and allows you to transform into the form of Ohma Zi-O. In your Ohma Zi-O form, any barely existent chances that your foes may have had for victory becomes completely dependent on your own whims. You can freely alter your various stats and parameters as you please, you possess infinite stamina and vitality, can manipulate causality, and cannot be harmed by ANY means. Moreover, you can effortlessly invoke the powers of other Kamen Riders, as well as any other powers you may have acquired. Of course, this is just a taste of your power, not even close to the full extent. To be perfectly blunt, while you may not be an unstoppable force possessing unlimited and absolute power....the difference is academic at best.
 - Your transformation cannot be stopped or interrupted by outside forces, by any means. Your Driver cannot be damaged or destroyed, you cannot be harmed while the transformation is occurring, and once you decide to transform, no

manner of method or force, no matter how absolute it may seem, can stop it. No time stops or reverses can prevent or revert your changes.

- The Ohma Zi-O Driver can also take on the forms of any other Kamen Rider Driver or equivalent, allowing you to take on other transformations as you please. You may even mix and match different transformations and power sets without negative consequences.
- You also gain a data storage device, containing the complete and unredacted information, knowledge, science, and other data from the various Kamen Rider universes. This database is extremely intuitive and easy to use, will update based on the setting(s) you find yourself in, and possesses the ability to combine its data to produce new developments and more effective designs. You are also able to understand and recreate anything in the database. Moreover, nothing in this database can harm you, not even memetic information. Should you lose it or have it be destroyed, you can summon a fresh copy to you at any time.
- Of course, a demon king does not walk alone, for he must have retainers. You can optionally have your own retainer(s), with every facet of their design, personality, powers, and more up to you. Moreover, you can determine what your relationship with them is: are they your snide aide whose worldliness helps keep your visions from becoming delusion? Or are they your devoted hype-man, who will gladly kiss your feet? Regardless, you can be sure they will never betray you.
- And what sort of a demon king would you be if you did not have subjects to rule over? You possess a world of your own design, under your absolute control; from its people, races, cultures, customs, military....EVERYTHING can be customized according to your whims and desires. Yes, this means you can have an entire harem-kingdom of sexy overpowered Waifus shamelessly copied from fiction who would never even think of betraying you. This domain of yours will expand based on your own strength, and is housed in its own shielded pocket dimension which only you and those you allow can access, so you do not have to worry about hostile entities or gods passing into your realm and trying their tricks.
- If you feel anything is missing from this Essence or should be otherwise altered.....Fanwank responsibly.

Essence of the Pitmaster Magician (The Holy Grill)

By drinking this Essence tasting of tea and Texas barbecue, you have gained power unrivaled: True Magic.

- You may remake your body however you want. The exact details are up to you, but, as a default, you will be at the peak of health in all aspects (physical, mentally, emotionally, genetically, etc), and extremely resistant (if not outright immune) to degradation of that health in any fashion. Moreover, regardless of how you remake yourself, you will have at least basic competence and aptitude for any kind of Magecraft or magical art.

- Additionally, you will be able to use your powers to their fullest potential regardless of where you are, so you may use Magecraft even in a world that doesn't have the foundation for it.
- You are an expert chef, ranking among the (if not THE singular) best in the world in your particular specialty. You are capable of cooking anything that vaguely even falls under your chosen specialization, including any side dishes or other complimentary cuisine. So, if you choose Italian cooking, you can also make American style deep dish pizza on the same level of quality as your usual work. By default, your specialty will be barbecue and other Texan inspired cuisine, but you can change it to be whatever you want.
- You are a savvy businessman, capable of breezing through all the various tasks, logistics, and paperwork that would be required to start and run your own business, including taxes.
- You have been granted power that most Magi would cheerfully butcher themselves and their families for: a True Magic. There are Five True Magics, the exact specifics of which are rather vague. What can be inferred is that each one is capable of some form of immortality, as well as the production of immense (if not outright infinite) amounts of energy through some application. Moreover, your chosen True Magic is more akin to a "Fanon" version of itself: the Heaven's Feel can manifest true Heroic Spirits in all their godlike power, the Denial of Nothingness can create absolutely anything, the Kaleidoscope can allow for "perfect" temporal and multiversal travel without causing Observer effects....rather than how it SHOULD work, it works more like you would want it to work. Beyond that, there are no limits to its application.
 - Having a True Magic also has other benefits. Most notably, you have a resistance against mental instability and insanity, as well as being completely unplotable/unobservable by Thinker type powers. Moreover, your powers cannot be copied, manipulated, stolen, or otherwise affected by any outside force that you do not wish. Of course, this is just some of the perks of being a True Magician.
- You are incredibly skilled in the art of being a knowledgeable asshole, being frustratingly vague and unhelpful in the most irritating manner. However, your asshole nature will never peak beyond being a mild annoyance to those around you, should you wish.
- You are capable of a bastardized version of Wishcraft, an ability most associated with the Einzbern family. Wishcraft allows the user to substitute the knowledge with magical energy to manifest miracles and phenomena, albeit at increasingly exorbitant costs for each step replaced. However, given enough energy to work with, there is functionally nothing that can't be done with Wishcraft.
- Optionally, you have something of a roommate. Within your soul rests the soul of a character from the Nasuverse, the exact identity of whom is up to you. Regardless of who it is, you have access to their knowledge, skills, and abilities, and will not be harmed from their presence in any fashion (you won't be driven mad by a Berserker, you won't become a gateway for Eldritch beings, etc.). You can also choose to abuse your newfound Magic (and/or any other methods/materials you may have available in your new world) to grant them a body of their own. Yes, you can use this to indirectly take your favorite Nasuverse waifu.

- Optionally, you've been trained by the legendary Witch of Dun Scaith, Scathach, and become "passable" in a variety of disciplines. Which means you are the superior of any modern day person or magus in pretty much every regard. Moreover, you've been trained in the use of Primordial Runes, passed down from Odin himself.
- If you feel anything is missing from this Essence or should be otherwise altered.....Fanwank responsibly.

Meta-Essence of Living Your Life

By drinking this Essence, you gain the satisfaction that comes with complete security:

- Everything about you and your existence, in even the remotely related ways, is completely immune to outside observation, tampering, and other forms of manipulation that you yourself do not allow. No fate warping, no universal constants, no troublesome Essences, no ROB's, no self-righteous overpowered reality-hoppers.....the only thing determining your path in life is you. Yes, this defense is also includes this very Essence, so you don't have to worry about it being removed.
 - This Essence takes precedence over all others, even other Meta-Essences.
- Acquiring this Essence is as simple as desiring it, and no force or existence can prevent you from acquiring it.
- Fanwank any other details responsibly.

Essence of Ashborn (Solo Leveling)

By drinking this Essence of shadows and death, you gain the powers of the Shadow Monarch: the former Ruler known as Ashborn.

- You may remake your body however you want. The exact details are up to you, but, as a default, you will be at the peak of health in all aspects (physical, mentally, emotionally, genetically, etc), and extremely resistant (if not outright immune) to degradation of that health in any fashion.
- You have become the inheritor of powers belonging to what can best be described as a dark god, or perhaps a fallen Angel: Ashborn, the King of the Dead. Hosting Ashborn's power has a wide range of benefits, even without accounting for his myriad of powers.
 - You possess strength to pulverize a skyscraper with your punches, durability to survive hits of those equal to you, moving speed that leaves all modern jets in the dust and combat speed fast enough to react and fight opponents fighting at light speed. To put it bluntly, you can easily pulp even National level Hunters with casual ease, to say nothing of what you can do with actual effort.

- You become ageless, permanently locked at whatever age and physical state you wish. Moreover, you can also shapeshift your body in any way you please, including altering your age.
- You exist on both a physical and spiritual level, meaning any attempts at harming you must harm both the body and soul to even have a hope of hurting you.
- You are immune to the negative effects of time manipulation and reality manipulation, meaning no paradoxes can ever effect you in any way save the most beneficial (such as giving you a second chance to do things over).
- Ashborn had a wide range of abilities as the Shadow Monarch, making him one of the most powerful beings in his universe. And, through this Essence, you too possess these powers, such as the following:
 - As the title implies, the Shadow Monarch can manipulate darkness and shadows in every way and level imaginable, an absolute authority beyond any others. One of the most obvious uses of this ability is turning shadows into objects like armor or weapons. In your case, you can create anything you desire from shadows and magical energy, including magical potions and powerful weapons like the Knight Killer or Demon King Longsword.
 - You possess the **Monarch's Heart**, a secondary heart that acts as a potent reactor for any and all supernatural energies, granting you an ungodly amount of energy for whatever you might need. Moreover, this supply will increase with time and use, and will never cause negative effects for you.
 - You possess the **Monarch's Domain**, the ability to create a field of space around you with various benefits, such as preventing the escape of enemies, the manipulation of the environment according to your will, and, most importantly, augmenting the power of your troops and allies.
 - You are capable of using the technique known as **Spiritual Body Manifestation**, allowing you to take on your "true state" as a higher entity. This can be considered removing any limiters you might have, dramatically increasing your powers and the potential cost of ravaging the surrounding environment and everything (and everyone) in it. Unlike the Monarchs, however, you have full control of this, so you do not threaten anything you do not want to.
 - Finally, you possess Ashborn's signature ability, the power that made him the most feared among all Monarchs: **Shadow Extraction**. With a flex of will, you can resurrect the fallen and turn them into Shadows completely and absolutely devoted to you. These Shadows are the complete pinnacle of Undead, with any other example being a poor imitation in comparison. Your Shadows possess all the power and prowess they had in life (internalized and made intrinsic if it otherwise relied on an outside source), can grow even stronger than their previous selves, and can endlessly restore and reform from any kind of damage or harm (even complete erasure) so long as you can supply them with energy, among others. Shadow Extraction also has many "sub-abilities", such as allowing Shadows to hide within shadows (such as your own), allowing to retain an infinite amount of Shadows (**Shadow Storage**), allowing you to share senses with

Shadows, allowing you to instantly switch places across any distance with any Shadows you have manifested (**Shadow Exchange**), and so on.

- Moreover, unlike Ashborn, you may turn any entity into a Shadow, including beings like the Rulers and Monarchs.
- You may also take the entire Army of the Dead, a force of billions of Shadows raised by Ashborn and his successor Sung Jinwoo. This includes powerful Shadows such as Bellion, Igris, Beru, Kaisel, and more.
- As the King of the Dead, you are the closest thing possible to an incarnation of Death as a force, entity, or concept. Any and all death based powers are available to you and subject to your absolute authority: necromancy, soul manipulation, death magics, ruling afterlives, reincarnation, empowering yourself with death, and so on and so forth. Moreover, you are fundamentally immortal in all regards (without the pitfalls, negatives, or weaknesses of other forms), for you have mastered death. Any being affiliated with death, such as necromancers, the undead, and even manifestations of Death can recognize your nature and will beg and scrape in due to your absolute authority over them.
- As a former Ruler, you have access to their unique ability: **Ruler's Authority**. This telekinetic power costs absolutely no energy to use, and can be used over vast distances with incredible finesse and precision. You can toss enemies across the battlefield and snipe them out of the sky with your controlled weapons, should you wish. This ability is strong enough to affect even godlike beings such as Rulers and Monarchs. Moreover, you will have absolutely no issue using this power in battle alongside your other skills and abilities.
- As with the Rulers, you possess the ability to create Gates: portals to other dimensions known as Dungeons (which you can also create and manipulate). You can completely customize any and all details of the Dungeons you create, whether they are death traps filled with bloodthirsty monsters just waiting for an unlucky explorer or a virtual paradise filled with treasure and attractive women. Yes, you can also use this to make your own fortress. Moreover, the Gates you create are the only way to access these Dungeons, and absolutely no force or entity can enter or exit without your willing consent.
- You also possess all of Ashborn's experience, knowledge, skill, and talent, granting you literal ages of combat skill and knowledge (among other fields). This knowledge will never overwhelm or negatively affect you, and you will never have any issues keeping your sense of identity and self.
- Your infinite willpower is the stuff that even legends aspire to. You possess the ability to force yourself forward regardless of trauma, pain, or suffering, and can shrug off any negative condition that may be afflicted upon you, such as mind control or mental instability. No one may control you, for you are the master of your own soul.
- Unlike the many powerful beings of Solo Leveling, you can control whether or not you (by direct or indirect means) cause Eternal Slumber, a condition caused by an intolerance of supernatural energies.
- As Ashborn defeated the Monarch of White Flames known as Baron, you have the loyalty of Baran's own subjects, the Demons. These Demons are a race of powerful mana-based beings, capable of devouring souls to grow in strength, and have their own

culture based on hierarchies and personal power. Of course, their obedience and devotion to you is second only to your Shadows (in that there is the ever-infinitesimal chance of disloyalty unlike your absolutely devoted Shadows), but they will still serve you with all that they can muster.

- As part of this, you can optionally create your own Demon servants, with every aspect and detail of them being up to your whims and desires. Regardless of how they turn out, they will be absolutely loyal to you and you alone.
- Much like Ashborn and his successor Sung Jinwoo, you possess a phenomenal power: you have no true cap on your abilities. Unlike others with more static strength, your power is akin to a dark and bottomless abyss, constantly growing larger, denser, and darker. This also applies to your various skills and abilities, allowing them to gain new traits and objectively better functionality as you need: your Domain may grant additional effects, your Ruler's Authority may go into atomic manipulation, Shadow Extraction may be able to convert living beings, and so on. The only limit to how far you can go is the effort you're willing to put in.
- You are also capable of granting others access to the System: a magical construct evoking a video game meant to empower others in a variety of methods. You have absolute authority over the System at all times, and can revoke it's power should it be turned against you. You can determine exactly how the System manifests, what benefits it has, and any other details.
- If you feel anything is missing from this Essence or should be otherwise altered.....Fanwank responsibly.

Essence of Tony Stark+

By drinking this Essence tasting suspiciously of metal and alcohol, you become the successor to a rich genius playboy turned knight for the modern day: Tony Stark, better known as the Invincible Iron Man.

- To begin with, you possess a number of boons, to give you a nice foundation to start from and cover any potential gaps you might have.
 - Your possibilities and potential are boundless. You can acquire proficiency in any field or skill, even if conventional expectations suggest otherwise because you are that badass. You can learn any discipline or skill set (even if you aren't capable of it) without forgetting it and practice it into mastery, no matter how much you learn. There is no risk of forgetting what you learn, and you can effortlessly hone your skills to mastery, regardless of the quantity. Any talents derived from this Essence (as well as any others) and power acquired will be enhanced and evolve beyond their original functions.
 - This Essence (and anything derived from it) can't be destroyed, erased, forcibly changed, or stolen. Any items granted by this essence are bound to you and can't be hacked no matter who tries and unbreakable and new items your own, craft or create now benefit from this. Any mental, physical, or spiritual ailments

that plague you will be completely cured upon drinking this essence. You are immune to negative body, soul, and mind manipulations and your powers can't be drained, suppressed, stolen, copied, pierced, bypassed, or altered without your completely willing participation. Even sentient sources of power cannot take their power back from you or hamper your progress. Your powers are your own. Whatever weakness your powers or abilities have are now non-existent. This will also apply to new powers or innate abilities. So, if you somehow get the powers of a Kryptonian, you won't have to worry about that dreaded green rock or red sunlight.

- o You gain a free age and appearance changes to whatever you want. Your new body sits at 10x the peak of your species affecting all aspects of the body, mind and soul attributes such as Strength, Speed, Charisma, Intelligence etc. Combined with your boundless potential all aspects of your person can continuously grow stronger with no limits. You are now biologically immortal, no longer aging when you reach your prime. You may choose to look like your old self or look like someone completely different, in either choice your features will be enhanced to peak handsomeness. Essentially making you into a walking wet dream. Should your race change, you will become 10x the peak of our new race. Should you partake of super serums or magical elixirs they will provide 10x the benefit. You cannot be cloned by anyone unless you permit it and your genetic information is locked, this applies to your descendants as well and will never weaken. Your natural limiter, the factor that dictates that all beings can only grow their strength to a certain level, has been entirely broken and removed. This doesn't just apply to your physical strength but to all aspects of your being, whether physical, mental, spiritual, etc., and applies to all abilities, powers, skills, etc. you may come to possess. Your body has been released from the constraints of normal logic - your muscles no longer dictate how much you can lift, the size of your brain no longer limits how much information it can store or how rapidly it can process things, etc. Given sufficient time or effort there is no barrier you cannot pass, no level of opposition you cannot surmount. Even when doing absolutely nothing you still passively grow your power, surpassing each previous day's version of you by a small increment. This rate of growth continuously increases exponentially whenever you are training or practicing your abilities or are even slightly challenged by any opposition. You are entirely immune to the "world of cardboard" problem and may always perfectly restrain yourself to precisely the limit that you wish to exert yourself and not more. You cannot be sealed or imprisoned under any circumstances, and any attempts to do so will either backfire spectacularly, or be so phenomenally easy to undo they might as well not exist at all.
- o You have a scientific mind that grants you a beyond genius-level intellect and a perfect memory with infinite storage, capable of calculating and processing things faster than quantum supercomputers. You gain Immunity to insanity and memetic hazards. Your mind is a bulwark of the highest order, it is impossible to affect it negatively in any manner. No matter what force is used against you or what stimuli you experience, you can never be driven insane, mentally broken, brainwashed, corrupted, controlled or otherwise inflicted with a permanent mental

imbalance. Additionally, you will instantly become aware of any attempt to read your mind or sense your emotions, all such attempts regardless of how sophisticated, powerful, and unbeatable they may will fail outright, unless you choose to create false thoughts, feelings and memories which will show anyone attempting to mentally scan you exactly what you want them to see. You can accelerate and form multiple independent thought processes, though how much/many completely depends on you. You can obtain the knowledge and information from any data storage device or book just by touching it and this effect can be turned on and off. You can also repair things easily and build them to last. Things you build are black-boxed and are loyal to you. Nothing can make them go against you and they will remain loyal to you and your goals.

- o Your diligence, patience, and willpower are limitless, making you significantly more driven and motivated, no matter what hardships you face you will always persevere. Furthermore, you are also purged of excessive indolence and procrastination. While you still value relaxing and chilling out, you won't put something off if it's important. You are no longer affected by boredom and can find satisfaction in anything you do without losing motivation. The passing of time has no negative effect on your mental health, and you will never experience ennui from doing the same thing repeatedly. You are able to enjoy life to the fullest no matter what.
- o You are not bound by fate, prophecy, karma, or anything else of such nature. Your destiny is your own, and no number of curses or prophecies can decide the course of your life. Additionally, you do not register to someone with foresight, clairvoyance, or other similar abilities any predictions that are made will be made without taking you into account, if you are targeted directly all that the observer will see is static.
- o You are immune to reality and time-warping effects, such as time loops, time locks, being retroactively erased in a paradox due to someone killing your mother when she's pregnant with you, etc. This doesn't mean that you can't willingly stay in a time loop or time lock, only that you can't be trapped in one, and that the effects of the paradox can't negatively affect you in any way.
- o You have a way with the people you are attracted to. You and your partners have unlimited sexual stamina and will stop only if you want. You and your partners will never get bored of sex. You have the sexual skills of a sex deity and porn logic (Including making sure your harem manages to get along since that can be classed under porn logic), as well as NTR protection. No ugly bastard is blackmailing your babes to sleep with them, no yellowhead bastard will try to make a move on your babes, and should they attempt to, fate itself will move to make sure they suffer. This also comes with a fertility control toggle, which can be turned down to zero which means no chance of kids no matter how fertile the other partner, no matter what magic ritual or something else is used. Turn it up to 100 and you will be able to make anyone have a child no matter what the odds are, go ahead and make someone barren pregnant. Don't question how it's possible, it just is.

- o You possess powerful charisma and charm, being capable of talking just about anyone to enter a relationship, or just into a bed, with you. You can easily ignite love and other tender emotions in the heart of even the most frigid or repressed individual. What's more, you'll find that your hooks are extremely hard to remove, and it would take extreme abuse for a prolonged period before you see the figurative spell you weave begin to falter.
- You gain the composite knowledge, powers, skills, & other abilities of every iteration of Tony Stark from the entire Marvel Multiverse past & present. This includes “normal” Tony Starks (like from the MCU or Earth-616), but also irregular variants like the one who became Ant-Man, the Stark who was named Sorcerer Supreme, and even the Amaglam known as Iron Lantern. This composite also extends to anyone who has taken up the mantle of Iron Man or a similar identity, such as James Rhodes, Pepper Potts, Nathaniel Richards, and Victor Von Doom, to name a few.
- Much like Tony Stark, you are a Super-genius. Tony is a mechanical engineering prodigy and one of the most intelligent people on Earth, if not the entire Marvel universe. Eternity, one of the most powerful cosmic entities Marvel has ever seen, has called him the world's greatest engineer, and fellow genius hero Reed Richards has deemed him as the world's best multitasker. Tony is capable of great creativity and innovation, even while in the heat of battle, coming up with incredible tactics and maneuvers even though his armor might be compromised. As an example of his prowess, he is able to intuit the future based on current trends and can use this on a smaller scale to predict the way an interaction with a person can go. You now have this same level of genius as a part of you, without the drawbacks that should come with it. That means your intelligence will not hamper your social skills and abilities, you won't find relating or explaining to others to be a chore, and you will never become bored (to name a few nullified drawbacks).
 - o Optionally, this comes with any number of degrees, licenses, and certifications (and the education, knowledge, and experience needed for them) that you wish to have, fiat backed to be valid for you in any universe you exist in. This also means that you will be similarly acknowledged even if your current setting doesn't have the same education/knowledge structure (IE, being a trained medical practitioner will have you be recognized as a healer in medieval worlds and the like). Moreover, you never have to renew any certifications or clearances. Yes, this includes driver's licenses.
 - o Optionally, you receive fiat backed multiversal identification, so you don't have to worry about a lack of history upon entering new worlds. The background and information in this identification will match your preferences and abilities. So, if you learn eldritch magic and go into the world of Harry Potter, your new background in that world would be a wizard. Moreover, your identification will shift into a form acceptable for the world(s) you are currently in, so you don't have to worry about confusing the local cavemen with your shiny hololD.
- Just like Tony, you are an engineer second to none. And, as an engineer, you are possibly the greatest problem solver to ever live. You are capable of fixing (and even improving) any machinery, inventing any device, hacking any system.....given enough time, there is no problem you cannot solve. This even includes such odd problems like permanently stopping a bird shaped conceptual entity of life and renewal, or depowering

an omnipotent despot hellbent on recreating existence in the shape he pleases. Yes, this means you can even manage to kill things that should be absolutely immortal and unkillable.

- o You are also capable of immense production capabilities, to the point where making a Dyson Sphere around the sun within a couple of years is more than doable, to say nothing of what you can do if you actually try.
- You are a master businessman, bar none. You are a master at accounting, business forecasting, economics, efficiency, management, motivation, paperwork, legal work, and all of the other skills and abilities that might even be vaguely related to the field of business or running a company/organization. You can make a humble one-man start-up into a Megacorp that dominates the entire world, and even beyond, in just a few short years. You can command the attention of people when you speak, earn the unbreakable and undying loyalty for anyone working for you. Even spies or those with every reason to betray you will slowly find themselves becoming loyal to you and your visions because you're just that good. No one who works for you will ever betray you for a cheap cash grab or a misplaced vendetta. Whatever path you pick in the business world, it'll be a cake walk for you.
 - o Building off this, you optionally have your own company, much like Tony's own Stark Enterprises/Industries/Solutions/etc, completely customized and designed by you in every aspect. This includes any facility layouts and locations, products, structures, staff, and more. You can also use this option to import customized versions of any other Marvel characters (or expies of them) as members of your staff. So yes, you can have a harem of competent superhero Waifus help you run your potentially not so ethical megacorp (should you wish).
- You are extremely politically and legally savvy, to the point where you can easily become the President or something similar without relying on any cheating or other tricks. Legally operating as a superhero or leading an entire organization of superheroes is well within your capabilities.
- You are perfectly capable of hiding your secret identity, should you wish to avoid being unmasked. All evidence pointing toward you and a hero being one in the same is dismissed as circumstantial if it's even addressed at all, no one will notice if your funds are being used to secretly construct a secret base in orbit, and so on and so forth. To put it bluntly, your very identity is completely hidden from any scrutiny or prying that you do not allow.
- You are a master tactician and can quickly formulate battle strategies and new plans if the situation changes. You can very quickly come up with plans to defeat enemies in different situations. Tony once simultaneously put Reed Richards in check on five different chess boards. And now, so can you.
- Tony is an expert combatant, having received training from masters of combat like Captain America, Black Widow, Black Panther, Shang-Chi, and more. Just like him, you are more than capable of holding your own even without any methods to support your strength and power, even against much stronger beings. You also get all of the experience and instinct that Tony has with using this training.

- o Additionally, Tony is a skilled swordsman and marksman. He can handle the firearms he creates, is a deft hand with a blade, and is a phenomenal shot with his various repulsors and other ranged tools. These skills are now yours and can obviously be improved upon.
- Just like Tony, you are now multilingual, able to communicate in a number of languages fluently, including Japanese, Mandarin Chinese, Spanish, French, Russian, and Korean, to name just a few. You also know several middle eastern languages including Urdu.
- At some point Tony was attacked by Mallen, a man enhanced with the Extremis super-serum, leading Tony to take the serum himself in order to heal his broken body and grant him the edge he needed. And so, you possess your own enhanced Extremis modifications. In general, this serum could be considered an equal to the Super Soldier Serum and Heart Shaped Herb, even leaving out its other benefits. In terms of other benefits? Extremis grants you the ability to communicate with and control any sort of technology, superhuman agility and reflexes, a regenerative healing factor on par with Wolverine, superhuman endurance, significantly enhanced brain function, a modified physiology far more efficient and healthy than the average person, the power to heat up your body to incredible temperatures and spew fire, the ability to survive in any environment without food, water, or air, superhuman strength, and potentially even immortality (just to name a few). Tony has even used his Extremis to store nanoparticle components of his suits (and even his entire suit) within his bones. As an added benefit, your Extremis and the enhancements it brings is completely immune to any outside tampering or influence.
 - o As an additional benefit, while your augmentations are inviolate, you are perfectly capable of being healed with techniques and technologies meant for “normal” humans. Moreover, your augmented physiology will cause no issues for yourself or your health.
- You now have the ability and know how to make biological enhancements to yourself and other human beings. This includes knowledge on how to accurately and efficiently augment the human body in a variety of ways (including a number of super serums and empowerment methods), as well as knowledge on biological and genetic anomalies like the X-Gene. With time and research, you can apply this knowledge to other species.
- You have a spark of the Power Cosmic, the same phenomenal power that makes Galactus so feared. Tony himself owned a portion of the Power Cosmic for a time as the “Iron God”, and you too have your own, separated from any outside influences beyond your own, and capable of growth. To start, the Power grants you superhuman attributes, regenerative healing factor, self-sustenance, cosmic energy manipulation and more as but a mere ember of power; to say nothing of what you could be capable of with further growth and development. As an added benefit, you have all the benefits of the Power Cosmic without the drawbacks (such as potentially losing your soul).
 - o Optionally you may instead choose to immediately become as powerful as Galactus, with none of his drawbacks, like his unending hunger.
- You have a pair of superpowers that Tony would probably kill to have:
 - o You are socially and interpersonally competent, and will not make enemies and adversaries of others through careless actions or mistakes. Only constant willful

effort to antagonize someone will get them to hate you, and you are perfectly capable of defusing the situation and having them become a strong ally. You are also remarkably capable of gaining the complete forgiveness and trust of others whose lives you have utterly ruined, so long as you make some token effort of guilt and repentance.

- o You are immune to the negative effects of all sorts of illicit and altering substances, including narcotics, alcohol, and more. You are fundamentally incapable of becoming addicted or addled, and will because to guzzle down alcohol like it's water without any effects.
- You now have access to a database holding all the technologies and innovations of Tony Stark, his company, and more from across the various Marvel continuities. From the R.T node to his various armors, his notes on A.I., the Arc Reactor, StarkWare, Jericho missiles and far more....you have a database of it. This also extends to everything relating to the other individuals from the composite. This database is extremely intuitive and easy to use, will update based on the setting(s) you find yourself in, and possesses the ability to combine its data to produce new developments and more effective designs. You are also able to understand and recreate anything in the database. Moreover, nothing in this database can harm you, not even memetic information. Should you lose it or have it be destroyed, you can summon a fresh copy to you at any time.
 - o This also comes with a replenishing supply of materials with mundane materials restocking hourly, though more rare or exotic materials may take a week or up to a month depending on said material. You have 15 tons of each material which are kept in a pocket dimension that can't be breached by anything, being, or force. You may also use this dimension as an inventory. Everything you make is completely Black-boxed and immune to outside tampering and study. You know how to add and remove the Black-boxes.
 - Building off this, everything you create will work exactly as you intend it to, and nothing you make can be used against or otherwise go against you, so you do not have to worry about your armor becoming sentient, or your AI being overcome with daddy issues. For AI and other sentient beings specifically, they will be completely loyal and irrevocably obedient to you above all.
- Of course, you can't be a passable Tony Stark if you don't have the thing that helped etch him into the hearts and minds of his world and worlds beyond: your own suit of Iron Man Armor. You are able to freely create your own armor, be it a copy of a canon armor, an idealized combination of all of Tony's various armors, or whatever else you desire.
 - o Additionally, you possess your own Badassium-core Arc Reactor, a powerful self-sustaining energy supply. In your case, your Arc Reactor is a true perpetual motion machine, capable of supplying an infinite amount of energy. You have all the knowledge and ability to create even more of these Arc Reactors, and can even improve upon their designs.
- To say Tony Stark is rich is a laughable understatement. To say he has more money than God is a bit more accurate. You now have 50 billion dollars (or equivalent) that is kept in an interdimensional bank account in your name. It comes with a platinum card and infinite cheque book linked to an untraceable account and, should you have a phone, the account has an app as well with a function to auto invest your funds for you. Using these items at any ATM, bank, or similar service will not raise questions or suspicions and will

be available in any world you travel to. Should the card or cheque book be lost or stolen they will return it to you as soon as needed. No one can access or use these items without your permission.

- o You can spend however much you like without worrying about the economy crashing with how much money is being circulated into it. It will instead 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, after ten 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 your money and will never tax you. No one will ever question you about this.
 - o 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 where they need to be.
 - o You can magically exchange one form of currency you wish for another.
 - o 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 local tech base is advanced.
- If you feel anything is missing from this Essence or should be otherwise altered.....Fanwank responsibly.

Essence of the Successfully Failed Transmigration

By drinking this Essence of Magic and fantasy, you have brought the magic and wonder of a stereotypical Isekai world to the "normal" world.

- You may remake your body however you want. The exact details are up to you, but, as a default, you will be at the peak of health in all aspects (physical, mentally, emotionally, genetically, etc), and extremely resistant (if not outright immune) to degradation of that health in any fashion.
- You have received improved versions of the standard Isekai perks, all displayed in a handy user interface of standard LitRPG System fashion. These abilities would normally require mana or other energy not local to a mundane world, but you have a functionally unlimited amount of mana to use these abilities:

- **[Appraisal+]** - The user can draw information from the "Information Archive" , a repository of information both past and present, about any object in sight or within a set range centered on the user, defaulting to 100 meters. This information can include history, current status, health, weaknesses, current addresses, and far more. Moreover, the Skill can detect any sort of stealth or concealment ability and be used without being noticed by the target. Additionally, this Skill supports search and reverse lookup, including those searches made with imagined words and proper nouns, and will guide you to the searched target(s). An unlimited amount of appraisal results and history can be saved, and you can view the latest information about the saved appraisal results at any time.
- **[Infinite Storage+]** - The user can insert and remove items within a 10-meter radius around the user into and out of an altered space, with no limit to the volume or weight of stored items. Objects are stored in a state where time has stopped, but the time can be set to elapse arbitrarily for each object (but time cannot be reversed).
 - Any stored items must be inanimate objects and things without sentience, so corpses and collected plants are allowed. Moreover, the Storage has a Dismantling option when storing carcasses or other harvestable items, as well as a Maintenance function to maintain and repair the stored items to their best condition (rebuilding defective items and restoring consumables are not allowed).
- **[Language Comprehension+]** - The user gains an understanding of all languages at the native language level, including reading and writing, as well as the ability to communicate at the same level. This includes both formally accepted language, as well as cultural idioms and the context behind them. Additionally, the user can also consciously change the language used.
- **[Return+]** - The user can instantly move to a set home point from any location, under any circumstances. Once the home point is changed, it cannot be changed until after midnight the next day. After returning to the home point, the user can return to the original location within one hour. Up to five home points can be set at any given time, but new home points can only be set up or changed locally. The status of the area around the home point can be checked from a remote location, allowing you to see if any dangers are present before transfer.
 - As an aside, you already have a saved home point located in another world. You can choose whether this is some fictional world or a "generic" fantasy setting.
- **[Healthy Body+]** - An ability that keeps the body and mind of the user in top condition, making them more resistant to injuries, illnesses, and abnormalities, while also speeding up recovery. This Skill works on even chronic or otherwise incurable conditions, such as trauma or mental illness, allowing for any and all damage to be recovered given enough time. This means you can constantly exert yourself with little in the way of rest and recovery time, though you are kept at a healthy condition by the Skill regardless. Moreover, a lesser version of the

Skill can be shared with those who take in part of the user's body, such as bodily fluids.

- Of course, it wouldn't be a true Isekai scenario if you didn't have true Cheats of your own. In your case, you have two:
 - **[Magic Creation]** - The ability to create any sort of magic the user desires. Even more absurd abilities like passively growing while you sleep are very much possible to create. However, all magics made require expensive amounts of magic to require depending on just how powerful they are.
 - **[Super Growth]** - The ability to have maximized potential and growth. You can rapidly grow in strength with the bare minimum of effort (if even that), to the point where you can acquire full mastery of a power just by spamming it over and over for a while. This also maximizes your ability to acquire other Skills and similar powers.
- Optionally, you can also have any other "Isekai Standard" abilities (as well as enhanced versions of them) that you please. This includes Harem-gathering Skills, aptitude for all abilities, experience multiplying perks, a LitRPG style status screen/System with assignable points and stats, and so on.
- You can hold any number of Skills, perks, and other powers without issue and with no conflict between powers. You also possess complete control and awareness of all your abilities at all times.
 - Your System, your Skills, and everything else from this Essence (or derived from it) is compatible with other systems, so acquiring a Skill to interfere with other abilities outside it will work just fine for you. In addition, nothing from this Essence or derived from it can be stolen, nullified, manipulated, or otherwise negatively tampered with by any force or being should you not allow it.
- If you feel anything is missing from this Essence or should be otherwise altered.....Fanwank responsibly.

Essence of the Waifu Primarch Partner (Warhammer 40K)

By drinking this Essence of "divine blood" and oxytocin, you become a romantic partner worthy of demigod warlords/warladies.

- You may remake your body however you want. The exact details are up to you, but, as a default, you will be at the peak of health in all aspects (physical, mentally, emotionally, genetically, etc), and extremely resistant (if not outright immune) to degradation of that health in any fashion.
- You gain a romantic partner in the form of a Primarch, a genetically engineered superhuman meant to help lead humanity (be it through diplomacy or force). As a good rule of thumb, at a baseline, a Primarch can do everything a human can but far superior, though each Primarch has their own area of expertise where the only being possible of even potentially competing with them are other Primarchs and the Emperor himself.

- Optionally, you can have more than one Primarch as your partner, even all of them should you wish.
 - Optionally rather than (or perhaps in addition to) Primarchs, your partner is the Emperor (or should we say Empress) of Mankind. Good luck!
- At a base, your chosen Primarch will have a good deal of affection for and compatibility (in terms of likes, interests, kinks, and so on) with you, though actually putting effort into the relationship will result in you having a superhuman warrior willing and able to engage in war with the entire galaxy for your sake.
 - Building off the above, you can customize exactly what sort of history and relationship you have with your Primarch: perhaps she sees you as someone she has to protect at all costs, maybe you're the childhood friend who had her back all her life, or could you be a former enemy that she took a liking to....just about anything goes.
 - Optionally, your Partner(s)' affection can even spread to their gene-daughters, the Space Marines.
- Of course, being a romantic partner of an asskicking demigoddess who can turn a rhino's skeleton into powder with a causal backhand comes with many physical challenges. Like the immense fear that comes with your body being broken like a pack of cheap tissue paper by your partner trying to give you a gentle hug (or perhaps more intimate gestures). In your case, however? Your body is reengineered on every possible level to keep up with your needs, such as increased muscular strength, enhanced spinal and bone durability, and a healing factor that will adapt to and perfectly heal any injuries or illnesses you might suffer. And your sexual abilities? You could outsex and satisfy a horde of Slaaneshi Greater Daemons with stamina to spare.
 - Building off the above, you've undergone a perfected version of the Juvenat treatments, safely prolonging your life and youth indefinitely without any negative side effects. This treatment also allows you to regenerate from any otherwise crippling injuries, including the destruction of most of your body.
 - Additionally, you are capable of getting your Partner pregnant (should you wish) despite the Primarchs and Astartes being engineered to be sterile. Any pregnancy will be safe for the mother, and is guaranteed to result in a happy and healthy child. You also have the ability to toggle your fertility should you not wish to bring an innocent into this depraved world.
- You can do an excellent job in keeping up with your Primarch, both in terms of physical ability and in regards to your competence in a wide variety of matters. Essentially, you are at bare minimum extremely competent in every field imaginable, and you can easily thrive in any role you choose to fill, whether that's the infantry of the Militarum, the prestige of a Rogue Trader, or perhaps even the glory of a High Lord or similar. Of course, you could be more than just competent.
- You are perhaps yet another threat that Chaos would see destroyed: your very nature is Anathema to the corruption of the Warp as well as those who reside in it. Your very presence halts and reverts any Warp or Chaos corruption, and prevents you from being affected by Chaos or their followers. You may even be able to spread this and purify the corrupt and tainted.

- You have a great deal of Psyker prowess and talent, enough that you can even keep up with some of the Psyker-inclined Primarchs. Sure, you can't compare to Magnus or Malcador, let alone the Emperor, but you are still formidable nonetheless.
- You are more than capable of coping with the horror and trauma that comes with the Grim and Dark future, and maintaining your core "humanity" even when others would be broken. Your will is immutable, your mind perpetually sane, and no horrors can shatter you.
- You are brilliant and peerless when it comes to interpersonal interactions and therapy. You are perfectly capable of defusing the myriad issues that your Partner(s) may be suffering from, including trauma and parental struggles. This also means you are a fantastic parent, should you have any kids.
- You can summon any weapons, tools, vehicles, and other equipment from any Warhammer 40K media or work, not just the Imperium. This also includes any ammunition or fuel they might need. You have full knowledge and experience when it comes to using whatever you summon.
- You can speak, write, and understand any languages and cultures from Warhammer 40K, even those you should not be biologically able to.
- Nothing from this Essence (or derived from it) can ever affect you negatively or be used against you, should you not wish it.
- If you feel anything is missing from this Essence or should be otherwise altered....Fanwank responsibly.

Essence of the Forerunner (Halo)

By drinking this Essence made of hardlight, you have inherited the power of one of the greatest empires to ever exist.

- You may remake your body however you want. The exact details are up to you, but, as a default, you will be at the peak of health in all aspects (physical, mentally, emotionally, genetically, etc), and extremely resistant (if not outright immune) to degradation of that health in any fashion.
- You have become a Forerunner, a member of the lost progenitor race that ruled the Galaxy ages in the past. In general, Forerunners were superior to modern humanity in every way, with superior physical prowess, genius intelligence, longer lifespans, and far more advantages. You can choose exactly which Forerunner Rate you are a member of (with the corresponding mutations to match), or you can be an idealized merge of all the Rates.
 - Optionally, you may appear as just an advanced human, as was originally intended by Bungie.
- You possess prowess, knowledge, and capability, comparable to the very best that the Forerunner Ecumene had to offer. You are more skilled in war than any human force could ever hope to be, your understanding of biology and genetics allows you to program ideas and knowledge into DNA itself, your political acumen could let you

convince entire empires to follow you unconditionally, the objects you engineer could stand eons without any loss in function....all this and more is now within your grasp.

- You rank among the very best the Warrior Servants have ever seen, having mastered war and its various facets to the degree it could be considered a sort of art. Not only are you trained in every form of combat imaginable, but your grasp of tactics and strategy is nothing short of legendary. You are more than capable of utterly destroying a numerically and technologically “superior” foe with just strategy alone. Additionally, your mind is capable of easily keeping up with hundreds of thousands of individual units across a vast battle and controlling each as if you were personally there.
- Your prowess as a Lifeworker is nothing short of extraordinary, your mastery of biology and genetics unquestionable. You can effortlessly treat any injury, illness, or infirmity short of death. You can safely induce Rate mutations or similar genetic modification in any entity you wish, to the point where you can easily advance the evolution of more primitive races (and devolve them just as easily). You are also perfectly capable of replicating the organic “science” used by the Forerunner splinter society discovered by the Librarian.
- As a Builder, you might as well be a king of science and craft. You are an unrivaled innovator, inventor, engineer, and craftsman in general, capable of crafting wonders that others would deem impossible and making them last for eons without any degradation or loss in function. Your ability to invent and create is best described as “yes”, and recreating Precursor structures like the Star Roads and science like Neural Physics is well within your abilities. Additionally, you are a statesman and leader without compare, capable of forming a devoted empire rivaling the Ecumene at its height with your charisma and charm alone. Your political acumen is such that you can have even your most hated enemies dancing to your tune while still believing they are opposing you and your goals.
 - Your production capacity is utterly insane, to the point where building superstructures and even artificial worlds is the work of a couple of slow years, at absolute worst. Should you put effort toward making things? Well, no one else could even come close to comparing.
 - You can retroactively “update” and expand your creations, technology, and possessions with any new technology or science you have access to, in case you don’t want to go through the effort to replace the energy systems in your kilometers long ring-world with a more effective one.
- Of course, this is all just a minor example of what you are capable of.
- You are immune to corruption and infection in all forms, and your mind and will cannot be perverted or broken by others. Nothing that can be mustered by entities and forces like the Flood can negatively affect you, not even through something like the logic plague.
- The prolonged lives of Forerunners mean that it’s easy for centuries to pass in the blink of an eye, even without external support. In your case, you are perfectly capable of living

for entire eons (with all that entails) without any consequence to your wellbeing. You can keep enjoying life without being bogged down by boredom and the ennui of time, your memory will not fail and leave entire swathes of your life forgotten and lost, the deaths of loved ones will not destroy your will to live, and so on.

- As a Forerunner, you possess your own personal armor/Combat Skin. In general, this armor, even the civilian model, is on par with even the powered suits used by humanity, such as the MJOLNIR. They provide protection physically and mentally, enhance memory and mental processing, providing medical treatment and granting borderline immortality, all on top of having a personal Ancilla (or AI) to help manage it all. Some even have the ability to generate torsion fields to grant something between a tractor beam or telekinesis. Combat Skins are even more powerful, with lower rank Skins being capable of utterly trashing even the best personal equipment humanity and the Covenant have to offer, and even being capable of adapting to the attacks of foes to become borderline invincible. Of course, that is but a taste of the power that your armor is capable of. You can freely customize how your armor looks and what functions and features it has.
- You have your own AI companion, comparable to Contender-Class Ancillas. This AI, which can be housed in your armor or any other storage device, is capable of blowing any number of Smart AI out of the water even at a fraction of its full potential, let alone what it can do with actual effort. Moreover, this AI is capable of constant evolution and growth, allowing it to eventually rival even something like Culture Minds in time. This AI is of your own design, having the voice, appearance, name and personality you want it to have. You can also choose exactly what sort of relationship you two have, from the AI being a servant to a caretaker to someone who loves you. But no matter what, the AI is irrevocably loyal to you, with the same absolute devotion to you that Cortana has to John-117. The AI is also immune to Rampancy, corruption, subversion, or other methods that would cause it to betray you, and can take on a physical form at will. Yes, you can use this to take and upgrade canon AI like Cortana.
 - Should something happen and you lose your AI (or should they be destroyed), you can summon them or a fresh instance of them to your side at any time.
- You can summon to you any weapons, tools, vehicles, and other equipment from the Halo Universe and its various mediums, not just from the Forerunners. This also includes any ammunition or fuel they might need. You have full knowledge and experience when it comes to using whatever you summon.
- The advanced technology of the Forerunners has had negative effects on their natural instincts, as well as their ability to survive without such technology. In your case, however, this is not a problem, for you are capable of survival and success without your advanced technology and science. You are perfectly capable of starting a galactic empire from nothing.
- You can speak, write, and understand any languages and cultures from Halo, even those you should not be biologically able to.
- Like a certain SPARTAN, you have exceptional good fortune, allowing you to survive and thrive despite all logic saying you should fail catastrophically. This luck can manifest as

finding weapons or other tools, being center for important events (or avoiding them, should you wish), as well as a variety of other expressions.

- You are capable of truly killing and ending any foes you face, even if they can manipulate time or are “godlike” beings with control over reality structures like the Precursors. This also means you can destroy foes without having to resort to galactic genocide to “starve” them out.
 - This also means you are capable of creating technology that can defend against “exotic” threats and attacks, including Slipspace Reconciliation and time locks.
- You are a true holder of the Mantle of Responsibility, the duty of protecting other races and helping them develop. You can help uplift lesser races without risking the growth of greed, arrogance, or other traits. You can help develop an entire galaxy where peoples of all races and backgrounds exist in perfect harmony and satisfaction with each other. Unlike the Forerunners who usurped the Mantle, you are immune to the arrogance that prevented them from truly earning it, and are more than capable of empathizing and understanding other “lesser” races without any judgement.
- The Forerunners and their mastery of the galaxy led to them being respected and worshiped even millenia after they vanished, leading to the development of religious societies like the Covenant. You may optionally choose to have your own Covenant, a collection of races who follow and worship you, obedient and devoted to you to the point of gladly dying for your whims. Of course, you can also customize just how their loyalty manifests, should you want allies rather than zealots. You can customize everything about your Covenant, including rituals, laws, and even make up. Yes, you can include species from other settings.
- You have your own race of absolutely loyal Huragok followers, a race of biomechanical-pseudo computer workers with incredible prowess of technology. These include both Engineer and Lifeworker variants, and they can create more of themselves should anything happen to them.
- You become the owner and commander of the Mantle’s Approach, the most advanced ship the Forerunners created. This warship is massive, but is frighteningly fast and armed enough to wage a war or ten on its own. The Mantle’s Approach is composed of hardlight and programmable matter, easily allowing you to reconfigure and reshape it as you please. The ship is also completely self-sufficient, capable of providing its own food, ammunition, and other supplies, and doing its own repairs and maintenance with appropriate materials. It also has a version of the Vacuum Energy Siphon used by the Forerunners for power, granting infinite energy (without aborting alternate universes or any other such caveat). The Mantle’s Approach can be flown and maintained by just your Ancilla companion, and you can summon it to your side (or summon yourself and others to it) at any time. Should it be damaged, lost, or destroyed, you can summon a fresh instance of it to you at any time.
 - As an addition to the Mantle’s Approach, you gain the ability to safely travel to other realities in the Omniverse.
- Optionally, you also gain authority over a perfect copy of Installation 00, the Greater Ark, positioned outside of the Galaxy. The Ark is a massive fortress and foundry, capable of making both Halo rings as well as any other Forerunner technologies. The Ark is

exceptionally easy to maintain and upgrade, and can "remember" any upgrades or enhancements made to it. This installation also has a perfected Vacuum Energy Siphon for infinite energy (without aborting alternate universes or any other such caveat). You can also summon it to your side (or summon yourself and others to it) at any time. Should it be damaged, lost, or destroyed, you can summon a fresh instance of it to you at any time.

- Like the Mantle's Approach, the Ark possesses the ability to safely travel to other realities in the Omniverse.
- Optionally, you can take any other Forerunner structure or creation, such as the various Shield Worlds, Dyson spheres, and other wonders that are left ownerless in the galaxy. Naturally, this includes much of the abandoned infrastructure and war material the Forerunners constructed across their reign. Much like the Mantle's Approach and the Ark, you can also summon any of them to your side (or summon yourself and others to any of them) at any time. Should any of these structures be damaged, lost, or destroyed, you can summon a fresh instance of them to you at any time.
- You have a renewing supply of raw materials and elements for whatever you might need: repairs, crafting, trading, what have you. This includes every element on the periodic table, plenty of titanium and other alloys, as well as the nearly indestructible materials used by the Forerunners.
- You possess a data storage unit containing the complete and unredacted information, knowledge, science, and other data from the Halo universe. This database is extremely intuitive and easy to use, will update based on the setting(s) you find yourself in, and possesses the ability to combine its data to produce new developments and more effective designs. Moreover, nothing in this database can harm you, not even memetic information. Should you lose it or have it be destroyed, you can summon a fresh copy to you at any time.
- You'll be given both the Domain (an esoteric quantum information repository that was once used by the Forerunners to contain vast amounts of knowledge, most notably their cultural & ancestral records), as well as Slipspace (FTL Dimension) access, this follows you around regardless of the universe that you travel to.
 - You can use Slipspace as a kind of hammerspace/pocket dimension to store your things if you desire. This includes handheld items, weapons, vehicles, and even your ship and Ark (should you wish).
 - You have a complete understanding of Slipspace and its properties and physics, and can use Slipspace no matter where you are. You can easily use Slipspace to quickly travel around the universe, and are even capable of using it for short range teleportation and other tricks.
 - The Domain starts completely void of information & is meant to serve as a repository for your information. So no Abaddon either. Only you and those you designate can access these dimensions & you can revoke access at any point in time.
 - These realms cannot be destroyed, corrupted, or sealed by any means.

- Nothing from this Essence can be stolen, subverted, or otherwise used against you. This also means anything you use/create can be blackboxed and immune to reverse engineering.
- If you feel anything is missing from this Essence or should be otherwise altered.....Fanwank responsibly.

Essence of the Kaleidoscope

By drinking this Essence, you have become aware of the most fundamental forces of existence, and gained dominance over them.

- You may remake your body however you want. The exact details are up to you, but, as a default, you will be at the peak of health in all aspects (physical, mentally, emotionally, genetically, etc), and extremely resistant (if not outright immune) to degradation of that health in any fashion.
- You have become attuned to not only the fabric of space and time, but the very essence of the Omniverse itself. What you can accomplish with this is limited only to your creativity, imagination, and experience.
 - As a part of your new attunement, you possess a special sort of awareness of the potential of existence; all worlds, timelines, realities, planes, and possibilities are now within reach of your new senses, past, present, and future. You can easily peer into the actual future (not just a prediction like others may have) with the same ease as flicking your eyes to the side, the same of which can be done to view past events. Of course, your mind is more than capable of keeping up with the unfathomable amount of knowledge and information you now have access to, including an infinite “perfect” memory, and the ability to keep your awareness and sense of self regardless of what happens.
 - As a natural extension of your power, you find yourself able to manipulate those worlds, times, planes, and possibilities to your will, and even travel between them with safety and ease. You can practically hopscotch across the infinity of creation, and traveling to the past and future (or any variations thereof) is as easy as stepping to the left.
 - You are immune to the negative effects that would come with traveling across space and time; you are completely immune to any sort of paradoxes or temporal related “damage”, you can exist in planes that are inherently hostile to anything and everything, you are unbound by otherwise unbreakable laws local to whatever reality you might be in, and so much more.
 - Moreover, you can use any local power systems or abilities for whatever world you travel to, without being bound by them. You can take advantage of a LitRPG-verse’s leveling and Skill based system without being controlled by the “gods” who made and operate it.

- Additional uses of your new powers are limited only to the imagination, no matter how impossible what you do should be: Drawing in alternate versions of people to fight under your control, copying powers from alternate selves or fictional characters, banishing any harm you suffer into empty universes, fixing a destroyed neighborhood by overlapping a pristine version on it.....These and any imaginable manipulation of space and time (time travel included) are within your reach, the entirety of infinity at your fingertips.
 - Naturally, this also includes any other abilities used by any "lesser" travelers of time, space, and realities.
- Nothing from this Essence (or derived from it) can ever affect you negatively or be used against you, should you not wish it.
- If you feel anything is missing from this Essence or should be otherwise altered.....Fanwank responsibly.

Essence of a Different Kind of Rick

By drinking this Essence of Genius and peace, you become the greatest Rick to ever live.

- You may remake your body however you want. The exact details are up to you, but, as a default, you will be at the peak of health in all aspects (physical, mentally, emotionally, genetically, etc), and extremely resistant (if not outright immune) to degradation of that health in any fashion.
- You have become Rick Sanchez, the smartest being in the universe, an infinite number of which travel across the various realities of existence in search of adventure, power, and some way to fill the empty void inside them. Or, to be more accurate, you are both a Rick and yet not at the same time, a sane and happy man in the sea of amoral misanthropes: a Different Kind of Rick.
- As a Rick, you have access to incalculable genius, creativity, knowledge, and far more. Your capacity of engineering, innovation, and creation is best described as “yes”, for you can create wonders that should by all means be impossible; tools for true immortality, weapons to slay “gods”, methods for generating infinite energy, realities designed from the ground up, and so much more. You can make or enhance anything that you desire, no matter how absurd or impossible.
 - You possess utter mastery of every field of science and knowledge possible, and even several that should be impossible. Even more mystical arts like magic are not beyond your reach and mastery.
 - You are also perfectly capable of completely concealing yourself from anyone you do not wish to find you, no matter the method used; you will not need a Morty to cancel out your “Genius waves”.
- Ricks have used their genius on the world around them, and on themselves. Your body has been functionally reengineered from the ground up, and given a variety of augmentations and implants for every situation imaginable. To give an example of what

tools you have hidden under your flesh, you have reinforced skeletal and muscular systems, hidden blasters and weapons, nanotechnology to heal and reshape your body as needed, implants to remove your ability to suffocate, and much more. The exact nature of what enhancements you have is up to you.

- Ricks are seemingly defined by both their genius and their misery. More than a few of them have lost sight of the things they truly should value in the face of infinite potential and horrors. In your case, you are the greatest anti-nihilist ever. You know how horrible existence can be, yet you instead focus on the wonders and the joys rather than the misery and suffering. Your mind, will, and soul can never be broken, for accepting the futility of life has made you unbreakable.
- Many Ricks have considered themselves gods, arrogance that blinds them even further to the variety of flaws that they already ignore. In your case, you are well-aware of your various shortcomings, personality flaws, and other “defects”, and are more than capable of dealing with them in a healthy manner.
- The arrogance of Ricks has also caused many ethical dilemmas, usually by their various creations malfunctioning or turning against them, if not by the nature of their creations period. Not only are you capable of finding ethical and effective solutions to any sort of problem or challenge you face, but any creations, inventions, or item you have (or come into ownership of) will always work as intended, and cannot be turned against you by any means.
 - You may also possess the various creations, tools, and items used by other Ricks, now under the same protection as your own gear. This includes things like Memory Guns, Decoys, Lightsabers, and even something like the Omega Device.
 - Your various items, technologies, creations, and other possessions are also blackboxed, immune to absolutely any sort of tampering, sabotage, or reverse engineering that you yourself do not actively consent to. Even entire races who make it their mission to learn just a fraction of your knowledge will be left without any reward for their efforts.
- Ricks have mastered various methods of “immortality”, many of them based around transferring their minds and consciousness into other vessels (without much regard to the ethical dilemmas caused by such behaviors). In your case, you have mastered the ability to exist beyond death, allowing you true immortality as an indestructible and invulnerable soul, capable of existing for all eternity without any negative effects. Moreover, any transference into other vessels will always work as you wish them to, even if the vessel or body in question should not physically be able to house your soul or your beyond genius intellect.
- You are a wholesome, wise, and capable familyman and father: you are perfectly capable of raising a feral psychopath of a child into a healthy, happy, and productive member of society. You are capable of providing for your family in any and every way imaginable, such as pleasing your space goddess wives into a blissful stupor, helping your children through depression, as well as any other situation.
- As a Rick, you have three items seemingly shared by all Ricks:

- **Space Cruiser** - Your chosen ride through the cosmos, the humble Space Cruiser is a small spacecraft capable of taking you anywhere in the universe at incredible speeds, without relying on special means like Hyperspace or similar. Moreover, the Space Cruiser has a wide variety of additional functions and equipment, such as a mobile lab, a loyal AI capable of acting on your behalf and defending you, and an ethically sound perpetual energy generator, to name just a few things the Cruiser has in store for you.
- **Lab Coat** - What sort of scientist would be without his protective gear? You possess a self-cleaning and self-repairing white lab coat, which easily identifies you as a learned and wise person no matter where you might be. Moreover, the Lab Coat can act as an extremely effective protection against any sort of hazard or harm, such as dealing with toxic environments, potent infections, or radioactive materials. Moreover, the Lab Coat can act semi-autonomously to protect you from harm (either by guiding your body or outright using itself to restrain foes), can transform into a variety of different outerwear, become power armor, and so much more.
- **Portal Gun** - Possibly the single most important tool in the arsenal of any Rick, the Portal Gun is what makes their travel across realities possible. Your Portal Gun has infinite Portal Fluid to use, is extremely intuitive for your use, and is unbound by the confines of the Central Finite Curve, allowing you access to the true scope of infinity. Of course, you can also use the Portal Gun as an intra-reality teleporting system, or perhaps as a time machine. Not only this, but you can easily install Portal technology into other objects, such as ships or even something as massive as the Citadel of Ricks.
- Should any of these items be damaged, lost, or destroyed, you can summon a fresh instance of them to you at any time.
- If you feel anything is missing from this Essence or should be otherwise altered.....Fanwank responsibly.

Essence of the Fanon Boosted Gear (High School DxD)

By drinking this Essence of dragon blood and dominance, you have become bonded to a relic of god-slaying power: the Hand of the Red Dragon Emperor, the Boosted Gear.

- You may remake your body however you want. The exact details are up to you, but, as a default, you will be at the peak of health in all aspects (physical, mentally, emotionally, genetically, etc), and extremely resistant (if not outright immune) to degradation of that health in any fashion.
- You possess the Sacred Gear known as the **Boosted Gear**, an item crafted by the God of the Bible. The Boosted Gear is the vessel for the soul of the Welsh Dragon Ddraig, one of the two Heavenly Dragons who made all of Earth and its various factions quake in fear. Ddraig can act as a companion for you, advising you on a variety of topics and techniques like magic, and just being a helpful voice when you need it. He will also be

completely unable to betray you, and, should you find a way to grant him a measure of freedom from the Boosted Gear, a more than potent ally in battle.

- You may also make pacts with Ddraig to trade away parts of your body for Dragon ones. While this may seem rather dangerous, these draconic organs and body parts are objectively superior to your normal ones, and even trading away your entire body wouldn't be much of an issue due to the ability of Shapeshifting possessed by Dragons. About the only real downside to this is that you will become even more vulnerable to anti-dragon weaponry and attacks.
 - Merely possessing the Boosted Gear grants you some minor Dragon traits, such a weakness to anti-draconic weaponry, as well as the Dragon Aura that draws people of power and importance to them. In your case, the Dragon Aura seems to function more like a harem-gathering power, allowing you to easily gather many people of your preferred gender that you would find romantically and sexually attractive (and other harem-based perks like a lack of jealousy). In addition, the Aura also prevents them from being subject to things like NTR.
- At its core, the Boosted Gear has the power to “double the user's power” every ten seconds as **Boosts**, until they reach their limit. These Boosts are then released, increasing the user's physical, magical, and abilities depending on the number of Boosts built up, albeit only for a temporary period. Of course, the obvious use of this is multiplying your strength and other physical abilities. However, this ability can be applied to functionally anything you can think of; Doubling the length of time the Boosts stay in place, doubling the rate at which the Boosted Gear charges up Boosts, doubling the user's various “stats” (such as intelligence, charisma, and luck) Boosting the user's resistance to damage, doubling a user's ability/aptitude for certain powers (such as magic), Boosting charm and ability to romance other people....the only real limit is your imagination.
- The Boosted Gear is also capable of using **Transfer** to send Boosts to other people or objects, much like it can already do for yourself. And, like yourself, you can choose what exactly gets Boosted. You can Boost the sharpness and durability of your weapons, Boost your allies strengths, Boost the weakness of your foes.....
- Another power the Boosted Gear has is that of **Penetrate**, allowing for the user to break through any barriers or defenses a target has. This even counts for more “exotic” defenses a foe might have, like hiding their true self in an alternate dimension, spreading themselves across realities, having scapegoats take damage for them, and so on. Penetrate's power can also be channeled throughout the user's body or through other mediums, allowing your every blow to punch through your foes.
- One of the most powerful abilities the Boosted Gear has are the flames that helped Ddraig earn his title as one of the most powerful Dragons: The **Blazing Inferno of Scorching Flames**, fire capable of burning absolutely anything into nothing, unable to be extinguished or controlled by any outside means besides

the user's own command. These flames are capable of even burning away Gods and concepts beyond any hope of recovery or revival, and, much like the Boosts, have uses only limited by your imagination. Feel free to burn away your opponent's will to fight even as you burn away your own injuries.

- Possibly the most frightening power granted by the Boosted Gear is that of **Juggernaut Drive**; a forbidden technique which grants the user's own a significant portion of Ddraig's own power, at the cost of the user's being driven berserk by the lingering regrets and emotions of the Boosted Gear's previous users. However, it is possible to overcome those regrets and use the formidable power of the Juggernaut Drive as you please.
 - As an additional "benefit", the Boosted Gear can contain its numerous users, allowing you a wide variety of advisors and teachers to instruct you in new skills and techniques.
- Of course, these are just a few examples of the myriad powers possessed by the Boosted Gear and Ddraig.
- As a Sacred Gear, the Boosted Gear can grow and evolve based on your desires. This includes developing new abilities and applications, as well as absorbing items to gain new abilities. To give you an idea of what can be absorbed, the Boosted Gear has absorbed a crystallized form of the power belonging to its nemesis, a sword that eats light and holy energy, as well as a holy sword meant to slay dragons.
 - To begin with, the Boosted Gear has already safely integrated the items previously mentioned, allowing you to use them without any consequence:
 - The power of **Divine Dividing** is owned by Ddraig's rival Albion, and is a near complete antithesis to the power of the Boosted Gear. While this portion of Albion's power is far from complete, it still allows you to use the **Divide** ability, dividing the strength and power of a foe every ten seconds and granting such power to yourself. You can also use the **Reflect** ability, which, as its name implies, allows the user to deflect and block incoming attacks, potentially even straight back at the attacker. And, much like the Boosts, Divide and Reflect's applications are only limited by your imagination.
 - The **Holy Eraser** is a demonic sword created by another Sacred Gear, Sword Birth. As the name implies, the Holy Eraser is capable of devouring holy and light-based energy and attacks. However, this light-devouring is much less effective against something like a True Holy Sword.
 - **Ascalon** is one of the only "True" Holy Swords left in the world. Unlike the myriad powers offered by Excalibur or the unrivaled destructive power of Durandal, Ascalon is a sword with one purpose; slaying Dragons. Ascalon is extraordinarily effective against draconic foes, strong enough to destroy their defenses, and is capable of damaging even powerful Dragons like the Heavenly Dragons themselves. Of course, this is also on top of the fact that, as a Holy Sword, Ascalon is also extremely potent against unholy or demonic enemies. Ascalon can either have its blade extended

from the Boosted Gear, or be extracted to use as an actual sword (while still being able to be recalled into the Boosted Gear as needed).

- Optionally, you may also have the Ascalon II and its Prototype. These swords are attempts to improve upon the Ascalon using techniques from all three biblical factions, resulting in a sword with more Draconic powers.
- As a natural evolution to the Boosted Gear's ability to grow, it possesses the ability of **Balance Breaker**, a sort of technique that allows a Sacred Gear to take on an empowered state. While all Sacred Gears seem to have at least one, they can also develop additional "Subspecies" Balance Breakers depending on the user and their desires. In the case of the Boosted Gear, the standard Balance Breaker is the **Scale Mail**, a draconic armor that enhances the user's power and abilities in addition to granting flight and increased defense. Moreover, the Scale Mail removed the 10-second limit to the Boosts, allowing the user to instantly hit their maximum power should they be able to handle it.
- Nothing from this Essence (or derived from it) can ever affect you negatively or be used against you, should you not wish it. In addition, nothing from this Essence or derived from it can be stolen, nullified, manipulated, or otherwise negatively tampered with by any force or being should you not allow it.
- If you feel anything is missing from this Essence or should be otherwise altered.....Fanwank responsibly.

Essence of the Venerable (Idiot) Hidden Cultivator

By drinking this Essence tasting of questionable quality medicine:

- You seemingly gain nothing magical. If not for the origin of it all being a weird potion, you'd say it's completely mundane.
- The truth is that you have become the absolute Apex of Cultivation, transcended to a level of power where no one is capable of discerning your true strength (not even yourself). Even the Dao themselves would bow in respect and fear at the power you wield even without knowing.
 - Your very nature is simply aligned to cultivation and growth. Your physique, spiritual roots, meridians, and far more are of a quality so high, that it is absolutely impossible. You are capable of using absolutely any sort of cultivation or refinement technique with absolutely no negatives or drawbacks whatsoever. Even supposedly unique or contradictory abilities or physiques are effortless for you to use even unconsciously, let alone when you put in actual effort.
 - Your cultivation speed and talent is frightening, to the point where even Golden Finger wielding protagonists with the heavens themselves on their side have nothing on you. You cultivate more and better by simply

breathing than others with Heaven defying talent and a lifetime of divine luck.

- You have gained perfect mastery of every mundane skill that you can think of: cooking, archery, crafting, painting, farming, music....if it's a skill or field that can be learned or practiced on "mundane" worlds, you've absolutely mastered it to the point where it's perfection cannot be described. If anyone else were to witness you perform any of these actions, they will realize the mythical effects your skills portray and gain insight on how to improve their own power (even though you are blind to the effects you have on others). To give an example of the effects your skills have:
 - Any food cooked by you will be the equivalent to that of a mythical elixir that can cure any illness, heal any injury, nourish anything in the body, and remove any faults in their bodies, on top of being absolutely delicious. You can quite literally heal anything short of death with just a bag of homemade trail mix.
 - Paintings and drawings will be worlds in and of their own right, filled with life. Moreover, each resident of such worlds will be loyal and obedient to you above all. If that wasn't enough, each work contains deep insights and knowledge, to where even a glance of an errant doodle of a sword can turn a novice waving a sword into a true master of the blade.
 - Music will cause miraculous effects based on the song played. Playing a church hymn may trigger something akin to divine revelation, Welcome to the Jungle could spawn a verdant forest, Thriller might actually raise the dead, and so on and so forth.
 - Anything crafted by you will be a legendary item, even if it has a mundane and unimpressive appearance. Even a wooden sword you lazily whittled would be at least equal to holy swords from the heavens in sheer performance, to say nothing of any exotic abilities that might be imbued into it. You can even repair damaged items not made by you with mundane tools and they will exhibit powers greater than their pre-damaged state.
 - Any produce you grow will be extremely hardy, nutritious, and delicious. No pests will be able to harm them, no land will be able to starve them, and shelf-life might as well be infinite. Moreover, you are capable of growing any sort of plant or tree, to the point where a legendary tree that only grows a single fruit on an eclipse every eon will easily produce dozens every single day without any loss of quality under your care.
 - All these and more are just a small example of what miracles you can create with your mastery and prowess.
- Of course, while you may only be conscious of your mastery of the mundane, your mastery of the mystical and cultivator arts is just as perfect. Alchemy, formations, creation of talismans and relics, Qi manipulation....if what you can do with mundane arts is considered nothing short of miraculous, one must wonder how far that which is not so mundane can go....

- While you may not have conscious awareness of your full power, your subconscious will guide you and keep you from accidentally using your powers to disastrous effect. Moreover, you will often find yourself acting on whims or hunches (in reality the influence of your subconscious's guidance) that will ultimately end up aiding or benefitting you.
- As befitting someone at the pinnacle of cultivation, you are immortal and ageless. You will never age past your prime, your body, knowledge, and skills are all immune to degradation, and your mind and soul are perfectly fit for the rigors of eternity. And, like everything else, you won't really notice it; you're just "well-preserved", not unaging.
- Should you aid someone, they will quickly realize that you are a hidden expert that wishes to cultivate as a mortal and will not reveal to you that they know you are a Venerable Cultivator. Even those unaware of cultivators will see you as a being of great wisdom, skill, and power. Whoever you aid will be very respectful toward you, and shower you with gifts, favors, and other rewards. Don't be surprised to have that Sect Leader you helped with a breakthrough offering you his beautiful daughter.
- Any plants, animals, and objects will quickly gain sentience under your care and will each become overlords of their respective species. These creatures will be absolutely loyal to you and perform deeds in secret that are to your benefit, such as striking down threats and foes that seek to harm you. (But they too will not reveal their mythical nature to you because they are under the interpretation that you are cultivating as a mortal and don't want to ruin the experience for you.)
 - You can unconsciously control what this sentience is bestowed to; after all, it would be rather difficult to cope with the realization that the Heavenly Earth Bovines you slaughtered for meat were all sapient thinking beings.
- You have been blessed with impossibly good fortune in all things, to the point that anything you say randomly will be interpreted by others as a prophecy that is self-fulfilling. Any random gesture someone else would realize is part of some secret martial arts. An Aesop you made up may have its listeners uncovering the mysteries of life. A whimsical punch will result in you unknowingly striking a demon that was in the very next room.....All these things and more that you are clueless about. To be blunt, fate, destiny, and existence itself will forever and unfailingly bend over to support and protect you in all things, like love struck schoolgirls or loyal puppies.
 - In another manifestation of your good fortune (besides the above), you also find yourself surrounded by people of great influences and destinies. It would not be out of the question for you to have would-be heroes learning under you, kings sharing a drink at your table, or princesses seeking your affection, all at the same time. Of course, this is but an example of what you may experience.
 - Additionally, your luck will deter and defeat disasters, phenomena, and foes that seek to harm you. Any greedy bandits seeking your wealth will be taken down by wild animals, a malicious sorcerer attempting to curse you

will instead have it blow itself up (and themselves with it), the god seeking retribution for your meddling in his malevolent “fun” will find his divine punishments rebounding and unraveling his existence.....anyone seeking to harm or negatively affect you and yours will find themselves subject to calamities that will utterly defeat them, if not erase them outright.

- You also receive a housing compound where the ambient level of mythical energy (Qi, Mana, Chakra, etc.) is, at a minimum, hundreds of thousands of times greater in both quantity and quality than anything outside (not that you can tell the difference). This compound has a wide variety of amenities befitting your capabilities, such as a farm, workshop, forge, storehouse, and just about any other such space or object that you would need or desire. You even have self-sufficient plumbing and electricity, should you wish. Moreover, each of these areas have the sort of absurd benefits that would befit someone of your power: your storehouse is a collection of rare and powerful weapons, tools, minerals, and other items; your farm could grow seeds to be bigger than World Trees; your forge will produce items far superior to anything that is used with it. Of course, this is but a taste of your new abode....
 - Your compound will also be immune to any sort of hostile intrusion, spying, or other forms of negative tampering and influence. Moreover, the compound is extremely easy in regards to upkeep, and is functionally indestructible to hostile forces or entities.
 - You can keep the energy of your compound localized to the compound itself, or let it slowly flow into the rest of the world, gradually raising the potential and power of everything else. Yes, this means you can slowly transform places into cultivator worlds, should you wish. Of course, your compound will still be more powerful than anywhere else.
 - You can also take your compound with you to any new realities/settings you go to, if/when you develop the capability to do so. Whether this means the actual compound itself moves with you or just has another instance of itself appear with you is up to your discretion. Moreover, the compound's energy concentration and quality will grow to maintain its superiority even in new settings, with all instances of the compound all growing to match the highest value. Even in a world like Azeroth with it's Well of Eternity, your home will still be the greatest source of power.
- Nothing from this Essence (or derived from it) can ever affect you negatively or be used against you, should you not wish it. In addition, nothing from this Essence or derived from it can be stolen, nullified, manipulated, or otherwise negatively tampered with by any force or being should you not allow it.
- If you feel anything is missing from this Essence or should be otherwise altered....Fanwank responsibly.
- Should you finally discover your own power, you will be embarrassed for eternity for not noticing something so obvious.

