



work of fiction. Names, characters, businesses, places, events, locales, and incidents are either the products of the author's imagination or used in a fictitious manner. Any resemblance to actual persons, living or dead, or actual events is purely coincidental.











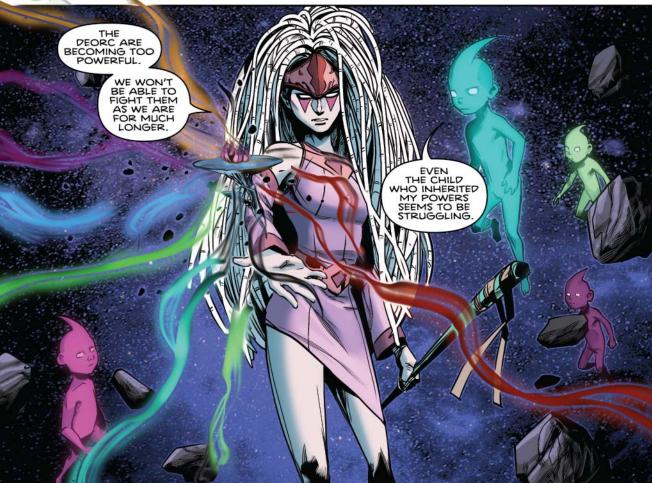


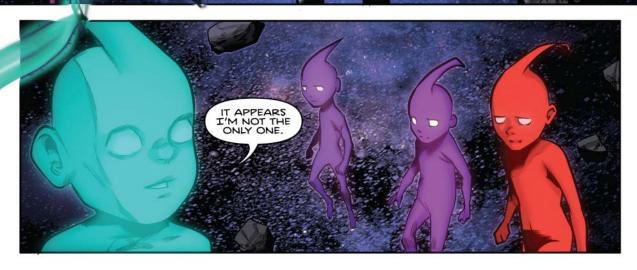








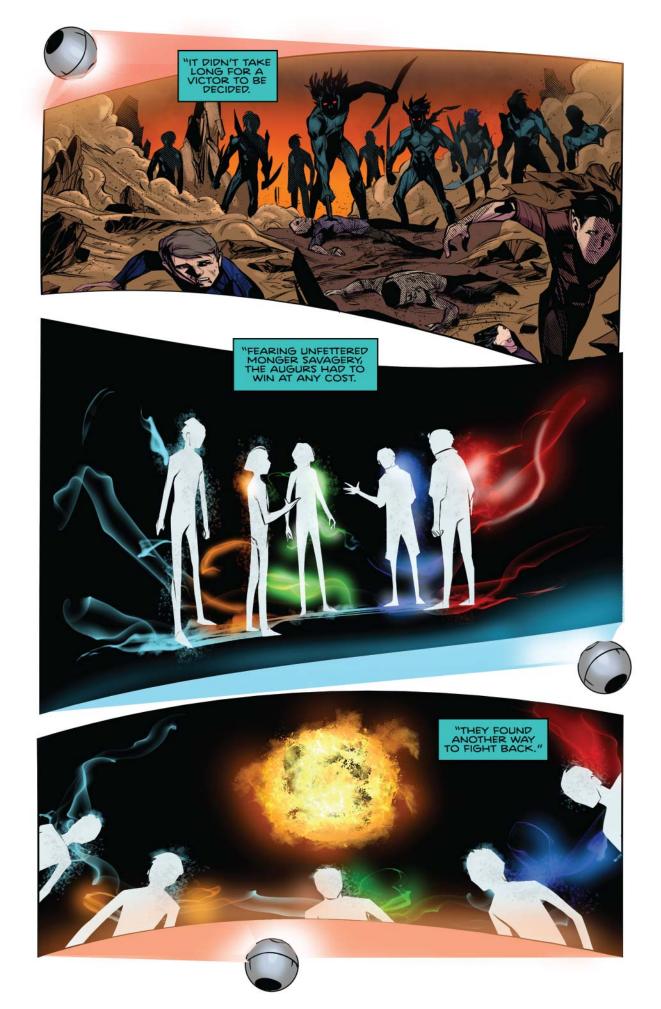


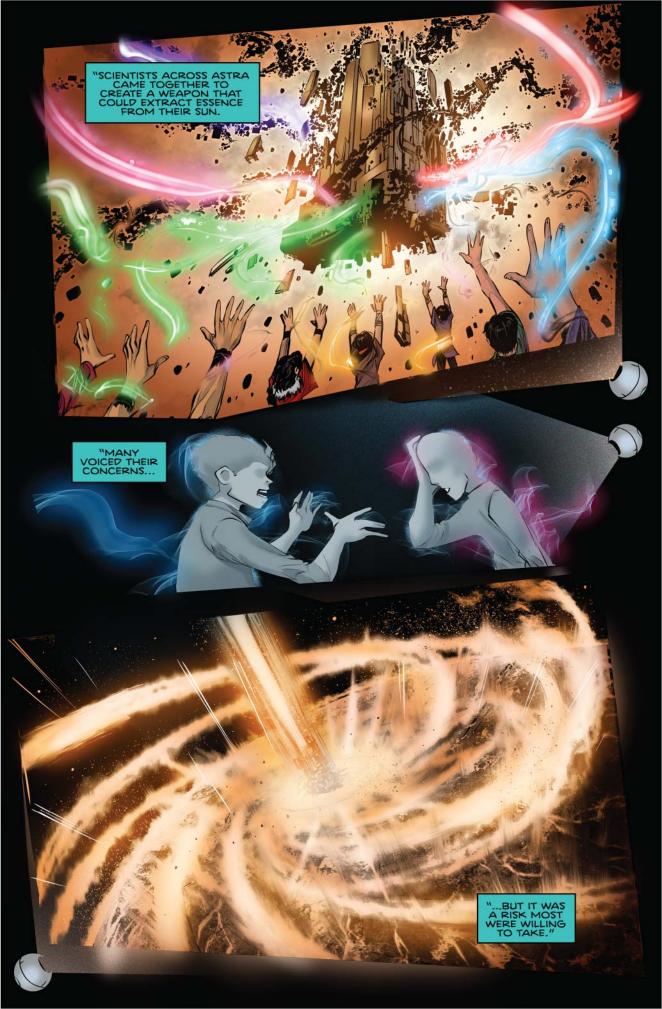




















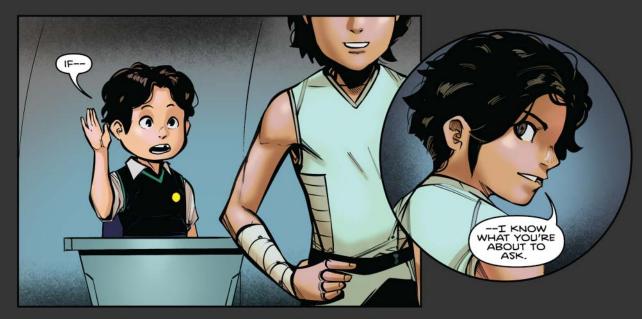




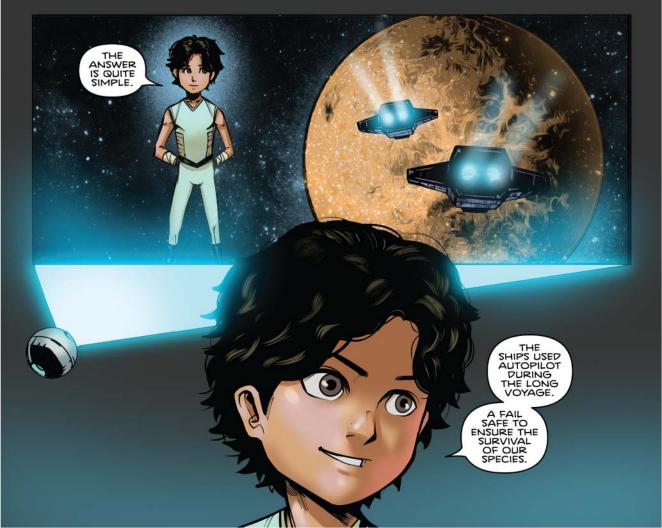


















































































































































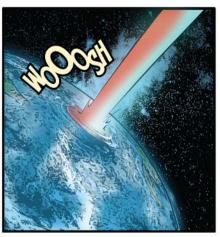




WHOA.





































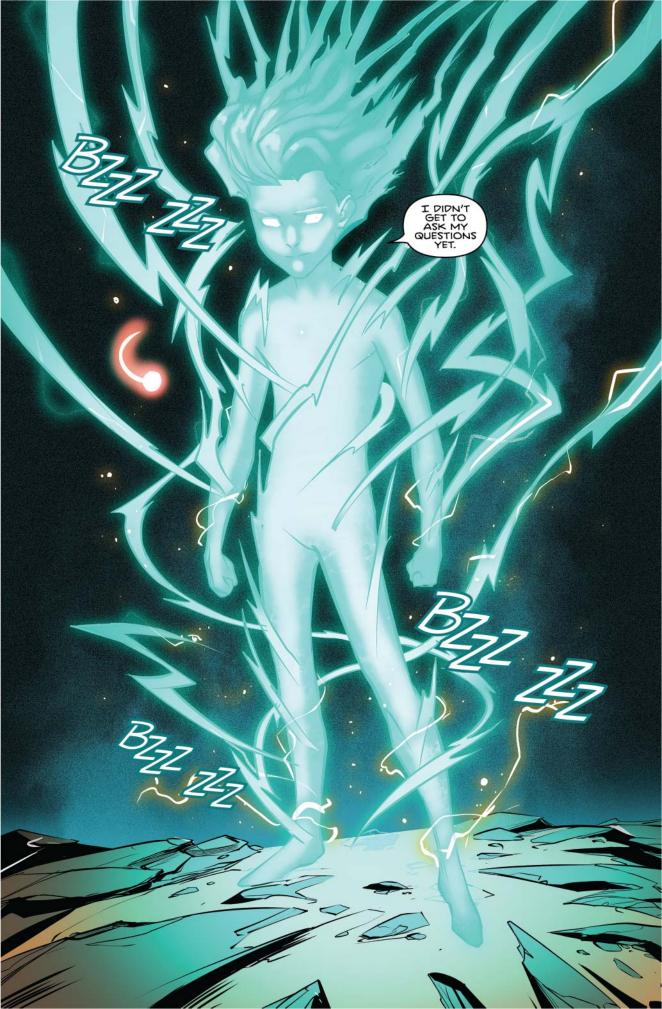




































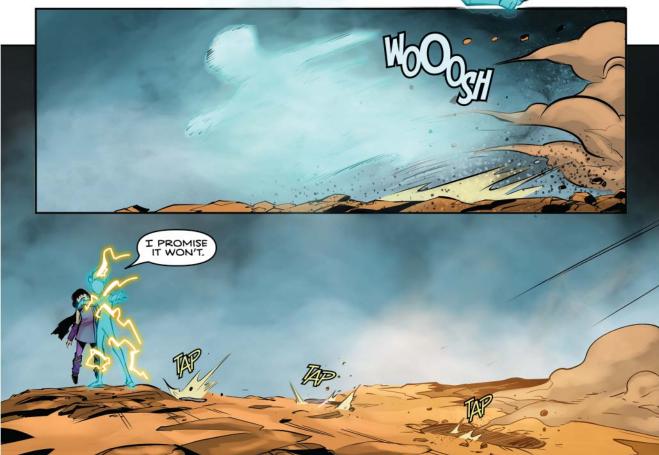








































































Sylve





CONRAD STRUNYE

PERCEPTION

CONRAD CAN:

- Break himself into particles and then reassemble.
- 2. Use his particles to increase cellular regeneration in himself and others.
- 3. Transmogrify into known and unknown elements.
- 4. See far and wide into the distance.
- 5. Discern any ability in its entirety.



MALIK

OVERLOAD

MALIK CAN:

- Give more Essence to non-living matter.
 a. Overload allows empowered matter to exceed normal capacity.
- Command more non-living matter than his peers.
- Take control of non-living matter empowered by someone else.
- Become stronger based on how many individuals are empowered by him.



MAX EXVEL

OBSCURE & BOND

MAX CAN:

- Hide or alter the colors of orbs floating around him.
- 2. Become invisible.
- Empower others, even if the person he's empowering is at capacity.
- Empower non-living matter at a fraction of the cost.
- 5. Use any ability Vi is empowered with.



VI EXVEL

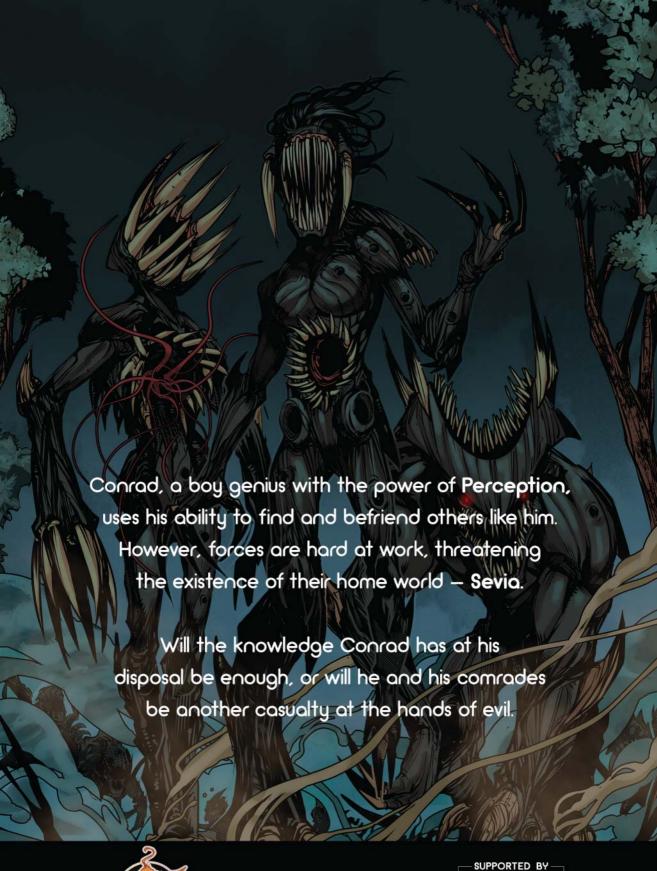
TRANSPLANT & LINK

VI CAN:

- Teleport herself, others, or empowered matter to any location in view.
- Instantly transfer Essence from one source to another.
- Link the consciousnesses of anyone in view.
- 4. Use any ability Max is empowered with.









INDEPENDENTLY CREATED



essencecomics.com