The Five Pillars of Everything

Part 5: *Will*

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A Presence user that loses control over their *Time* is a tragedy.

A Presence user that loses control over their *Space* is a spectacle.

A Presence user that loses control over their *Power* is a disaster.

A Presence user that loses control over their *Rule* is a quandary.

A Presence user that loses control over their *Will* is a problem.

*Will*, along with *Rule*, are among the two mandatory pillars that all Presence users strive to maintain a relatively high degree of mastery over at all times. In fact, according to many, it should be considered the MOST important of the five for them to master in general.

*Will* is an irregularity among the five, and theoretically, the “youngest” as well, coming into existence far later than the other four. It is not necessary for it to be present for a reality to exist. For planets and stars to form and take shape. For the might of reality to ebb and flow as an unstoppable force.

However, *Will* is absolutely required in order for it to *thrive.*

It is the “x factor”. It is the touch of irregularity that pushes things in an unforeseen direction. It is the agenda that does not follow the general strict logic of *Rule.*

To put it succinctly *Will* is the capacity of a body or entity to perform or act independently of outside influence. Rather, one could say that it is the preconception definition of “independence” itself.

Be it organic or artificial, so long as the body has the potential to act, function, or make decisions on its own violation in some way that is against the standard global flow of *Rule*, it is considered a factor of *Will.* This is often witnessed and seen in the form of most living beings as “the unconscious strive to live”, which in itself goes against the entropic nature of *Rule* that would unilaterally erode everything away into base matter eventually.

To be clear, *Will* is NOT an equal factor of one’s conscious mind or soul. Anyone that assumes as much will immediately betray their lack of understanding of the topic and not be taken seriously at least, and make potentially horrible decisions with untold ramifications at worst. A “mind” can be best described as both the key container of an entity’s soul, and the “awake” processing personality of said entity. A “soul” is the subconscious gravitations of the entity, the base foundations for the consciousness itself to stem from, and the core accumulated essence and nonphysical data of the subconscious in its entirety. A borderline conscious non-physical biography, in a sense.

*Will* on the other hand, is something far more basic and yet important than that. As stated before, it is the measurement and imprinting of an entity’s ability to make independent decisions on its own. While at face value it doesn’t sound that vital, it is in fact just the opposite.

An entity with a strong factor in *Will* is a wildcard that will almost always have strong mind, though not necessarily a strong soul. Those prominent in this field are of notable character, either being exceptionally independent or outrageously charismatic, and almost always impossibly dedicated in what they are attracted to, only getting worse/better at it as they refine this aspect of themselves.

In a functional sense, *Will* is essentially the input commands that all entities first utilize when doing anything. Whether it is making a decision to get up in the morning, to speaking to others, to using their powers in any way they please, to forcing their bodies and existences to go vastly beyond their limits in irregular times.

That said, *Will* is also a major factor on the individual’s ability to interact with and influence others, and subsequently resist that of others by the same measure. It isn’t uncommon for a strong Presence user skilled in this field to be able to convince and motivate large groups of civilians to believe or do anything happily.

Even kill themselves, if the user is proficient and cruel enough.

There are recorded instances where planets and sometimes even universes were discovered where the indigenous populations were have found to have killed itself at roughly the same time but for no apparent reason. It is theorized by *[redacted]* that these events were caused by certain highly influential Gods or Presence users, but there are few examples where it was ever proven to be the case.

It should be noted that most “protagonist” like characters in most worlds naturally high potential in *Will*. Almost abnormally so. It is actually because of this factor that makes them both sought after and easily identifiable to most outside forces.

That said, the most important part of *Will* is that it enables an entity’s decision making process to be influenced by outside entities, or resist it for that matter. Those with weak *Will* are easily led by others, can be potentially controlled or brainwashed, and have difficulty committing to their decisions and goals.

That said, focusing too much on developing one’s *Will* without tempering it with other factors is just as bad. It is not uncommon for Presence users at higher tiers to show signs and habits of being sociopaths, as they develop the instinctive urge and need to establish independence, frequently leading them away from common civilian society or even the common rules of the world around them.

Or, said urges could lead them to obtain, usurp, claim, and or develop their own territories which they run themselves, run by the rules that they have dictated most suited for themselves.

It is one of the core reasons why “God Class” Presence users possess rather poor reputations. Their tendency to outright refuse to follow any rules that don’t suit their personal tastes at any given time is the common source of discourse and strife, even if these individuals (for the most part) do not actually instigate any violence. The subconscious “necessary urge” and influence that civilians and less powerful individuals undergo to collaborate with the collective unconsciousness of the local societies in order to survive and thrive is near completely absent for these stronger individuals, and thus the compulsion to fall under said influence is vastly mitigated.

*Addendum: This unconscious “necessity” based influence is often compounded when interacted with hivemind like societies, ones run by Gods, or other Will based entities.*

Those that gravitate in this direction and develop these habits have trouble staying in one place for long, and tend to follow their own form of logic and rationality through life rather than going with what everyone else does. They are more prone to violence than the normal civilian, though by that measure one could also argue that their violence is never completely unwarranted. After all, what right does an ant have to demand or order around an elephant? The elephant is intelligent and patient enough to humor the ant to a degree, but there are limits to how much the greater force will humor the lesser, especially if it believes the lesser should be capable enough to acknowledge the difference between the two.

Members of The Family in particular are infamous and egregious examples (culprits) of this poor behavior for this very reason. Though if they were ever directly confronted about this issue they’d act as though they were being praised.

*Addendum: While members of The Family have frequently shown erratic behavior as stated above, it should be noted that the damages incurred by said behavior is vastly restrained and mitigated compared to most other prominent known groups of practicing Presence users. As a result, most members are widely considered little more than simply “frequent disrupters of public peace”, as opposed to the more common “potential dangers to society and public safety”.*

A strong foundation in *Will* is nonetheless required to properly manage and maintain a balanced Presence in general, which is why most forms of initial training stem from overt expressions of intent or emotion to familiarize oneself with the premise of fusing overt focus with other factors such as *Power* and *Rule*, such as Killing Intent.

As stated before, *Will* is a necessity to resist the influence of outside forces alongside *Rule*. Where the latter is required to ensure that one’s powers and body is uninfluenced by these offending entities, the former is absolutely necessary in order to prevent one’s mind and soul from being influenced, ensuring that they are not outright being controlled in general, or tricked into doing so by extension.

However, by that measure, *Will* can be considered a Presence user’s greatest weakness.

Successfully attacking one’s *Will*, the very foundation of their self-control, conceptual balance, and input, is a surefire way to cause a natural disaster of untold proportions, utterly break one’s opponent, permanently crippling them, or a combination of the three.

Breaking a person in general in the common sense is not difficult, and results in the crushing them as a person and their motivation to go on.

Breaking a person’s *Will* on the other hand will literally destroy them to their core. The very thing that governs how they function as an individual, how they make decisions, and even how they function as an existence, will break leaving neither mind nor soul nor memory left to scavenge. Even “chipping” or “fracturing” an individual’s *Will* leads to disastrous results that are more often than not permanent and leave the subject a cripple compared to what they once were.

As a general rule, it is monumentally frowned upon and discouraged to break another’s *Will* and by extension Presence for any reason outside of extreme circumstances, or against the vilest of individuals that reality itself is better off abandoning. While doing so in the heat of battle is understandable, those that purposefully seek to accomplish this are considered the lowest of the low. They are distrusted by most at best, and hunted down as animals as a standard.

To this date, the only individual to retain some bare semblance of coherency and functionality after their *Will,* and by extension their Presence shattered, is Crypt of the Family. It is not a feat that even they are particularly proud of, as outrageous and monumental as it is, which only further underscores the severity of the action.

Even worse still, are the rare occasions when a Presence user surrenders their *Will* to an outside entity, such as a God. Due to Presence users having refined physical existences that elevate their capacity across the board, they are ideal to express their authorities through and highly sought after prizes to Gods despite the poor relationship between Gods and Presence users. Thus they, or at least their physical bodies, are prime mediums used to carry out their desires and express their powers in vastly greater quantities than the norm.

While the minds of these monsters still retain the habits and personalities of their original owners, their very souls have been consumed and replaced with that of the abominations they offered themselves to.

These quite literally cored out individuals are known as Acolytes, and are widely agreed to be outrageously dangerous, even to experienced travelers between worlds. Hosting a God or similar entitiy’s power always results in potential disaster, however thing that makes Acolytes particularly dangerous is that they are essentially *directly linked* to their host, feeding and outputting from the teat of an otherworldly ocean of unmatched quality *Power* and *Rule*. As a result, they are only truly limited by the natural maximum outputs of their original bodies, which unfortunately may also be adjusted in time due to their new state.

While the level of threat they pose does vary depending on the quality of the container, the nature of the hosting entity, and how much power the host puts in said container, it is universally agreed that only the exceptionally reckless, brave, or powerful should ever attempt to face off against them, more so without any form of proper preparation and insurance. Should an Acolyte be found, the proper procedure is to retreat to the nearest moderately populated hub for world travelers, preferably in another world or reality, and report to the staff there so they can spread word to the appropriate forces in the area to take care of it.

*Will* is a vastly more diverse field than most would initially assume. Varying from self-control, to personal enhancement, to influencing other bodies, to unrestrained comprehension and communication, it is an indirect field that can be applicable in a myriad of ways, becoming only more diverse when the other pillars are thrown into the mix.

As stated before, *Will* and *Rule* are the two most prominent pillars that Presence users practice, and the fields shared between the two are no less significant, regardless of how common the practice is. Those that specialize in this area have exceptionally diverse abilities that they can control with natural precision as though the powers are no different than their limbs. They are capable of adapting to most realities and environments exceptionally quickly, but also often swing to the extremes when it comes to social habits, either being blatant introverts or extroverts.

They tend to be among the most difficult for outside forces to influence utilizing direct methods such as mental based powers and abilities. As a result, more esoteric and roundabout methods such as blackmail or incredibly intricate and subtle powers have any hope of working.

Scabbard, Crypt, and Shadow of the Family all practice this.

*Will* and *Space* practitioners are overall a simple sort, relying on brute force and their bodies to channel the bulk of their potential. Often martial artists, they know their bodies better than anyone or anything else, and are capable of feats of strength and grace that dwarf anything the others could manage. Their physical bodies are nigh indestructible so long as they deem it so, and their minds are equally just as adamant. As a result, they can be considered the perfect vanguards for any assault, and the ideal bodyguards for any VIP.

Those that are capable of expressing these pillars outside of their bodies at the bare minimum are usually exceptionally capable sensors, or at least phenomenally aware of their surroundings and those around them. They are hypersensitive to the physical world around them and the disturbances that take place in their range utilizing the senses they are born with.

Talented users of this feat sometimes develop a form of Clairvoyance that enables them to experience or obtain information from an extended range so long as it is taking place “now”. Note that this form of Clairvoyance is different than the variants that utilize *Rule* in some capacity, as the former is “experienced” information, while the latter is merely “obtained”.

The few that are able of expressing *Will* and *Space* to a significant level outside of their bodies are a rarity, and widely approached with caution. Be it through pure telekinetic prowess or twisting raw space with their bare hands, these individuals are all capable and dangerous entities that require special attention and training in order to both reach their full potential and not be a danger to themselves and those around them.

Waltz of the Family is a notable practitioner of this.

*Will* and *Time* users are an extremely rare and niche group. Their specialties are not usually apparent and easy to notice compared to the majority of the other combinations, though that does not make them any less dangerous. They are precisionists above all else, capable of interacting and interfering with aspects of the world that virtually anyone and everyone else cannot. They are the ones that are capable and responsible for the most individual based time travelling incidents across the omniverse, and the ones that can weaponized *Time* itself to suit their needs at a moment’s notice.

Adjusting their own *Time* on the fly already makes them dangerous enough, but where they truly become monsters is when they reach the point of being capable of manipulating the *Time* of others on command. Such a feat is so intricate and intense that any entity capable of it on demand is *immediately* considered among the highest tiers of threat levels.

In conjunction to these active feats, joint *Will* and *Time* practitioners are usually clairvoyant in some capacity, capable of experiencing beyond the “now” to witness that which is “to be” or “has been”. Like with the *Will Space* combination, this variant of Clairvoyance is “experienced” rather than “obtained” as with the *Rule* variants.

Ghost of the Family is infamously skilled in this field, though surprisingly, Scabbard is rumored to practice it as well.

*Will* and *Power* is often nicknamed the “protagonist combo”. Those that specialize in this enticing field often experience explosive personal growth rates and development compared to other combinations, but at the cost of requiring the user to have either experience extreme resistance to yield such results, or to purposefully deny themselves educational training in some of the other fields.

This is not a joke, but a requirement as stupid and counterproductive as it sounds. The lack of comprehension of the user results in a weaker foundation and hold of these other aspects on the user, resulting in their “logic” and “influence” on the user and their growth rate to weaken. Mix that with a *Will* that forces growth in an irregular direction and sufficient quantities of *Power,* which is chaotic itself, and the end result is the potential to brute force almost anything to happen.

In short, “dur, stupid user make cartoon logic plus super stupid power level work and make dumbass super stronk”.

Ironically, this logic also applies to many “boss” villains that obtain absurd levels of power to turn into whatever pointless abomination they feel like at the time.

This of course does leave them susceptible to *Rule* users, but ironically, the combined boost in power and their inability to recognize or acknowledge the ways said uses of *Rule* apply to them often work in their favor, enabling them to just, bulrush and brute force through many of these annoyances.

On the other hand, for those that *aren’t* enticed by the way of the super stupid, *Will Power* users can learn how to harness and use refined power/energy/ki/chakra/whatever directly with higher natural control and steps than anyone else. Their natural capacity and affinity for it in general is higher than most, though their uses may be more limited than someone with say a focus in *Rule.* They naturally gravitate towards “life” oriented topics and entities, and are usually extremely charismatic and sensitive to others to the point of being empaths. Longevity and some forms of immortality are also not uncommon in this field.

*Addendum: If an individual has the potential to “transform” for whatever reason, odds are they’ll probably trigger it if they have a Will Power focus. Eventually.*

All five members of the Family practice this combination to notable levels.