



Miscellaneous Essences Jump v1.0

by LJGV/Sin-God

Welcome to a world that, superficially, resembles one you may be quite familiar with; early 2020s Earth. The resemblances here are only skin deep as this world is one of many touched by the *Essence Meta*; a CYOA in which some people are given access to a number of reality-changing potions that grant them powers. In this particular jump you are an *Essence Entity*; someone who has drunk an essence and attained the powers it bestows upon those who get the chance to drink it. Enjoy the next decade, jumper.

Take **1000 Essence Points** to fund your adventures.

Author's Note: *These are three essences that are all individually fun but are not particularly linked together aside from being generally the same tier of strength.*

Starting Location

All origins start this jump somewhere on Earth, standing outside of a supernatural location where essences are sold. You initiate this jump, having just attained your powers, empty essence bottle(s) in hand, your body coursing with the power you've acquired.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old.

Origins

The exact descriptions of all essences, including their authors, will be copied and pasted in the notes section of this document. All origins here confer the status of *Essence Entity* upon you, the details of which are revealed in an appropriately named perk. Each origin also confers the full power of the given essence, giving you fiat-backed access to the essence's powers from here on out. **You can opt to be a drop-in if you wish.**

Underlined passages in an essence's description, if there are any, help signal differences from base essences that exist as ways to balance the essence for a jumpchain story.

Essence of Sacrificial Ritualism [Free]

A curious essence, this essence depends on either you sacrificing things that mean something to you or others sacrificing things in your name and tithing the energy within their sacrifices to you so you can use your powers on their behalf. There is a vast amount of power and potential in this essence, but only if you are willing to pay the necessary costs.

Essence of the Golden Die [Free]

An essence of great power, for the patient and/or the lucky. This essence allows you to modify the results of your actions if only you take risks and roll the powerful die this essence gives you (and the die you earn after acquiring and using this power) to add to or subtract from the results of your labor. If you like games of chance, there is power in this essence. For the curious, if you want to tie a die to a perk it'd be a golden die and that is completely doable.

Essence of the Legatus [Free]

A curious essence, but the ultimate tool for those who seek to never be alone. This essence turns its imbibers into powerfully skilled summoners who have a number of "Slots" in which they can design any sort of summons they can imagine (with the caveat that the summons will only be at a respectable level of power for the setting you first summon them in, though they grow in power through training and getting experience). There is no limit to the number of summons you can have, but you start off with two (and gain more through using this power and through the actions of your summons).

Perks

Origins get their 100EP perks for free and the rest are discounted to 50%.

General [Undiscounted]

Essence Entity [Mandatory and free, though you can permanently remove it at the end of the jump if you wish]

All essence imbibers become *Essence Entities*. Essence entities are biologically immortal (the good kind where sickness doesn't affect you and you stay eternally in your physical and mental prime, though you remain just as vulnerable to violence as any other creature), receive a free aesthetic makeover within the bounds of their previous species (as well as restores you to peak health, if it is somehow relevant), and have a curious sort of luck when it comes to finding other creatures like themselves and the supernatural more broadly. This slate of boons comes with the fact that each essence entity has a distinctive supernatural... scent that others can learn to identify if they encounter a specific essence entity enough times, but you are also quite good at sensing the supernatural signatures of other creatures. Over time you can learn to hide this scent and become better at masking your supernatural presence.

Essences that give you a respawn method only allow you to respawn once per jump. If it's relevant, the "Restores you to peak health" clause of this takes effect again at the start of each jump.

Multi Essence [100 EP if you want just another essence, 200 if you want the discounts as well. Each essence you acquire with this requires separate purchases.]

This perk is primarily for granting you access to the other essences, which will also give you access to their full power, their abilities becoming fiat-backed parts of your toolkits. If you purchase the more expensive version of this for a given essence you essentially, for the purposes of this jump only, get another origin; that of the additional essence you purchased with this perk. This does not give you more discounts in future jumps.

Essence of Sacrificial Ritualism

Dark Patron [100 EP | Free for Essence of Sacrificial Ritualism]

You are eerily persuasive when it comes to convincing people to revere you and make sacrifices to you. People you use this dark charisma on generate even more energy for you to use in your rituals.

Sacrificial Speciality [200 EP | Discounted for Essence of Sacrificial Ritualism]

You find that it is easier to use all of your powers, not just sacrifice fueled ones, on the things that this essence focuses on: body transformation or augmentation effects, flesh, blood, and curses. Be it magic, telekinesis, mind reading, crafting, all of your powers are now a little more effective when you use them in pursuit of transformation and augmentation effects or as ways to curse someone. This buff isn't huge but grows as you take advantage of it, becoming more handy over time.

Mental Database [400 EP | Discounted for Essence of Sacrificial Ritualism]

The mental database and framework that exists for sacrificial rituals in your mind has powerfully and dramatically expanded its utility. You now have access to a mental encyclopedia that understands all of your powers and tells you their basic setups, as well as grows in scale and understanding of your powers as you hone them. This gives you constant feedback and access to information concerning your powers that grows in potency and creativity as you gain greater and greater control over your powers, more experience with them, and as they grow in power.

Conqueror's Rights [600 EP | Discounted for Essence of Sacrificial Ritualism]

When you dominate someone, defeating them or cursing them in such a way that they acknowledge your superiority, you gain the ability to sacrifice their goods as though they belonged to you: from a distance and with a mere act of will. It is also easier for you to use rituals on such individuals (making them cheaper), and they are more susceptible to your powers broadly.

Essence of the Golden Die

Lucky Break [100 EP | Free for Essence of the Golden Die]

You are noticeably more lucky. This is strongest when it comes to games of chance, but this is a universal luck booster that affects anything where luck is a factor.

Risk Taker [200 EP | Discounted for Essence of the Golden Die]

All of your powers now have a curious sort of... *dark feature* that you can invoke when you use them. This *dark feature* is a mirror of the power in question that is luck based and will force you to face some sort of disaster or negative consequence tied to the power in question. In exchange for overcoming the disaster/negative consequence of your own making you gain an amount of experience with the power proportional to the scale and danger of the dark feature's consequence, all of which serves the purpose of directly empowering the power or ability.

Advantage [400 EP | Discounted for Essence of the Golden Die]

You have discovered a valuable way of setting up your luck so that each of your rolls is more likely to come out in your favor. When you are in a situation that could be reasonably be construed as you having "Advantage": circumstances are arranged in such a way that you have some major edge such as you attacking someone who is distracted or hasn't noticed you yet or you're in a band performing a group's favorite song at the end of a hype concert, if you invoke one of your die you essentially roll twice and take the higher (or in some rare cases worse, if you WANT to do badly) roll. If you don't have a die this just gives you a buff to the effectiveness of your actions if they reasonably fit the criteria described earlier in this perk.

How Do I Wanna Do This? [600 EP | Discounted for Essence of the Golden Die]

You can, once per day, use this power to roll a die with advantage that will affect someone else's actions, and once per day you can use this power to roll a die with "Disadvantage" (roll twice and take the lower roll). With this power you can give someone the edge needed to do something badass or make it harder for someone with a good chance of messing up your plans to do so. These powers are only once a day, at least for a long time, but with training and the ability to invoke die this power's number of uses might increase eventually.

Essence of the Legatus

Summoner's Creativity [100 EP | Free for Essence of the Legatus]

You are much more creative, far better able to visualize and design characters, which can be enormously helpful when you are utilizing this power. Your created characters, when brought to life in a meaningful way, are also a bit stronger than they'd otherwise be and they are better able to grow in power taking to training more effectively.

Partway Project [200 EP | Discounted for Essence of the Legatus]

The Legatus essence doesn't punish you for doing things part way and now that tendency extends elsewhere. In much the same way as the essence will fill in any blanks you leave behind in ways that are beneficial for you, other people will do the work you leave behind, though their overall quality is dependent both on your overall quality and the amount of work you left behind for them, in smart ways in both cases. Your overall quality of work buffs their ability to fill in the blanks you leave behind and the less work they have to do the better the end results.

Fused Work [400 EP | Discounted for Essence of the Legatus]

Now you can fuse your creations together, rather than (assuming you have this essence) fusing with them. This perk also allows you to fuse with your items, and fuse items with summons (assuming you have selected the *Legatus Essence* at least), so long as you are the creator (or if you own an item through fiat-backing, such as have purchased with points or completed a scenario for it). You can also fuse with fiat-backed followers and companions.

Just Like Crafting [600 EP | Discounted for Essence of the Legatus]

You're *making* the summons so why shouldn't they benefit from your crafting perks? With this your summons benefit from any crafting perks you have. This also extends to your children as well, including adopted ones (*fiat* baby). Essentially what you *make* gets the buffs of your crafting perks. This also universalizes your crafting perks, allowing ones that normally wouldn't apply to a specific type of crafting to suddenly gain apply.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 EP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Essence of Sacrificial Ritualism

Sacrificial Knife [100 EP | Free for Essence of Sacrificial Ritualism]

This knife is a powerful relic. It is a blade that can turn blood into energy for sacrifices, meaning that harm you deal, be it to yourself or others, can power your rituals. It also grows stronger the more blood it collects, dealing more damage, and becoming easier to use.

Sacrificial Grimoire [200 EP | Discounted for Essence of Sacrificial Ritualism]

This item is a spellbook that contains information on the rituals that you can perform. This tome is potentially handy for you, but its real use is to attract followers. It has a charm placed on it that makes it appealing to those who come across it, making them want it and want to get the benefits of the sacrificial rituals, and when they use it it'll connect them to you, allowing you to commune with them and give them a permanent copy of the grimoire, while returning the original to you.

Idol [400 EP | Discounted for Essence of Sacrificial Ritualism]

This curious relic feeds on more than objects of material worth. It feeds on sentiment, sacrificing the feelings of those who draw near it and who permit it to take from them and turning their emotions into sacrificial energy it funnels to you. People can also pray to it, and their messages will be transmitted to you. This device is strongest when it feeds on feelings of great value, ones of love, or even of hate, and it converts such energies into sacrificial energy of the highest quality.

Essence of the Golden Die

Gambler's Ring [100 EP | Free for Essence of the Golden Die]

This golden ring is a luck booster. It powerfully helps you find lucky occurrences and benefits you in your day-to-day life. If you sell it it's worth a good deal, and always finds its way back to you after a week or so.

A Single Dice [200 EP | Discounted for Essence of the Golden Die]

This handy dice is an eight-sided toy and you can use it to mildly predict the future. You can decide on a course of action and an outcome you like and roll it to see how likely you are to attain that outcome once per day. If you get an eight or a one on the dice you're guaranteed to achieve that outcome or guaranteed to fail respectively, while other results below four are different degrees of failure, while ones at a five or above are different degrees of success.

Natural 20 [400 EP | Discounted for Essence of the Golden Die]

This badge is an item of great power. It has the symbol of a dice with a sword in it. You can activate this once per year to attain a critical success on even impossible tasks. That said, once this relic has been used it takes time to recharge, though if you are willing to endure a month of bad luck (with each day having a different level of intensity, as in some days this will only be minor but other hands it will be cataclysmic) you can recharge it in six months instead of a year.

Essence of the Legatus

Summoner's Necklace [100 EP | Free for Essence of the Legatus]

This relic is tied to your summons and shares vestiges of their powers, energy sources, and life force with you. It is a powerful thing, and so long as you keep it on your person or in your possession in a meaningful sense (such as in an inventory ability) you are connected to it and benefit from its power.

Summoner's Shield [200 EP | Discounted for Essence of the Legatus]

This object is a high-quality but otherwise normal-seeming shield. It does have one potent ability that, potentially, makes it worth a fortune: attacks you receive while the shield is in your presence are shunted off to harm your summons instead. So long as a summon is active, you are protected from harm, as even a blow that'd kill you both would only do enough damage to desummon one of your summons. If you have this shield and do not have the essence damage done to you is partially shunted to your allies, spread amongst you all.

Summoner's Manual [400 EP | Discounted for Essence of the Legatus]

This tome is filled with powerful knowledge of different summons from across the cosmos. You can use it with great ease to discover incredible ideas for summons, as well as secret strategies to empower summons. This device can also be used as part of a ritual to give others summoner powers of their own.

Companions & Followers

Companion Import/Companion Creation [50-200]

With this, you can spend EP to import companions into this jump, giving them 600 EP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 EP per person you do this for, or you can spend 200 EP and create or import 8 such individuals.

New Friend [50]

This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 EP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 CP]

This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]

For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]

You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 EP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Power Acclimation [100 EP]

This drawback causes you to not immediately understand how your powers work. You possess a rough understanding of your powers but do not understand every detail about them, and need to experiment to figure out their full limits.

Chuuni [100 EP]

Ah yes, this thing. You now suffer from Middle School Second Year Syndrome. This unfortunate malady causes you to experience delusions of grandeur that are tied to your chosen essence(s). This is not great, but can be overcome with willpower and an appropriate sense of self.

Rumor Mill [100 EP]

Somehow, people will invariably discover your powers. Not everyone will believe in them, but some will, and those people will spread rumors regarding your strange abilities.

Essence Entities Galore [200 EP]

This makes this world much more interesting. With this drawback other essence entities are guaranteed to both exist and to, eventually, find out about you. They aren't guaranteed to be hostile, and many will be friendly, but essence entities are all as diverse, morally and intellectually, as humans. A clever jumper could see this as a fascinating opportunity... These essence entities will appear even in isekai worlds, though this won't make them more or less dangerous than they were/would have been on Earth.

Very Superstitious [200 EP]

Many modern people do not believe in magic, and even those who do are often in awe of it. This changes that. Over the course of your time here more and more people begin to believe in magic and begin to fear it, like many people did in the medieval past. And people have a history of trying to destroy what they can't understand.

Shops Abound [200 EP]

It turns out you weren't the only one who wandered into an essence store. And annoyingly not everything that came out of these stores were human, or even essence entities. Monsters snuck out of stores throughout the planet and are now wandering around freely. Many of these creatures will have oddly thematic features and abilities.

Essential Nature [400 EP]

Your chosen essence(s) have a powerful effect on your personality. You want to use the essence you chose as your origin regularly, and frequently fantasize about how using its power could make your life easier. You need powerful willpower to soldier through this effect and resist it fully. You can often resist this in the day-to-day moments, but when you get really tempted, it'll be quite easy to succumb to temptation for even a second, and that can be long enough with the right essence to do something life-changing to someone.

Essence Thief [400 EP]

There's a trickster roaming around targeting essence entities. This individual can steal essences, and is capable of identifying essence entities at a glance, but it is also an arrogant brat and likes to taunt people so you might be able to force it to give back something it's stolen. Still, this little trickster is unpleasant and skilled and can absolutely steal your essence abilities, even overriding protections they'd normally have, due to the powerful nature of this trickster's powerset. Vendors don't like this asshole either, so there's a chance that you can team up against it if you find someone whose essence entity friends have been victimized, but the later in the jump you try to act the more this gremlin will have stolen, making it all the more dangerous. Abilities stolen from you are naturally restored at the end of the jump, but unless you get them back from the trickster they remain sealed away for the duration of the jump.

Anti Essence Squad [400 EP]

Essence-empowered creatures are far from unknown, at least to the governments of the world. Many people in the secretive agencies tasked with monitoring and watching the supernatural flatly do not trust Essence Entities. Somewhere near where you start this jump there will be local government agents interested in intercepting you and learning about your abilities. Whether or not they can do so is up to your OCP, as their abilities are surprising and diverse but very largely focused on essence silliness. For the duration of your jump these people will be interested in you. How you deal with them is up to you. Sufficiently powerful governments have more resources than other governments do, including quite possibly aligned essence entities of their own.

Predatory Essence [600 EP]

This world is the hunting ground of a particularly nasty creature empowered by an essence. At the base level this essence is something on par with the essences here, which can be incredibly dangerous but take finesse, knowledge, and resources to wield properly. For 800 EP the essence is much worse in terms of what it can do, perhaps something like the Essence of the Assassin. For 1000 EP you face a truly nightmarish foe, a creature with powers on par with the essence of the unnamed darkness or the essence of the anti-immortal, potentially apocalyptic enemies.

Malicious Vendors [600 EP]

So did you... steal your essence, dear jumper? Because you really pissed off the people who run essence shops. They've banded together to sell your foes, or even just your targets and neighbors, essences based on the adventures you've had to give people a shot at beating you with the powers you've encountered before now, and this includes the powers you've gained in past jumps. If this is your first jump they'll send generically powerful martial and magical essence entities after you, such as creatures empowered by the essence of the warlord or the essence of the sorcerer lord. At first they'll want to keep you alive and drag you to their lairs to turn your memories and powers into the basis of new essences, but if you overcome them enough they'll just want you dead.

Decisions

You have three choices ...

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

-There are two large archives of essences. One, the original, can be found [here](#). This is what is referenced below. The other, far more up to date, one is by Number96 over on

Questionable Questing and the latest version can be found [here](#). It is ONE document, at over 3,000 pages, but it's also got leagues more essences.

-While some drawbacks guarantee that other essence entities exist in the jump in ways that are relevant for you, if you opt not to take the drawbacks, you can assume that other essence entities exist in the jump, but it'll be on you to track them down.

-Essence of Sacrificial Ritualism (by Tin, Part 2 of the Essence Meta Network GDocs).

-Essence of Sacrificial Ritualism

By consuming the warm, iron-tasting beverage, you gain the power to sacrifice.

- You possess a personal pool of sacrificial power, that can only be replenished through sacrifices of some kind. This pool grows as you use it, and leftover ritual magics seep into your essence to beneficial effect -- including improved affinity with the powers of this essence. The sacrificial power of your pool can be expended in nearly any way, though only through suitable rituals, whether it be summoning beings across the void, conjuring wealth, acquiring immortality or even granting a slightly limited version of this essence to others. These rituals may even endow you with abilities that can be freely used, or work through contingency-style effects activated by set triggers. It highly favors body transformation or augmentation effects, flesh and blood, as well as curses, being a fair bit less efficient in other domains.
- Sacrifices are the destruction of something of significance, in a permanent manner. Things sacrificed cannot ever be restored naturally, nor even by most supernatural powers, though this essence can do so at a net loss. Anything that belongs to you can be sacrificed as is, however sacrificing the things of others requires manually destroying them. This generates the required sacrificial power to use this essence, and any excess is wasted, or vented into your body in beneficial ways that start out minor and slowly build up over time. This is not taking into account external artifacts -- such as the creation of empowered items to serve as batteries.
- You can become a Sacrificial Idol by having others perform sacrifices in your name, enabling them to use the power of this essence through you as a middleman. This allows you to take a toll of sacrificial power from any of their sacrifices, bolster your own ritual power and slowly gain subtle control over them. In turn, they would be able to perform the rituals you allow, loan sacrificial power from you and gain your favor in the form of endowments, new rituals or bestowed sacrificial capacity. As your Idol status grows you gain various abilities revolving around augmenting or granting new ways through which to expand on your power of your followers and this essence. At its base you can sense your followers and hear when they speak your name, as well as remotely perform rituals around them, whether to their benefit or detriment.
- You possess an entire mental library and framework in your mind, with a large collection of every conceivable basic ritual you could desire, and the ability to easily build more on the same framework. These rituals are special and are many times more efficient in terms of sacrifice as opposed to freeform and 'normal'

rituals that others may use, though they can also be taught and/or improved further.

-Essence of the Golden Die (by Tin, Part 2 of the Essence Meta Network GDocs).

-Essence of the Golden Die

By consuming the fizzy, carbonated, superlatively good and bizarrely lucky-tasting beverage, you gain the power to modify the results of your actions.

- You gain one Golden Die, a strange and ponderously heavy gold-plated die of mysterious origin that is only half there, appearing in your hand when you intend to use it and otherwise somewhere else. This Die can be allocated to a kind of action or situation, along with the number of 'sides' it can express ranging from a flip of a coin to a hundred sided die, with a tendency to be more powerful the more narrow its domain and the higher its unpredictability. Actions range from throwing a punch, catching objects, observing a subject, even more passive things like reading or thinking. Situations range from being initiated into a conversation, getting lost, falling asleep or even just the general day to day routine. When attached to one of these, it can be mentally cast any time its action or situation is invoked, modifying the results or process of it and twisting probability and possibility to improve it according to your subjective desires. Results can grow beyond what should be possible given the variables involved, building off any existing skill or luck and applying the result on top of that. An example of such, a critical roll that enabled a professional speed reader to outright comprehend an entire book after glancing at a single page, and a professional slacker to drag out more hours than there are in a day to get the benefits of a night of sleep from a power nap.
- By building up your baseline skill, knowledge and experience of a skill or situation a Golden Die modifies, you can occasionally spontaneously generate new Golden Dice bound to the same, creating a Dicepool. These Dice are pre-allocated to this Dicepool but you can still determine each of their 'sides' when they first appear. This is retroactive, generating an appropriate number of Golden Dice for any degrees of skill, knowledge and experience you have beyond the minimum that you would have otherwise got. However, these retroactive Dice are only generated once you have a Golden Die allocated to their domain. All of this also applies to Silver Dice, just with wording swapped around.
- Golden Dice can be degraded into Silver Dice at a one to two ratio, though Silver Dice cannot be transformed back into Golden Dice. These Silver Dice are instead allocated to a kind of attribute or quality you possess, along with the number of 'sides' it can express ranging from a flip of a coin to a hundred sided die, with a tendency to be more powerful the more narrow its domain and the higher its unpredictability. Attributes range from classical strength and intelligence, to more specific ones such as clarity of sight, movement speed, parallel processing, respiration, finger dexterity, skin toughness and so on. When attached to one of these it is rolled for the first and last time, permanently bound to perpetual effect, boosting the attribute and bending physics as it relates to you in order to

improve it according to your subjective desires. The benefits can grow beyond what should be possible given the physics involved, building off any existing ability and applying the mod on top of that.

- Silver Dice can be degraded into Copper Dice at a one to four ratio, though Copper Dice cannot be transformed back into Silver Dice. These Copper Dice are instead allocated to a kind of good or service, along with the number of 'sides' it can express ranging from a flip of a coin to a hundred sided die, with a tendency to be of higher quality and benefit the higher its unpredictability. Goods and services range from snacks, haircuts, clothes, showers, raw materials, transport and so on. When allocated to one of these, the Copper Die is burned away to either produce the good or grant the service in question. Much like the other Dice, enough Copper Dice with the right rolls can produce unnaturally quality goods and supernaturally effective services.
- Finally, after allocating your Golden Die you'll feel an eerie presence, before a new type of Die is introduced to you by a mysterious entity possessing your first Golden Die. Once a day you can summon a crimson-plated die, feather-light and uncomfortably cold, it almost seems to watch you with a vaguely malicious intent. These Red Dice are randomly allocated to cause trouble for yourself in various ways or just chaos in general, along with a random number of 'sides' ranging from the flip of a coin to a hundred sided die, with a tendency to be more potentially dangerous the more unpredictable it is. Nonetheless, it remains your decision when to cast them. The trouble and chaos it can cause ranges from summoning opponents or monsters intent on your death, with varying degrees of intelligence, power and length of stay, to triggering an unlucky situation or overall generalized bad luck, setting a conflict into motion between you and some party, releasing a natural disaster, inflicting some manner of harm or effect on you and so on. By surviving or beating these troubles the mayhem and chaos is harvested into strange unrealized energy, amount of course scaling with the trouble you face. This energy can be condensed into unbound Golden Dice, Silver Dice or Copper Dice. Additionally, by taking on the worst of the worst Red rolls you can typically catalyze enough energy into the extremely rare Black Dice. Black Dice work much like Golden and Silver Dice and can be used in either way, but rather than being allocated to your innate abilities and skills, they are allocated to other Dice or Dicepools, as well as your ability to use them and the situation in which they see use. You can also burn away a Black Die to reallocate and reroll all your Dice.

-Essence of the Legatus (by MrMalinco Part 2 of the Essence Meta Network GDocs).

-Essence of the Legatus

By consuming this essence you gain the potential to become the strongest summoner. You now possess "slots" which dictate the number of summons you can have called to you at the same time. You start with two slots.

More will be gained by strengthening your powers through usage. This does not limit how many you can design.

- Summoning:
 - Your core ability and the first you will gain.
 - You can create and materialize summons of your own design.
 - Design references not only visuals but also their (supernatural) abilities, skills, and every other attribute.
 - Summons do not have to be meticulously crafted in every aspect but can instead be archetypes based upon their abilities.
 - If not designed otherwise, summons are fully sentient beings with their own personalities, goals, and wants, based on their design.
 - They are by default one hundred percent loyal to you and will not take actions you would disapprove of.
 - Every summon possesses their own supply of mana, ki, chakra, or similar energies.
 - They require no sustenance and can be kept out permanently.
 - Their starting strength is at a respectable level for the setting you're in.
 - Summons grow in power alongside you or even on their own.
 - If they remember the last time they have been called is up to you.
 - You are NOT creating actual living beings with this power. Summons are mere constructs build by this power.
 - Should the be "killed" or unsummoned, they will not wait in a separate dimension or similar, but be unmade and, in case of a resummoning, recreated.
 - They take up a single slot per summon.
- Partial Summoning:
 - The second ability you will learn, after getting familiar with normal summoning.
 - This will allow you to summon specific parts of summons to replicate their actions.
 - Like a dragon's head for their flame breath or a giant's foot to stomp your enemies.
 - You will not have to design a summon to use this. An archetype will be created temporarily.
 - Partial summons are not permanent.
 - This doesn't take up a slot.
- Fusion:
 - The third and last ability you will gain after mastering normal and partial summoning.
 - With this, you can fuse with your summons and gain their abilities, skills, knowledge and/or even mannerisms should you desire.
 - It will require some getting used to, but after a while, this state can be kept indefinitely.
 - In the beginning, you can only fuse with one summon. This limit can be increased with training.

- This takes up a slot per fused summon.

The esthetics of how summons arrive is up to you, just bear in mind that different methods may take them longer to get ready.

This power cannot be suppressed, altered, removed, copied, etc.

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