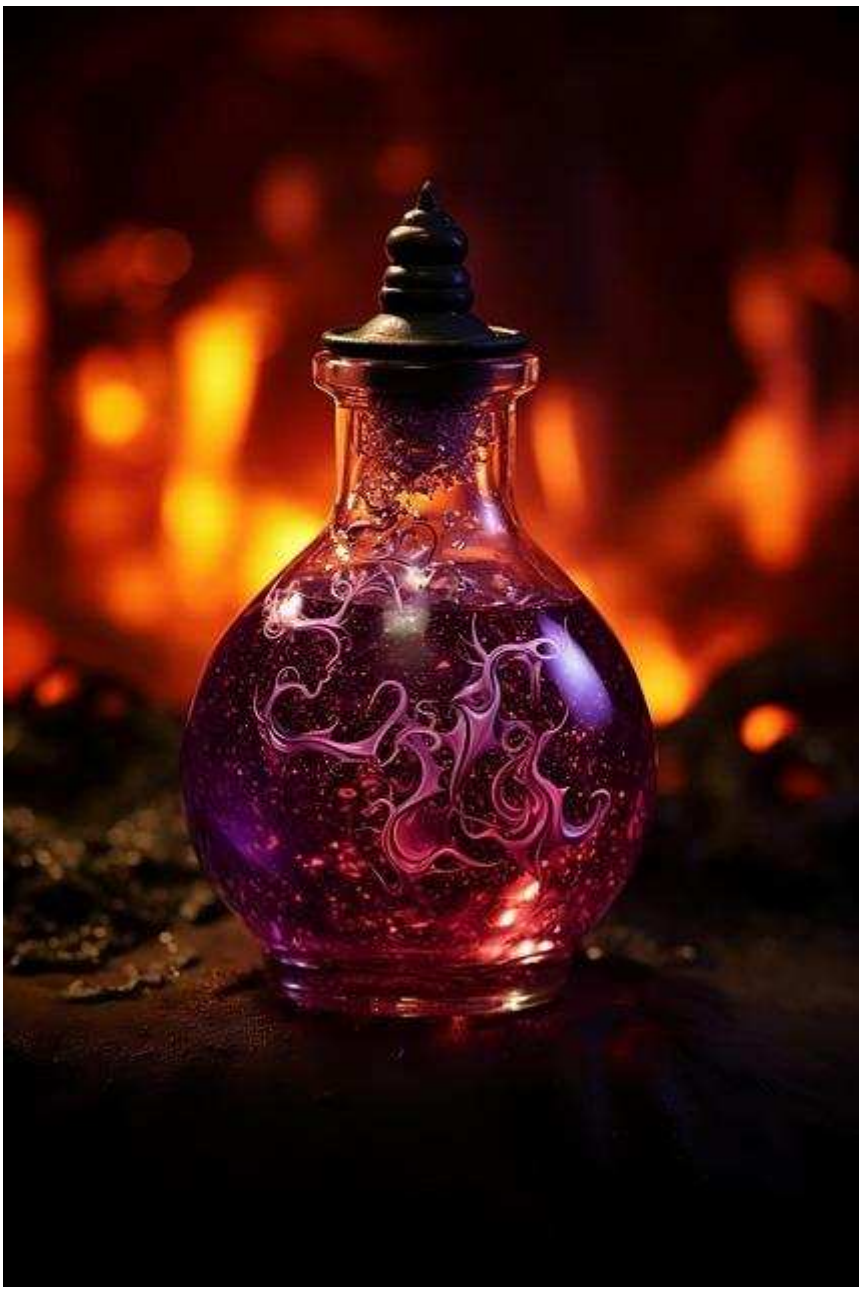


**OP Growing Essences Jump**
**v1.0**
**by LJGV/Sin-God**

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:** *This time we're going with essences that start off OP but grow even more powerful as a jumper progresses along their journey. That said there are staggering*

*differences in terms of both initial power and the specific capabilities of each of the essences on display here.*

# 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. The text here is meant to give you a basic understanding of the essence and underline any differences between the jumpchain version and the canon version, if relevant.** 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. **All essences in this jump confer appropriate alt-forms in future jumps. 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. These alterations supersede the base essence's descriptions, though if you want to go for an alt-chain, you have the freedom to ignore them.**

**Essence of the Unnamed Darkness [+200 EP]**
While potent this absorbative essence does not start off spectacularly impressive. This essence makes you an alien being, even more so than a jumper natively is, and gives you the physiology of something akin to an impressively compressed black hole. You grow by absorbing things, sucking them into yourself and in so doing grow larger and larger. You can control your size, and can remake and expel copies of what you've absorbed, including copies of the once-living (as you can't absorb living beings while they're alive). As you grow stronger you gain access to a range of potent but strange abilities that match the central theme of *Eldritch Black Hole*.

**Unlike in the base essence, for the sake of jumpchain balance you can be destroyed. If your outer form, the avatar you project into the world, is destroyed then your inner form is revealed and begins to suck things into itself in a static state akin to a black hole. If an enemy manages to hit you with a potent attack, such as a magical beam of sufficent force or a powerful bomb, you are destroyed. However, the stronger you've become with this power the greater your gravity is and once you've sucked a sufficient amount of things you can rebuild your other form and resume your activities.**

**Essence of the Golden Wrought God [Free]**
The *Golden Wrought God*. A divine skeleton clad in mythic flesh. This essence is the most detailed of the bunch in this list and begins fairly weak, compared to what it becomes. You start off as a *Sleeper*; a mythic level of power but one that can only really fight demigods and the like. Progression is slow, steady, and passive, even if you do nothing, but if you go out and adventure you can speed it up and eventually become something on par with figures like Odin the Skyfather.

**In much the same way as the previous essence, for balancing purposes you can in fact be slain. It takes multiple tremendously powerful attacks tearing through your body and getting to your core, and each layer of skin, muscle, and bone that someone gets through is less difficult to tear through than the next, but your core is not invincible, even if it is truly, incredibly difficult to injure if someone reaches it. If your core is destroyed you die.**

**Essence of the Primordial Vampire Sire [200 EP]**
If you want to be the dread lord of the night this essence is how you do it. This is a classic *Vampire Lord* inspired essence, along with some stuff we've seen in other essences, such as buying and selling stuff, an afterlife, immortality (and power from age), etc. These powers are fun, and when you mix them together they become incredibly strong. This is a good way to get some solid powers. You initiate this jump with power on par with divine skyfathers and lack an upper limit on power.

**With this particular essence you can just die, no special gimmicks or rules. If you do that counts as a regular death, requiring a 1-up to prevent jump, and probably chain, failure. Good luck finding something strong enough to take you on, though.**

# 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. **You can, over time, learn to hide your scent, though doing so is exceedingly difficult at first.**

**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 [200 EP if you want just another essence, 400 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. If you use this to acquire the ESSENCE of the Primordial Vampire Sire and not the origin, then you don't have to pay an additional 200 EP. If you want the origin as well you have to pay the entry cost. **As befits this jump's status as an *OP essences jump* the prices for this iteration of this perk have been amped.**

## Essence of the Unnamed Darkness

**Understanding Of Self [100 EP | Free for Essence of the Unnamed Darkness]**
You have an exact, perfect understanding of your state at all times. This has a multitude of uses, but one of the biggest ones is that you know exactly what you have absorbed and can absorb, able to understand how other things relate to you and to the growth of your power.

**Alien Physics [200 EP | Discounted for Essence of the Unnamed Darkness]**
You are a master of the physical freedom that comes with being a *Darkness Entity*. You understand how to most efficiently and effectively get from point A to point B, as well as how to avoid and even ignore attacks thanks to your eerie movement. You can even spread this power to your allies, allowing them to fly and do other curiously physical things like defy gravity and have their own freedom of movement. You are the master of your own physics, and you can generously share that with others.

**Xenophobia [400 EP | Discounted for Essence of the Unnamed Darkness]**
You have an aura of fear. This toggleable aura is a powerful thing that can cause those who behold you to feel intense fear at your weird, impossible presence. This aura is more powerful on those who have a greater understanding of the world and reality, and this stacks with your overall power. Some people, particularly those who loathe reality and life, may have a different reaction to this aura, but most people will find it incredibly frightening and lose the will to resist you or to try and defy you if you unleash it at full strength (which you don't have to do).

**Thematic Evolution [600 EP | Discounted for Essence of the Unnamed Darkness]**
You have an unusual form of *Uncapping*. From here on out when you acquire a power it has the ability to grow endlessly, and when it grows to a sufficient degree it reaches a state where you can select thematically linked abilities that are tied to both the original power and the source and acquire them as new abilities that can also grow in power, and eventually even evolve much like the source power from which they are derived. This is an offshoot of the curious evolutions the *Unnamed Darkness* goes through when they attain enough power, but is now spread through you and is a fundamental part of your nature as a jumper. As an example of this telekinesis can give you access to forcefield projection, while flight can lead to gravity manipulation.

## Essence of the Golden Wrought God

**Belief Sustains [100 EP | Free for Essence of the Golden Wrought God]**
You are a divine being. Perhaps its time you reap some boons from that? With this perk you derive power from belief, with even casual admiration of your skills giving you tiny amounts of power while sincere worship provides you with surprisingly potent streams of power so long as you are worshipped. You can use this energy to recover from blows, strength hits, or convert it into permanent growth, though this is the most expensive use for this energy.

**Divine Presence [200 EP | Discounted for Essence of the Golden Wrought God]**
You have an aura of divinity that inspires faith in those around you. This aura is a powerful thing that inspires faith and draws people's eyes to you. This aura is stronger on those with strong faith and conviction, and can be infused into your blows. If you infuse it into strikes, you can render them non-lethal and cause them to instill reverence instead of pain. With this you can convert people into your worshippers and more easily persuade certain, hardheaded people of your divinity and your worthiness to be worshipped. The visuals of you beating people into zealots is certainly a striking one, but maybe not in a way you love. Still, it's probably better than killing someone. Maybe.

**Holy Artifice [400 EP | Discounted for Essence of the Golden Wrought God]**
Your new body is a masterpiece of divine engineering and sacred artifice. It is the magnum opus of thousands of artificers, clerics, and magi working in conjunction for decades, a sacred relic that helped end a war forgotten to history, fought by forces too powerful to be understood by modern man. You now understand the divine geometries and the holy engineering that went into making you, allowing you to understand how to create lesser beings that are derived from, more or less, the same benevolent processes and fonts of power that power you. This knowledge grows as you grow in power, even if you are not a Golden Wrought God yourself (meaning you have another origin).

**Varied Progress [600 EP | Discounted for Essence of the Golden Wrought God]**
Some beings on your level have attained their power through violence and blood. Others have attained it peacefully. For a rare few it was a product of chance. And then there's you. As you live your life you will find that you passively grow in power, perpetually but slowly inching towards a zenith of might that remains ever out of sight. That said, real growth requires living a full life. The more of a life you lead the more you grow, with your growth being specifically keyed in ways that reflect the life you've led. Magical adventures find that their divine energy-based abilities grow in potency and in ease of use, while those who spend more of their time building stuff up find it easier to manipulate their environment. No matter what though if you live a life you enjoy you find that your rate of even passive growth explodes, allowing you to eventually reach the zeniths of power available to a golden wrought god much faster than someone who lacks this would be able to. Still, this perk is best for those who live varied lives, and who find themselves in exciting situations all the time, as this would give them much more ability to grow over time.

## Essence of the Primordial Vampire Sire

**The Classics [100 EP | Free for Essence of the Primordial Vampire Sire]**
You are a vampire. It wouldn't do if you didn't have the classic abilities of your kind would it? You possess enhanced strength, great charisma (including a power to charm someone), and can shapeshift into animals associated with the night, such as spiders, wolves, and bats. You also innately attain the classical powers of future alt-forms, such as a dragon's breath weapon.

**Master Of Age [200 EP | Discounted for Essence of the Primordial Vampire Sire]**
You have discovered ways to link your powers over death and age and have awakened a fascinating inversion of your normal ability to weaponize agelessness. You can strike people with years, instantly aging them while deaging yourself. You can easily age someone to death, and can use the age of any of your alt-forms as fuel for this. This comes with a pair of secondary abilities, namely the ability to harvest age if you are not a primordial vampire sire, and also the ability to stockpile years without using them on yourself if you want to save them for this power or give them to another altform of yours.

**Sire [400 EP | Discounted for Essence of the Primordial Vampire Sire]**
You have an internal repository of variations of all of your alt-forms and can share these alt-forms and their variations with others. You can expand this repository by collecting the souls of people who are variants of your alt-forms, such as having a high elf alt form and collecting the souls of dark elves. With this you can freely give people alt-forms they can don at will, such as giving a human the powers of a god, or giving a god an alt form that is a demon lord.

**Death Entity [600 EP | Discounted for Essence of the Primordial Vampire Sire]**
As befits the status of one who is the lord of an afterlife, you are now a certified death entity. This means that you are immune to instant death effects, one shots, and death magic. Additionally this grants you recognition from other death entities, such as personifications of the grim reaper or death deities (and awareness of which of them are real in a given jump). This also gives you the ability to mark people and cause them to go to your afterlife when they die, which can be an astounding punishment or a loving reward, depending on your intentions.

# 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 the Unnamed Darkness

**Umbral Familiars [100 EP | Free for Essence of the Unnamed Darkness]**
This is a collection of shadowy animal friends that take on a number of forms, but are most commonly cats and owls. These creatures are loyal to you, serve as extensions of yourself for absorption purposes (and can heal you with their absorption powers if you are not an unnamed darkness yourself), and are surprisingly strong. They can grow in number as you grow more powerful and take on varied forms as you become stronger.

**Dark Weapon [200 EP | Discounted for Essence of the Unnamed Darkness]**
This is a sword made of the same shadowy energy as you. This weapon is capable of absorbing things as thoroughly as you can, and can automatically kill anything weak enough that you'd automatically absorb it, but it won't do this if you don't want it to. You can use this weapon as a vector to project materials you've absorbed and are recreating as per the essence's abilities. This weapon is also capable of serving as a powerful focus for other abilities as well, serving as an extension of yourself.

**Rift [400 EP | Discounted for Essence of the Unnamed Darkness]**
Every universe has a number of anomalies that you can use to travel between them. At least they do now. These anomalies are potent gateways between realities where physical laws are more like suggestions, and you can use these spaces to swiftly travel from place to place and find more and more matter to absorb. You can also travel to and from each one instantly, once you've found them and there's a map in your warehouse that shows the locations of each one.

## Essence of the Golden Wrought God

**Chapel [100 EP | Free for Essence of the Golden Wrought God]**
This is a sacred place where divine energy naturally accumulates. You can visit this place to rest in the sacred air, and can also direct those who believe in you to congregate here, where they'd naturally produce more divine energy than they would otherwise. This place is generous to your followers and when they rest here, they find their wounds closing and their sicknesses being less severe, or even healing altogether.

**Mythic Forge [200 EP | Discounted for Essence of the Golden Wrought God]**
This is a sacred forge, one enchanted over the ages to become ever more powerful and to derive might from the creations it is responsible for. This forge now follows you along your journey, ready to produce wonders and in so doing become ever greater.

**Orichalcum [400 EP | Discounted for Essence of the Golden Wrought God]**
This supply of Orichalcum is ever-replenishing, constantly regenerating even as you use it, though at a rate which still takes some time if you deplete it entirely. These ingots cna easily become the basis for any sort of wonderful invention or great work of magic. This is the same material you are made of, assuming you're a Golden Wrought God, and thus you should understand how potent this is. Devices and beings you create from this benefit from crafting perks even ones you attain after you invent them, and are loyal to you, their creator, refusing to work for anyone else.

## Essence of the Primordial Vampire Sire

**Afterlife Portal [100 EP | Free for Essence of the Primordial Vampire Sire]**
You have this mobile portal which when in an inactive state is the size of a wristwatch. When you activate it, it leads to your afterlife (or another essential location if you are not a Primordial Vampire Sire), giving you the ability to allow people to corporeally enter your afterlife as fully living beings. You can also use this to allow souls you've specifically blessed to step out of your afterlife and reenter the world of the living.

**Magical Contract [200 EP | Discounted for Essence of the Primordial Vampire Sire]**
This arcane contract is a powerful, seductive thing. It has an aura of fascination that makes it entrancing and harder to resist, especially when you are offering something that someone wants. If you use this contract and make them a reasonable offer they'll find it incredibly difficult to not sign the contract right away, and even unreasonable offers seem more appealing when they are written out on this paper. When one gets signed it disappears into an inventory of yours or some other special location and immediately gets instantly replaced.

**Fountain of Ages [400 EP | Discounted for Essence of the Primordial Vampire Sire]**
This special fountain is filled with contaminated water from the fountain of youth. When people bathe in it it drinks their youth, storing it in its waters and leaving them aged. They are not harmed by this, nor are they left in a weakened state, but their youth can be restored by any supernatural means of restoring youth… such as a primordial vampire sire taking their years of age. The water also retains the years, so with this you can get twice as many years as you might think, by going into the water and absorbing the years within, which you can do thanks to you owning the fountain.

# 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.

# Scenario

**Bounty Hunter**
This scenario is a bit more martially focused than you might think for a jump in this series. You get approached by a friendly essence vendor within days of the jump starting, and get asked if you wouldn't mind helping them out with a rather odd request. They explain that someone who once caused them problems was captured and given to them by a person from another reality in exchange for an essence. That stranger took the essence, drank it, and then dipped. What they didn't reveal is that they also bargained with the trouble maker and gave them a way to escape their confinement in a few days, hence how they escaped. This troublemaker, an essence entity, is causing havoc in your local area. The vendor wants you to track them down and bring them back to the vendor, in exchange for a nice reward. If you accept this offer and bring back the troublemaker, someone with a martial but not overpowered essence such as the essence of the warlord, the friendly vendor offers to teach you a thing or two about essence brewing. This is enough for you to learn the extreme basics of essence alchemy, but the vendor also offers to put in a good word for you with other vendors, which can lead to you learning how to do alchemy at an impressive level if you work with them. You'll encounter a range of essence entities by taking on this scenario, and any appropriate perks that let you take powers from them still fully work, so this can be a lucrative way to get quite strong.

If you complete at least two bounty hunting offers a year for the duration of your stay here you complete this scenario.

**Reward**
By completing this scenario you'll learn, over the course of several complete bountys, how to be a **Victorious Alchemist**, a particular brand of essence alchemist that can deprive enemies of their powers and use them as the fuel for essences. This form of essence alchemy is really good at creating powerful essences, but does require that you triumph over foes to be able to take something from them as the basis of an essence. You

can do this to any defeated foe, be they alive or dead, and can reliably produce lesser shades of what you've taken from fallen foes to flavor and modify essences in thematic ways. If you utilize your potent abilities wisely this should be easy. Just don't overestimate yourself. **Victorious Alchemist** is a perk, in case that is relevant for drawbacks or for other perks.

# 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.

**Strange Monsters [100 EP]**
Ah this sucks. This drawback causes monsters to appear all over the world. These monsters will have abilities that are not like your chosen essence, or if you selected all three essences then these monsters will inspired by a random essence each time you encounter one, such that you'll face off against powerful golems, mighty vampires, and weird eldritch beings quite regularly (probably a few times a month).

**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. Powerful 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 and are quite strong, making this an unpleasant time for everyone. This drawback also, unsurprisingly, increases the number of essence entities that are all over the world.

**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.

**Scientists [400 EP]**
This is unpleasant. A group of scholars from another reality have crossed into the universe you start in and are hunting down essence entities to experiment on. They are skilled, powerful, and ruthless, and each essence entity they capture and experiment on increases their capabilities. These foes may start off as not much of a threat but they grow more dangerous with time and only negiotate as a means of momentarily advancing their agenda with the ultimate hopes of betraying and capturing every essence entity they can get their hands on. These scholars mean business and their technology only grows more potent with every subject they can experiment on.

**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.
**-Very fun tools today homies. This is the second OP essences jump we've done, and all three have fun toys for anyone who desires to get silly.**
-As noted in the origin text, I sometimes have to make minor modifications to essences to make them even remotely feasible for jumpchains. I post the complete text here for a number of reasons but primarily so that someone doesn't have to do extra homework to understand your capabilities. I also encourage people to go look for other essences, and am happy to have let more people know about the essence meta.

-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.
-My favorite essence here is actually the essence of the unnamed darkness. It is so alien and weird and I absolutely adore that. I once wrote a story, that in typical Luciano fashion I never got far with, with a protagonist who was an *Unnamed Darkness* type being who was in Encanto and was vibing "Offscreen", absorbing stuff.

**-Essence of the Unnamed Darkness (by MrMalinco, Part 2 of the Essence Meta Network GDocs).**

-Essence of the Unnamed Darkness

By drinking this essence you become the Unnamed Darkness, an ever-expanding, all-consuming foreign Entity.

- Your body becomes a strange substance that can change its physical state and doesn't adhere to all physical laws. Neither matter nor energy but something quite different.
- Regardless of state or mass, you are always able to fly. The gravitational pull of objects can't pin you down.
- Walking through time and space is as easy as walking through a room.
- In the beginning, your body will be a cloud, roughly the size of a large cat with physical properties to an average adult human. You can harden yourself to match iron.
- You possess the ability to transform your body into anything as long as you have sufficient mass to reach its size. A gaping maw with razor-sharp teeth, tendrils, a jacket or flowers. Creativity is key.
- The substance your body is made out of can make everything it can make contact with, a part of you. This behaves differently depending on the thing in question:
    - Beings need to be killed before they can be absorbed. Upon death, they are automatically transformed into your substance and absorbed, provided you have contact.
        - Every part of their being is consumed to improve you. Abilities, powers, knowledge, durability, aptitudes, mass, simply everything positive. Harmful aspects, like a weakness to fire, are automatically sorted out.
        - If you, for example, kill an average adult human in your base form, you are two put into one. Twice the strength, durability, and brain processing power.
        - Aspects that can't be simply added like reaction time, skill, or aptitude are instead improved. Having a reaction time of 200ms and absorbing someone with 250ms, won't make yours 450ms but rather 150ms.
        - You are perfectly capable of mimicking everyone you have absorbed, down to their mannerisms and way to talk.

        - Since absorbed beings are unraveled completely in mind, body, soul, etc. you don't have to fear them rebelling or retaining their personality. There is only you.
        - Their memories will have no negative effect on you.
        - Entities like ghosts or liches also count as living for this purpose. As do androids or cyborgs.
    - Objects can be absorbed if you're capable of forming a surface large enough for them to fall through. This surface is extended from yourself.
        - Your substance functions like a hole for this purpose.
        - Should you want to absorb a tower with a diameter of 5 meters, you would need to create a surface with a diameter of slightly over 5 meters.
        - You can sever the connection of objects with the ground with your surfaces if you would be able to cut through the material providing said connection.
        - Objects that are not able to fall through, have to be encased instead.
        - Contrary to beings, objects won't increase any aspects of you except mass.
        - By default, they are not turned into your substance but stored. This can be changed to your liking.
        - If an object holds power or skills, transforming it, will grand these to you.
        - Liquids count as objects.
    - Energy can simply be absorbed and released at a later time.
    - More esoteric things like mana or spiritual, psionic, and cosmic "energies" can be absorbed to increase your own reserves or smelted together into one.
    - Souls can simply be used as fuel or be unraveled to strengthen you. While still being able to possess skills from when they were still connected to their mortal shell, this is not guaranteed.
- After passing certain thresholds in your growth, you will develop abilities on your own. These include: Space-Time Manipulation, Mental Manipulation, Omnilock, Creation, Nonexistence, and more.
  The stronger you become, the stronger the powers you unlock do.
- Beings can only fall through your created surfaces if they're weak enough to not pose a threat to you and are immediately killed and absorbed then. This is a safety mechanism to prevent destruction from within.
- Your Body is comprised of two parts. The first is the visible one through which you interact with the world. The second resides in an otherwise empty universe inaccessible and inviolable to anything but you.
    - If the first part is damaged, substance from the second is drawn to replace the destroyed parts. This happens instantly and can't be prevented.
    - The first part can be recalled to the second.

    - Should you possess strong enough regenerative capabilities, you can stop the replacement process and instead heal with these.
    - The second part acts as storage for everything that was absorbed and isn't used by the first. As a part of your body, it can also be customized.
    - Stored objects are automatically organized and are unaffected by the passage of time.
    - The connection between the two can't be cut or prevented. Chain reactions that affect the first part can't be transported to the second. For example, an effect that destroys all instances of a certain type of matter could only affect the first.
    - Chunks of substances that are removed from the first part, like cut off limbs, are transported to the second.
- Anything converted can be rebuild and transported to you. Beings that have been rebuilt do receive their powers but not their personality and will follow your commands. You still retain the given powers.
- Do to your nature you can't be trapped, sealed, restrained by any means, and are unaffected by time manipulation. You're also immune to reality-warping since you're not a natural part of said reality.
- Being a foreign factor enables you to break the rules of the universes you visit. If you can do it is another story but the possibility is there.
- You do not possess a soul, hence any attacks that target it are useless against you.
- Your mind is built alien and strange so attacking it is useless. This extends to illusions and other manipulations.
- All this and the powers that you'll gain are part of you and can't be suppressed, altered, removed, copied, etc..
- Even if the name might suggest otherwise, your color pallet isn't restricted to dark colors.

**-Essence of the Golden Wrought God (by Triggerhappy Jabberwocky, Part 1 of the Essence Meta Network GDocs).**

-Essence of the Golden Wrought God

- Your soul is transplanted into the body of an ancient forgotten artificial god, forged by the greatest smiths and mages for a war lost to the ages.
    - The Golden Wrought God body is built on a skeleton forged of nearly indestructible enchanted Orichalcum further inscribed with runes and spells that laugh off magic, reality-warping, time manipulation, and other exotic abilities. Your body now has limitless stamina, can regenerate from your skeleton in seconds, and continue to fight even if reduced to a skeleton albeit with more limited mobility. Should your skeleton manage to be damaged it is easy to put it back together and even if your very bones are scattered through creation or beyond you can unerringly track them down and easily reclaim them once you find them. Should your skeleton be reduced to a state where it cannot self-repair it will simply

create itself anew, meaning even if you are reduced to a Divine Core you will eventually be restored.
    - Your muscles, organs, and skin are also tough, able to survive any conventional weapon short of a nuclear bomb or similar level weapon. Your flesh is just as enchanted and inscribed as your skeleton giving you golden runes and spells engraved across your body.
    - Your physical attributes match those of heroes, the strength of Hercules, the speed of Achilles, and the intellect of Chiron.
    - Your body takes the shape of your ideal self or what form you would find most aesthetically beautiful for yourself. This beauty enhances any charisma or intimidation factor you have.
    - You have limited shapeshifting within the bounds of the human form and can assume any sex or in between at will.
- Your Willpower is functionally infinite, can shrug off any influence and will remain unchanging in the face of all opposition save for those that come from the self. You are incapable of boredom and could survive inside your own mind for eons fueled by contemplation or sheer stubbornness. You cannot suffer guilt, trauma, or any negative mental effect under any level of stress. Any sense of fear, guilt, shame, or similar negative mental influence that might lessen your ability to think logically or lessen your lethality has been rendered null but your mind registers what you would be feeling if your emotions were not altered, you just don't feel it. This can be toggled either in full or for specific feelings and emotions or restrict them to a specific intensity. Built in safeties prevent you from being overwhelmed by emotional or sensory overload, these cannot be disabled. Further safeties prevent you from self termination, these also cannot be disabled.
- Your mind is augmented giving you immense intelligence, Infinite Multitasking, perfect memory, infinite capacity, archiving and indexing. The works of those that created the god body are known to you, as is the knowledge, wisdom, and esoteric concepts that come with it. You have the ability to detect any divine influence whether it be a blessing, a mortal avatar, and can recognize and dissect the nature of the divine source with but a glance. This sensory ability works on other powers and abilities but is specialized towards the gods. You are further immune to illusions and can easily pierce them or outright destroy them by overpowering them if you have access to divine energy. Accurately predicting enemy movements or strategies from the level of personal combat to highly complex campaigns or the political theater will be easy once you have some contact with your opponent or are familiar with them. Such is a mind required of a being created to fight reality itself.
- Have a Divine Core where your heart would be, a very powerful artifact of magically forged crystal and Orichalcum thrumming with divine energy it supplies all power to your godly abilities. Your Divine Core holds your soul and consciousness and is completely invulnerable to damage no matter how powerful or strange the foe, such is the power of the magic weaved into it. Your body will

regenerate from destruction in seconds regardless of the damage or where it might have been cast into. If desired you can simply go dormant and wait inside your divine core, then regenerate. Your Divine Core has an emergency system that will activate if sealed or imprisoned for some time that will tap into your reserves of divine power to send you away to somewhere safe. You can choose to activate a secondary ability of this escape function which will supercharge your core temporarily flooding it with well beyond the amount of divine power it would normally be using and cause a massive multi dimensional blast that does horrendous damage to the place you were imprisoned and everything within the blast radius. The scale of the blast increases with what level of activation you have reached. The minimum being like a multi megaton divine explosion of destruction at Sleeper level and a universe erasing divine inferno at Ascended level. The inside of your divine core acts as a mindscape where you can retreat to at will. You have complete control over your mindscape and while nothing inside is real you can make it seem real and warp how fast time passes inside. You can drag the minds of others into it if you have bound them or are touching them and can eject them just as easily.

    - Divine power is that of the gods, pure and full of power. Mortals, many monsters, and demonic foes are poisoned by too much raw divine energy without being accustomed to it. Gives immortality, superhuman attributes, and immunity to most effects like poison, disease, curses.
    - Divine energy can be used in a variety of ways such as performing miracles, slaying entities through smiting them. You can hear the prayers of anyone towards you or just in general if not specific. Prayer gives more energy then can be generated but is not needed to live. It can also enhance abilities such as boosting physical characteristics or empowering a lightning bolt. You can only begin using Divine power upon activating your Dreamer state.
    - Soul is refined and reforged to become completely indestructible and immune to any influence one could throw at it. The temptations of the vilest beings and the evils of man are but a ticklish wind onto your shining existence.
    - Immune to and exist outside of Fate, destiny, and prophesy. They will actively unravel around you as desired, and do not even register to someone with foresight or clairvoyance. This includes similar abilities.
    - Nothing of yours can be reduced, stolen, sealed, or altered in any shape or form except when you desire. Once you are in this body not even the mightiest of beings could hope to dislodge you or warp you, not even the random and often cruel omnipotent kind.

- The Golden Wrought God has several stages of activation that determine how much of its power can be accessed. Sleeper is the passive form that is always active for the Golden Wrought God. Divine power cannot be accessed while the Sleeper form is active and most functions are also dormant. You gain access to

higher levels of Divine Power as you familiarize yourself with your body and settle into it unlocking greater levels with enough time and or experience.

- Sleeper: You can defeat powerful demigods using just your base attributes and the passive levels of energy and abilities provided by your new body.
    - Enhanced ability to learn and master skills and abilities. Skills can be learned and mastered in days, no teacher is required, and everything that develops will unconsciously be self-correcting to perfection and beyond. Pick up a sword and be fighting with masters in no time, actually fight a master? You can easily absorb their techniques into your own. One thing you have in spades already is raw combat abilities and can intuitively pick apart mortal combatants with your base martial affinity.
    - Enhanced ability to teach and pass on any skills you might possess to those able to learn them.
    - You can manifest a set of equipment that is self-repairing. This equipment consists of a base undersuit that emphasizes your form and acts as the anchor for future levels of armor and a limitless variety of clothing and accessories that you can switch to with but a thought. The base suit is protective enough to completely shield you from multi-megaton nuclear blasts. You also have access to a variety of divine weapons in the form of melee and ranged weapons, guns, knives, hammers, it is all there. All of these items are divine in nature and will refill their ammunition very quickly. They are all around the same level of power able to carve up the flesh of demigods and divine beasts with little difficulty. You can summon and dismiss these as needed but they will lose most of their power in the hands of mortals.
- Dreamer: You can defeat most normal gods by engaging the first level of your divine power. This level can be accessed within years if you are doing nothing.
    - Dormant systems come online and let you use divine energy to make non-magical objects and materials of excellent quality. The creation of life or magical items or materials without miracles is beyond you yet. You are able to manifest a golden suit of armor that can absorb attacks and protect you from anything short of a continent-shattering weapon without being scratched. Your divine weaponry is now able to deal out damage on the same level with little difficulty, turning Australia into an archipelago has never been easier.
    - You can actively make use of your divine energy. Basic uses include channeling it into attacks or crude barriers for defense. You can use your divine energy to turn any action you take and turn it from a failure to a success, a success to a feat of legend, and a feat of legend to simply violating reality and doing the absurd like strangling a cloud to death or singing so well it causes mountains to weep. The energy cost scales with the feat in question.

    - You can now cast miracles to enact your godly whims though not on a global scale yet. Making it rain or curing cancer for a person is as simple as some energy and the will.
    - You are now able to touch upon the beginnings of your own Divine Order and briefly contest the existing one by projecting your own rules onto the world around you. This requires an incredible amount of divine power to maintain at this stage of activation.
    - You can create lesser Avatars of yourself that you can control directly or set off to act autonomously as you would. They have an unbreakable connection with you and can network between you and each other. These avatars are always able to only reach a level of Divine Power below yours and cannot create their own avatars.
    - Able to enforce your will on objects, places, and individuals by overwhelming them with your energy. Those that submit or overpowered are then bound to you for eternity unless released.
    - These Bound cannot resist commands or compulsions set down by you even if they otherwise would rage against the control for eternity.
    - This ownership carries the conceptual weight of your authority and power thus protected from any foreign influence that could possibly challenge this ownership.
    - Bound individuals can be 'blessed' with the ability to create miracles on a smaller scale with borrowed divine power.
    - Powerful entities such as gods, divine beasts, and others when overpowered can be added to or create a pantheon as a subordinate god.
    - You can now shapeshift into more absurd forms like animals or other races. Returning to your original form when you so desire.
- Awakened: You can defeat skyfathers and groups of regular gods at the second level of divine power. This level can be accessed in centuries if you are doing nothing.
    - Your body unlocks your Battle Regalia, hulking fully enclosed power armor made of orichalcum that amplifies your attributes, powers, and energy by several times. Comes with combat-capable multifunctional tentacles. It would take damage capable of obliterating solar systems to scratch the armor. Your divine weaponry gains the ability to leave wounds nearly impossible to heal and can kill things permanently or prevent them from manifesting by bypassing any forms of immortality and restoration. Your weapons can casually sunder solar systems.
    - Innate conceptual mastery of creating life or modified from nothing or transmuted from existing materials/bodies. By using more energy the likes of divine beasts or beings can be created. Anything created can be given a soul or left a hollow but functional construct. This includes beings like angels, divine beasts, and other supernatural entities. The most basic

of your creations come out as living divine clay and orichalcum constructs with some sentience and the ability to follow basic commands.
    - Innate conceptual mastery of forging items whether they be constructs or weapons. The stronger or more complex the object the longer it will take to craft. You can determine what was used and what will be required to produce, repair, or create an object instantly.
    - Your capacity for miracles grows to the level where affecting a solar system at once is a valid strategy. You can do greater still with more energy scaling at higher and higher costs as the range and power of the miracle increases.
    - Your ability to project your Divine Order improves massively to the point where you can sustain it indefinitely stretching out to the range of a solar system. While active the existing laws of reality are mercilessly crushed under your own and gods will struggle to resist your Divine Order. Like miracles you can spend more divine power to grow your manifested Divine Order.
    - You know how to create or convert others into pale reflections of yourself: Golden Demigods. They all have the benefits of your base attributes and sleeper state but gain weakened forms of all of your Divine Power levels through Dreamer. They cannot turn against you and are bound to you automatically via your divine power. Golden Demigods of a converted origin will have their body reformed to be more idealized in your eyes removing any scars, previous injuries, or defects. Similarly they gain a set of magical tattoos that appear on their body representing their newfound bond to you. You may have other aesthetic changes such as their eyes turning gold or a change in skin tone.
- Ascended: You can defeat primordial gods or cosmic entities at the third level of divine power. This can be accessed in thousands of years if you do nothing.
    - Your battle regalia connects to a dormant outer shell summoning a massive mecha around you to pilot with a visage similar to yourself though its form is up to you for the most part. This mecha enhances your already enhanced powers many times. Your mecha can extend tentacles that will bore into the metaphysical framework of that universe or multiverse if you have access to its center and usurp control over it from its original master. If the world exists as a dream of a godhead or similar existence you will have to bore into the godhead directly to assume direct control. Once connected you gain access to that universes or multiverses Akashic Record which is the information for every single bit of that particular verse. The more powerful the setting or the more resistance there is the longer it will take to bore into the framework of the verse you are looking to usurp. This is also theoretically possible with Omniverses but not recommended due to the sheer effort and dangers in doing so. Once connected you can use this connection and your Divine Energy to

weave changes on a mass scale rewriting the universe or multiverse and molding it to your whims as your Divine Order replaces the old laws of reality. Even when not connected you can subvert control over reality in localized areas and still affect worlds and larger still assuming no one or thing tries to stop you. This is only limited to as much Divine Energy as your core produces. You can construct pylons to maintain this control even if you are far away, effectively sustaining your Divine Order as long as they are intact. The divine weapons you can produce are world-shattering or greater with more time and energy spent. Mass-producing galaxy destroying throw-away weapons is trivial at this level. Your armor can also shrug off this level of punishment easily, it would take absurd levels of destruction to do serious damage to you while in your mecha state on the level of crushing a whole universe into itself with you inside.

- Your ability to cast miracles is easily able to range multiple galaxies and beyond and powerful miracles are much easier and efficient to cast.
- Manifesting your Divine Order is nearly effortless at this point of similar ranges as it is for your miracles. Pumping in even a little divine energy explodes the range of your Divine Order and with enough you could simply blanket the universe with your new laws of reality. There are very few beings that could contest you while inside your Divine Order.
- You are now able to make Golden Gods. Like Golden Demigods, Golden Gods can be made from existing individuals or a Golden Demigod outright. Golden Gods require you to construct a God Egg which when the golden sphere is completed will begin work on making a Golden God. A God Egg is one use as it is cannibalized by the Golden God upon its completion. Golden Gods have all of your powers up to the Awakened phase and are bound similarly as the Demigods are. You can give a Golden God access to the Ascended state with a ritual of activation that requires a large amount of additional divine energy. It is possible to network yourself with Golden Gods who have taken control over different Akashic Records to achieve larger effects when working in conjunction.

**-Essence of the Primordial Vampire Sire (by Bluesnowman, Part 4 of the Essence Meta Network GDocs).**

-Essence of the Primordial Vampire Sire

Has a coppery aftertaste.

- Gains power and skill rapidly as they age lifespan limitless.
- Able to incorporate more powers into the virus and by drinking the blood of other vampire species and can include their powers/abilities when siring other vampires.
- Can save different vampire species as templates to sire in the future.
- No vampire sired will be able to match the original.

- Can add knowledge/skill/powers/abilities into the new vampire species they create.
- Can choose drain memories/knowledge/skill/powers and abilities through the blood they drink.
- Can require their childer to pledge souls from which they gain more power.
- Starting at baby Skyfather power level, with unlimited growth through age.
- Can bargain for anything including souls, love, powers, abilities, lifespan, hopes, dream even age making a person younger and taking the age for himself to empower him even more.
- Freely travel the Omniverse, helps if you have a way to target a particular reality such as a form of media about it.
- Can learn any magic and use those and any Gamer Systems it encounters.
- Gains power/strength/intelligence depth in all things as it ages, more souls in his afterlife or pledged to it, more childer he sires.
- Has its own Afterlife where (s)he and those he sires and their partners can go when they die. And he rules it absolute.
- Can always choose it reform after death from their afterlife.
- Capable of crossbreeding with any sentient species. Very protective of those that they consider theirs.
- One of the things that can make a supernaturally long life hard to bear is the gradual loss of memory. Over time, family, friends, and lovers all fade from the mind. Your happiness and sadness, your highs and lows. All that makes a person who they are slowly slips away. For you, that isn't a problem. Your memory of events from ten million years ago are as sharp as those from ten minutes ago
- You never tire of the joys of life and your emotions will never be dulled by the mere passage of time. Adapting to cultural change over the centuries will never be grating.

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