

Quality Of Life 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: *The unifying theme for this slate of essences is that they provide a range of quality-of-life abilities for your jumper. These abilities aren't intended to be enormously*

powerful, and for the most part they aren't, but they are things that should be usable in a high number of jumps and provide subtle but persistent benefits to your jumper

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 the Well-Prepared Wizard [+200 EP]
Some say that a wizard is never late, arriving precisely when they intend to. That probably isn't true of most wizards, but it might be true of you. By imbibing this essence, you become an unusually prepared wizard, one equipped with several passive spells you can utilize at will that allow you to escape or at least change a number of unpleasant situations. This handy slate of abilities can be used in a lot of ways by a clever jumper who plans to go on a range of adventures during their chain.

Essence of the Supreme Merchant [Free]
Capitalism baby. This essence is an unusual one in the sense that it is a remixed essence made of three distinct buying and selling essences fused together. At its core, this essence is about wheeling and dealing, and allows the imbiber to buy and sell all sorts of things, even supernatural powers and other, more esoteric things.

Essence of the Healer [200 EP]
This is a powerful essence that makes its imbiber a potent font of healing and positive energy. It also grants you incredible medical and healing-based knowledge and abilities. This essence is essential if you wish for a singularly powerful healing-based package of powers.

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 the Well-Prepared Wizard

Well-Prepared [100 EP | Free for Essence of the Well-Prepared Wizard]
You now know a really neat party trick. You have the ability to be passively prepared for any sort of realistic scenario you might encounter. Some examples of this include things like having a spare tire in your car in case you get a flat or otherwise need to swap it out, to things like having packed extra snacks for a camping trip. This does not take active effort on your part, but it is dependent on what is realistically attainable for you, though so long as you have the money and/or other resources needed this will not be an issue. This is context sensitive and depends in part on you, such that you can't prepare for stuff that truly blindsides you (such as encountering the supernatural in a world where the supernatural's existence isn't known to you), but the more you know and the more you can do independently of this perk the stronger it becomes. This is also worth its weight in points in a thousand small ways, covering stuff like you studying for tests and doing homework or the equivalent for work rather than school.

Smooth Operator [200 EP | Discounted for Essence of the Well-Prepared Wizard]
One of the benefits of being prepared is the ability to adapt and to stay calm under pressure. You are a great example of this. Because of your constant preparedness, you are able to stay calm even as situations change, and can easily adjust to even things you didn't plan for so long as they are within the bounds of what might be plausible. It's also harder to faze you in general, and your calmness is somewhat contagious, though how much someone else is affected by this depends on their trust and faith in you.

A Wizard [400 EP | Discounted for Essence of the Well-Prepared Wizard]
What kind of well-prepared wizard could you be if you weren't a wizard? This perk gives you access to a small pool of magical energy which grows as you get more used to spellcasting and knowledge of a small library of quality of life utility magic, things like *Prestigidation*, *Druidcraft*, *Magehand*, and other basic spells that are not combat spells. You also know a tiny handful of basic combat spells, things akin to *Magic Missile*, *Shield*, and *Eldritch Blast*, simple but surprisingly effective spells. You have a natural skill with magic, and one that grows as you have new experiences, letting you learn new spells related to the themes of each world you visit, as well as teach others how to use this particular magic system. Very importantly, you can add spells to your repertoire of always-prepared spells, though it's far easier to do this with non-combat magic than it is to do it with violent magic.

Ultimate Preparedness [600 EP | Discounted for Essence of the Well-Prepared Wizard]
You wouldn't be the *Well-Prepared Wizard* if people could easily subvert your preparations would you? While there is a fiat-backed guarantee that people cannot suppress, copy, detects, or otherwise stymies the spells this essence grants you, now you have taken that a step further. Now your other powers cannot be suppressed, copied, detected, or stymied, unless you'd willingly allow it, barring the usage of something that override perks and fiat explicitly, such as a drawback. Your preparations matter and will hit your foes with the force of a freight train.

Essence of the Supreme Merchant

A Merchant's Charisma [100 EP | Free for Essence of the Supreme Merchant]
You have the natural charisma and verbal charm of a veteran salesman. You have a way of talking that easily captures the attention of others, and you have a killer instinct for determining when someone is interested in buying something, allowing you to know when you'd have an easy time making a sale.

Customer Understanding [200 EP | Discounted for Essence of the Supreme Merchant]
You possess a powerful ability in the form of a curious sense for how to fulfill a prospective customer's needs with your items and abilities. If you ask a customer what they need and they tell you what they're looking for, you innately know if you have the item in question or can make it with what you have on hand. This is also true of your skills, allowing you to know how to fulfill someone's needs using your skills. You also know the proper value of your items and services and are almost supernaturally skilled at convincing others of the value of your goods and services.

Training Booster [400 EP | Discounted for Essence of the Supreme Merchant]
This one's simple on its face. This is a training booster that doubles the effectiveness of all of your training. But there's a hidden depth to this as well. This training booster grows more powerful when it affects skills, perks, and powers that you have recently used in mercantile ways, such as if you have rented someone your skill with a guitar, or sold someone a copy of a telekinesis perk you have. If you are a successful business-jumper, this training booster skyrockets in effectiveness, and of course, you can rent out versions of this like you can rent out other powers you have.

Merchant's Eye [600 EP | Discounted for Essence of the Supreme Merchant]
This is a pleasantly powerful ability. You can appraise something or someone and see all of their powers, as well as how they stack up to you in a range of ways. This allows you to see the full value of what they have to offer you and gives you an idea of what you could offer them.

Essence of the Healer

Power Toggle [100 EP | Free for Essence of the Healer]
You have extrapolated the principles of a power toggle from the essence and have created one for yourself that doesn't just cover the effects of this essence but of all of your abilities. This means that you have wildly better control over your powers and can control their intensity, allowing you to be far more effective at using your powers to only bolster your friends and allies rather than also accidentally buffing your foes.

Mastery of the Self [200 EP | Discounted for Essence of the Healer]
You can control the lethality of your blows, turning even your greatest attacks into things that leave opponents unconscious but not dead or permanently injured. This also allows you to never harm your allies with your powers and attacks, and does the reverse as well, ensuring that you never have to worry about friendly fire one way or another. That said, if someone is purposefully betraying you… Well, that's different. In that sense, this is still a boon as it alerts you to betrayal even if others remain blissfully unaware of the traitors in your midst.

Green Tech [400 EP | Discounted for Essence of the Healer]
Your positive powers related to life and restoration have taken on a new dimension. You can now create simple devices and small things that serve as instances of your personal presence as far as auric abilities go (both ones here related to the healer essence and other auras, such as a D&D paladin's litany of aura-based abilities that buff their allies). These devices and accessories project your presence at full power and can be worn by others, if you give them permission (and will only work so long as the wearers are not actively moving against you). You start off able to create one of these, but this number gradually grows as you gain experience with healing powers and become a more practiced healer with no hard cap.

Restorative Saint [600 EP | Discounted for Essence of the Healer]
You are not only a nexus of life energy, now you can awaken the powers of a healer in others, turning them into small nexuses of life energy themselves. This gives them their own set of powers modeled after your healing abilities but to a much weaker extent, but ties their training and progress to your own. This allows you to grow thanks to someone else's diligent work and energy, and you can be selective in which of the powers you grant them, as well as grant them thematic abilities that do not stem from this essence but revolve around healing and life. This also uncaps all of your healing powers, allowing them to grow infinitely, be they ones from this essence or things you gain from a jump far in the future, such as knowledge of a magic spell that fixes broken bones or an ability to touch someone and heal their wounds, allowing both things to grow endlessly, becoming easier to use and more potent.

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 Well-Prepared Wizard

Well-Prepared Outfit [100 EP | Free for Essence of the Well-Prepared Wizard]
This is a simple but convenient outfit that changes to suit the occasion and is always clean, always smells nice, and always comfortable.

Well-Prepared House [200 EP | Discounted for Essence of the Well-Prepared Wizard]
This is a nice home that is well-stocked, magically enchanted to do all of the little things that make home ownership a drag, and can even be shrunk to fit into your pocket if you need to move. This allows you to easily transport it and place it down wherever you wish. It's also larger on the inside than the outside, can be further expanded, and retains changes across jumps.

Well-Prepared Grimoire [400 EP | Discounted for Essence of the Well-Prepared Wizard]
This powerful spell tome is a spellcasting focus (a magical tool that can be used to direct magical energies through, simplifying the process of casting spells) with unique qualities. Firstly, this tome has its own wellspring of magical energy, allowing you to cast spells in it without drawing upon your own reserves of magical energy (assuming you have any), secondly this tome alleviates the need for all material components aside from truly unique ritual components (so it supercedes the normal spellcasting focus rule of only eliminating the need for material components with no specified material value), and thirdly it empowers spells cast using it, making them last twice as long and be twice as effective, in whatever capacity that could reasonably apply such as making a fireball hit twice as hard and making some sort of regeneration spell twice as strong and last twice as long.

Essence of the Supreme Merchant

Business Cards [100 EP | Free for Essence of the Supreme Merchant
This is an endless supply of business cards you can give out freely that people can use to contact you over any distance. You can arrange deals using these cards, and even people who can't read will find that they understand what the card says and any messages you send them, giving this a lot of utility. You can opt to set a limit on how many messages a card can transmit or to let them transmit unlimited messages. Deals you arrange through these cards take effect immediately and just as easily as if you were arranging a deal in person.

The Catalogue [200 EP | Discounted for Essence of the Supreme Merchant]
This fascinating item is a smart catalogue that is linked to each reality you visit and has a smart list of what all is available for sale throughout the setting. You can use it to buy and instantly get anything that is currently for sale throughout a reality, and if you select an item and put in the currency you get it instantly. This also includes things that people would sell if they could, such as years of life, skill in something, etc, and works the same way for those things as well. If you wish you could write something down in the back of the catalogue and anyone who can pay the price you're asking knows, unconsciously, what you're selling and could accept a bargain wherein you lose what you're selling and get the asking price.

The Store [400 EP | Discounted for Essence of the Supreme Merchant]
This is a small building that you can summon at will. It is a two story building with the first floor being where the store is. The second floor is an elegant living space for you. The first floor of this place has a number of powerful effects in place, such as a subtle charm it places on people who step inside that makes them want to spend money and opens their eyes to the value of your goods. It is also filled with, essentially, *display models* of what you sell, but ones that are useless if taken out of the store without your permission, as well as an enchantment that reduces violent impulses and desires to steal. Finally there is an enchantment here that makes people actually believe you can sell the things you're offering to sell. There's a *Someone else's problem* field here that causes people not to question your ability to sell things legally.

Essence of the Healer

Medicine Stockpile [100 EP | Free for Essence of the Healer]
This is a stockpile of medicine that updates every jump you visit from here on out. This medicine is supernaturally effective, healing people twice as effectively and twice as fast as they should, without negative effects or any chance of rejection or addiction. Medicine in here replenishes at a rate proportional to its rarity (rarer goods take longer to replenish).

Healer's Symbol [200 EP | Discounted for Essence of the Healer]
This is a symbol that fills those who behold it with knowledge that you are a healer. The greater your skill at healing and the more healing abilities you have, the less likely you are to be harmed by other sapient and sophont beings, so long as you have not harmed them. This effect is potent enough that mundane people may find it flatly impossible to attack and harm you unless they are controlled by powerful supernatural beings. While folks can defend themselves if you attack first, if you do not attack them and have this symbol on your person they will treat you with respect and acknowledge your skills as a healer.

Healer's Blade [400 EP | Discounted for Essence of the Healer]
A healer having a sword may seem strange but this sword is a curious thing. This blade has two different modes. In one mode it is harmless to people and indeed beneficial to them, with each stab healing their wounds and absorbing illnesses or other negative health conditions (including mental illnesses, amputations/missing limbs, and birth defects). It stores these things inside itself. In its second mode, it is a normal sword that can be used to defend yourself, and can amplify its damage by inflicting damage and health conditions it has absorbed into those you use it on. It only damages people as much as you'd like it too, sparing the lives of those you wish to knock out, and can readily absorb damage it deals, reversing the effects of wounds it is responsible for.

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.

-Today I thought it'd be fun to compile some of my favorite essences, including a fused essence that I actually created a few years ago, and attaching an original essence I made to it as a bit of a remix.

-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.

-This marks the first time I've used remixed essences AND one of my essences in a jump. How exciting!

-Essence of the Well-Prepared Wizard (by Jobn, Part 4 of the Essence Meta Network GDocs).

-Essence of the Well-Prepared Wizard

You gain the effects of various slightly souped-up spells from Dungeons & Dragons.

- Freedom of Movement: You can move and act freely under any circumstances. Magic or other supernatural effects cannot bind you. Mundane effects, such as people trying to grab you or difficult terrain, simply fail. You can act as nimbly underwater as you can on land.
- Water Breathing: You can breathe water as easily as air.
- Overland Flight: You can fly as easily as walking at about 10 mph. Higher speeds are possible with exertion proportional to the higher speed. You can float without moving, if you wish.
- Greater Invisibility: You and anything you are wearing or carrying become invisible.
- True Seeing: You can see through magical and mundane illusions, as well as darkness. You can see the true forms of anything that has been transmuted by magic, including shapeshifters. However, you cannot see through solid objects.
- Mind Blank: You are protected against any magic that would detect, influence, or read emotions or thoughts. Any mind-affecting magic affects you as if you were an inanimate object (which generally means not at all). Any magical attempt to view you, specifically, will fail, and any magical to attempt to view an area you are in will fail to detect you. Sufficiently advanced technology that is indistinguishable from magic may be regarded as magical for the purposes of this spell.
- Contingency: You may spend an hour meditating to set a condition under which Greater Teleportation will be cast on yourself as well as a target destination. If in an appropriate setting, you may substitute Plane Shift for Greater Teleportation. The condition must be clear and unambiguous, but it can be as general or convoluted as you wish. After the condition is met and Greater Teleportation is cast, you must wait 24 hours and complete another hour of meditation to prepare Contingency again. You can also meditate to change the trigger condition or destination.
    - Greater Teleportation: You instantly teleport any distance to a location you have been to or at least have a fairly detailed description of. Anything

you are carrying or wearing comes with you, as does anyone touching you if both you and them consent.
    - Plane Shift: You instantly travel to another plane of existence or alternate dimension. You can set a particular destination on the plane, but you may appear up to 500 miles away from your chosen destination. Gear, clothing, and willing allies can be brought with you, as with Greater Teleportation.

These spells can be toggled on and off at will, except for Contingency. They are considered inherent parts of your being, and do not interact with any effect that detects, suppresses, copies, or in any way interacts with magic.

-Essence of the Supreme Merchant (this essence is quirky and consists of three fused essences; essence of the merchant by NorthSouthGorem which is on part 1 of the Essence Meta Network GDocs, essence of the broker by Zediekiel, and essence of the renter by me, which is not on the network of essences).

-Essence of the Supreme Merchant

(Essence of the merchant)

*You are able to assess the value of anything you see. Any object, living being or even a concept such as a person's emotions. This value can be equated to any other kind of value, whether it be physical currency, energy, mana, etc.

*By paying the value, you can gain ownership over that thing, or cause an effect, such as spending mana to cast a spell.

*You can sense, get in contact with and appear to or summon any entity you would like to bargain with.

*You can negotiate any sort of transaction with ease, with knowledge of loopholes and clauses.

*You can establish contracts for favors with other living beings in order to waive or reduce the value paid for the desired effect. This can include supernatural beings such as demons.

*You may also act as a mediator between two parties, creating similar contracts and overseeing their execution impartially.

*Once a contract is signed and sealed, you are linked to the other party or parties, and will know when they are fulfilling their end of the bargain. This link lasts until the contract is fulfilled or all sides agree to break it off (should you include such a capability in the contract).

(Essence of the broker)

*You become a master of contracts and legalize

*You may easily compose long, intricate and ironclad contracts as easily as breathing, containing or closing any loophole you wish.

*If you so desire, you may conjure these contracts out of nothingness and dismiss them to a pocket dimension only you have access to.

*You instantly become aware of any loophole or wording which may have positive or negative repercussions in any deal you are aware of

*Anyone who agrees to a deal with you or one that you broker, whether by handshake, signing a contract or verbal agreement, must follow through with it.

*You may set it so that those who agree are compelled to carry out the contract, establish penalty clauses should they fail to fulfill their obligations, or forgive their debts.
*Agreements you make may range from the exchange of goods and services, to the transfer of things which are normally impossible to exchange
*So long as the parties of a deal possesses ownership of something, you may "trade" or "broker" a deal for it, instantly transferring it to the appropriate party.
*This allows you to broker the exchange of kingdoms, landmasses and marriages so long as they are owned, and extends to more esoteric traits like years of life, memories or supernatural abilities and powers.
*You may choose to store anything obtained as a result of a contract, in said contract without it being dispersed to anyone.
*If you so chose, the person who previously possessed it loses access to it, and it remains in the contract until a relevant party signs for it.
*Signing these contracts may subject the person to any clauses and obligation you have embedded within it.
*While the subjects of trades must do so of their own free will, doing so under coercion is still free will.
(Essence of the renter)
*You possess the power to rent out copies of your powers, though initially you cannot do this with impunity. Instead you can rent out up to one fully powered, fully "leveled" copy of a power you possess (one that is just as strong as your version of said ability), or weaker versions of your own abilities that are not as strong in some respect as your powers (in increments of 10% of the fully powered ability, such as giving someone a version of your super strength that gives them 10% of your strength), and you can take anything you want that someone else owns as payment. They must agree to this of their own free will and will know exactly what they can and can't do with the power they've rented.
*Training someone else does with a rented copy of one of your abilities counts as training for you, and you can rescind someone else's access to a rented copy of your powers at will (though this also stops their payments to you).
*By default rented abilities cannot be used against you, unless you explicitly allow this at the time that you and the renter are entering into the rental agreement.
*Once a lesser version of a power you possess has been trained enough it becomes a full copy of the power in question that you can rent out with impunity, and training will still count for you as well. Eventually you'll be able to rent out hundreds of full strength copies of your powers since there's no hard cap in place for how many full-power copies of your abilities you can possess. You can also externalize these powers in some way, and sell or give them away without losing the actual ability, but this makes them not keyed to you anymore.

-Essence of the Healer (by Esper, Part 4 of the Essence Meta Network GDocs).

-Essence of the Healer
Tastes like Pepto Bismol

By consuming the essence of the Healer, you are granted several boons:

- An aura over several miles in radius that cleans and restores the environment from pollution and curses, lessens the frequency of natural disasters, and causes both plants and creatures to repopulate decimated areas at three times their numbers in a few months and in general repopulate at twice the rate in all other areas in the same time frame without any problems from inbreeding. This will not affect invasive species of plants and creatures, imported are fine just not actively destructive varieties.
- You may place permanent fields down anywhere, to persist after you leave, that allows you to control what aspect you wish to target, such as if you just want to affect pollution and curses or just animals. You can remove any fields you place at any time if necessary as in the case of people finding it difficult to manage forests and keep plants off their houses due to the overgrowth boost.
- Your presence becomes soothing to others, such that it aids in the recovery, lessening, and overcoming of crippling injuries, infections, disease, spiritual maladies and wounds, and psychological problems such as addiction, PTSD, etc. as well as chronic conditions and their magical, sci-fi, or memetic equivalents. Your presence ensures that the people around you improve to become their best possible selves physically, mentally, and spiritually within less than a year (this varies based on their condition but always within a year) even if they barely interact with you and you will never have to worry about them self sabotaging themselves. You yourself benefit, becoming a well adjusted person with an inviolable soul which ensures you'll be able to recover from anything that doesn't straight up kill you within a year.
- Your presence extends over an entire household or large room (such as in large factory floor spaces, warehouses, or any open floor etc.) and can even affect people over the internet by just being on the website or other live communications.
- You gain immunity to blindness, deafness, muteness, madness, addiction, overdosing, disease, toxins, poisons, harmful radiation, mutations, or warping effects, infections, parasites, pests, and their magical, sci-fi, or memetic equivalents; your body will also be brought to peak condition, will always be clean, with genetic defects or malformations cured. Your offspring are also immune to genetic defects and malformations.
- The ability to thrive on quarter rations without suffering negative effects. Only by starving could you be affected and even then these changes can be cured in just a month by resuming eating.
- Gain an increased lifespan that can last for millennia with the effects of age being gentler on you even in your advanced years. You also gain immunity to the ennui of time and any effects that would make living longer difficult. No matter how old you are, you won't have any trouble keeping up with advancements or connecting with other people.

- Regenerate perfectly in half the time of a normal human, you can recover from even crippling injuries and lost limbs given time or you can speed up this process by healing yourself.
- A complete mental archive of medicinal plants and how to prepare them, the ability to identify and tell them apart from their impostors, and how to harvest them as well as when; just in case. This archive will update with any new samples you acquire.
- Beyond Genius level intellect with perfect memory, archiving, indexing, instant recall, cross referencing, fully retroactive with protection from harmful memories, tamper proofing, and protection against mental devouring or other death of personality type effects. This will not prevent you from learning and growing as a person, but is a defence against any power or being that would force you to change including sudden ascension due to increased intellect or becoming a god.
- The ability to scan the health of others' flesh with a touch, check the state of their mind and soul, and see mystical effects such as curses and demons.
- An incomparable skill at the mundane medical profession in all techniques from established medicine, to esoteric acupuncture or sound resonance treatments, and up to natural herbal or other remedies from nature's bounty; you know all things related to germ prevention, surgery, etc. and how to practice them; just in case. This knowledge encompasses all of history to the level of the modern world and automatically updates with current information if you should find a way into other universes. It is also flawless, giving you only techniques and knowledge that really work so you need not worry about prescribing pig's blood and crow feathers unless real magic is involved.
- The ability to cleanse and heal creatures and beings mentally, physically, and spiritually; banish evil spirits, exorcise demons, purify malignant energies or effects, reverse monsterfication, lift curses, even cure creatures such as vampires or werewolves, time related effects, restore whole limbs and organs, cure genetic mutations and defects, restore the mind, undo brainwashing, etc. and speed up the process of your passive aura or presence by concentrating on them. These can be done at a distance, on single or multiple targets, or by laying hands on the recipient the latter of which is more potent.
- You can start as low in skill as you desire then work your way up and with practice you can even learn to revive and restore the dead to full life and expand your active healing to encompass entire cities and beyond.
- You also heal yourself and others 'cleanly' wounds close without obstructions like bullets remaining in them, splintered bones realign without issue, shattered minds recover with the core personality and memories intact, even harmful cybernetics can be removed if needed.
- You may toggle any of these gifts on or off, control their intensity, or specify what they affect. The intensity cannot be raised beyond your current healing strength.

-Big credit to A4 (Emerett, Itō, Beni, etc.) on the Discord for help making the essence citation section a bit more efficient. Appreciate the help homie!