

Item 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. The essences here don't radically transform YOU, rather they focus on giving you powerful equipment which has a range of uses. Enjoy the next decade with your new kit, jumper.

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

Author's Note: *This time our central essences are all about items. One of which is a pure weapon, another of which is a utility device (and has weapon functions), and the last of which is… a lot, really. This is the first item essence jump, but does come with full perk trees and two, not three, items per origin because of the central nature of the items at the core of the essences available for selection in this jump.*

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.

The essences in this jump are a little curious. None of them grant you, the jumper, new abilities, but instead they grant you handy new possessions (and the items themselves are the fonts of any new abilities the essences indirectly grant you). You do in fact still get perks here, and items, but this time there's fewer items on sale due to the fact that the central items are baked into the origins. Additionally, the items, despite being part of your origin, count as items for the purpose of fiat-backing and thus go away if you select appropriate drawbacks such as item lockouts (but the perks don't go away unless you take power lockout drawbacks).

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 Knife [+200 EP]
This simple but reasonably powerful essence gives you the end-all be-all of knives, as well as knife skill.

Essence of the Infinity Bat [Free]
This essence gives you a rather unique bat, which is actually an alien superweapon that actually just looks like a bat. This gadget has a number of handy uses beyond being a useful tool for beating someone, but it's also quite good at that.

Essence of the Player's Handbook [200 EP]
This essence is something quite special. This essence ties you to a special book that is filled with information and that can be used in a range of ways. The tome's knowledge is expansive and the abilities it can give you access to are impressive, though accessing their full power will take time and effort on your part.

In new worlds your handbook gets new archetypes based on the current jump.

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.

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 Knife

Quick Study [100 EP | Free for Essence of the Knife]
It seems your skills with knives is now bleeding over into other things. You have a powerful learning boost when it comes to bladed weapons, learning how to use them five times as fast as you can use other things. Additionally as you use your knife, or knives (including other ones) you'll find that the skill you exhibit with them and the practice you get in transfers to other weapons, allowing you to slowly become a master of all even as you use your best weapon.

Creative [200 EP | Discounted for Essence of the Knife]
Knives aren't just weapons, though admittedly that's one of the more common uses of them. You excel at being creative with your items and can easily figure out handy but unconventional uses for your possessions.

Owner [400 EP | Discounted for Essence of the Knife]
You own your items. And they are yours. Things that you own are known to you and others, and they cannot be meaningfully stolen. With this perk you know if people try to steal your items, and can teleport to them and have them teleport to you. This does not extend to non-fiat backed things but rather gives your ownership of fiat-backed items more power and pizzazz.

Mark [600 EP | Discounted for Essence of the Knife]
Once per jump/once per decade (whichever comes sooner) you can mark an object, and become an absolute master of it. This object gains qualities similar to those of *the Knife* such as mastery over it, the ability to teleport to it, teleport it to you, store in a pocket dimension, and the other handy abilities the knife has. Objects you this on become fiat-backed, though this also makes them subject to things like drawbacks. This is also taxiing, physically, and is meant to be used on small, handheld objects, though someone with enough energy and willpower might be able to power through that and use this on more fascinating things.

Essence of the Infinity Bat

Aesthetic Changer [100 EP | Free for Essence of the Infinity Bat]
You can freely change the aesthetics of objects within reason. Things need to retain some semblance of their basic function, such as changing a book into a different kind of book, or morphing a weapon into a different kind of weapon (but melee weapons must stay melee weapons and ranged weapons must stay ranged). This is easy to use when you are only changing the pure aesthetics of an object, literally doing things like changing its color, but is a bit harder if you're changing it more dramatically.

No Technicalities [200 EP | Discounted for Essence of the Infinity Bat]
People find that trying to subvert you for indirect reasons, such as trying to take over your mind so you give them money, or possess you to get into a place only you can access, doesn't work. This may not protect you from mind control or possession outright, but it will stop people from trying to do secondhand goofiness and when they try it you'll have a chance to free yourself from their control.

Durability [400 EP | Discounted for Essence of the Infinity Bat]
You gain a bonus to your toughness that is directly tied to the rarity and potency of your possessions. The stronger and rarer your goods, particularly those on you, the more durable you become. This also gives you a much weaker healing factor, though one still strong enough for you to survive and recover from any wound that doesn't kill you instantly, even if it takes a while to do. This durability is particularly good at blocking energy based attacks, but does not make you invulnerable by any means. Still, you can endure a lot more now.

Two Sided Bond [600 EP | Discounted for Essence of the Infinity Bat]
You are linked to your possessions in a way that is deeper than merely owning them. You are capable of what your items are capable of, and know what they know. If you earn something in a way that makes it fiat backed to you, you gain the capabilities of the item in question. As you upgrade your items you also gain the upgrades.

Essence of the Player's Handbook

Mental Interface [100 EP | Free for Essence of the Player's Handbook]
You can mentally interface with items you own, such as cellphones and other bits of technology. This allows you to do things like silently call people on cellphones, read books without opening them, and even silently use wands and other objects.

Silent Writer [200 EP | Discounted for Essence of the Player's Handbook]
This is a curious ability, but you can silently, actionlessly write messages on things. You can use this to scribble messages on things, even things beyond hands reach so long as you can see the object in question. Your handwriting will be impeccable if you want to be understood, at least by those you want to be understood by. This process is also instant, allowing you to communicate a whole bunch in a split second, at least if the other party can read.

Librarian's Luck [400 EP | Discounted for Essence of the Player's Handbook]
You have a curious affinity for literature. You have a funny level of luck for finding rare books, and you are naturally able to use magical books with great ease (and even sapient ones have an incredible fondness for you that is natural, though if you abuse them or are mean they can naturally turn against you). You are also capable of repairing books and other sources of information like computers with a simple touch and a minor expenditure of energy. You can also infuse books with energy and give them magical abilities similar to what you can do, and what items you own are capable of.

The Power Of Literacy [600 EP | Discounted for Essence of the Player's Handbook]
You have access to a very potent, though quite silly, power. You can gain experience and train by reading about the adventures other people embark on. The way this power manifests is that as you read, anything that touches on a skill or stat of yours, you passively gain a small amount of experience and "train" in a way that does slowly but surely increase your powers. This is most notable when it comes from you reading adventure stories, or perhaps myths and legends of heroic figures, but even reading dry and dull textbooks can push your intelligence further.

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 Knife

Grind Stone [200 EP | Discounted for Essence of the Knife]
This is a mobile Grind Stone you can use to endlessly sharpen your knife or any other object (yes, even ones that don't make sense like sharpening a car, or sharpening a house). Sharpened objects are more effective in every way, though you can only sharpen objects so much without starting to see diminishing returns.

Edgy Grimoire [400 EP | Discounted for Essence of the Knife]
This is a spellbook that contains all manner of cutting spells. It's a bit nicer than it sounds, as while it does contain spells for firing air slashes and the like, it also contains spells for cutting off curses and other negative things. These spells are exceedingly easy and energy-lite if you cast them through your knife.

Essence of the Infinity Bat

Infinity Baseball [200 EP | Discounted for Essence of the Infinity Bat]
This handy projectile is ALSO an alien weapon that has now been bonded to you. This neat item is attuned to all the energies your bat is attuned to (or can absorb energy, if you have this but not the essence of the infinity bat) and can use them just as cleverly, as well as can be used in many of the same ways. You can synergize this with the Infinity Bat by hitting it with the weapon and it'll sail towards your intended destination with as much speed and force as you'd like, allowing you to do all sorts of silly shenanigans, if you're creative.

Alien Engineering [400 EP | Discounted for Essence of the Infinity Bat]
This tablet-like device is filled with blueprints for creating all sorts of neat devices modeled after the Infinity Bat, in a range of shapes and sizes, as well as with various levels of complexity. None of these devices are easy to make, or cheap, but their capabilities are no joke.

Essence of the Player's Handbook

Campaign Accessory [200 EP | Discounted for Essence of the Player's Handbook]
This fun little bit of DLC upgrades your player's handbook in a direction you choose. You can opt to gain new archetypes for your skill tree, access to new stats, and even altogether new functions. If you don't take this essence and take this item it gives you the version of RPG system that party members can access, giving you access to leveling, a level cap of 200, access to basic stats, and one archetype to spend skill points on.

Perk Pocket Book [400 EP | Discounted for Essence of the Player's Handbook]
This tiny book is a curious thing. You can write down perks and their descriptions and give it to people, and it'll give them a baby leveling system, focused on basic stats, level number, and skill points. The perks you put into the book are things other people can unlock once they've touched the book, but the more powerful the perk the higher their basic stats have to go to make the perks purchasable by them. When they purchase a perk with these books the skill points they used go to you (and you can use those to give yourself instant buffs if you don't have the RPG-lite system yourself), letting you purchase new abilities. You can create more than one of these books with a thought and can attune people to more than one, as well as assign different perks to different books. They can mentally interface with their stats and can assign points and all of that without touching abook.

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

Treasure Hunter
This scenario involves you befriending an essence merchant, who quickly notes your unusual luck when it comes to items. Over the course of a meal they tell you about their abilities, and offer you a deal. They'd like you to work for them, collecting fun items from this and a number of other worlds, worlds they'll send you to when they need you to visit and pull you out of when you find the goodies they're looking for. In exchange they'll show you to take properties from items, convert the properties into liquid, and then turn that liquid into safe, powerful essences. This deal will ask for a decade, or for the duration of the jump. If you work for them for the agreed upon duration, you'll complete this scenario.

Reward
The reward for doing this is that you're an **Item Alchemist**, an essence creator who knows how to extract properties from items, both your own and others, and use this to create essences. Essences that are item based (ones that primarily give you an item of some sort, rather than enhancing your body or giving you cool powers) are easy for you to create, but you can eventually learn how to create other essences with training. At first when you take a property from an item you do so permanently (though fiat-backed items regard any taken properties at the start of the next jump), but with deliberate and thoughtful training you can learn to take shades of properties, which will weaken an item but the item will naturally recover over time.

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.

Rise of the Items [200 EP]
Throughout the world something odd will happen. Items will start to slowly come to life, and while not all will be evil, some will be malicious. Items that were treated poorly will be especially likely to be malicious, while ones that were treated well will actually be possessive and protective of the people who owned them. These items are incredibly magical, influenced by some essence you've never heard of which itself has come to life.

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.

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.

Enemy's Handbook [400 EP]
Huh were you… were you ever *That Guy* at the D&D table? You weren't? Weird. This drawback causes there to be a special essence that spawns and doesn't like you. This *Essence of the Enemy's Handbook* is an essence that is alive itself and seeks to annoy and harass you. It doesn't actually seek to kill you, but it offers those who obey its commands small versions of the powers offered by the *Essence of the Player's Handbook* and the orders it gives out will always be contrary to you and your goals. If you want an extra 200 EP this drawback becomes more aggressive and the essence does seek to kill you. It doesn't have an particular ability to actually kill you unless you're just a regular person, but it is armed with knowledge of your abilities and is charismatic enough to be a real foe so long as you can still be killed or foiled by humans or near-human beings.

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.
-This time, I wanted to create a template. Mission accomplished. Will anyone else use this? Who's to say?
-While some drawbacks guarantee that other essence entities exist in the jump in ways that are relevant for you, if you opt not to take the drawbacks, you can assume that other essence entities exist in the jump, but it'll be on you to track them down.
-Essence of the Knife (by NorthSouthGorem, Part 1 of the Essence Meta Network GDocs).
-Essence of the Knife
This quicksilver-like beverage tastes like steel and has a sharp fizz.
* Upon imbibing, you are granted a knife, which can take on any shape and design you wish, though no smaller than a scalpel's blade and no larger than a shortsword.
* This blade cannot be detected by magical or technological means. You may summon or dismiss it into a pocket dimension at will.

* As long as enough pressure is exerted, the Knife will cut through any material. It can even cut intangible things such as sickness, space, time, enslavement or even Fate. It will not cut you unless you want it to, and even then it will not cause you pain.
* Just as you may teleport the Knife to you, you may teleport to it.
* You gain intimate knowledge and muscle memory that allow you to wield the Knife in all its forms like a master, whether it be for combat or cooking.
* You can kill anything that lives with the Knife, ignoring any and all forms of immortality. Any being killed by the Knife will have all of its powers and abilities added to the Knife, granting it a new form. Those abilities can then be accessed through the Knife and wielded as if they were your own. You may decide on the conditions that might go into using said abilities. Abilities and forms can also be unlocked by allowing the Knife to absorb materials.
* The Knife may be used as a focus for magic of all sorts.
* With enough focus, you can learn to multiply the Knife into many, and control each of them telekinetically.

-Essence of the Infinity Bat (by Jus4532, Part 1 of the Essence Meta Network GDocs).

-Essence of the Infinity Bat

By drinking this essence, you have been bonded with an alien weapon of incredible power.

- By default, the shape of the weapon is an average sized baseball bat. The shape of the weapon is malleable and can change into any item or weapon you desire so long as it has a pommel such as a sword or a staff.
- The Infinity Bat can absorb all energy that exists in the multiverse. Be it kinetic force, the power of currents pushing throughout the oceans, magic, etc., the Infinity Bat can absorb it.
- The Infinity Bat can use these forces to do whatever the user desires. With thermal energy, you can fire off blasts of heat comparable to the sun or flash freeze things to absolute zero. With supernatural energy, the Infinity Bat will instantly replicate all techniques, spells, and rituals associated with the supernatural energy without having to face any negative consequences or effects of using these energies.
- On the pommel, there is a “+- “symbol, which was created through a mixture of magic and science, the symbols can use the energy it has absorbed and convert it into matter to either change the size or weight of the bat. You could make it as heavy and big as a planet and you would still be able to use it as if it was an average size bat.
- The bat is unbreakable and can never be broken by any means. You can apply infinite force on it, and not only would it absorb the entire force, but it will make it stronger, and denser.
- The Infinity Bat leaks off an energy field, covering your body in a protective aura. This passive aura will protect you as it will absorb any energy or force that attacks you such as the kinetic force of bullets. This field will even stay with you if

the Infinity Bat is ever knocked out of your hands, and even gives you a minor healing factor.

- The Infinity Bat can only be wielded by you. No one can ever lift the bat aside from you. It is forever locked to you and you can instantly summon it to your hands if it is ever lost or misplaced. You can have it teleport or fly to your hands.
- If you are ever possessed, mind controlled, or any other form of controlling your mind and body, the Infinity Bat will shut down until you are free or die.
- Any energy that the Infinity Bat absorbs will stay inside it and replicate infinitely, making the energy sources infinite. These energies are stored in a pocket dimension in the bat and if they were ever released, the universe or even beyond will be destroyed.
- If you have any internal energy source such as Ki, Mana, or Chakra, the Infinity Bat will passively absorb it and share its internal infinite storage to you, making any internal energy source infinite.
- The Infinity Bat will organize any energy it absorbs into categories, which is then imprinted into your brain to remember and use in any given situation.
- The Infinity Bat power is controlled by your will and desire. If you want to create flames capable of burning the sun but have it so that it will only attack your enemies without affecting the environment or innocents around you, the Infinity Bat will do it. All you must do is will it, and the Infinity Bat will follow it.

-Essence of the Player's Handbook (by Bear_Mint, Part 7 of the Essence Meta Network GDocs).

-Essence of the Player's Handbook

By smearing some of your blood onto the artifact

- You gain access to the Player's Handbook. A magical artifact that cannot be transferred, damaged, stolen, modified, interfered with, or lost and will show you your status and abilities. Its size and shape are similar to that of a passport and have an interface comparable to a smartphone. When not in use, the handbook will be stored within your soul and summoned with a thought.
- The handbook has an encyclopedia section where all information you have gathered will be stored for later use. Information is automatically gathered through the use of your senses, even if you are not paying attention to the source or unconscious. You may simply touch a book or open a computer and you will immediately download the contents of it into your encyclopedia. In addition, it will create a transcript of any conversation you've heard that you can play back at a later time. The encyclopedia also includes a dossier section where the profiles of important and/or noteworthy individuals or groups are listed in detail. The handbook can also analyze this information to look for flaws or contradictions before running simulations to provide only the most accurate information. It is also possible to ask the handbook to make predictions based on relevant information. Finally, the handbook will keep track of any objectives that you have agreed to do and show a progress report filled with every detail that is relevant

to the task. If you dislike viewing information on such a small screen, the handbook can project a 3D holographic display instead.
    - The encyclopedia acts also as a secondary memory bank for your entire life's experience. In the event that you suffer irrecoverable amnesia or insanity; the handbook will upload a copy of your ego, personality, and memories from prior to your breakdown directly into your mind. Optionally, you can choose to relive past experiences as if it were your first time.
- By completing tasks issued by other people, defeating enemies, learning new & relevant information, discovering secrets & locations, or performing an action related to one of your skills/stats; you gain experience points. The amount of experience points gained is directly proportional to the difficulty of completing a task.
- When you gather enough experience points, you will level up; which is an overall increase in all of your current abilities & base stats, and restore your body of any damage or weaknesses prior to the level-up.
- In addition, you will receive skill points that can be spent on acquiring new powers & abilities from multiple massive skill trees (see Path of Exile, but way bigger), each based on an archetype, with powers/abilities sourced from your current world and other (even fictional) worlds as major nodes. Finally, each time you level up, you get a dozen attribute points that be used to increase your base stats in any way you like.
- Your base stats are Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, Magic, and Resistance. You start off with 10 points in each base stat, which is the equivalent of an average adult human. Once you hit 100+ points is when you become superhuman.
    - Strength is a measurement of physical power, physical defense, quality of your bones & muscles, speed, and endurance. A high strength eventually allows for you to overclock your physical and magical abilities at the cost of increased strain on your body. When paired with constitution or magic, you will be able to damage foes that are normally immune to raw physical strikes such as ghosts, slimes, and gods.
    - Dexterity is a measurement of your agility, reflexes, flexibility, reaction time, and balance. High-level dexterity allows your body to perform simultaneous independent actions at once. This means that you can deflect a sword with your index finger and immediately shoot lightning from your pinkie even if your mind is suffering from intoxication.
    - Constitution is a measurement of your health and stamina. This is also the stat that determines how much life force you have, how easily you can manipulate it, and how fast it recovers. Constitution also increases the rate at which you recover from injury and a high constitution can even allow you to recover from fatal injuries or regenerate from nothing. A high constitution stat will also halt your aging and revert you back to your

bodily prime. Finally, your constitution increases the power and efficiency of bloodline traits.
    - Intelligence determines how easily you can learn, conceptualize, analyze, visualize, solve problems, and reason. Increasing intelligence also increases your thought speed, increases mental processing, allows for multiple parallel thought processing, and reduces the cooldown of abilities. High intelligence can also allow you to analyze and predict the future based on available data. Finally, a high intelligence will eventually grant you psychic powers and eventually reality warping.
    - Wisdom determines willpower, pain tolerance, common sense, empathy, awareness, enlightenment, and intuition. With wisdom, there is a metaphysical sphere around you that can detect & identify anything within or enters your sphere. The higher your wisdom, the greater the range and more clarity on what that something is (such as killing intent or a flying arrow). Finally, wisdom determines the strength and manipulation of your soul (and adjacent traits/powers).
    - Charisma is a reflection of your personality, controlling the flow of a conversation, personal magnetism, leadership ability, and appearance. High-level charisma is not mind-control unless outside factors, such as intoxicants and magic, are involved. You normally cannot convince someone to do out-of-character actions unless they already had traits, experiences, or thoughts that would lead them to commit it. For example, you cannot convince someone to sleep with you unless they already had some form of affection for you. As your charisma increases, you will be able to apply it against entities that are normally immune to charisma or have alien mindsets.
    - Magic is the stat that determines how much mana your body has, how easily you can manipulate mana, and how powerful your supernatural abilities are. In addition, a higher magic stat will result in higher magical resistance and an increased rate of mana generation. (Mana is a catch-all term for every supernatural energy source that isn't life force).
    - Resistance is a measure of your ability to combat every abnormal or negative condition such as poison, toxin, infections, diseases, panic, fear, insanity, hypnosis, illusions, psychic attacks, corruption, soul attacks, conceptual attacks, forced transformation, memetic effects, emotional manipulation, fate/destiny manipulation, parasites, addiction, loss of senses, amnesia, possession, temperature, pressure, and radiation. Anything that is weaker than your resistance is automatically nullified and destroyed.
- Base stats can also be trained, but will suffer diminishing returns until it becomes useless if your training method stops being a challenge. However, the amount earned is always less than the amount gained from leveling up.

- You also have no growth limit and an automatic shoo-in for any requirements needed to wield any power, ability, or item.
    - You will also not suffer any backlash from using and hosting conflicting powers.
    - It is also impossible for your stats & powers to be stolen, sealed, copied, drained, or weakened regardless of circumstance and you will never lose control and cause accidental collateral damage.
    - If you so desire, you are able to enter into a passive mode where you can selectively choose to disable or limit stats to the point where you are indistinguishable from a mortal. Passive mode will immediately be disabled should you come into surprise danger or desire it.
    - Your base stats also stack with other power systems such as Falna, Cultivation, Essences, the Gamer, and Generic Isekai World System.
    - If you gain a power that comes with an unwanted caveat; it is possible to eventually remove it from the system with high enough base stats. This means that you can eventually acquire the Eternal Mangekyo Sharingan without sacrificing a sibling or become a Hadou God without your craving consuming the universe. You will instinctively know when you have reached that threshold.
- When you sleep, you will immediately fall asleep; you can choose the exact time you wish to awaken and will be fully rested (minimum: 1 hour).
- The Handbook will also display your vital signs. Showing you exactly what issues you are suffering from, even if the issue is metaphysical like damage to your soul or a conceptual loss of identity. By expending magical energy, the handbook can repair or remove negative conditions. You may also use this feature to cure others by using the handbook's camera to analyze and assess others. This section of the handbook also features the option to evolve yourself and assimilate bloodlines.
    - If you don't have enough magical energy to outright repair/remove a negative condition, you may instead choose to pay the amount in installments.
    - In the event that you lose the function of both hands and/or are unable to interact with the handbook; the artifact will automatically expend magical energy to recover the use of a hand.
- On the back of the handbook is a small camera that can record and take the highest quality photos and videos with audio. In addition, the camera comes with an analyzer program that can scan and analyze the target. The camera's lenses are able to see in multiple different spectra; allowing for the visualization of magical residue, ethereal entities, body heat, necrotic energies, specific chemicals, and more.
- The handbook comes with a mapping system that can detect hidden pathways. Should you come across a landmark, the handbook will record it and will be able to use it to quickly teleport to and from that location. The map is able to register

vehicles that you own as possible landmarks. This method of teleportation is instantaneous, undetectable, and bypasses teleportation prevention methods. You can teleport party members with you.
    - Any location where you are given the exact coordinates will be considered a landmark, even if the destination is another world.
    - You will be automatically teleported in the event that you are sealed, trapped, or imprisoned with no way of escaping on your own.
- Another application of the handbook is its own infinitely pocket storage space. You can store the items you want by looking at them and releasing them in any spot you are staring at. Anything stored within this space will be perfectly preserved while inside. When you equip an item onto your person, it will automatically appear on your body without you needing to manually change into them. In addition, you can choose 10 items within your inventory that you can quickly summon and swap to, whenever you want with a thought. Finally, any living creatures that you have tamed, formed a contract, or befriended can be stored within Treasurebeast Orbs.
    - When inside, the sealed creature will fall into slumber and will slowly increase in strength as you level up. They will also not age, not die, not starve, no existing complications will worsen, and will heal themselves. Creatures inside can evolve into a stronger form and can help choose how they evolve by showing their evolutionary line. Each evolution is both qualitatively and quantitatively superior to the previous form.
    - If a bonded creature would suffer a fatal injury or risk being instantly killed; they would immediately be teleported back to their Treasurebeast Orb.
    - If a Treasurebeast dies, you are able to revive them by expending magical energy directly proportional to their strength. You are also able to pay this amount in installments if you aren't able to do so outright. This option is always available, even if the Treasurebeast was erased from space/time or conceptually.
    - Optionally, you can equip three Treasurebeasts; gaining their race traits, bloodlines, and abilities. However, equipped Treasurebeasts cannot be summoned and must be manually swapped using the handbook.
    - You can summon and recall a Treasurebeast with thought and are connected to them via an unhackable telepathic network.
    - Finally, the handbook can fuse up to three Treasurebeasts to create a creature that is greater than the sum of its parts. This transformation is temporary and lasts only five minutes.
- Your inventory comes with some starting equipment.
    - Multiple sets of climate-appropriate clothing
    - Basic iron armor
    - High-Quality Steel Spear and High-Quality Steel Short Sword

    - Five Healing Potions, Four Antidotes, Three Cure Disease Potions, and Two Panacea Potions.
    - Ten thousand dollars equivalent to local currency
    - One Week Worth of Military MREs and a flask of unlimited purified drinking water.
    - Advanced Camping Equipment
    - Wilderness Survival Guide, Local Cuisine Cookbook, and Local Wildlife/Monster Encyclopedia
    - Fortune Compass – A compass that points in the direction of a lucky opportunity. It won't tell you what that opportunity is, only a general area of where it is, but it will ultimately be a net gain for you.
    - The Great Space Mall Invitation – This is a portal that will take you to an extra-dimensional mall where you can purchase anything or service imaginable in the omniverse. They don't accept outsider currency, instead, purchases are made using tokens earned from completing missions issued on a job board. When you arrive at the mall, a fairy will be your guide to allow you to quickly find anything you may need. Travel to and from the mall is undetectable, so no worrying about local gods finding out.
- Finally, the handbook features an internal workbench that can craft anything so long as you have the recipe and materials stored within the inventory (it can even cook). The workbench also allows you to enchant items or break them into raw materials. When something is broken down, the production method and specifications are all stored in your encyclopedia. The workbench can also disassemble the corpses of your enemies into useful materials and synthesize bloodlines. You can ask the handbook to create new recipes by experimenting with the materials and recipes within its inventory and database.
    - There is no limit to what can be crafted; the only restriction is knowledge and resources.
- You may also invite others to a party and share some of the handbook's benefits, but they only gain access to the ability to level up, access to basic stats, and are limited to just one archetype to spend skill points on. When your party member earns experience, 50% of it is also gifted to you as well and vice versa. Finally, they are not able to grow endlessly like you are able to, they instead have a level cap that's decided by you. If you kick an individual out of the party, they keep whatever stats and abilities they had earned. But they will not be able to level up, increase their stats, or spend any skill points. You are also able to erase all knowledge of the handbook from the minds of kicked party members.
    - Party members do not need to use the handbook itself to allocate base stats and spend skill points. Instead, they are able to do so via a dream but awaken with no recollection of interacting with the system, only knowing that they are stronger and possess new abilities. Subconsciously, they will know the reason behind their growth is you and will show some positive level of respect and loyalty towards you.

    - Party members that die can be revived if you choose to sacrifice the equivalent amount of base stats that the companion is worth. This method of revival bypasses circumstances that may impede the resurrection such as soul destruction and conceptual eraser. If the revived party member was using their soul to act as a seal or power source for a continuous ritual, rest assured that the seal/ritual will not break with the soul's absence; the sacrificed base stats are used as collateral instead.
- In the event that you die, the handbook will immediately capture your soul and reincarnate you away from danger (even if the safe location is a completely different world). If your soul is in danger of being erased or destroyed and you have no way of surviving it; the handbook will trigger the reincarnation process early.
    - You keep everything that you've earned prior to your death and everything within your inventory will follow you to your new life. This also includes biological traits such as bloodlines, blessings, and cybernetics; however, you may choose whether to apply them to your new body. Anyone or thing connected to a Treasurebeast orb will also go with you when you reincarnate. Any possessions that were outside the inventory will be instantly collected upon death.
    - Your memories and personality will awaken when you become your race's equivalent of eight years old. You will perfectly merge with your new memories & experiences and can choose whether to selectively assimilate your new personality as well. You may also choose to forgo hibernation and be conscious at the moment of birth.
    - You can set preferences for what kind of body you wish to reincarnate into and the handbook with modifying your embryo to have those traits. In addition, the handbook by default looks for potential parents that offer you the best possible traits & bloodlines that eugenics can ask for.
    - You can also assign a list of potential worlds that you wish to reincarnate into and the handbook will prioritize looking for those worlds as possible destinations before jumping to a generic world.
    - This method of reincarnation is undetectable and unstoppable. But, if you have any methods of revival available, the handbook will prioritize and use those first.
- Any children you have will be born perfectly healthy and be in the top one percent of talent and potential of their race. The race of the child will always be the same as that of the mother and can be considered purebred unless you choose for the child to be a hybrid. You can assign what bloodline traits you wish for your children to inherit.
- If you somehow gain ownership of a property, world, afterlife, dimension, or reality marble; you can manage everything about it using the handbook.
    - This is also true if you somehow become a god; you can manage your religion or domain using the handbook.

-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!