

Chance-Based 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 essences in today's jump are luck based essences. Each of them is quite strong in their own way.*

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 Luck Exchange [+200 EP]
A simple but, with patience, remarkably strong essence that gives its imbibers a way to slowly increase their own luck.

Essence of the Gacha [Price Varies]
Gachas. Whether you love them or hate them, these games of chance are quite popular. And now, with this essence, you can harness their cosmic power. There are two modes to this essence and whichever you pick determines the essence's price, and is a permanent choice. **Purely as a QOL upgrade, if you want it, you can have a version of the gacha that gives you gacha companions keyed to your sexuality and romantic orientation, even if it means drawing up alternative versions of them from realities where they are gender and sex swapped. This upgrade costs nothing as it's essentially a flavor is free buff. Anything in their story that is dependent on gender or sex is swapped around to make sure they still have it/it's still in their story in a slightly different context.**

If you opt to use an unfettered version of this essence it costs 100 EP to get and gives you an unlimited Gacha system. This means that you could get access to friends and items from places you've never been. If you choose to use a limited version of this that is synced to places you've been, this becomes free because ultimately as powerful as these items and friends are, they're not you. This version grows as you grow, and becomes keyed to your past, present, and future choices. Either choice is powerful, and binding, but it's up to you.

Essence of Powerlisting [Price Varies]
And then there's *this*. Whereas Essence of the Gacha is external, summoning friends and items, this is internal and gives you the absolutely astounding power to spontaneously generate new powers every week.

It's worth noting that there are some differences between this and the original essence. Firstly, the jumpchain version of this does not give you these powers permanently, with each of the two abilities lasting the week you select them (though perks can help with that). Secondly, this is another multi-version essence. The first, unlimited, version of this costs 200 EP, and gives you access to every power in existence, in strict theory. The second, limited version of this gives you access to powers that exist in settings you've visited and costs 100 EP.

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 Luck Exchange

Randomness Sense [100 EP | Free for Essence of the Luck Exchange]
You know where to go to utilize this power. In essence you understand how to get places where randomness holds sway, places that are profoundly affected by one's luck stat. If you focus on wanting to go where you can train your luck, you have a sharp instinct that will guide you in that direction.

Self Strike [200 EP | Discounted for Essence of the Luck Exchange]
The fun thing about this essence is how you can feed on the misfortune of others with it. You could, for example, be standing in an apartment overlooking a four-way intersection and use the power granted by this essence to cause crashes to happen regularly. But when you use the power to make yourself face a worse fate it grows much stronger, much faster. This trait also extends to your other powers, whenever you turn them on yourself they grow noticeably faster than they otherwise do.

Stat Growth [400 EP | Discounted for Essence of the Luck Exchange]
All of your stats can grow in the same way that you can make your luck grow: go to a place where someone's stats should be the determining factor and consciously impose your will on reality to negatively affect the space. You could go to a classroom where people are taking a quiz and make everyone do worse in exchange for buffing your own intelligence, or go to the gym and feed on the strength of others in exchange for bolstering your physique.

Stat Sacrifice [600 EP | Discounted for Essence of the Luck Exchange]
You can voluntarily give up a stat, though this is easiest to do with luck, and give it to someone else. You know what constitutes a stat, it's mostly things like strength, dexterity, wisdom, constitution, charisma, and the like. At first, without training, when you transfer non-luck stats to people some of the stat is lost during the transmission, but with training you can learn to safely, and efficiently transfer non-luck stats to your homies.

Essence of the Gacha

Bond Relationship [100 EP | Free for Essence of the Gacha]
You have universalized the *Bond Relationship* mechanic that allows gacha users to understand their relationships with their summons and can see a bond meter keyed to anyone if you focus on them. This also enhances your charisma generally, and every time you get a meter to 10 you gain a tiny buff to your charisma that persists across jumps.

Inspired Items [200 EP | Discounted for Essence of the Gacha]
Items find you remarkably likeable. Even non-intelligent ones are just better suited to be used by you, and you have natural skill in the use of anything that becomes yours in a meaningful sense. You are also incredibly good at getting the most out of any item you own, with items working harder, longer, and needing less from you in any substantive way that is physically possible (a sword is better at slashing and stabbing, takes more to break, and is easier to fix, but can't shoot lightning by itself with just this perk).

Money = Results [400 EP | Discounted for Essence of the Gacha]
The more money you pour into something the better the end results will be. This also allows you to use money in a range of ways, such as in lieu of needed items or manpower, though to do that is inherently more expensive than just spending money would be if you had what you needed. This power is especially effective when you gamble, essentially guaranteeing you some level of success. You can also use this to invest money in things you own and summons you are responsible for and in both cases the buffs persist across jumps. This allows you to recharge powers and heal using money as well. **This perk allows you to ignore the "Maximum limit of 100 points used in a day rule.**

Sacrifice [600 EP | Discounted for Essence of the Gacha]
From now on when you sacrifice a card to cause one of your gacha-summons to grow, that summon takes on qualities keyed to the card. For example, if you get a generic elixir as a card and sacrifice it to a mage summon the mage gets better at using healing charms, as opposed to just getting a buff. You can use this ability on yourself as well. This power also lets you sacrifice stuff generally to items and followers of yours (as well as to yourself) to get them to grow, which is both what it does for people who take this without having the Gacha essence, and is a buff that people who take the essence receive as well.

Essence of Powerlisting

Power Toggle [100 EP | Free for Essence of Powerlisting]
Unsurprisingly this kind of power is pretty indispensable to an essence like this. This gives you perfect control over any and all of your powers, allowing you to have masterful control over the intensity of a given power, ranging from turning it off completely to unleashing it as powerfully as you can. This doesn't buff the power's maximum output, but it does allow you to shut off abilities you gain that can harm or even destroy your companions, yourself, or unwitting passerbys.

Friendly Fire [200 EP | Discounted for Essence of Powerlisting]
Another nice QOL perk this ability outright prevents you from harming your allies, and your allies from harming you. So long as you are on the same side as someone your abilities will simply refuse to harm them. Curiously, and perhaps thankfully, this also works the opposite way: if you unleash a fire and forget buff that covers a wide area only allies and those you'd want to buff would benefit from it. Your AOE healing spells will not help your foes, even ones you didn't know were there.

Powerlisting Brain [400 EP | Discounted for Essence of Powerlisting]
You have access to, essentially, a knock-off version of the powerlisting wiki but for your perks. This allows you to fully understand their potential applications. This does not give you the full, unfettered entries (which include examples of the power's other users) but focuses instead on information about the powers, from their applications to associated powers. With this, if you take the time to study it anyway, you can learn a tremendous deal about the powers at your disposal.

Shades Of Chaos [600 EP | Discounted for Essence of Powerlisting]
The version of the essence on-sale here does not let you keep powers permanently (it'd have to be worlds more expensive to justify that ability) which is a powerful nerf. This perk helps alleviate a bit of that, as it allows you to retain echoes of the powers you've temporarily attained in this and future jumps. From here on out when you temporarily acquire a power you get the ability to retain a shade of it that has a number of uses. Firstly this shade serves as a powerful learning boost for powers and skills related to the ability in question, such as you getting a learning boost for fire magic if you received a fire ability from the essence or do something like consume a fire flower from the Mario franchise. This learning booster also grows as you gain more powers related to the shade, and gain more thematically linked shades. As an example of this, say you get a power to bring back the dead, and then a few weeks later get a generalized healing power, both of these shades would affect and be affected by similar skills and abilities. Secondly you can temporarily call upon the power in question if you've taken the time to train similar abilities and linked traits, allowing you to momentarily regain access to a power you once had if you actually engage in training and activities related to the power, with you having longer windows of activity with the power if you take more time to train its linked abilities and activities. After you regain access to a power there's a lengthy cooldown before you can use it again, though the more you tap into the shade the less long the cooldown will be, and a short period during which the learning boost given by the power is deactivated (though this cooldown is worlds shorter).

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 Luck Exchange

Dice [100 EP | Free for Essence of the Luck Exchange]
The simplest way to use the essential power this essence grants is to take these and roll them. Over and over. These dice can also be used to gamble and you have a noticeable buff to your luck, even before any perks or the like take effect, whenever you use them.

Gambler's Blade [200 EP | Discounted for Essence of the Luck Exchange]
This curious sword has two modes and whichever one is activated when you use it is entirely up to chance. In one mode it deals grievous wounds that penetrate damage resistances and immunities. In another mode it heals those it strikes, healing even impossible wounds and conceptual damage. It is possible for it to use the same mode for hours, or it can switch between blows. You can feed it luck or money to cause it to temporarily stabilize and stay in one mode.

Casino [400 EP | Discounted for Essence of the Luck Exchange]
A casino. This property item is now yours, and it passively feeds on the luck and inhibitions of those who enter it, storing the luck to give to you and feeding on the inhibitions for the sake of getting customers to spend money. This item has a subtle seductive effect that easily ensnares the hapless and gradually breaks down the wills of even the smarter people in its area, slowly working to draw them in. This place is essentially guaranteed to draw in a crowd, if that's at all possible given an area's location and the nearby population, and at worst is staffed by attentive, attractive staff who are skilled in their areas and will ensure that you are entertained at the very worst.

Essence of the Gacha

Card Collection [100 EP | Free for Essence of the Gacha]
This is a binder for your cards that not only keeps them safe and pristine, but actually slowly empowers them if you keep them in it and do not summon them. It takes a notable though not impossible period of time for them to go up a whole category of strength, with it increasing proportional to their initial strength (a three star card takes less time to go to four stars, than a four star card takes to go to five), but for each similar card the amount of time goes down. Essentially, with this, you can gradually improve cards in a whole new way, without sacrificing them!

Gacha Charm [200 EP | Discounted for Essence of the Gacha]
This device lets you turn cards into charms which you can use yourself or give out to friends. These charms give people buffs related to the card they are derived from, such as a charm for an Excalibur item giving you enhanced strength and charisma. A charm can be turned back into a sword, but it does temporarily weaken the card.

Gacha App [400 EP | Discounted for Essence of the Gacha]
This app allows you to spread the gacha far and wide! With this item the gacha system you have becomes accessible to others, and you can get points and money when they spend money to get points to play the gacha. Unless you choose to allow certain players to get a weaker version of your essence, complete with the ability to summon temporary shades of the cards they get, this will manifest as nothing more than a game they can play on their phones or even through stores. If you have this essence then points they spend get, mostly, used in the app or game but some of them, roughly a quarter, get sent to you. Or you can just get the money they spend (and if you don't have the gacha essence then you just get the money).

Essence of Powerlisting

Strategy Guide [100 EP | Free for Essence of Powerlisting]
This is a skillfully written strategy guide that gives you tips and tricks on how to train any power. You can even fill out forms located in the back of the guide requesting how to train multiple powers, or the powers of others, and the next day this object will produce the guides in question for you.

Reroll Charm [200 EP | Discounted for Essence of Powerlisting]
This handy trinket can be temporarily sacrificed to "reroll"... well, just about anything. You can use it to reroll lottery numbers, reroll the weekly lunch menu, reroll basically anything that can be reasonably said to be left to chance. The bigger the event you are rerolling the longer it'll take to recharge after a reroll. This is more, potentially, positive (or at least neutral) than the luck exchange essence's ability, hence why it belongs here. Yes you can use this to reroll powers from the powerlisting essence's slate of powers, even after using your free weekly reroll, but that sort of thing makes it enter a day long cooldown period.

Power Clothing [400 EP | Discounted for Essence of Powerlisting]
You can sacrifice abilities, attributes, and the like to infuse them into clothes in this wardrobe, which gives them to whoever wears the clothes. These items can hold unlimited numbers of powers and the like, and synergize them to buff everything involved. They also become more stylish, durable, and altogether better the stronger they are. Very importantly powers stored in these clothes do not go away, even if they can, depending on the clothes, need time to recharge.

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.

No Gambling [100 EP]
Gambling becomes the subject of a worldwide legislative war, with different groups across the world trying to outlaw it entirely. The fun police are in town and they're determined to stick around. There is nothing supernatural about this, at least with just this drawback.

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.

Luck Monster [200 EP]
Look out, now places like casinos and other places where randomness runs rampant are home to dangerous and surprisingly powerful monsters that feed on luck and are determined to find nice, lucky meals to feast on.

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.

Gambling Addiction [400 EP]
Are you, by chance, a loser cat with a gambling addiction? If you have a cat alt-form you might become one with this drawback. Gambling is incredibly, highly addictive to you. Thankfully there are ways to make gambling exclusively positive with this jump's origins, but you need extreme willpower every time you gamble, and especially when you win big. Please be careful.

Predatory Essence [600 EP]
This world is the hunting ground of a particularly nasty creature empowered by an essence. At the base level this essence is something on par with the essences here, which can be incredibly dangerous but take finesse, knowledge, and resources to wield properly. For 800 EP the essence is much worse in terms of what it can do, perhaps something like the Essence of the Assassin. For 1000 EP you face a truly nightmarish foe, a creature with powers on par with the essence of the unnamed darkness or the essence of the anti-immortal, potentially apocalyptic enemies.

Malicious Vendors [600 EP]
So did you… steal your essence, dear jumper? Because you really pissed off the people who run essence shops. They've banded together to sell your foes, or even just your targets and neighbors, essences based on the adventures you've had to give people a shot at beating you with the powers you've encountered before now, and this includes the powers you've gained in past jumps. If this is your first jump they'll send generically powerful martial and magical essence entities after you, such as creatures empowered by the essence of the warlord or the essence of the sorcerer lord. At first they'll want to keep you alive and drag you to their lairs to turn your memories and powers into the basis of new essences, but if you overcome them enough they'll just want you dead.

Decisions

You have three choices …

Go to the next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

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

Notes

-There are two large archives of essences. One, the original, can be found here. This is what is referenced below. The other, far more up to date, one is by Number96 over on Questionable Questing and the latest version can be found here. It is ONE document, at over 3,000 pages, but it's also got leagues more essences.
-While some drawbacks guarantee that other essence entities exist in the jump in ways that are relevant for you, if you opt not to take the drawbacks, you can assume that other essence entities exist in the jump, but it'll be on you to track them down.
-Because it's relevant, have one link to the Superpower Wiki and another link that just leads you to a random power on the Superpower Wiki. If you take the power listing essence you can just click that five times to grab a list of five powers. For instance, I did it as I was writing this jump and got Water Jump, Archetype: Transcendent Machine Mage, Hot Weather Manipulation, Archetype Adaptation, and Particle Acceleration.
-Essence of the Luck Exchange (by Won'tbeusedever, Part 9 of the Essence Meta Network GDocs).
Essence of the Luck Exchange
This swirling essence is great at catching one's eyes, colored both green and red. On consumption, it will either taste horrendous or amazing, to even out your luck.
On consumption, you gain the following effects.
- To be technical, most randomness only seems that way from our view of it. Sometimes, it's just an algorithm, sometimes it's just coincidence. This changes that, now things you think of as random will truly be so. Even the most rigged dice work perfect fine in your hands, as long as you are unaware of their nature.
- When you see the results of randomness, you may decide to make it a worse result to collect Luck. This change is retroactive, and you gain Luck depending on how much worse this has made the result.
- With collected luck, you may spend it to change a result into something better retroactively. For example, for 5 Luck, you can change a 1 into a 6.
- All Luck changes are additive, not multiplicative. For example, making two d10s hit 10 from rolls of 1, would cost 18 (10-1=9,+9=18) luck, not 81 (9*9=81) luck.
- You gain an interface to view collected luck, and sources which they have been gained from. This can be a HUD, a phone app, or more.

- At the start, the max Luck that can be gained from any roll is 100, and the max per day 500, though time will see this slowly but surely increasing.
- Optionally, your luck will not be questioned in any way, even if you just rolled your tenth one or twenty in a row.

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

Essence of the Gacha

- You have the ability to randomly get one item, or person of importance in fiction per roll.
- These things will always appear on cards and can be summoned out of it. However they can't revert back into cards once done.
- You have access to a list where it details every single card, and option in order to narrow down searches.
- Cards can be used to increase the strength of a summon item or person, however these cards will be destroyed in the process. This increase is determined by the rarity of the card.
- The rarity of cards are determined by the strength and the importance of the being or item.
- Items that are summoned through the gatcha will always work no matter what universe you are in, and can never be used against you in any way. These items are always in perfect condition, and will not degrade in any way. They can only be used by you, and the only way for anyone else to use them is that they must have direct permission from you. These items are summonable and will appear by your side no matter what. Items that require things such as energy sources or ammunition will have infinite amounts of them, however you can't siphon or use them for any other purpose.
- People that are summoned through the gatcha will always be loyal to you, no matter what their personality or alignment is and can't negatively effect, hurt or kill you in any way. If they are ever killed or injured, they will immediately be restored back to full health after the battle is done and return to your side. They can disobey orders that they don't like so long as these orders don't directly involve you in any way.
- You will have a bond relationship with the people you summon and can check anytime what level the relationship is at. Bond relationships start at 0, which means that you are strangers to them, and end with 10, which means that the person is completely in love with you and will do anything for you. Anybody summoned through the gatcha will have a bond relationship of 0. By spending time with them, you can quickly increase your relationship with them to a 10.
- You get 1 gatcha point per day. You can get more gatcha points by paying the equivalent of 1 dollar for 1 gatcha point. However, there is a limit to that as you can only spend the equivalent of 100 dollars per month. Don't want you developing a problem.
- You have three modes in the gatcha. The first mode is where you have two options to spend your gatcha points: you can spend 3 gatcha points which will

always gives you a 3 star card or have the chance to get a 4 or higher star card, or you can spend 30 gatcha points which will give you 10 cards, guaranteed to get at least one 3 or higher star person and one 4 or higher star card, however in the beginning you are limited to just getting 3 to 5 star cards. This limitation will gradually disappear as you use the gatcha. The second mode allows you to get 10 cards for free once per day, however you are limited to 1 through 3 star cards. The third is an alternate mode of the first one, where you can get copies of items and people that exist in the universe you are in, however you must pay 6 or 60 gatcha points to summon the cards instead of the 3 or 30 you would normally pay in the first mode, must face the same limitation as the first mode, and can only get cards that exist in that universe. This mode can only work if the universe you are in has 4 to higher star cards that are based on the items and people in it.

- You can decide on how this Essence manifests.

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

Essence of Powerlisting

- By drinking this essence, you have obtained the power to get two random abilities from Powerlisiting.com every week.
- Every week, you have to randomly choose 5 powers from that website. You then choose two powers from your list and discard the rest.
- You will instantly know how to use these powers to their fullest potential. You know all the weaknesses, strengths, and tricks to the power. Every nuance of that power, no matter how small, is available to you. Every single application, techniques, and association listed under that power can be used.
- You have amazing synergy as you can flawlessly combine 2 or more powers to create devastating and incredible effects and combos.
- If a power requires a specific energy source such as KI, magic, or chakra, you will have it to fuel the power to its maximum potential.
- You can decide if there is any cost in using these powers, or if they are fueled by something like chakra, or magic so long as the ability does not specifically state if it uses an energy source.
- You can decide how powerful the ability is, however it must match the description stated in the article of that power and/or the highest or lowest possible portrayal of it. For example, if you have miracle manipulation, you can decide to be as powerful as Bernkastel, a multiversal witch capable of destroying all of creation, or Sanae Kochiya a miko who takes several days of preparation depending on how impossible and strong the miracle is, or somewhere in the middle.
- You can decide if the power grows with training, age, or even a little of both. You can also decide how long it'll take for the power to grow. Powers can grow in range, strength, and gain new effects.
- If you obtain 5 powers that are either extremely weak or overpowered, you can reroll once to get a different list of powers.

-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!