

Monster Essence Jumpdoc
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: In this collection of essences the unifying theme is monsters. There are… many of these kinds of essences so we'll undoubtedly revisit this central theme at a later point. Still, whether you opt to be a slime, a fox-person, or a ghost, it is my hope that you have a delightful time with this particular 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. **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.

The forms these essences grant you all become alt-forms in future jumps. **Even if the essence doesn't say so in its description, you can morph into a human form and back after imbibing these essences.**

Essence of the Kyuubi [Free]
Cute and powerful, a nice mix. You are a nine-tailed fox, capable of taking on a kaiju-like full form, a hybrid fox-human form, and a regular human form. You have a range of powers associated with kitsune (broadly speaking, a Kyuubi; *Nine-tailed Fox* is a type of kitsune), such as powers over illusions, *fox fire*, and the ability to put curses on people. Kyuubi are mighty, and other monsters will learn to respect you, or they will suffer.

Essence of the Slime [Free]
A curiously powerful essence for a deceptively dangerous type of monster; the slime. By selecting this essence, you've become a slime-like creature capable of surviving impressive strikes and armed with a grab bag of handy tricks.

Essence of the Ghost [Free]
Oh hey, an undead essence! This essence makes you a ghost. You gain a rather spooky physiology as a reward for selecting this essence, complete with thematically fitting abilities such as the power to possess people and objects once you've gained your newly phantasmal physique. **It is about as difficult to kill you with this essence as it is without it, but only some types of techniques work against you. Magic and spiritual attacks are as potent as they were before, while purely physical attacks do nothing to you, harmlessly passing through you.**

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 Alchemist [400 EP]
You now understand the equal parts sacred and profane art of essence alchemy. This lets you brew essences. This is far from free form, from nothing essence creation, but it is a versatile and potent skill. At a base level you can freely do things like mix your own perks, alt-forms, personality traits, and skills into essences you can give out unreservedly (and without depriving yourself of the shades of the things that go into your essences!), however you can also extract things from willing (or helpless) people and creatures to use as the basis for essences, and you can freely mix what you extract from them to form more essences.

Creating greater essences than your current abilities and overall power should allow is possible, but requires expensive and difficult to acquire resources, as well as time. Nonetheless with enough time and energy you can indeed brew even the most fantastically OP essences you can dream up. This also translates into decent starting skill in other forms of alchemy, particularly potions-crafting alchemy.

Essence of the Kyuubi

Subjective Perception [100 EP | Free for Essence of the Kyuubi]
This power is the wet dream of illusionists and shapeshifters. With this you can focus on someone, or a small group of people, and gradually understand what they find attractive. If you have some sort of shapeshifting or illusionary powers you can then use those powers to gradually, imperceptibly, take on a form better suited to the aesthetic preferences of those you're targeting. This process is slow but it's thorough and it greatly helps make you more charming to those you're using this on.

Rationalization [200 EP | Discounted for Essence of the Kyuubi]
People are very likely to try and rationalize away weirder facets of you. In a fully modern world if all that hints at your supernatural nature are your fox ears or maybe a tail, people will excuse that away as a part of a hobby of yours or perhaps some casual cosplay. This won't go super far, so if you take on your full nine-tailed-fox form in front of them they'll react appropriately but if you could just be excused away as a fan of monster girls or monster boys then this will pick up your slack. This works for powers as well, but is weaker and will cease to work the instant you do something like slap someone with a fluffy tail.

Alluring [400 EP | Discounted for Essence of the Kyuubi]
Fox spirits are many things. Charismatic is one of the more important ones. You possess a sharp wit and are able to get people to relax, both naturally and supernaturally, with an aura of sophistication that gets people to not want to fight you and instead to converse and cavort with you. You can get all but the most dedicated to opposing you to stand down and peacefully talk, and you find it incredibly easy to seduce and charm people of your preferred gender who find you positively magnetic so long as you put in even the slightest effort into attracting them. Now, not only are you a deadly foe, you're also the sort of figure people don't want to hurt, which can be a truly wicked combination.

Revenge [600 EP | Discounted for Essence of the Kyuubi]
You are exceptional at getting revenge. Like some other kitsunes you are a nightmarish foe when you've been wronged, and you can even enter into a pact with other people to take on the wrongs they've endured and right them. You are devastatingly good at getting back at your foes, able to one-up them wickedly for each small victory they acquire, in ways that are intimate and close to their hearts. People will either suffer for wronging you or learn not to do that.

Essence of the Slime

Stealth Predator [100 EP | Free for Essence of the Slime]
Slimes are not particularly strong, and while the essence here gives you some nasty powers, many people will be able to at least escape a slime foe if attacked by one and prepared for it. Thankfully, you are supernaturally preceptive and are incredibly able to hide yourself, even when you aren't in your slime form, and you know how to maximize the effectiveness of surprise in battle.

Counter Attacker [200 EP | Discounted for Essence of the Slime]
You have a rather strange, but undeniably handy, skill. You are a crack ace at counterattacking, able to take hits, disperse the harm they do, and then smack your enemies with more than the force they hit you with unless they dealt you a particularly grievous or stunning blow. You can absolutely turn the tide against all but the most well-armed enemies.

Environmentally Adept [400 EP | Discounted for Essence of the Slime]
You are capable of making use of your environment in decisive ways. Your physiology and psychology are both stunningly adept at finding ways to take advantage of your environment, from camouflaging yourself to conduct terrifying ambushes to entering a state of hibernation while in a cold place that gives you the stamina needed to outlast pursuers. You are a potent predator, one well-suited to your environment in much the same way as other slimes evolutionarily adept to various environments and acquire new abilities that help them survive and even thrive in different locales. You can also store different environmental adaptations, such as the poison you acquired by existing in a swamp and equip them even in different environments, making you a monstrous chimera of environmental techniques.

Hive Mind [600 EP | Discounted for Essence of the Slime]
You have a strangely potent transformational power; the ability to turn people into slime-humanoids (assuming you took the slime essence as your origin/as one of your essences). Normally such individuals are loyal to you, but not tied to your mind. This perk changes that. This perk creates a vast gestalt consciousness, which you are at the center of, which those you transform are added into. This lets you communicate with and command others in your hivemind, even over vast distances. This hivemind also connects other people you've sufficiently transformed or corrupted, including with appropriate essences (such as the essence of the dollmaker, or any essence of the corruptive goo) with you. Any transformation that subverts their loyalty and places you at the top can reasonably be said to tie them to this hivemind. You are the queen slime. Your minions will act like it.

Essence of the Ghost

Fear Detector [100 EP | Free for Essence of the Ghost]
You can study people and supernaturally ascertain what scares them. If you act on this knowledge your efforts to scare them will be slightly more enhanced even if you don't incorporate what you know, and if you do incorporate it your efforts will be much more effective. Knowing is part of the battle jumper. Fear you inflict is especially corrosive to the willpower of your victims.

I See Jumper People [200 EP | Discounted for Essence of the Ghost]
Not only can you see ghosts, in all of your forms, you can also let others see ghosts as well! Those you give this ability to will be in awe of you and are also left more susceptible to things like your influence, as well as any abilities that require contests of willpower.

Spiritual Sage [400 EP | Discounted for Essence of the Ghost]
You are a curiously skilled expert when it comes to the manipulation of the soul. You understand how the soul operates, can allow people's souls to exit their bodies, and can even force their souls out of their bodies, leaving their corporeal forms empty vessals you can effortlessly possess. You are also able to research spiritual maladies and can cure them with ease, or, at worst, with an expenditure of your own ectoplasm, which leaves you exhausted (if you are not a ghost then you have to expend soul energy, which leaves you worn out but can be recovered with meditation and rest).

Ephemeral Emperor [600 EP | Discounted for Essence of the Ghost]
You are a mighty spirit and have a shroud of spiritual power that you can clad yourself in whenever you wish (making this perk toggleable). This shroud presses your influence and charisma against others in its presence, making them easier to possess by stretching their willpower into constantly being used to resist your commands and urges you make them feel to submit and kneel. If they do they become immediately possessable by you or by your clones (assuming one of your essences is the ghost essence, and thus you can possess people). You can immunize allies against this at will, and when they are subjected to your aura they become heartened by it, their willpower being bolstered by your presence. This aura is even stronger when used against other ghosts and if a ghost submits to you you can absorb them permanently, devouring their identity and their memories, and making them a permanent servant of yours, able to weakly possess others and do feats not dissimilar to a weaker version of what the essence allows anyone who drank it to do. These servants follow you, as part of this perk and can be unleashed on your foes at any time.

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.

General [Undiscounted]

Essence Shop [400 EP]
This is a tiny store that can pop up anywhere. This location sells essences, beginning with any essences you choose as your origin(s) but expanding from there to include custom essences based on perks you've chosen in past jumps, and this will be especially handy if you either have the ability to brew essences or gain it in the future. This store will be run by followers who are generic, but competent NPCS and you will always make a decent profit with this. You can decide the criteria upon which this store appears to people, and what essences it will sell to someone. People who purchase an essence will be able to use the powers it contains freely and will also gain the benefits of the essence entity perk. Essences sold here are also immune to being stolen, and cannot be purchased or used by those who do not meet the criteria you designate.

Essence of the Kyuubi

Fox Clothing [100 EP | Free for Essence of the Kyuubi]
This set of clothes is incredibly alluring and quite comfortable. This defaults to a set of robes that reveal and highlight your most attractive body parts, as well as often surprising magical protections against your foes, able to absorb all sorts of weak magical and supernatural attacks and turn them into foxfire for you to shield yourself with.

Shrine [200 EP | Discounted for Essence of the Kyuubi]
This is a tiny shrine that houses a friendly spirit. This creature views you as a friend and equal and the shrine is more than amenable to illusion magic, as well as is perfectly comfortable for you to sleep in. If you care for the shrine and convince people to pray at it and leave offerings the spirit inside of it will grow in power and become able to aid you in small ways, such as healing your friends or blessing the area the shrine is in.

Fox Jewel [400 EP | Discounted for Essence of the Kyuubi]
This beautiful jewel is a precious possession of yours. If you allow it to be stolen you can track the thief and inflict a truly horrifying revenge on them in the name of righting the "wrong" of them stealing from you, but its more creative use is if you willingly give it to someone. If you willingly give it to somebody you bless them with prosperity and health, as well as allow them to call upon foxfire to protect themselves. Each time they use this power they fall more under the sway of your potent charisma and are more easily swayed by you and desiring to be more in your presence.

Essence of the Slime

Slime Sword [100 EP | Free for Essence of the Slime]
This is a weapon that is pertually coated in… Well, you (unless you have another essence, in which case this weapon is coated in the fluids of another slime). Each successful blow you deal to an enemy slows them down and begins to slowly eat away at them, its acid causing them to experience significant pain over the course of several seconds.

Slime Armor [200 EP | Discounted for Essence of the Slime]
This is a clothing item, but not one for you. This is multiple sets of armor for your followers and any companions who do not select this essence as their essence, which will give them a weaker version of the physical, defensive properties of someone who has taken the slime essence. This massively weakens the damage done by physical attacks. There's one more curious bit of functionality to these suits as well… They can be slotted together to form a sort of armor around a building, one the size of a two story house, and give the building the same properties, which makes it far more defensible! Each jump from here on out you get enough of these suits to put them around another building or dozens more followers and companions..

Slime Heart [400 EP | Discounted for Essence of the Slime]
This strange object is a pulsing mass of slime somewhere in your warehouse, or in some other safe location not far from where you begin this jump. This mass can be fed energy and if fed enough energy will produce a mass of slime roughly the size of a small dog. This slime is loyal to you and has the ability to wrap around creatures and take control of them, in a manner similar to the ability possessed by those who took the slime essence. These slimes can become bigger by absorbing water, and they copy the intelligence of those they wrap around retaining the intelligence even after detaching from a controlled person, animal or lifeform. It takes enough energy to create a mass of slime for it to be meaning but not so much that creating one will leave you unconscious if you are in an energized or wide awake state. The more energy you invest in creating a slime the better it can control those it wraps around, even before one begins to factor in the size and experience of the slime.

Essence of the Ghost

Ouija Board [100 EP | Free for Essence of the Ghost]
This is a ouija board that you can tap into at anytime regardless of the distance between you and the board. You can freely move it telekinetically and effortlessly spell out any message using it, as well as teleport to it and teleport it to you across any distance (barring something like some drawback silliness). People believe this board and trust it far more than they should, and while in its presence and using it are affected by any charisma perks you have.

Piano [200 EP | Discounted for Essence of the Ghost]
This ornate piano is a beautiful instrument. It is also quite hungry. This thing is a living monster, a terrifying ambush predator that lures prey in using its elegant appearance and then violently attacks them. This object can also effortlessly by possessed by anyone with possession powers and in such a state is docile and can be used as a normal instrument. The music it makes is enhanced by the charisma of anyone possessing it, meaning a charismatic jumper who is stopping its powerful instincts can use it to create supernaturally beautiful music.

Haunted Mansion [400 EP | Discounted for Essence of the Ghost]
This gorgeous mansion is massive and filled with ghosts with a range of temperaments. They all acknowledge you as the lord of the home and are loyal enough to you, but their level of loyalty and friendliness differs from ghost to ghost. Dozens of ghosts of different levels of power inhabit the place, but there are a handful of especially powerful phantoms who loyally protect the mansion and who fiercely guard different areas of the sprawling estate. These ghosts also have different abilities and pasts, and each jump this mansion gets a handful of ghosts native to the setting, with one lieutenant ghost on par with the protective head phantoms that were previously described entering the mansion as it expands and gains a new area related to the jump you're in.

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.

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.

Weaknesses [200 EP]
Monsters have weaknesses. And now so do you. You understand what weaknesses you have, but they are related to your chosen essence and the folklore surrounding the type of monster you happen to be. These weaknesses are somewhat dulled when you are not in your monstrous form, but even then they are unpleasant.

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.

Monster Hunters [400 EP]
Monsters hunters abound. And not the dweebs who go into "haunted houses" with cameras and "EMF detectors" but real, honest-to-God monster hunters with magitech and years of experience. And they want to hunt you down. These individuals do not start off aware of you, but they will inevitably discover you, or at least rumors of you, and swiftly try to track you down. Most of these individuals are human, but some are not human or at least aren't human anymore, having long since augmented themselves into something more than just flesh and bone.

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.
-The purpose of the essence alchemist perk, whose text I have changed, is to be a more expensive version of the same perk from the Essence Meta jump (where it can be discounted with the right origin). In case you wanted to get it here, and weren't planning to go visit the other jump, but still wanted the perk.
-I enjoyed assembling a few monster essences for today's jump. Of these three I think the ghost is the most fun, but all three appeal to different playstyles and offer distinctive utility and combat abilities.
-For things like the Essence Shop item, custom essences will be brewed based on past builds. If you've gone to other essence meta jumps (now more than a few such jumps exist) and attained other essences in them those essences are also for sale.
-If you purchased a past version of the essence shop item you automatically get the new anti-theft and essence protection clauses for free, even if you don't purchase the item here. It's essentially part of the intent of the item.
-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.
-What follows is the description of the Essence of the Kyuubi. It is located on part 1 of the essence meta network of Google Docs and is by Triggerhappy Jabberwocky.
Essence of the Kyuubi

- You gain the power of a nine tailed fox, having a fully manifested form that may be very large, a hybrid form as something in between such as just revealing your ears and tails and a regular human form.
- Superhuman body with all aspects enhanced with the benefits increasing to full if you take on your full form. Senses are especially enhanced and cannot be overloaded by stimuli.
- Immortal and will not die of old age, also perfect memory with infinite storage and immediate recall.
- You can easily shapeshift into anything you can think of but will always show some of your true nature as a Kyuubi some way.
- The ability to weave very complex and powerful illusions such that they can with enough effort manifest in reality.
- Can call upon fox fire which can burn almost anything.
- Can put a variety of curses upon people such as bad luck, injuries, or other afflictions.
- Great control over the elements.
- Space and time bends and warps to your whims

-What follows is the description of the Essence of the Slime. It is located on part 2 of the essence meta network of Google Docs and is by Gen_Raven.

Essence of the Slime

- You gain a gelatin-like alternative form whose description is left up to you. Congrats kid, you're a slime now!
- As a slime, your body is almost impervious to physical blows, strikes, and slashes. You can still be harmed by energy attacks, magic, and basically by just about any really volatile substance.
- As a slime, you no longer age, making you immortal.
- Your consciousness is now spread throughout your body, so you no longer require your brain to think. Don't worry, you won't lose any IQ points if bits of you were to get splattered over the terrain or whatever.
- You gain a ridiculous ability at shapeshifting. Squish yourself flat to get under a door, turn a finger into a key, shapeshift into someone, etc. You're even able to shift the pigmentation of parts of your body to whatever color you want.
- You can invade and control the bodies of others, puppetting them around and talking through them. This is, for obvious reasons, less effective against robots, other electronic enemies, and some types of undead.
- Alternatively, you could form a sort of shell or suit around the victim, and control them that way. This approach is also more effective against the beings described above.
- You can shift your mass through your hosts body, enlarging certain features and/or parts. Somehow, this never negatively effects the host's health.
- You can turn others into slime people too! They gain all the abilities of this essence, and are utterly loyal to you, seeing you as a sort of "queen slime".

- You can consume objects, like rocks or leaves, to increase your mass. For some reason, this seems to only work on inanimate, non-sentient material.

-What follows is the description of the Essence of the Ghost. It is located on part 2 of the essence meta network of Google Docs and is by Gen_Raven.

Essence of the Ghost

By drinking this, you gain the ability to turn into a ghost!

- As a ghost, you are, of course, intangible and thus impervious to physical attacks. This doesn't protect you from anything spiritual or magical.
- In a process somewhat similar to mitosis, you can split yourself into any number of clones, each retaining the abilities of this essence and this essence only.
- These clones retain all your knowledge, skill, and personality up to the point of the split. That said, after the split, these attributes could grow very different from you.
- As is typical, you can possess most living things and any inanimate object. Beings which possess high amounts of willpower will be able to resist and throw off your control at times, however.
- You have the ability to change your host's shape, giving them any features your ghostly form possesses, and enhancing those they already have.
- You can access your host's memories and personality so as to better sell any deception to their family and friends. This won't influence your own personality unless you decide otherwise.
- You can cause objects to levitate in the air and even telekinetically throw them at people. This does have some limits though. For instance, your range is limited to whatever room you're in. Another is speed; You can't toss them much harder than you would throw a baseball.
- You gain the ability to manipulate ectoplasm, one use being to change the shape and gender of your ghost form or that of any other ghosts you encounter.