

Dragon Essence 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. All of the available essences are draconic in nature. Enjoy the next decade as a mighty dragon, jumper.

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

Author's Note: *The name of this game is dragons. Today, we're looking at three potent dragon essences. This is the first… S rank Essence jump to date (as in one where the available essences are quite strong, though nothing here is in the upper stretches of powers on sale in the Essence Meta, and as such, there are some structural differences between this jump and the other ones. If this is your first EM jump… there'll be some differences of note between this jump and other jumps in this series.*

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. It should go without saying, but each dragon form you can acquire through the usage of origins or the multi-essence perk counts as an alt-form in future jumps.**

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 Dragon [+200 EP]
A classical but powerful essence, this essence makes you a mighty dragon. This comes with a range of mighty abilities, some of which are commonly associated with dragons, such as the ability to fly and the power to sense treasure, while others, like the ability to spend energy to create lesser, subservient dragon-like creatures, are less common. **This essence's "Resurrective" abilities bring you back from true death once per jump or once per decade, if you die more than that, then you need some other method of resurrection.**

Essence of the Biotech Space Dragon [Free]
A stranger, more sci-fi take on dragons. As well as a more powerful one. Biotech space dragons are fusions of immensely advanced technology and powerful biological forms. Biotech space dragons are remarkably resilient and have power over the fundamental forces of the universe. It's not unreasonable to call Biotech Space Dragons godlike beings.

Essence of the Cosmic Space Dragon [200 EP]
The strangest, most mythic dragons on this list, Cosmic Space Dragons are a different beast. Cosmic Space Dragons possess a whole slew of abilities, from immortality and the ability to fly at FTL speeds, as well as the ability to open portals throughout the omniverse and the power to interface with fictional worlds in a way that is not… hugely dissimilar from what some benefactors do. These dragons are mighty.

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 [200 EP if you want just another essence, 400 if you want the discounts as well. Each essence you acquire with this requires separate purchases.]
This perk is primarily for granting you access to the other essences, which will also give you access to their full power, their abilities becoming fiat-backed parts of your toolkits. If you purchase the more expensive version of this for a given essence you essentially, for the purposes of this jump only, get another origin; that of the additional essence you purchased with this perk. This does not give you more discounts in future jumps. If you use this to acquire the ESSENCE of the Cosmic Space Dragon and not the origin, then you don't have to pay an additional 200 EP. If you want the origin as well you have to pay the entry cost. **Yes, this price is different from the price in other jumps. The essences here are all wildly powerful, and this price shift reflects that.**

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 Dragon

Dragon Fear [100 EP | Free for Essence of the Dragon]
You are a dragon, and that means something. Dragons are creatures of myth and legend, symbols of vast power. You are a living embodiment of power and terror, and people can innately sense this even if you are an otherwise unassuming form, unless you'd rather not have your aura of fear be visible (meaning, effectively, this is toggleable). If you take on your true form and revel in the power of this perk fully then you can easily cause the weaker-willed to faint in your presence, lose their minds, or even, in the rarest cases, die outright.

Elemental Might [200 EP | Discounted for Essence of the Dragon]
You have an unusually high affinity with the classical elements. The mightier you grow the more resistant you become to elemental attacks, so long as the "Elements" in question are fire, water, earth, and air. Beyond that you have a supernatural ability to utilize one of the elements, able to manipulate it with tremendous ease as well as utilize it as a breath weapon. Your overall strength is tied to your proficiency with this ability, such that the stronger you are, the more of your chosen element you can manipulate.

Draconic Myths [400 EP | Discounted for Essence of the Dragon]
You derive power from myths and legends. As you explore places and encounter people, the myths and legends they associate with dragons fill your heart and touch on your power. Belief strengthens you and fills your veins with a protean form of power that allows you to take on some of the powers of the dragons and legends of dragons in this and future jumps. Your own fame and legend is especially potent, but this empowers you in a range of ways, such as allowing you to temporarily alter your form to better fit into local conceptions of dragons in future worlds. If you store enough of this energy you can spend vast quantities to permanently add new abilities to your dragon form(s) that are derived from the folklore of local dragons.

Avaricious Soul [600 EP | Discounted for Essence of the Dragon]
One common unifying theme of many depictions of western dragons is their power and greed. You have exemplified this to a conceptual degree and you gain power as you gain wealth. The wealthier you become the more powerful you grow, and after a certain level of wealth you could potentially gain conceptual power, though this would take a truly enormous amount of wealth even for a dragon. The type of wealth you acquire colors how this buff is focused, with different forms of wealth giving you unique bonuses, but your greed is now a source of strength. Use it wisely and you will grow greater still.

Essence of the Biotech Space Dragon

Actor [100 EP | Free for Essence of the Biotech Space Dragon]
You are an unnervingly skilled actor. You possess a sharp instinct for improv and have a wit that allows you to understand people at a glance. If you couple that with your frightening abilities… You are something else.

Tech Head [200 EP | Discounted for Essence of the Biotech Space Dragon]
A biomechanical dragon is a nightmare in a million ways. Perhaps the scariest way you could frighten modern humans is by your ability to co-opt their technology and use it against them. Sadly for them, this particular brand of terror is one you specialize in. You are wickedly, even for a biotech space dragon, good at taking over technology. You can even infect fully sapient AI and twist their programming and machine minds such that they serve you devotedly. There are entire civilizations that could be brought low with the power over technology that you wield… You can even create AI within yourself and have it infect enemy technology, and such AIs are incredibly resilient to enemy hacking and subversion.

Infinite Multitasking [400 EP | Discounted for Essence of the Biotech Space Dragon]
You are supernaturally skilled at managing an infinite web of trains of thought. Your hybridized mind makes you lack the imprecision that organic brains suffer from when trying to split their focus. You can give 100% focus to thousands of trains of thought in the same instant, allowing you to effortlessly do things like focus on multiple spells, if you can do magic, or play thousands of games at the same time with enough control.

Power Analysis [600 EP | Discounted for Essence of the Biotech Space Dragon]
Biotech space dragons are not the only beings with real and noteworthy power. The omniverse abounds with mighty beings with unique and potent powers. If you wish to understand those powers this perk is right up your alley. This perk allows you to assess any power you see, and understand what it does and how it's done. If you possess the ability to erase it, emulate it, or block it, you'll also know how to do any of those three things. A jumper is a Swiss Army Knife of powers, and this compliments that fundamental nature quite nicely…

Essence of the Cosmic Space Dragon

Golden Age [100 EP | Free for Essence of the Cosmic Space Dragon]
Now you retain your ageless nature across all of your alt-forms. In addition to this, you can also take the age of others in all of your alt-forms. This also universalizes your ability to grow stronger the older you become, granting all of your alt-forms the same peculiar power to grow as you physically mature, even if you don't actually age.

Empathy [200 EP | Discounted for Essence of the Cosmic Space Dragon]
This is an unusual evolution of an ability that all Cosmic Space Dragons possess. CSDs can age and take wounds in place of their loved ones, but with this you can do more than that. While this starts off as an ability to heal yourself and in so doing heal your loved ones with your arcane energies, it evolves over time such that you can weaken entire groups of enemies with singular debuffs that hit single foes, and strengthen entire groups of allies with small buffs placed a single person. Obviously this is easier to do with people you love, and those who share your blood, but as you train you become able to do more.

Transformation [400 EP | Discounted for Essence of the Cosmic Space Dragon]
Another evolution of a classic CSD ability, you can now share your all of your alt-forms with others, in much the same way that all Cosmic Space Dragons can, if they so choose, transform others into new Cosmic Space Dragons. Those you transform are weaker than you for a period that, if they don't train, will last many lifetimes but they can work to manually overcome this. Beyond that all such individuals are filled with a powerful loyalty to you, though this can be overcome if you do nothing to earn their respect or lack some other means of cementing your power over them. It is difficult to do this repeatedly, though with training this limitation weakens and dissipates altogether.

Jumper The Generous [600 EP | Discounted for Essence of the Cosmic Space Dragon]
This is an intriguing power. With this powers you lend out, such as your power to give people gamer/RPG systems, has an added incentive. Not only can you lend out powers, any power you possess, the growth other people have with their powers is mirrored and transferred to you. Any and all abilities and tricks someone discovers with powers that are sourced from you get added to your own library of knowledge regarding your powers, and their training also benefits you. This also gives you the power to share powers, even perks, and the power to remotely take back powers someone else possesses that are theirs at your discretion. This power is the sort of thing that someone can use to build empires, or to change whole worlds.

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 Dragon

Dragon Scales [100 EP | Free for Essence of the Dragon]
You have a supply of dragon scales that you can use to fashion both armor and weapons. These things will have your magical signature, though you can suppress this if you wish, and can be used by others to signal allegiance to you, as well as to store magical energy.

A Lair [200 EP | Discounted for Essence of the Dragon]
A lair fit for a powerful dragon, this is a thematically appropriate location that everyone will recognize as yours. This location can change forms across jumps but in the innermost areas, such as a gigantic bedroom or a throneroom, if you have one, changes are retained across jumps. People feel the impact of your aura and power in the area around your lair, and even if your true identity is not known to those who happen across you here (such as if you are shapeshifted into a non-draconic form) they will still feel a powerful urge to show you respect. When you are in your unvarnished true form the impact of your aura is massively magnified, making people feel fear, awe, and other emotions up to your discretion.

A Hoard [400 EP | Discounted for Essence of the Dragon]
You are a dragon. It wouldn't do for you to be poor, right? This item is an answer to that. It is a hoard of material wealth worth several million dollars, a stockpile that not only replenishes itself at the start of each jump but actually expands a touch at the beginning of each jump. This hoard will have a handful of rare and coveted items, as well as pure material wealth, and thus in the right jumps there'll be some magical and technological items here as well.

Essence of the Biotech Space Dragon

Drone Farm [100 EP | Free for Essence of the Biotech Space Dragon]
This is an external facility that can produce the drones that many Biotech Space Dragons are known for using. You are quantum-linked to this facility and can command it with thoughts, as well as remotely control the various drones it produces. If it is somehow destroyed, it will gradually repair itself, though drones can drastically speed up the rate at which it repairs itself.

Avatar [200 EP | Discounted for Essence of the Biotech Space Dragon]
This is an exceptional body, one capable of doing exactly what you can do, that is linked to you and can be remotely piloted at any and all times. This body is a perfect relica of yours, and grows as you grow, allowing you to be in two places at the same time. A jumper with the right perks from across the multiverse might be able to upgrade this further, and create an avatar that is better than their own body!

Archive [400 EP | Discounted for Essence of the Biotech Space Dragon]
This archive is a perfect repository of all technology in a setting. It's worth noting that this collection of data, as that is what this is, collects magitech as readily as it collects technology, but what it really excels in is collecting purely scientific inventions. If you give it drones it will be able to endlessly produce technology, though the most advanced bits of technology will still take some time to assemble, and magitech will take both time and resources. Still, knowing is half the battle and this device KNOWS all there is to know about technology in a given setting (up to the year the jump begins and updating as the jump occurs but it is not something that can peer into the future… Unless you upgrade it somehow.).

Essence of the Cosmic Space Dragon

Multiversal Map [100 EP | Free for Essence of the Cosmic Space Dragon]
This is a cosmic map, something attuned to the setting you're in. You can use it to open portals to anywhere in a setting, unless the place is protected by the likes of a supreme god of magic or something (and even then such locations still appear on the map). This map is marked in such a way that you can readily identify some places as the starting points for adventure or intrigue keyed to you.

Tattoo Grimoire [200 EP | Discounted for Essence of the Cosmic Space Dragon]
This classic tome for CSDs is a goodie that was written long ago by an elder space dragon that contains spells perfect for using on familiars. Among other things its spells include spells that give your familiar elemental power, ties their lifespan to yours, and gives them the power to take on the form of a tattoo that can affix itself to your body and rest within your soul. With this you can spread the powers very similar to those of a Space Drake across any number of interesting animal companions! In future jumps this tome minorly updates, getting new spells perfect for familiars and animal companions.

Media Collection [400 EP | Discounted for Essence of the Cosmic Space Dragon]
This is a nice little projector in your warehouse, or something else that contains and plays media of different types (it can shapeshift). It contains a complete archive of all media in this and any other setting you go to from here on out. Someone with media exploration powers can use this to visit any setting depicted in media of any sort, from worlds created from the most obscure stories in history to realities that only exist in television shows that only got two, if that, episodes. If you have media extraction powers, this item makes it worlds easier to bring things out of the media world you visit than it'd otherwise be.

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.

Stereotypes [100 EP]
Well this is a problem. This drawback fills you with the impulses that all dragons feel, and causes your temper to match theirs. You're still a dragon, which if anything compounds this problem, honestly, so you probably won't die but things around you have a bad habit of… ending up destroyed when you get mad. Be careful.

Rumor Mill [100 EP]
Somehow, people will invariably discover your powers. Not everyone will believe in them, but some will, and those people will spread rumors regarding your strange abilities.

Essence Entities Galore [200 EP]
This makes this world much more interesting. With this drawback other essence entities are guaranteed to both exist and to, eventually, find out about you. They aren't guaranteed to be hostile, and many will be friendly, but essence entities are all as diverse, morally and intellectually, as humans. A clever jumper could see this as a fascinating opportunity… These essence entities will appear even in isekai worlds, though this won't make them more or less dangerous than they were/would have been on Earth.

Very Superstitious [200 EP]
Many modern people do not believe in dragons, and even those who do are often in awe of them. This changes that. Over the course of your time here more and more people begin to believe in dragons and begin to fear them, 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. Annoyingly, for them at least, most governments do not have the resources to adequately deal with dragons. Annoyingly for you, this version of this drawback makes people much more generous, and bigger governments will lend out their resources to help smaller governments out a

bit. That doesn't guarantee anything, but you should expect to see bigger, stronger foes from this than you might have in other, lesser powered essence jumps.

Dragon Slayers [+400 EP]
Oh this is fun. Dragons in various verses, even ones with cosmic power, often get defeated. Those who can kill dragons are rare, but not so impossibly rare that your benefactor couldn't bribe and wrangle up a few. These enemies are elite units, a tiny handful of whom actually have essences of their own, who know how to kill dragons. And they are listening for rumors of you. They know you're around, somewhere, but unless you want to tack on an additional 200 EP to the price of this drawback they won't know where you start off at and have no guaranteed way of finding you, but they are eerily good at tracking dragons so unless you have a stealth perk that is really strong you should know that they'll find you eventually.

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.
-The power level on display in this jump is the sort of power level we start to see when we glance at the sillier essences. This is STILL on the lower end of the silly scale, but we're edging closer to the truly goofy shit than we've ever been in this series. Even the "mundane" dragon essence, *Essence of the Dragon*, is strong enough that it'd take MULTIPLE modern militaries to have a reasonable chance of taking you down. And that essence is leagues weaker than the other two fucking monster essences in this jump. This is easily comic book territory, and both a biotech and a cosmic space dragon are easily comic book superhero level. A frightening level of power, really.
-Dragon up!
-In keeping up with what I did for the animal essence jump I have made each essence name down below a heading I can use to more easily navigate to the essence to make sure I have all of my ideas in a row regarding perks and items.
-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 Dragon. It is located on part 1 of the essence meta network of Google Docs and is by Triggerhappy Jabberwocky.
Essence of the Dragon

- Gain a dragon form of your own design. This form regardless of design is supernaturally strong and durable, maybe even other attributes depending on the exact form as well as secondary powers aside from its element and sub elements like some weather manipulation or supernatural ability to dig through stone. In dragon form you can lay waste to entire armies, and kingdoms in short order. You may switch to and from this form near instantly but can also partially manifest different parts of your dragon form while in human form though they will be somewhat less effective. You grow larger the older you get which in turn amplifies your powers with no real limit though it is slow, taking centuries for great growth.
- You are immortal and undying, requiring neither food nor water or any other thing needed by regular creatures to survive, instead relying on your own innate energies.

- Your mind is similarly a bulwark against the fog of ages, giving you perfect memory with instant recall. Mind based abilities and illusions bounce right off of your superior draconic mind. Your draconic blood means that learning magic is extremely easy and any internal reserves seem to always be massive compared to mortals.
- Your body is exceptionally durable, your scales especially able to shrug off immense punishment in addition to causing supernatural attacks such as magic to slide harmlessly off of you like water does with a duck, some might even bounce back at the caster. Your bones, teeth, and claws are nearly indestructible.
- You have extreme endurance and stamina and can fight for weeks without rest on the most brutal battlefields that could be offered to a dragon such as yourself. You do not feel pain but are alerted just the same if you suffer any damage.
- Regenerative and resurrective ability that will steadily return you to perfect health and capability no matter the damage, even if reduced to a skeleton and buried you will eventually get back up. The best most mortals could hope to do is to disable you.
- Gain power over one or more element(s) able to manipulate, control, and generate it and several sub elements, said element(s) can be intrinsically tied to your biology, fire might give you black scales that look like volcanic rock and lava blood or just supernaturally hot fire that acts as blood. You are immune to your elements and resistant to others.
- Confers lordship over dragons, and draconic creatures. As long as they aren't more powerful than you, the being in question will feel the urge to serve you as you are their sovereign by birthright. Optionally you can be a dragon of actual royalty being recognised innately as a dragon of higher quality and standing then others. Your spawn will always consider you their lord over everyone else.
- You wouldn't be a very good dragon if you weren't capable of doing as dragons are known and sowing seed or receiving it depending on your equipment. Your virility or fertility is off the charts and practically anything with the proper sex organs can be bred. Gestation and birth is always successful and the spawn is guaranteed to be free of genetic flaws or abnormalities.
- Can bring other dragons into existence, or lower dragon type creatures the lowest of which being kobolds which make for surprisingly effective servants. This extends to greater examples of draconic creatures but not limited to dragonborn, wyverns, wyms, lindwurms, drakes, and of course dragons. The stronger the spawn the longer it takes, all of your dragon children will be perfectly loyal from hatching/birth and worship you even. All have genetic memories that makes them more suited to different tasks or roles like being natural builders, scholars, or soldiers. The most versatile aspect of this is that you can gain templates to create a half dragon from anything you consume or copulate with.
- Dragon blood however is extremely powerful, by giving another mortal blood you may impart a fraction of your might. They gain a large measure of endurance,

stamina, vitality, and may develop more draconic traits later down the line. Perhaps even become a dragon should they live long enough. Or you could dunk them in a pool of your own blood. That would speed it up immensely.
- Can sense treasure, gold, and potential mates for miles, even deep underground.

-What follows is the description of the Essence of the Biotech Space Dragon. It is located on part 1 of the essence meta network of Google Docs and is by Triggerhappy Jabberwocky.

Essence of the Biotech Space Dragon

- Gain the body of a Biotech Space Dragon, immense godlike creations that can traverse the heavens.
- Space Dragons are anywhere from the size of a skyscraper to dwarfing the largest of mountains stretching upwards of tens of kilometers in length. Space Dragons have a wide range of looks and can resemble anything from a classic eastern or western dragon to an elongated tentacle mass. Despite this size Space Dragons have no difficulty getting around and can land on planets no issue. They have absolute control over their bodies with every cell present actually being a fusion of biology and nanotechnology.
- Shapeshifting is a simple thing as Space Dragons can arrange their bodies on demand such as disguising themselves as an asteroid or growing great blades to slash enemies with. The biotech nature of their existence allows them to absorb DNA and new technology that allows them to understand and integrate it into themselves or any drones. Any beings they absorb they can take the memories, skills, and experiences of and recreate them as a drone.
- Their body is durable enough to shrug off attacks that would destroy planets with only a moderate amount of damage and have the strength tear planets to bits and turn mighty battleships to space fragmentation hazards. Additionally they are capable of FTL and can teleport shorter distances or tear open portals to distant stars, galaxies, or realities.
- Space Dragons can regenerate from nearly nothing as long as a few nanotech cells survive, taking weeks to recover if the damage is bad enough. They are shielded from temporal or exotic effects thanks to powerful shielding and systems designed to thwart the likes of reality bending entities.
- Space Dragons are immense computers and have the processing power and intelligence to dwarf about any other entity. They cannot be hacked or infected by others and their nature makes corruption impossible against them or anything they have their nanotech cells implanted or integrated into. Space Dragons can normally brute force and overwhelm all but the strongest of AI.
- Space Dragons have control over the fundamental forces of the universe able to manipulate things such as gravity and electromagnetism with near impunity. They have infinite energy generation at their disposal that is internally produced but not infinite in output. Utilizing their built in systems they can convert energy to matter in finished forms like a replicator. These replicator functions can be used to mass print smaller forms of drones that can take care of tasks the Dragon

could not otherwise thanks to its size and bulk. The Dragon can take over a drone at any time and use it as an avatar or control all of their drones.

- Space Dragons can reproduce asexually or sexually by gestating an egg in something to develop into a new Space Dragon. This new Space Dragon can be a simple extension of the parent and function as parts of a hivemind or be a completely new entity. Newborn Space Dragons are microscopic compared to a full adult Space Dragon beginning at the size of a human child. During this time the Space Dragon can rapidly consume matter to grow larger and larger until it reaches the size of an adult, a process which can take years.

-What follows is the description of the Essence of the Cosmic Space Dragon. It is located on part 4 of the essence meta network of Google Docs and is by Bluesnowman.

Essence of the Cosmic Space Dragon

Tastes like the Starry Sky.

- Base race skills
    - Lifespan Limitless
    - The older you get the more you and your powers grow. This has no limit
    - After Adult age grows roughly a foot year proportionally.
    - Hoarding tendencies, Family, Knowledge, Wealth
    - Desires to explore and adventure new places
    - Family life: Will life bond with multiple spouses of various species
    - Capable of crossbreeding with any sentient species. Very protective of those that they consider theirs.
    - Two ways of procreation normal way and the ability turn others similar to how vampires turn others it takes close to a week to turn others this way and can be done as long as there is life left. It will take time for those turned to be able to change shape.
    - Either of these will allow you to pass on any or all of your powers. As well as
    - Eye completely black with an image of a galaxy instead of a pupil
    - Due to long stretches of travel is immune to boredom
    - Their memory is extremely good but not perfect they have developed a technique to store old memories in extreme long term storage while they do not forget anything once they store their memories there it takes dedicated effort to retrieve those memories
    - Feeding traits Extremes of temperature/Radiation and solar/cosmic energy/magic
    - May also feed on the age of others. This increases your age and decreases thiers, This does not negatively affect them by erasing their memories or skills.
    - Able to open portals throughout the Omniverse.
    - Perfect memory, with infinite storage, perfect indexing, protection from harmful memories and the ability to move memories into hidden storage,

replacing them with a mental note that you have done so and can restore them at will.

- Has a bonded pet ‘Space Drake Lesser dragon roughly the size of a great dane domesticated ones are paired at birth with a Space Dragon who they form a lifelong bond with. Uses electric attacks and shares the lifespan of its bonded dragon. Very protective and is a limited empath and can detect when other mean its bonded ill will
    - Has the ability to become a tattoo on its bonded in whichever form they take. While in tattoo form the energy from their bonded sustains them so they do not need to feed.
- Manipulation of Space
    - Able to survive in space and fly at FTL speeds to explore new vistas.
    - Keeps hoard in a pocket dimension due to need to travel.
    - FTL speeds increase with age by Great Wyrm stage can cross an average galaxy within six month, Capable of crossing extragalactic gulfs as speeds drastically increases when outside a galaxy.
- Manipulation of Magic
    - Magical bond with spouse that will let it age for the spouse so they don’t die of old age can also take the wound from spouses if it chooses to.
    - Spell specialties magics that can be used in exploring and surviving in hostile environments. Large scale magical projects, creating flying islands, pocket realms,
    - Shapeshifting to fit in with new species. This is a complete shift nothing in existence will be able to tell that you are anything but what you portray yourself as.
    - Capable of regeneration, as long as a drop of blood or magic remains.
    - Mana pool increases with age.
    - Savants of enchanting. Three enchants they know from birth is a endless liquid enchant and a heat absorption enchant. And the final is a multifaceted enchant the first part is a mana battery that has no limit that you can draw from that starts empty, second part is a mana drain that can drain your mana into the battery based on factors you select, and third is the harder it drains your mana it will increase your mana regen and mana pool like a muscle. The Third enchant until you hit Apprentice level you can only cast as one whole parts 1,2,3.
    - Omnigot hearing or reading a few sentences in a language will have you speaking like a native.
    - Racial Skill ‘Stellar Construction’ This is a combination sub skill of Construction and Enchanting and levels those when leveling this one. Those using this use their mana and stamina gather up the very essence of space and forge it into their buildings. In looks the outside looks is like the starry sky quite often with stellar objects such as stars, planets, moons and nebula.

- Manipulating the Creation of Media Worlds
    - Media explorer the ability to enter any types of media and interact with it such as books/comics/movies/video games which when interacting within it takes a life of its own. Eventually becoming a new reality.
    - Can break off a piece of the media world to use as a pocket reality personal retreat.
    - As they get older or boosting with magic can instead go to the actual realities
    - You can bring people/things out but the more complex/powerful the more energy you need to spend to do so.
    - Perfect Memory of all media you have ever heard/read or interacted with so you may enter such worlds without the material at hand. Also lets you recreate the music you have heard.
    - Side benefit lets you create a short term portal to anywhere you have been. Even if you have been kidnapped to another world.
- Matter Creation
    - Full and unlimited Creation of matter ex nihilo including reduced mass Electron Degenerate Matter.
    - The Ability 'Scan' Which at grants the ability to scan any and all resources and liquids including potions, as well unenchanted items to recreate all of these.
- Gamer Power Manipulation
    - The power to adopt different gamer/rpg systems that you encounter and merge them together and grant it in part or whole to others.
    - Many are the realities that runs video game or RPG mechanics is some form or another. Now not only do you run on some version of these when you encounter those other ones you may incorporate them in whole or in part into your own to make your own custom system.
    - You may impart your custom system or any of the ones you have encountered to any person or world you encounter in any combination.
    - When combined with Creation of Media Worlds any gamer type systems encountered through this power count towards ones that you may create later.
- Magic System Manipulation
    - Power to adopt different magic systems merge them together and grant it in part or whole to others. Many systems of Magis and Power have you encountered so many that younow have a instinctive feel and control of them.
    - This lets you merge them together as the whim takes you, and even allows you to grant the ability to use them in whole or parts to any you might desire.
    - Even those who otherwise would not have the aptitude or ability to do so.
- Magic Realm creation

    - Starts off at small worlds made to order with flora and fauna with magic or gamer systems that you have encountered and can give away to others.
    - May incorporate things and species that you have encountered or know of.
    - At the creation may set the features of the technology, Society, culture, environment, adventure and the power level they start and cap out at.
    - Power grows with use eventually crafting entire universes or planes. Capping out at a multiversal node cluster.
- Potential Manipulation
    - Unlimited potential growth with practice and use of all of your skills/powers/energy pools can increase.
    - Very rapid growth in any skill or ability.
    - Ability to increase all aspects of others or yourself at the cost of mana.

-P.S.: That “As well as” in the base race section is not a typo (at least not on my end haha). That’s how the essence is written out.