

Adult Essence Jump (NSFW)
v1.0
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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 characters 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 those who get the chance to drink it. Which essence, you may ask? Well that's up to you and determined by the origin you take. Curiously, all of the essences here are about playtime. Or rather… "Playtime". Enjoy the next decade you're here, jumper, hopefully you'll have a lot of fun with the gems currently on sale.

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

Author's Note: This jump is the second in a series of jumps dedicated to specific essences. Last time we explored essences about toys, from puppets to living dolls. Today we're in more of an… adult state of mind.

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.**

Essence of the Hentai Orc [Free]
The only essence here that transforms you into a whole new form, the Hentai Orc essence is a powerful thing that makes you a mighty orc with an incredible lust and a powerful physique. This essence is also quite strong against people of your preferred gender(s), and makes you a mighty beast. **One significant difference between the base essence and the one you get as a facet of this origin is that you can change between your orc form and your non-orc form at will.**

Essence of the Ultimate Chad [Free]
The essence for those who want to be the ultimate members of their sex, as far as lust and mating go, this essence makes you a pinnacle of masculinity, femininity, or something else-ity. This essence does not transform you into a whole new species, instead leaving you as a peak human with all the fun facets of that, but one who is conceptually good at sex and at having opportunities to have sex.

Essence of the Monsterfucker [Free]
This essence is for the adventurous, for those who like to experiment and who want to go on a range of journeys. If you think you'll bed a wide variety of creatures across your journey this may well be worth getting, as this provides you with a litany of fun skills related to both sex and life, as well as a range of handy protections that are quite useful for jumpers.

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. Anyone susceptible to something of yours, like pheromones, who detects your scent begins to get affected by them, even if they focus on the supernatural aspect of your scent. The biological immortality facet of this also overrides the lifespan of the hentai orc, in case it matters due to something like time extender drawbacks.

<u>If it's relevant, the "Restores you to peak health" clause of this takes effect again at the start of each jump.</u>

Adult Conveniences [Free]
Some of the essences here offer some of these benefits but essentially this is the porn biology perk. This grants you absolute control over your fertility, removes your refractory period, and gives you the ability to draw nourishment from sex (allowing you to ignore stuff like the need for food and water so long as you have sex instead), as well as protects your bloodline from the negative effects of incest.

Multi Essence [100 EP if you want just another essence, 200 if you want the discounts as well. Each essence 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]
This is a curious skill. This power lets you alchemically brew essences, doing so based on your own powers and memories, as well as the powers and memories of the willing or those who cannot resist. This saps the energy of any affected individuals but does not actually deprive them of the memories and powers that go into individual essences. It takes experiments to know what constitutes a good essence and what you can create with existing abilities as well as ones you get in the future. Still this ability allows you to pretty easily share your perks and empower allies.

Essence of the Hentai Orc

Strength Build [100 EP | Free for Essence of the Hentai Orc]
Orcs are devastating brutes with powerful muscles and skill in warfare. It wouldn't do if a hentai orc couldn't get some sort of lewd benefit from that nature, right? You are a powerful figure, and the stronger you are, the more attractive you become. This is especially impactful on those attracted to strong people, but this perk universally buffs your attractiveness based on your overall power, with your physical power being the central focus of this. This transfers portions of your physical strength and durability across all of your alt-forms, making them all tougher and mightier, as well as enhancing their sexiness somewhat. Sex you have counts as intense physical training and pushes your body towards its peak. Finally, you get stronger three times as fast as other people do, and your muscles will always show in ways that are sexy.

Martial Master [200 EP | Discounted for Essence of the Hentai Orc]
The more someone values martial prowess, the more they'll respect and be attracted to you. People who value physical power will find you to be an impossibly sexy adonis, even if they'd normally not be attracted to someone so heavily muscled. Sex you have is also curiously mystically potent and restorative, and sex you have restores both you and the person you're having sex with to peak health, as well as nourishes and sustains you both. If you wanted you could have sex and then train, and then have sex and then train, ad-infinitum. Additionally, you can opt not to share the restorative nature of sex with you, and hoard it for yourself which will push you past your peak and make you stronger temporarily. You can also shunt the effects of healing sex on yourself and make your partner stronger temporarily. If you are stronger than someone, physically, then your abilities ignore some of their resistances and immunities proportional to how much stronger than them you happen to be.

Orcishness Shared [400 EP | Discounted for Essence of the Hentai Orc]
You can share your orcish nature with others. This process is mildly involved but does not take a ridiculous amount of effort, if you wish to share your orcish nature with someone of your preferred gender you must lie with them, and if you wish to share it with someone else, you must allow them to drink some of your blood. This transformation gives them orcish forms of their own, an innate (though potentially overcomeable, if you abuse them and this) loyalty to you, and their bodies are restored to peak health, fitness, and age. These orcs will be incredibly attracted to you and will be filled with submission towards you unless you'd rather they not be. If you do not have the essence of the hentai orc but still take this perk then what you can do is restore someone to youth, and flood them with strength and lust, instead. Those whose essences include the hentai orc essence can also do this instead of sharing their orcish nature with others, if they want to do that instead.

Jumper: Enemy of Their Preferred Gender [600 EP | Discounted for Essence of the Hentai Orc]
This is a mean trick to play on enemies of your preferred gender, jumper. People of your preferred gender, regardless of which or how many genders you prefer, are extremely susceptible to you and find you unbeatable in battle or in bed. Your attacks are devastating against enemies of your preferred gender (and your abilities are much harder to resist and are more effective overall), their attacks are reduced in potency to a

mere fraction of their power, and this effect worsens the more attractive you find them and the more attractive they find you. Your blows instill powerful urges in your foes, masochistic thoughts that make many more vulnerable to your powerful attentions. You also gain a powerful ultimate trick, the ability to make a potent sound, akin to the noise an agitated wild boar makes, which causes those attracted to you to be wracked by pleasure, weakens your foes, and destabilizes the environment around you, especially artificial places like buildings and settlements. You are the lord of the wild, and your enemies will learn to respect that.

Essence of the Ultimate Chad

That? Oh, That's Just Jumper! [100 EP | Free for Essence of the Ultimate Chad]
Somehow, no one ever has any real problems with your relationships. So long as everyone is of age and consents, social stigmas and other such things just don't matter to you. You could be in an interracial relationship in the 1930s and no one would bat an eye, or be married to a relative and so long as everyone is of age and consents, the law won't stop you and people won't care. Society is amazingly accepting of your sexual and romantic escapades.

Envy & Shared Joy [200 EP | Discounted for Essence of the Ultimate Chad]
When people you find attractive see you and your partner(s) canoodling or otherwise having fun, even innocent fun, they'll be filled with a powerful sort of envy. They'll want to join in and have fun with you and your loved ones themselves. You really are a harem protagonist with this. Your partners are often more than happy to have others join in on the fun, and are amazingly accommodating, though some of them may well have moments they want to be private. When everyone involved has fun, the fun will be altogether better.

Cooperation & Bliss [400 EP | Discounted for Essence of the Ultimate Chad]
You are remarkably good at promoting cooperation. Perhaps it's due to your popularity as a Chad but there's something about you that makes you an expert leader. You can even lead people who are not of your preferred gender, if you wish, but those of your preferred gender that you lead become more skilled, competent, and powerful as a result of your leadership and the more attracted to you they are the better this effect becomes. People are also quite happy to follow your lead, and are eager to be told what to do when the orders come from you.

Jumper: Charisma Main [600 EP | Discounted for Essence of the Ultimate Chad]
Ah so charisma is not your dumpstat. Smart. You have a tremendous capacity for sociality and are a natural leader, public speaker, and debater. Beyond that your honeyed words are especially attractive to people of your preferred gender, and you are stunningly charismatic among people of your preferred gender. Your charisma is a powerful weapon, if you use it skillfully, you'll always find help. Typically… very sexy help. Sex with you makes others better at what they do, and increases their attraction to you which leads to a very delightful feedback loop.

Essence of the Monsterfucker

Friendship [100 EP | Free for Essence of the Monsterfucker]
Now, not only are you capable of not provoking hostility even from things like zombies unless you are hostile first, but you instinctively understand how to befriend even mindless things. You are incredible at making your intentions understood, and you can communicate clearly with other lifeforms regardless of whether or not you intend to try and sleep with them.

Explorer [200 EP | Discounted for Essence of the Monsterfucker]
You are an impressively able explorer, capable of crossing great distances on foot and stunningly lucky when it comes to securing other forms of navigation and travel. Beyond that, people like you innately and are far more friendly and open to giving you places to stay than they really should be.

Pain And Pleasure [400 EP | Discounted for Essence of the Monsterfucker]
You can change the pain and pleasure you inflict on others feel, as well as change how pain and pleasure you receive feel. This means you can make it so that your blows inflict pleasure instead of pain, and make it so that enemy strikes make you feel pleasure instead.

Jumper: Adventurer Extraordinaire [600 EP | Discounted for Essence of the Monsterfucker]
You have a funny skill when it comes to finding adventure, dear jumper. You instinctively know the scent of adventure, what it sounds like, what it feels like. You can follow when you detect nearby adventure and you will invariably begin journeys of intrigue that test and push you and allow you to grow as a person and adventurer, while giving you plenty of chances to meet sexy people, have fun, and live an exciting life. These adventures always reward you, not just with new experiences, knowledge, and friends, but also with buffs to your charisma and powers, making you sexier and better able to charm and seduce people as well as ensuring that you'll always find ways to grow even in relaxing settings. The more adventures you complete the sexier you become, rewarding even the relaxing you want to do and making it better for you and everyone involved.

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.

Essence of the Hentai Orc

Orc Kit [100 EP | Free for Essence of the hentai orc]
This is a simple set of shapeshifting armor and a weapon perfectly fit for your mighty new body. This armor and weapon are simple things but the armor is carefully crafted and fiat-backed to always absorb as much of blows as possible before harm is dealt to you, and you have perfect control over how much harm the weapon you use can deal, such that you can use it to knock out foes you don't want to kill, even if by all accounts they should die as a result of the beating you inflict on them.

Orc Banner [200 EP | Discounted for Essence of the hentai orc]
This simple standard is adorned with a symbol that represents you in some meaningful capacity. Those who see it feel the effects of your presence and any auric abilities you posses, such as feeling the effects of a lust aura if you have it. Your allies are heartened and encouraged by the sight of this, while your foes are dismayed by its presence and could even feel an urge to appeal to your mercy that grows if you are stronger than them, with it growing depending on how much stronger you happen to be.

Orc Tribe [400 EP | Discounted for Essence of the hentai orc]
This is a tribe of orcs, centered around a small harem of orcs of your preferred gender. These individuals are fanatically loyal to you, and have lesser versions of all of the powers given to you by the essence of the hentai orc, as well as the ability to take on human forms. They are your loyal followers and will eagerly protect and aid you.

Essence of the Ultimate Chad

Housing Fit For A Chad [100 EP | Free for Essence of the Ultimate Chad]
This is a luxurious home in a major city that is staffed with sexy people of your preferred gender and is also yours. This place is fully stocked with all sorts of wealthy amenities and follows you along your chain, able to teleport from its starting location (somewhere within the vicinity of your starting location OR in a genuinely safe place, as determined by you) once per jump.

Walking Around Money [200 EP | Discounted for Essence of the Ultimate Chad]
Chads are often seen as wealthy. If you're the Ultimate Chad, wouldn't it make sense if you were wealthy? This is a wealth item, equal to $1,000,000.00 dollars a year. This replenishing income comes to you passively, and is tax free, and gives you a significant amount of freedom. People do not question where this wealth comes from, and it has an amusingly potent luck effect tied to it. When you invest this money even the most ridiculous investments have an ability to pay out dividends of some sort even if it's not exactly in terms of wealth. Maybe your invested wealth results in a discovery that leads to you attaining some degree of wealth? One way or another you'll get something worthwhile from investing this money. Unsurprisingly you do not need to invest it all, though what sort of dividends you get from your investment is determined, in part, by the scale of your investment.

Chad Closet [400 EP | Discounted for Essence of the Ultimate Chad]
This closet is packed with outfits that exemplify your origins. Not just your origin in this jump but your past origins as well, and it updates in future jumps as well! These outfits amplify the powers you have as a result of your origins, be it a chad outfit keyed to the essence of the ultimate chad greatly enhancing your ability to train via sex or enhancing the variety and potency of the powers you can attain by having sex. These outfits also make you incredibly sexy, and are incredibly comfortable when you're having sex or working out and double the effectiveness and pleasure you get from both activities.

Essence of the Monsterfucker

Adventurer's Map [100 EP | Free for Essence of the Monsterfucker]
This handy little object is a map that is centered on you. It highlights everything around you and highlights those who are interested in you, would be interested in you if they knew about you, as well as color coding them so you know how they'd be interested in you (letting you know if they'd be friends, lovers, or even foes), and marks places where adventures would begin if you went to them. This supernatural map is your ally and wants you to go where adventures happen and where fun can be found.

Universal Lunchbox [200 EP | Discounted for Essence of the Monsterfucker]
This handy device is a small lunchbox that can be keyed to anyone by letting them hold it or by pointing it at them for a few seconds. Once this thing has been keyed to someone you can touch it and will it to produce a perfect meal for them (a process which is instant and can be done as many times a day as you need), one which will be optimally delicious and nutritious no matter what they eat. This can be a great way to cement many friendships and anyone who eats from it will have a better impression of you and be more willing to hear you out, as well as become much easier to befriend.

Trophy Closet [400 EP | Discounted for Essence of the Monsterfucker]
This curious room is located somewhere in your warehouse, or some other consistent place you can regularly access (such as an inventory, or a property item you own). This place is filled with mementos of your adventures and of past romantic and sexual adventures. Each of these things gives you a buff based on the adventure it embodies, and these buffs can range in intensity and type depending on how challenging and rewarding the adventure was, as well as how pleasurable it was. Each new adventure you go on in the future adds new trophies to this place, and you can equip as many of them as you can fit on you or as you use at once. Trophies can range in form and size, being things as simple as a shirt of a past lover or as a knife that matches one used by the villain of an adventure you completed. They are also appropriately functional, such that knives can be used as knives and clothing can be worn like clothing without any issues. Destroyed, stolen, or lost trophies reappear in the closet but need time to recharge, though usually no longer than a few hours.

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.

Harem [Free]
Those you seduce and lay with, who opt to have some sort of a meaningful relationship with you can become followers who persist across your chain for free. This status also extends to any children you have with those you seduce. You can choose to pay to import such individuals into future jumps as companions. This becomes a trait that follows you across your chain if you wish, allowing future people you seduce to join your chain even several jumps from now.

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 lock out 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.

Skeptic [100 EP]
This drawback makes you skeptical of the supernatural beyond the abilities you possess from other jumps and the existence of jumpchain stuff broadly. This world does contain basic supernatural things, barring other drawbacks, and you'll be skeptical of rumors you hear if you take this drawback. If provided real evidence you can overcome this skepticism.

Prudish [100 EP]
People in this jump are… annoyingly prudish. There are still people who aren't prudes, but they are far less common than you'd think. This gives people a healthy amount of innate resistance to your sexy powers that reduce inhibitions and passively seduce those around you.

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…

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 weirdly doll-like or puppet-like features.

Curious Fetish [200 EP]
A fetish that you don't dig is incredibly common here. This is quite annoying as this particular fetish colors the world, or at least the places that are sexually liberated. It won't be something you absolutely hate, but it'll be common and many of your partners may initially anticipate you attempting something tied to it, which can be less than fun for you.

Anti Horny Police [400 EP]
The name of this drawback may sound like a joke but that's a succinct summary of a real problem. This world is now influenced by a powerful force that is dedicated to policing horniness and has actual power. Essence entities that can derive power from purity and that attack fonts of horniness roam the world, looking for lewd entities and working hard to violently defeat them. These creatures have an array of powers and some of them are much stronger than others are. Be careful jumper, this could easily be an actual problem.

Essential Nature [400 EP]
Your chosen essence(s) has 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.

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 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 and is a handy mega document linked to multiple other Google documents. This is what is referenced down 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 reason I chose these three essences is, in all honesty, because I like the Hentai Orc essence and thought it'd be fun to grab a few vaguely similar essences, give them out, and have fun creating stuff related to them.
-Yes this uses a lot of the same text as my other jump. I like efficiency, and part of how I've been able to create so many jumps is because I've learned to use something mighty: templates.
-The idea behind the *Essence Entity* thing is both a reference to a story I started that is on QQ about living essences (staring the living version of the essence of the anti-immortal) and also a way to freely give jumpers access to a number of small quality of life things people sometimes talk about when discussing Essences over on QQ. The story is one of my faves, but it suffers from the basic problem of my attention span being that of a particularly baked fey meaning I wrote several chapters, have ideas in the back of my mind for continuing the story, and have no ability to force myself to sit down and make progress. Which, if you're curious, is also why sometimes I'll start a jump, nearly finish, and then progress will slow to a halt. My motivation and muse is notoriously finicky. If you want a link to the story, enjoy.
-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 few such jumps exist) and attained other essences in them those essences are also for sale.
-While some drawbacks guarantee that other essence entities exist in the jump in ways that are relevant for you, if you opt to not take drawbacks you can assume that other essence entities exist in the jump, but it'll be on you to track them down.
-If it helps… Essence of the hentai orc is a handy essence in terms of battle and survivability. Essence of the ultimate chad is a fantastic social essence. Essence of the monsterfucker is filled with a range of utility abilities and miscellaneous stuff.
-**Please note before we go any further:** these essences are written with the assumption that the reader is male. You can freely disregard and edit the stuff that is male-centric to better suit your gender, sex, and sexual orientation. This does not cost any EP, and is a fiat-backed facet of this jump and the perks and origins here to make this experience more enjoyable for you. The intent is that you enjoy the time you spend in this jump while gaining useful tools.
-What follows is the description of the Essence of the hentai orc, which is located on part 4 of the Essence Mega Doc and is by Legion 1771.
Essence of the Hentai Orc
By drinking this bright green essence, you will become a hentai orc.

- Your body will be remade into a prime specimen of orcish masculinity. The specifics can be whatever you want, from a brown pig orc to a green, pot-bellied orc.

- This defaults to a green, seven-foot mountain of muscle with tusks, solid red eyes and pointed ears.
- Your physical power is far beyond a human's, easily enough to smash buildings apart and wield cars like a club. As well, you are easily durable enough that bullets scarcely even bother you, you feel pain only as a sensation and you can survive damage that leaves your head smashed open and your organs hanging out, then recover from said damage in a couple of hours. Your running speed is better compared to a car than a human and your stamina is effectively limitless. You may increase your physical strength further with time and exertion.
- You age far slower than a human and could reasonably expect to live for nearly three hundred years.
- Your senses are greatly enhanced beyond a normal human's, more in line with those of an animal. Your sense of smell, in particular, is massively enhanced and allows you to innately, almost magically, sniff out women with only the slightest traces, as well as things like whether they're virginal, fertile or other such things.
- You require far less food, drink and sleep than something your size normally would.
- You are the enemy of all women. You exude pheromones that induce arousal in women and heightens their sensitivity while lowering their inhibitions. These pheromones will affect any woman, regardless of power or whether or not she breathes. It's more like an aura, really. This can be toggled and controlled to affect certain targets. Willpower can influence their ability to resist the effects, but the quantity of your pheromones and their exposure to it massively increases the difficulty of resistance.
- Your bodily fluids, such as blood, saliva and, most importantly, semen, produce a more potent aphrodisiac effect. The smell or taste of it is addictive and incredibly pleasurable to experience whether it be on the skin, through the nose or inside the body. You may toggle which of your fluids has this effect, as well as which fluids each one creates a desire for, such as being affected by your blood making them desire your semen as opposed to making them want to bleed you dry.
- Your penis is enormous, a true bitchbreaker. You won't have any trouble fitting it in whatever hole you want, though. Whoever you stick it in won't feel any pain, perhaps an overfull feeling that approaches the point of pain at most, but will feel incredible pleasure instead.
- You have no refractory period whatsoever and can produce truly massive loads of semen, easily enough to inflate some poor woman until she looks almost grotesquely pregnant. You may control when you climax as well as how much semen you produce.
- You are ridiculously virile. Even a few drops of your semen making it into a woman's womb is enough to knock her up with 100% certainty, regardless of her fertility. You can control what the resulting offspring will be like, be it another full-blooded male orc like you, a half-orc mix between you and the mother or a simple full-blooded example of the mother's race. The pregnancy can take as long

as it would normally or be shortened down to a few days at the most, with no negative side-effects.
- You may alternatively be some variety of female orc, if you'd like, and may switch all this stuff around to suit, however that works. Fanwank.

-What follows is the description of the essence of the ultimate chad which is located on part 3 of the essence mega doc and is by Adudefromthesea.

Essence of the Ultimate Chad.

By drinking a fluid of explosively awesome taste you turned into the Ultimate Chad.

- You gain a new body that sits at the peak of your species in capability, you may chose to look similar to your old self or look like someone completely different, in either choice your features will be enhanced to peak handsomess. Essentially making you into a walking wet dream.
- You became supernaturally good at sex; able to almost instinctively know what you partner want and need to make them feel good, even when it shouldn't be possible. This ability is so effective that you are able to turn even experienced primordial goddess of sex into babbling ahegao puddles.
- You gain infinite stamina when having sex, and your refractory periods are under your complete control.
- Your cum is extremely tasty, highly nutritive, and slightly addicting. Someone can easily live of a diet completely composed of your cum if they want/need, though they will become a junkie for it.
- You can only impregnate someone if you want to, and when you do the pregnancy is one hundred percent guaranteed even if it shouldn't be possible.
- Each of your sons will be Chads themselves, though of less potency than you, and each of your daughters will be extraordinarily beautiful Stacies that are destined to fall in love and lust to you.
- You have a passive ability to always say and do the right things to get into a woman's good grace, but only when you are not paying attention to it. When you are, and are actively trying to get into a woman's pants, this ability becomes active and you will supernaturally know what to say and do to achieve this goal. Be warned though, some women need more work than others, but you can woo anything with enough effort.
- Women in relationships are much more vulnerable to your charms than a woman who isn't. For example; it may take mouths of hard work to bone a lesbian feminazi that hates man with undying passion, but if this feminazi is in a happy lesbian relationship, it will only take a few weeks instead. Married women are particularly vulnerable to you, needing only a few days or hours of work.
- A woman that you successfully managed to have sex with becomes a 'conquest', and you may figuratively or literally mark her. Each of your conquests are moderated loyal to you on the moment of the first lay, is up to you how you foster this loyalty or let it die.
- You may influence the feelings a conquest have for you, from friendly attraction to undying, madding love. Though the process isn't instantaneous.

- For every woman you ‘conquer’, you gain one or several boons related to the powers and abilities the woman has. Normally, it’s a copy of their power or ability, but it can be something similar or related to it. For example; you bang a common housewife, you learn how to cook, you bang a witch, you gain the capability to use her kind of magic and learn several of her spells, you bang an kunoichi, you learn how to ninja, gain the ability to use chakra, learn several of her jutsus and maybe gain a copy of her bloodline ability.
- Each ability and power you gain have unlimited potential to grown and evolve even when they shouldn’t. You can also unlock the hidden potential of the powers and abilities of your conquests during sex if you choose.
- You can now use sex to replace training; an hour of sex is the same as an hour of hard and fulfilling training, complete with insights and experience of how to use your powers and abilities better. This benefit is increased the more partners you fuck at the same time. This ability can be shared with the partner/s that you are having sex at the time with if you want.
- You learn how to do a complex tantric ritual that lets you travel to other worlds, however, the aim of this ritual is very faulty and you may end up in a world you didn’t intend to go. There is also a ‘cool down’ period for the ritual to be used again; this can range from a few days to a full month depending on the world.
- You learn how to do a simple ritual to travel back to the worlds you’ve been before, these can be done in a few minutes and don’t need a ‘cooldown’, however, each time you are in a completely new world, it will need time to tune your metaphysical presence to your relative position in the multiverse, reentering it useless for a period of time that can range from a few days to a full month depending on the world.
- Fate itself conspire to make your life ‘interesting’ and throw hot women at your way, this can be a blessing or a curse.

-What follows is the description of the Essence of the monsterfucker which is located on part 5 of the essence mega doc and is by LagoMoro.

Essence of the Monsterfucker

By drinking of this black Essence, you have become the pinnacle of monsterfuckers: you have the potential to seduce and have sex with pretty much anything!

- You can now freely regulate your platonic, romantic, and sexual attraction: at any time, you can freely choose what you find attractive, and what you don't. This isn't just limited to gender; for example, you can make it so that you'll find certain kinds of physique, or certain facial features, or certain species. You can even make yourself attracted towards more “unusual” targets like works of art, or ideas. You can freely regulate each attraction from absolute hatred to total obsession. Even if you're somehow mentally impaired or your judgment is clouded, your attractions will automatically change in order to not cause you any trouble.
- Your attractiveness receives a considerable boost. At the absolute minimum, everyone will consider you moderately attractive.

- You gain a significant ability to seduce and pleasure anything. You start out as the equivalent of an excellent playboy and sex actor; you can increase your performance with study and practice.
- Whenever you first meet someone (or something), it will not consider you a threat. However, this only applies for the first impression: depending on your actions, their attitude towards you can change. For example, if you meet SCP-682, it won't try to kill you unless you deliberately try to provoke it. If you do provoke it, then your protection is forfeit.
- You can try to communicate with any potential partner via any possible method that you already possess, (like voice, smell and body language); likewise, you can understand their attempts to communicate with you. If the conversation is related to seduction or sex (for example: courting or complimenting the other, discussing fetishes, using a safeword, etc), you and your partner will ALWAYS understand each other perfectly, without any chance of misunderstanding or error; otherwise, you can use this ability only to communicate basic concepts.
- You have the potential to learn and master any kind of skill, ability or power, as long as it's somehow related to seduction or sex, even just vaguely. The greater the relation, the faster you learn and improve. For example, if you try to learn alchemy, it'll be as difficult for you as it is for the average person; but if you're doing it to impress a girl, it'll be slightly easier. And if you try to learn how to make love potions specifically, you will learn really fast. As long as the skill you're training is somehow related to seduction or sex, you can improve it endlessly.
- Since many partners are kinda dangerous to have sex with, you gain a peculiar form of invulnerability. If your suffer any form of damage (physical or otherwise), but the source of said damage does NOT actively and deliberately wish to cause you permanent harm, then you can reduce, negate and/or undo part or all of this damage at any time you want, even when you normally wouldn't be able to make such a decision. For example, you're capable of: hugging a fire elemental without burning, but still able to feel a pleasant warmth; allowing a vampire to endlessly suck your blood, instantly regenerating any blood that you lost; taking a giant's cock up your ass and harmlessly stretch, without any internal damage or discomfort (this essentially replicates the effects of porn physics); allowing a demon to annihilate your soul, and then resurrecting yourself a year later; etc.
- You also gain the ability to reduce, negate and/or undo any damage that you cause – or would cause – to others. For example, you can: whip someone for hours without causing any actual damage, but letting them feel the pain of every hit; stab someone through the heart without any effect; penetrate an ant and have it stretch painlessly and harmlessly around your cock; killing someone and then resurrecting them a hour later; etc. You can grant this ability to others, temporarily or permanently.
- You can reduce your fertility at will, from your normal state all the way down to zero. However, if a pregnancy has been conceived and the host wants to keep it, you won't be able to undo it.

- If you want, you can make it so that any pregnancy that you cause (or that you're carrying) are painless, effortless, devoid of gestational problems, and/or undetectable from the outside.
- Any romantic or sexual conquest you gain will not feel any jealousy towards you or any of your other partners, as long as you are honest with them.