

Essence Meta CYOA Jump
v1.0
Original Concept & CYOA by Triggerhappy Jaberwocky Jumpdoc by LJGV/Sin-God

Welcome to a very strange, and extremely open take on the multi/omniverse. In this peculiar setting there is a wandering figure, a stranger who perpetually shrouds themself and who eagerly sells strange potions. This curious wanderer's mysterious potions are said to grant vast powers and even send those who imbibe them on great journeys across the omniverse. Who are you? Are you the shrouded stranger, or a potential customer of theirs who has just walked into their store?

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

Author's Note: This is a jump for a CYOA known as the Essence Meta. The original concept and first essences are by Triggerhappy Jaberwocky, though a multitude of other people have made essences in the time since, including the author of this jump document. Have a link to an imaged compilation of SOME essences to give you an idea of what an essence can do, and then have two additional links. One to the original compilation of essences, compiled and managed by Triggerhappy Jaberwocky and Jo Demon, and another link which leads to a single document that is itself a massive compilation of all essences made until as recently as early August of 2024.

Starting Location

There is one location this jump starts a jumper off in; the Essence Shop.

Essence Shop
This is a strange place. How it looks varies from story to story, with some takes having this be as simple as a tent with a folding table inside of it, while others make this place be a full store in the middle of nowhere. Regardless of the cosmetics and context of this place, what it functionally is happens to be quite simple; it's a store where a strange figure sells potions. Where you are in that store, regardless of the cosmetics and context,

depends on your origin. If you are a customer, then you initiate this jump having just entered the store and are able to take your time and peruse its wares, while asking questions to the store's mysterious apparent owner; a shrouded figure of indeterminate gender and sex. If you are the shrouded figure then you are somewhere in the store where you can look out and greet any customers who walk in.

Age and Gender

Some essence are, by themselves, quite adult, so for the sake of this jump you can select any adult age freely. By default your gender is whatever you were previously. You can also, for free, change your gender if you wish.

Origins

Both origins can freely be used as drop-ins.

Customer [Free]
You are an ordinary human on a normal version of Earth. As you initiate this jump you find your mind filling with normal, mundane memories, unless you are a drop-in, and you recall the circumstances that led you to the Essence Shop (though it's likely that you don't know the name of this place). You are not extraordinary by default, but due to luck or perhaps some mild interest in you from the shrouded figure in the store, you have the chance to become extraordinary.

Shrouded Figure [Free]
You… may or may not be human, though you certainly look the part. You are a being of mysterious powers; one who knows how to brew *essences*. *Essences* are potions that confer powers, natures, and even items and kingdoms to those who imbibe them. You have spent some time traveling throughout the multi or omniverse vending your wares and, on occasion, buying something from a would-be customer (even trading goods for services and vice-versa!). Now you have arrived at an ordinary world ripe with people who could be easily persuaded to do a great deal in exchange for even one of your elixirs.

Perks

Origins get their 100EP perks for free and the rest are discounted to 50%. All perks are appropriately toggleable naturally.

General [Undiscounted]

Barter [Free]
Whether you're haggling for a bargain, or looking to get someone to trade you the very clothes off their back for a drink, you are an expert at bartering. You have the linguistic skills, as well as the presentation and marketing skills to really make the most out of your talents and your goods.

Customer

Lucky [100 EP]
You have a strange sort of luck. You naturally attract the supernatural, and even as an ordinary person in future settings if such things exist at all in the worlds you visit after this one and this jump you will have an extremely high likelihood of encountering them. This also fiat backs any powers you get through items, including things like essences, which guarantees you'll retain any abilities like the sort you can get here.

What They Want [200 EP]
Something about you appeals to merchants and businesspeople. Somehow when people are selling something they greatly want you to want what they're selling and they'll make all sorts of deals with you if it means you end up buying something of theirs. In some respects this is an improvement over **Barter** but this is really specialized in making sure you buy something. Expect a lot of people to give you stuff like an employee discount or try to see if you're eligible for stuff like a teacher or soldier discount.

Like A Fish To Water [400 EP]
You are exceptional at adapting to newly acquired abilities. When you get a power set you are not a master of right away, give it a few minutes, hours, and days, and you'll be seen as a virtuoso of the powers you have just acquired. This allows you to learn the ins and outs of your powers with remarkable, sometimes frightening ease.

Hard Work [600 EP]
You have an unusual ability to immunize yourself to weaknesses that are part of things like powers of yours and alt-forms you possess. This is not an easy or fast process, but if the weakness is anything as specific as "Sunlight kills you" or "This power cannot let you see through lead" you can gradually work through it with diligent and meaningful training. This also allows you to overcome contradictions like being a god while possessing some anti-god traits, or having the powers of both the light and the darkness within you, even if such weaknesses should immediately prove fatal for you, though this state of affairs may well still cause you pain for a while until you've worked through enough of it.

Shrouded Figure

Beacon [100 EP]
You can think of a type of person or creature and can create a beacon somewhere that naturally attracts that type of person. This operates within reason based on your own power, so the more powerful you are the greater the range of this lure, and the harder it is to ignore it.

What It Costs [200 EP]
You are a master manipulator and know how to push people to accept the prices you want to pay. You can do this through deception, such as advertising a price that is too expensive and seemingly letting someone talk you down so they feel that they got a deal, or through other means such as a clever marketing push.

Merchant [400 EP]
You have the ability to buy and sell anything. You can purchase things as esoteric as years of someone's life, or someone's skill with archery, and can sell such things as

easily; imbuing them in drinks and putting them in jewelry and thus creating enchanted items that when worn confer the powers in question to the individuals who wear them. This also comes with the ability to make magically binding contracts for things like renting an essence's effects, taking one for a trial run, or other such things.

Essence Alchemist [600 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.

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 100EP perks 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]

Any (Non-Jumpchain) Single Essence [Varies]
You have acquired a single essence. How expensive this is depends on the essence in question. Essences that are simple powers, or even small collections of powers, or items that are not especially powerful, are 100 EP. This includes essences like the *Essence of the Home* and many of the lower power essences. Essences that offer more powerful power sets, and/or alt forms, like the *Essence of the Hentai Orc* are worth 200 EP. Stronger essences like *The Essence of the Knife*, or *Essence of the Elements* are worth 400 EP. Essences that require training to master but have immense power, such as the *Essence of the 666 Evil Eyes* or the *Essence of the Unnamed Darkness* are worth 600 EP. Strong essences that start off quite strong but require training to master, such as the *Essence of the Golden Wrought God* or the *Essence of the Neomythic Race* cost 800 EP, while incredibly powerful essences that immediately come with their full power like

Essence of the Elven Progenitor, *Essence of the Non-Believer*, *Essence of the Anti-Immortal,* and the *Essence of the Composite Psionic* cost 1200 EP.

Customer

An Essential Essence [100 EP]
You can select a single essence of somewhat reasonable power and acquire it. This essence should be on par with the essences described in the Essential Body Modification Supplement, and each jump you get a new vial of this essence to give out to someone. If it has a true essence counterpart, such as the Essence of the Warlord and the Essence of the Assassin, you get the essence meta counterpart, though do note that some essences do not have essence meta counterparts (Essence of the Brute and Essence of the Druid, for example). If not, then the person who takes the essence gets all of the freebies that the essence would get from the Essential Body Mod's list of perks (located on pages 44-49). You can purchase this more than once, however only the first purchase is discounted.

It's Worth It [200 EP]
You have an item that you can use, once a jump, to purchase anything available in the setting. This item will be traded when you strike a deal, and you can use it to purchase any service or good, but you still have to persuade someone to make the deal for the item in the first place. This item's nature in each jump is only decided when you use it to make a deal, and while you have it if you say you do people will believe you.

Catalog [400 EP]
You have a perfect catalog that lets you know who is selling what goods throughout any given setting. This catalog updates in real time, and even has the ability to let you pay for something that'll be delivered to you if you pay the price, plus an upcharge, that increases based on the distance traveled and how difficult it would be to get the goods to you. If you pay for express delivery it'll arrive the second you make the payment.

There is a section in the back of the catalog that includes essences based on where you've been (and is fully retroactive) that gradually expands over time. These essences are incredibly expensive and thus purchasing them requires an incredible investment, often of unique materials and items in a given setting. By default this is not a catalog of any and every essence in the base CYOA, though if you found some way to improve even fiat-backed items enough it's not impossible you'd eventually have a complete archive of every essence, even one that updates in real time. For the record, this item does not count as *In the setting* if you wish to cheese something like *It's Worth It*, but you can still use this to help get things to buy essences.

Shrouded Figure

Essence Store [100 EP]
This is the store you start off in. It follows you along your chain now, and once a year you can have it teleport anywhere in the setting you wish (if the setting is appropriately large, like a multiverse or omniverse). If the setting is smaller than that you can teleport your store across the setting more easily, such that if the entire jump is constrained to a single world or universe you can have it teleport once a week. You can also make the

store imperceptible at will, so if you wish you can hide it from view. There's also a small but nicely furnished room where you can sleep, and a master bathroom in the back.

Trial Essences [200 EP]
This is a series of vials you can pour essences into, that will dilute them in a very peculiar way. You can use this to pour essences, or even other potions, and make their effects temporary. The size of the vial determines how long the power will last, with the smallest vials making essences last hours and the largest vials making essences that last for days or even weeks.

Rare Stockpile [400 EP]
This is a stockpile of goods and components you can use to make essences of various sorts. This stockpile grows as your power grows and things inside of it respawn or regain their potency with timescales that match their rarity and power. The least valuable items here respawn or regain their potency in a week, while the most valuable will only respawn once a year, once every five years, or even once a decade depending on how rare they are. Everything here respawns, and the stockpile expands, at the start of a new jump, and you can place things you buy into the stockpile to grant them fiat-backing for the specific purposes of using them as parts of essence making.

Companions

Companions can purchase more companions.

Companion Import [50-200]
You can import companions you've made throughout your journey into this jump. If you pay 50EP you can import a companion into this jump, or you can pay 200 EP and bring up to 8 companions here. Each of them gets 600EP, and to pick an origin (along with all corresponding freebies).

Canon Companion [50]
With this you get a token you can give to any single person you encounter in this setting. If they accept the token, after learning what it means to be on a chain, they become a new companion.

Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 EP]
Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to.

It's All Real [+0 EP]
Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 EP]
You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay [+100 EP]
For each purchase of this your time here is extended 10 years. You can take this drawback up to three times for points, and you can continue to take it after that for the sake of staying longer.

Limits [+100 EP]
This drawback puts limits on the essences you get or make in this jump. You can only use one power from any of your essences at a time, and this counts passive effects such as immortality or enhanced durability.

Other Customers/Other Shrouded Figures [+200]
You aren't the only store or customer in town. Now other figures have, and can make or sell essences. These individuals face the same difficulties you do when it comes to essence crafting or getting. You can get twice as many points by taking both variations of this drawback. If you're a customer there are other people who have found the shrouded figure you met, and bought essences from them. If you're a shrouded figure there are other shrouded figures in this neck of the woods. This does not make anyone hostile, but you certainly can unintentionally (or intentionally) make foes.

One Essence Per Customer [+200]
For the duration of this jump you only get the effects of a single essence, even if you purchase more than one. This does not stop you from purchasing more essences during this jump, however you must select which essence will empower you while you are here. In future jumps you get the effects of all the essences you've bought and/or make as appropriate.

Hostile Peers [+400]
This essence actually does cause your peers, be they **Customers** or **Shrouded Figures** to become hostile towards you and towards each other. Other individuals with essences of their own will want to oppose you, though their methods will differ based on the essences they have. Which essences these individuals have will be random. Thankfully other individuals will only have one essence and in context powers. If you wish you can get an extra 200 EP and guarantee that you'll have at least one encounter with an individual with an upper tier essence, such as *Essence of the Golden Wrought God*, *Essence of the Creator*, or *Essence of the God Emperor*.

Essence Hunters [+400]
Individuals from universes that have essences have found essences related to their universes and are now exploring the multiverse. These individuals are incredibly hostile towards other essence wielders, and seek to hunt down shrouded figures, assuming that at least some of them must be able to make more essences. What powers they have depends on the universe from which they originate.

Essence Entities [+600]

With this drawback, throughout the multiverse essences have come to life and embody their power sets, having attitudes that exemplify their powers. Some of them will be hostile, while others are friendly. These individuals may have the ability to steal the powers of other essence entities or even charm them into working for them, and are thus, at least potentially, extremely dangerous foes. This also includes more meta essences. Such individuals could become companions or followers if you have the appropriate abilities and/or tokens.

Lockdown [+600]
You have no **Out Of Context** items, powers, or warehouse.

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.

Change Log

v1.0

Jump creation & completion began and occurred on 11/07/2024.