

Corruptive 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. This particular jump's central theme, as far as its essences go, are degrees of corruption and transformation, with each essence letting you change and transform those around you in distinct ways. Enjoy the next decade, jumper.

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

Author's Note: *The name of today's theme is corruption. All of these essences fundamentally change and twist the people they are used on, making them loyal to you (to different degrees) and changing them in ways that differ from essence to essence.*

Starting Location

All origins start this jump somewhere on Earth, standing outside of a supernatural location where essences are sold. You initiate this jump, having just attained your powers, empty essence bottle(s) in hand, your body coursing with the power you've acquired.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old.

Origins

The exact descriptions of all essences, including their authors, will be copied and pasted in the notes section of this document. All origins here confer the status of *Essence Entity* upon you, the details of which are revealed in an appropriately named perk. Each origin also confers the full power of the given essence, giving you fiat-backed access to the essence's powers from here on out. **You can opt to be a drop-in if you wish.**

Underlined passages in an essence's description, if there are any, help signal differences from base essences that exist as ways to balance the essence for a jumpchain story.

Essence of Corruptive Goo [+200 EP]
While this essence is easily the weakest of the assembled trio on offer in this jump it's still quite potent. With this essence, you can create an ooze-like goo that you can also control. This goo is dangerous to others, and coming into contact with it inflicts those who touch it with a nearly unbreakable loyalty to you, **though those much stronger than you can fight this and try to resist or overcome it**. Beyond that, this loyalty can be overcome, with constant, heavy abuse or something like ordering a minion whose loyalty you only gained as a result of the goo to do something that would undoubtedly kill them allowing people to overcome the loyalty you've instilled in them. This goo is also quite lewd, and those it corrupts become quite lewd as well. This would pair well with the other essences here…

Essence of The Hivemind [Free]
Ah, now we're in scarier territory. This essence gives you the ability to form a collective conscious, a *hivemind* that you are in control of. From the start this hivemind is empty, other than you, but you can persuade people to join you in it or forcibly enter people in your presence into a battle of wills that if you win abducts their minds and forces them into the hivemind. Those in the hivemind are absolutely loyal to you and while they retain their autonomy, within the rules and scope you allow, they are also able to continue to do their own thing.

Essence of the Binder [200 EP]
This is the strongest essence here, and is also the most terrifying. This essence is, in some ways, a direct upgrade of the Hivemind essence in that it has many of the same abilities and is easier to apply to your foes. Beyond what it can do that is similar to the Hivemind essence this nightmarish power is capable of reanimating the dead and using them as vectors for your twisted power (a feat neither of the other essences are capable of). The one difference between Hivemind and Binder that gives Hivemind an edge up is that if you die and Hivemind and someone in your hivemind who isn't dead, you don't die. With Binder, at least with just Binder, if you die, you are in fact dead (barring 1-ups) even if you have a million binded people under your control. Thankfully, while this essence is terrifyingly easy to use broadly if you want to use it on someone or something supernatural, you either need to convince them to accept it or have the means to overpower them and forcibly bind them. One truly horrifying fact about this essence is that it gives those you mark with it a lesser version of the essence, allowing them to mark people just like you can, and their marked victims will be zealously, fanatically loyal to you.

Perks

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

General [Undiscounted]

Essence Entity [Mandatory and free, though you can permanently remove it at the end of the jump if you wish]
All essence imbibers become *Essence Entities*. Essence entities are biologically immortal (the good kind where sickness doesn't affect you and you stay eternally in your physical and mental prime, though you remain just as vulnerable to violence as any other creature), receive a free aesthetic makeover within the bounds of their previous species (as well as restores you to peak health, if it is somehow relevant), and have a curious sort of luck when it comes to finding other creatures like themselves and the supernatural more broadly. This slate of boons comes with the fact that each essence entity has a distinctive supernatural… scent that others can learn to identify if they encounter a specific essence entity enough times, but you are also quite good at sensing the supernatural signatures of other creatures.

Essences that give you a respawn method only allow you to respawn once per jump. If it's relevant, the "Restores you to peak health" clause of this takes effect again at the start of each jump.

Multi Essence [100 EP if you want just another essence, 200 if you want the discounts as well. Each essence you acquire with this requires separate purchases.]
This perk is primarily for granting you access to the other essences, which will also give you access to their full power, their abilities becoming fiat-backed parts of your toolkits. If you purchase the more expensive version of this for a given essence you essentially, for the purposes of this jump only, get another origin; that of the additional essence you purchased with this perk. This does not give you more discounts in future jumps.

With this perk if you purchase *just an essence*, the origin's cost is not a factor, meaning it costs someone with the hivemind essence just as much to purchase the binder essence as it would cost them to purchase the Goo essence. If you want to purchase the origin, discounts and all, then you have to pay that cost separately.

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 potion-crafting alchemy.

Essence of Corruptive Goo

Strategist [100 EP | Free for Essence of Corruptive Goo]
The key to using the goo effectively is to figure out how to make it either unavoidable or catch someone by surprise. It is an extremely powerful weapon, one that would corrupt all but people with the strongest wills almost immediately if it touched them, making your win condition surprisingly simple. But of course, some foes are difficult to hit with such tools. This perk dramatically improves your strategic thinking, giving you the creativity needed to be much more effective with your strange new weapon, as well as to more effectively make use of other strange powers.

Empathy [200 EP | Discounted for Essence of Corruptive Goo]
You are much more empathetic. This sounds like a strange skill to place in this origin, but this is not an empathy that fills you with compassion, instead, it's an empathy that allows you to understand someone psychologically and accurately predict how they'd react to various situations. This powerful ability allows you to know what would push people towards anger, despair, love, or any other desired emotions. This is particularly effective on people like you in terms of morality and abilities but is still sharp and more accurate than inaccurate on others, unless they are completely alien to you in every possible way (and even then it can be handy).

Tempter [400 EP | Discounted for Essence of Corruptive Goo]
Your empathy has evolved into a keener, sharper psychological dagger. You understand how desires work, and know how to coax people into doing what you want. You are also much better at utilizing your potent goo and shaping it into desirable shapes, as well as using it more creatively, such as forming guns that fire corruptive bullets and doing other complex things.

Conversion [600 EP | Discounted for Essence of Corruptive Goo]
You have a scary ability in the form of the power to transform things into goo, of the corruptive variety. How much you can transform at once is a skill you need to train, and you start off able to convert maybe the contents of a full plastic water bottle into goo at one time (focusing on it for several uninterrupted seconds), but as you train and hone this power you get better and better at it and it becomes easier and easier to do. If you work hard enough you could eventually figure out how to convert entire lakes, ponds, and buildings into goo, which would of course, corrupt anyone living in the areas you convert.

If you do not have this essence as your essence this perk instead gives you the ability to infect things such that those who touch them, and especially those who drink or eat them are more susceptible to your charisma (with the effect increasing the more they touch the object, such that if someone eats food you corrupted this effect is quite strong). Those who have this essence can also use this variant of the power.

Essence of the Hivemind

Willpower Detector [100 EP | Free for Essence of the Hivemind]
You can accurately size up people with a glance and know what it'd take to overcome their willpower in terms of a direct confrontation of the minds. You are much, much harder to surprise when it comes to abducting someone and forcing them to join your hive mind, and broadly speaking, you understand someone's mental limits.

Willpower Menace [200 EP | Discounted for Essence of the Hivemind]
You can attack people, and even when you should deal direct physical damage, you can opt to damage their willpower instead. This means you can wilt away their willpower until they are ripe for you to come in and add their mind to your collective consciousness.

The Mind Is A Muscle [400 EP | Discounted for Essence of the Hivemind]
You can train your mind far more easily than you could before. Your willpower in particular is receptive to training, constantly growing whenever it'd be reasonable to assume that something would vex and strain your tolerance for discomfort, pain, your patience, etc, your willpower grows with it. Your willpower also grows explosively whenever you utilize your psychic powers, and this is especially potent whenever you subsume someone else into your hivemind.

Keeping It In The Family [600 EP | Discounted for Essence of the Hivemind]
This is… wickedly insidious. This perk allows you to use corruptive powers, including the one that allows you to subsume people into your hivemind, more effectively on people like you and the others in your hivemind. This is especially true if you have relatives and/or loved ones of someone you're targeting. This essentially makes it so that the hardest time you'll ever have subsuming someone into your hivemind will always be the first time you encounter and successfully subsume someone of a new species, and from there it'll only ever get easier.

If you lack this essence but have this perk then you gain conditional/subjective buffs to your charisma that make it grow stronger based on things like if you have followers of the same species you're talking too, and if you have befriended friends of the people you're talking too. If you have the Hivemind essence you still get this buff in addition to the base effect.

Essence of the Binder

Unsuspecting [100 EP | Free for Essence of the Binder]
No one ever suspects you of the dark intentions you may or may not hold. People just don't think of you as the sort to corner and brand them. This protection only lasts as long as you don't actually try and bind people, but it's also a general air of innocence and an aura that makes people not suspect you of dark and violent acts.

Draining [200 EP | Discounted for Essence of the Binder]
Your ability is, at its core, different from the Goo and Hivemind essences. Yours is a physical and magical thing, rather than something that is transported via an external substance or something mental. You benefit from actively engaging in battle and in other physical activities, and you can drain the stamina of those you touch, leeching their energies into yourself and also leaving them much easier to subdue and bind.

Cooperation [400 EP | Discounted for Essence of the Binder]
This fun ability dramatically improves your skill with teamwork, as well as makes those you've binded and/or otherwise transformed incredibly more effective at teamwork. The more powerfully you change someone, the more of an effect this has on them.

Charisma of the Bound [600 EP | Discounted for Essence of the Binder]
Those you've corrupted and/or otherwise transformed gain incredible charisma. They become worlds more charismatic than they once were, and can easily become leaders. Additionally, they become frightening social predators, if you want, who can easily talk up the joys of being bound to you and make others want what they have. They also become far more effective at binding people, their abilities and skills with the binding process having received a potent boost.

If you do not have this essence but have this perk then the broad strokes of this effect apply to other transformational effects you have that transform and corrupt people.

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 Corruptive Goo

Containers [100 EP | Free for Essence of Corruptive Goo]
This is a small array of bottles that can be turned into neat traps for those who wield corruptive goo. These bottles hold the goo indefinitely and can be infused with energy such that they'll explode if touched by anyone you don't give permission to touch them, spraying them with the goo and guaranteeing their corruption. Destroyed bottles respawn the next day in your warehouse, inventory, or just in a safe place.

Humidifier [200 EP | Discounted for Essence of Corruptive Goo]
Normally the goo evaporates at room temperature and that renders it inert. This device converts goo into sickly vapor and puts it into containers that can be used to restore your health and to buff yourself and allies. If you are curious you can use these containers as weapons, though the vapors are just not as powerful as the actual goo.

Constructs [400 EP | Discounted for Essence of Corruptive Goo]
This army of constructs can be filled with goo and if you fill them with sufficient quantities of goo they animate and follow simple commands, as well as idly protect you and other people corrupted by your ooze.

Essence of the Hivemind

Scientific Journals [100 EP | Free for Essence of the Hivemind]
This is a subscription to a variety of scientific and literary publications that allow you to learn both intellectual topics and find intriguing targets for your hivemind. In future jumps these subscriptions update to reflect science, education, and literature trends, and also filling you with knowledge of fascinating targets. It'll always be a bit easier than it realistically should to find and subsume the authors of these articles.

A Safe Home [200 EP | Discounted for Essence of the Hivemind]
This is an unassuming home. This place has an aura of safety and normalcy that turns off the part of people's brains that naturally feel suspicion. This effect isn't insurmountable, but this means that people who look into this house and see total strangers will never question it, unless those strangers are doing criminal acts. This is a perfect location for jumpers to spawn hivemind bodies, among other jumper acts. This house also retains changes across jumps and is a perfectly nice middle class suburban home.

A Drug Supply [400 EP | Discounted for Essence of the Hivemind]
This is a powerful supply of mind-altering drugs. This is an odd item to be here, but these drugs are incredibly disruptive to one's state of mind which is critical to those who seek to resist the disruptive power now at your disposal. If you can get these incredibly potent drugs into someone's system you can effortlessly and radically disrupt their ability to resist your power, and when they are subdued and subsumed you'll find that their minds are sharper than ever. Weird how that works…

Essence of the Binder

A Magical Tattoo Gun [100 EP | Free for Essence of the Binder]
This is a complete kit containing everything you need to tattoo someone. It is also filled with an endless amount of magical ink, which can be used to drastically speed the process of binding someone, or to give out less binding and potent tattoos that can buff people in a range of ways.

Marked Clothes [200 EP | Discounted for Essence of the Binder]
You can actually bind clothes, at least these clothes, with your sigils and give those who wear them the temporary benefits of being some of your marked people. They get the benefits and protections associated with being marked but lose those protections when they take the clothes off. That said, many such people will inevitably desire to be fully, permanently marked, after experiencing the sensations long enough… These clothes can also be marked in other ways to give them the effects of allowing people to temporarily experience other transformations.

Graveyard [400 EP | Discounted for Essence of the Binder]
This eerie graveyard is filled with a number of freshly buried bodies. It is also your possession. You have all the materials needed to resurrect these individuals, if you wish, and the graveyard earns you a tiny profit, enough for you to live on, though tht's all it really does. You'll find that the bodies buried here at the start of each jump have a few minor, but handy, powers you can now share with your other marked followers.

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.

Corrupted/Hivemind/Bound (Free)
You can import those who've fallen victim to the three central slates of powers here as followers for free into future jumps. So if you build up a nation of corrupted people, add hundreds to your hivemind, or mark thousands across the world, these individuals are not lost to you when this jump ends.

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.

Stalker [100 EP]
You have attracted the attention of a strange fan who is obsessed with you and will follow you to no end. This person is infatuated with you but if they see you doing something they'll react appropriately. If you kill them there'll be an investigation for a few weeks before a new stalker appears.

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.

Paranoid [200 EP]
People in this world are weirdly paranoid. Which is the right call, it's just very annoying. People's paranoia causes most to be on guard at all times, and much less easy to ambush or steathily attack. Expect it to be noticeably harder to get your hands on new victims.

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.

Rivals [400 EP]
You were able to down all of one essence. Whichever one was the base of your build. So if you selected Essence of the Binder as your initial origin, then that is the essence that is exempt from the effects of this drawback. The origins you did not select as your base essence become parts of the power sets as rival essence entities, both of whom want to defeat you and take command of your powers. They also loathe each other which is an invaluable fact for a jumper who wants to take them down…

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 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.
-If you're wondering why I made the multi-essence perk work the way it does in this jump… I want people to buy the essences. I like the essences. I want them to be used.
-This time, the central themes are corruption and control.
-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 Corruptive Goo. It is located on part 2 of the essence meta network of Google Docs and is by Gen_Raven.
Essence of Corruptive Goo
By drinking this, you've gained the ability to emit a corruptive goo.

- Anyone who comes into contact with the goo gains an almost unbreakable loyalty towards you. Only severe abuse or something like ordering them on a suicide mission would be enough.
- The Goo corrupts its victims towards lewd and perverse thoughts, the extent of which is left up for you to decide. You're immune to this effect until you decide otherwise.
- The goo has mutagenic properties, transforming living beings towards a form you desire. This does require some focus, however. Otherwise, the results tend to be unexpected, but not unpleasant for either you or the target. You can apply this to yourself, of course.
- You can change the amount of goo you release at will, along with where it comes from. Anything from dripping small amounts from your palms, to sweating small rivers from all over your body.
- The goo does not have a half-life. As long as it's around, it's operating at one-hundred percent capability. It does tend to evaporate rather quickly even at room temperature, however.
- You can control the goo however you wish, giving it any form or shape you wish. Anything from ropes to giant hands to other objects.
- You can also solidify the slime if you wish, giving it more permanence. This obviously comes in use with certain objects and some shapes.
- Magical objects can be corrupted as well, with their effects perverted to lewd ends and purposes. Frodo Baggins might use the One Ring to disappear and pop back as a shortstack, for example.

- You can also corrupt the superpowers of anyone you corrupt, turning them to lewd and perverted purposes. For example, Wonder Woman's lasso...Oh wait, that's already pretty perverted. Okay, here's another one: Superman's heat-vision could make its victim really horny.
- You can alter the color of the goo to whatever you wish, or even change the color of specific parts. One example of what you could do with this is forming a layer of goo over yourself and making it look like an extra layer of skin.

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

Essence of the Hivemind

- You are now a hivemind, a collective of minds bound together in unity. How this takes shape is up to you but by default you are the central and dominant intelligence of the hivemind but start out with no other minds linked to you.
- All that are part of the hivemind have a mental link to you that cannot be severed and can talk with you or each other through it.
- Infinite multitasking, memory, and memory storage to handle the load of the hivemind. You will always have access to the collective might of the hives knowledge, skills, and any memories added to it.
- You can spawn bodies either direct copies of yourself or customized ones. Everything about them from their looks, personality, attributes, and powers can be changed or modified when they are first created. Anything that places them above that of regular mortals has to be something you possess or have added to the hive. As long as at least one body is intact you and the collective cannot truly die.
- Other individuals join either with their consent or by overpowering their will with your own. Those absorbed will have their memories, skills, and knowledge added into the collective. Their consciousness will remain if desired and will be loyal unto its total destruction.

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

Essence of the Binder

By consuming the essence of the binder you gain several boons

- Have the ability to mark targets with a sigil of your own design. This sigil manifests wherever you want on their body and may even be full body tattoos should you wish. The Mark can become invisible without active use. At its base lets you telepathically speak to each other and know the exact location and status of whoever marked. This mark is completely immune to any sort of tampering save yourself and is otherwise permanent though you may remove any mark with but a thought.
- Those bound by the mark gain access to weaker versions of the essences you have, even this one. You may choose which essences they are empowered with. They may also be granted weaker forms of other powers you may possess at your

discretion. If the mark is removed they will retain some but not all of this power just wisps of it.

- Marked beings who mark others will give weaker versions of their own powers to their marked
- Marked beings have infallibly loyalty hammered directly into their mind, body, and soul. They will not and cannot consciously or unconsciously choose to hurt you or go against your will unless you allow it or outright order them to. This loyalty may be dialed from slight trust all the way to complete and total devotion. This function only rests with you and those you explicitly give it to. You may optionally discard this function permanently this once.
- The Binder has the ability to invoke 'commands' which are absolute orders the marked is compelled to follow to the best of their ability even temporarily ramping up abilities or forcing their body to do something it isn't normally capable of to achieve it. This function only rests with you and those you explicitly give it to. You may optionally discard this function permanently this once.
- Those marked may be summoned and dismissed by you at will and even stored away in a void inaccessible by all but you for safe keeping when not needed. They will be in a sleep like stasis when in storage and will not suffer from the passage of time or basic needs.
- If a marked individual is killed even down to the soul they will instead respawn safe and sound inside your storage. Dead beings can be marked if you have remains, a object heavily associated/meaningful to them, or a soul to interact with, they will reform alive as if they had died as one of your marked.
- You and others marked may set conditions and requirements for certain powers or essences, even restrictions that lock down powers should they violate a restriction or other punishment.
- those marked can have their appearance, traits, attributes, and mark changed by the binder to anything possible within the limits of their species or abilities. You can reset any changes made or revert to an earlier change.