

Training Essences Jump v1.0
by Aurum, Augum, And Aes
(Thanks to LJGV/Sin-God's Template)

Welcome to a world that, superficially, resembles one you may be quite familiar with; early 2020s Earth. The resemblances here are only skin deep as this world is one of many touched by the *Essence Meta*; a CYOA in which some people are given access to a number of reality-changing potions that grant them powers. In this particular jump you are an *Essence Entity*; someone who has drunk an essence and attained the powers it bestows upon those who get the chance to drink it. Enjoy the next decade, jumper.

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

Author's Note: *All the essences here are provided for Jumpers looking for a theme of Training whether it be for themselves, for others, or even both in pretty much any subject imaginable. While you can find much better powersets in other jumps, even in just a single perk, I hope this would be enough of a jumpstart if not a supplement for those willing to GRIND*

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 unless certain drawbacks are taken.**

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

Essence of the Ultimate Student [+200 EP]
Learning, that is your eternal goal. You are a SPONGE of knowledge and skill, equipped with the ability to learn anything including the likes of Abilities that should otherwise be unavailable to you, bloodline specific powers you shouldn't be able to use and so on. Coupled with a huge boost in your learning ability, it won't be long till you find yourself a Jack of ALL Trades or even a Master of them eventually.

Essence of the Great Teacher [Free]
Legacy, that is what you are guaranteed to leave behind. You are capable of essentially teaching anyone anything even if it should otherwise be impossible, though it's a given that teaching conventional skills would take far less time than teaching them. Combined with a "Je Ne Sais Quoi" that allows you to teach at rates far faster than the norm, you are able to output a lot more successful graduates than the entire education system.

Essence of the Grandmaster [-200 EP]
Legend, that is what you have been reborn as. Merely imbibing in this Essence enhances EVERYTHING you have to the Zenith, your Body, Abilities, Skills and more instantly brought to the Absolute Peak one could possibly achieve even with infinite time on their hands. Not only does this apply to what you may have going into this jump but this would affect anything you get afterwards too, things you learn or powers you acquire suddenly growing to the same level the instant you get them. You are effectively what comes to mind when people look towards the "Best" in any category.[1]**.** Do note that you don't get a complete copy of EVERY possible ability in this jump and future jumps, merely that what you already have is raised to their logical apex.

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.

Equal Education Opportunities [200 EP]
Being able to study, teach, or even master pretty much anything is a great thing and all but isn't it kinda useless if you cannot find teachers or students in the first place? You are quite blessed in this regard compared to the average person, practically having just the right person to tutor the kind of thing you wanted to learn or the perfect disciple who can handle your teachings swimmingly would show up nearby looking for a mentor. This comes with a handful of toggles in case you don't want to end up with a busy schedule, one of which allows you to specify who exactly you want to learn from or teach. But not everything is THAT readily available, no matter how much you ask for it, so don't just go into a mundane setting and expect someone capable of teaching superpowers to show up on your doorstep.

Essence of the Ultimate Student

Observation [100 EP | Free for Essence of the Ultimate Student]
First things first in the Cycle of Learning is finding out what you don't know, something you can do as easy as breathing. You can always tell if you are lacking in knowledge or skill in a particular field and, more importantly, you can see the opportunities to fix that. Needing to learn a thing or two about self defense would make you more likely to notice chances to join free courses or even come across live demonstrations if you are lucky enough, gaps in your scientific knowledge would allow you to single out just the right books in the library to read, so on and so forth.

Comprehension [200 EP | Discounted for Essence of the Ultimate Student]
Not knowing about a subject has a non-zero chance to lead you astray, be it by your own biases or by the manipulations of malicious parties and similar outside factors. You, however, have something of an open-mindedness that allows you to avoid such pitfalls entirely. Not only are you capable of seeing past your own hang-ups that would otherwise blind you from the learning possibilities but you are also able to tell when what you are being sold isn't what you were looking for, you are not going to get scammed anytime soon unless you allow it to happen for whatever reason.

Inspiration [400 EP | Discounted for Essence of the Ultimate Student]
The Truth is that it is possible to Learn from Anything, it is not just limited to Mentorships and the like. Watching a leaf falling from a tree, hearing the waves crashing upon the shore, feeling the morning breeze, any and all such stimuli can bring forth all kinds of lessons that help you in all forms of training if you focus hard enough on them. Even if you were given the most uninformed and inefficient training possible, you will still find SOMETHING to learn during the whole experience.[2]

Application [600 EP | Discounted for Essence of the Ultimate Student]
There's something of a snowball effect when you learn a lot, accumulated knowledge itself becoming an ever increasing advantage when it comes to learning and even mastering new things. You have become the embodiment of this ever-growing font of Wisdom as every bit of what you know becomes an incremental increase to any Training Boosts you have, the increase itself potentially having greater effect the deeper understanding you have of what you know. This, however, works best when what you know is actually relevant to what you are trying to learn as your experience synergizes with your training boost stacking until you master it.

Essence of the Great Teacher

Self-Taught Curriculum [100 EP | Free for Essence of the Great Teacher]
The most embarrassing thing for a Teacher to be called out of is a lack of understanding of what they are trying to teach, this is the kind of thing you are well prepared for. Whenever you need to look up the subjects you plan to teach, you are blessed with the fortune to always find what you need to catch up. Whether it's through stumbling on just the right materials to cover or even just having flashes of inspiration and intuition on the spot, you are guaranteed to be knowledgeable enough to not look like a complete buffoon when classes start no matter how sudden a student would be put under your care. Though if you are given a couple days of preparation, you can already have a full course ready for the entire period you plan to teach so long as the material already exists.

Platonic Education [200 EP | Discounted for Essence of the Great Teacher]
Among many factors, one of the biggest hurdles in mentorship usually starts with the student's own motivation for learning in the first place. That's where you come in, equipped with the necessary skills and wisdom to smoothen up these hurdles. Counselor, Friend, even a Parental Figure if the situation calls for it. Whatever it is that plagues your student's current development, you have the means to foster a positive relationship with them. As a side effect, this allows you to filter out anyone who intends to join your teachings for malicious goals. At your discretion, you may either just allow this to kick out those potential threats or even sway them to your side if it is at all feasible.

Generational Graduates [400 EP | Discounted for Essence of the Great Teacher]
Hearing one's students become successful is the greatest pride of any teacher but, unfortunately, it doesn't happen for every teacher. You, however, have a guarantee as teaching your students infuses them with a sort of blessing that scales with how much your tutelage has developed them. And should your training be considered finished in any capacity[3], this blessing manifests in a guarantee that anyone you taught ends up Great in some way. Even a despondent kid you give a couple pointers to can become the Folk Hero of their neighborhood while your best students would end up Renown across the lands if not the entire world. Keep in mind that this is based on what you consider great so it's not like you will end up regretting doing something like raising up someone to be a horrible tyrant if you are against such oppression, for example.

Hands-On Experience [600 EP | Discounted for Essence of the Great Teacher]
It's a grave misunderstanding to say someone who became a teacher no longer has anything else to learn, even a teacher can learn from the very students they train. You have something a little more than that, one that works both ways as your growing experience feeds back into greater teaching and more things to learn from your students. Firstly, your skills and abilities regarding teaching and training combine with whatever inherent genius your students may have into an incredible boost in their learning ability. And Secondly, you yourself can learn from the development of your students and effectively get a portion of the boost you are granting to your tutelage.[4]

Essence of the Grandmaster

Mastery and Improvising [100 EP | Free for Essence of the Grandmaster]
Being what you are, you are bound to come into this world with several skills in tow. And if you plan to continue on your journey, you will only continue to get even more skills. Fortunately, keeping track of all of these abilities is something you have more than enough experience doing. You have a near omniscient awareness of each and every one of your capabilities, all the ways you can use them whether orthodox or not, how to improve on them, synergies and so on. Even if you were reduced into an amnesiac, your own muscle memory would allow you to apply even the most niche, out of the norm, use of a long forgotten skill to be brought forth as if on instinct should the situation calls for it.

Mastery Over Oneself [200 EP | Discounted for Essence of the Grandmaster]
There's something tantalizing about being the strongest, smartest, most skilled and what have you, the things you are capable of unsurprisingly makes for a very tempting target to steal from. Well, you would never fall prey to such schemes and not just because your sheer power alone is an excellent deterrent for greedy thieves. No, what you have is a guaranteed protection that what you have can NEVER be copied or stolen in any way unless you explicitly allow it. And even should you be tricked into loaning it out, it can always be recalled back before it comes back to bite you, sometimes even automatically.

Mastery at Arms [400 EP | Discounted for Essence of the Grandmaster]
If there was one limitation for someone of your immense power and skill then it would be the fact that you tend to lack the tools that can handle the sheer power you wield, though you have something to circumvent that. Should ANY of your skills require tools, you can use whatever you pick up and temporarily amplify them to be PERFECT for the job so long as it is possible.[5] A stick becomes the perfect weapon for your martial arts, a flip phone becomes the perfect gadget for your hacking abilities, even an abacus can beat a quantum supercomputer in sheer calculating power if you are the one holding it. This can only work for so long as they are likely going to break down when pushed far enough but if you DO have something you can call an extension of yourself then you have the potential to push things further.

Mastery Beyond Mastery [600 EP | Discounted for Essence of the Grandmaster]
It can be lonely at the top, boring even when you reach the ceiling of what is possible just by existing. But what if you CAN go beyond that peak, what if perfection is just one step in an endless staircase of development? This is not a Limit Breaker, per say, but more makes your previously established Limits malleable. When you reach the Absolute Ends of your mastery and keep pushing, you find that you are capable of more than you were able to do before, even if it was barely a difference. This kind of growth is prone to be incredibly glacial, even with loads of skills and abilities to supplement your training, but it is always guaranteed to have some progress as long as you put your best efforts.

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]

Refreshments [100 EP]
Training is a lot of work, as expected, which can be pretty tiring to get through much less make a regularly scheduled activity. Buying this would net you a good reason to keep going, mainly an replenishing fridge of various drinks that magically rejuvenate you whether it is muscle pain, fatigue, minor bruises or other minor aches. So long as they are minor pains borne from intense training and not actual injuries or wounds, they will be able to alleviate and heal up. As for the drinks themselves, they are pretty much all the mundane and non-alcoholic drinks from water to juices and even sodas, all while being completely healthy. Updates every jump to add the setting's equivalent refreshments to the menu.

Supplements [200 EP]
Taking the form of an endless supply of additives, from powders to chewables and the like, this is more akin to things that can give a bit of a leg up in terms of ANY form of training. Whenever you consume these, specifically at the end of a training session if you want the best benefits, the results of your grind as well as that of any Training perks (or Teaching perks if you give this to your students) are effectively DOUBLED. And while there are no drawbacks in overdosing on these, you don't get any additional benefits either should you eat in excess. If bought with the **Refreshments** item, you can combine the two as well as their effects as a singular collection should you wish it.

Training Facility [400 EP]
It can be quite the pain to find the right place and tools to train, doubly so when you grow so strong that you would need to find a replacement. If you get this then you will have that frustration no longer, nothing but the BEST gym for you. After choosing between either having it as a warehouse attachment or importing it into the setting near wherever you insert, you get this property filled to the brim with all kinds of equipment to train any kind of skill. But its main benefit lies within its walls, as anyone including yourself training inside can be affected by your training perks at your discretion.

Essence of the Ultimate Student

School ID [100 EP | Free for Essence of the Ultimate Student]
You wouldn't be much of a student if you lack the means to get an education, good thing you got this. With a picture and basic info based on your in-setting identity (or the closest equivalent if you are a Drop-In), you get this fancy new introductory card you can pull out from your pocket or from nowhere with some sleight-of-hand. Just by owning this, you are already considered viable for joining pretty much any facility so long as they are mainly for Learning and/or Training. Dojos, Schools, Universities, Sects and more, all of them are willing to bring you in if you show this to the right people. This doesn't protect you if you shirk on your studies after admission, though, so study well.

Reference List [200 EP | Discounted for Essence of the Ultimate Student]
For any scholar discovering all there is to know, it helps a lot to keep track of what else there is to know. This handy little pocket notebook is what you need, finding its way into your hands whenever you need it. While it is something of a checklist of what you have and haven't learned, this index would greatly help when it comes to double checking any potential gaps in your knowledge. However, this truly shines whenever you are nearby physical or even non physical access to media you can learn from. Whether they are from Databases or Libraries, you are now able to find anything you need to read and where to find them listed in your notebook. This works with any media collection you own as well.

Weighted Clothing [400 EP | Discounted for Essence of the Ultimate Student]
A CLASSIC staple, you get a collection of clothes and similar training-related apparel. Clothes, Footwear, Underwear, just the whole fashion line for gym, dojos, and more, even things like sweatbands you wear on your head, wrists and ankles are included. Once they are worn and you are ready to train, they are magically set to be the perfect weight to give you just enough resistance without risking injury. It's still going to be somewhat interfering with a lot of activities and certainly would be a handicap during combat if you choose to keep it on regularly but it will always guarantee progress in your training. You can import similar clothing items into this to have this quality as a toggleable effect.

Essence of the Great Teacher

Teaching License [100 EP | Free for Essence of the Great Teacher]
All those skills in teaching would be completely worthless if you are not even allowed to teach in the first place, good thing you have permits now. Just flashing this card would let observers know you have the qualifications to be in Teaching positions, from Public Teacher to Private Tutor, so long as you are actually able to teach the subjects you are expected to teach. Granted, you are not always guaranteed to get really specific positions but you can always start a school of your own. If you have anything that gives you a job within a setting (Perks, Items, Origins, Backgrounds, etc.) then this ensures that you can always have some time to do some teaching on-the side.

Backwater Dojo [200 EP | Discounted for Essence of the Great Teacher]
Sometimes, you need a big break after a long time training loads of students and this would be a perfect place for some R&R. This rather barebones property is but an open room and a small collection of tools or ever training weapons, but the real use lies in two key features. The First is that it channels the full potency of your Teaching Perks, allowing you to essentially teach any number of students with the full might of your perks so long as you and your students do so within the grounds of the property. And the Second is that you can, when you wish to, take a break from pretty much everything outside. You won't be dragged into annoying incidents until you decide you are no longer on break.

Jumper's Book for Beginners [400 EP | Discounted for Essence of the Great Teacher]
Now THIS is something that would put you over the average teacher, a school book written in your name. Written in its pages are all of the subjects you are capable of teaching, the book itself expanding in breadth and depth the more topics you are familiar with. Alongside these lessons are loads of helpful tips, the quantity and quality of them scaling with your own skill in Tutoring. Combined, they effectively make it capable of teaching its own curriculum with all the benefits of any Teaching perk you possess. You start out with this one copy but you can make more from scratch with enough time writing it down word for word. You can also designate whoever is allowed to read either copy.

Essence of the Grandmaster

Reputation [100 EP | Free for Essence of the Grandmaster]
Surely, someone a Grand as yourself has already gone through an epic or two. Even if you haven't, you are bound to earn acclaim and fame sooner or later. All of your legends, whether good or bad or even something else entirely, can be carried over to future settings. How this import of sorts works is up to you which includes factors like how remembered it is, how much it is remembered or obscured by the passage at time, how much it gets regulated to rumors or myth, and so on by the time you enter the setting.

Credentials [200 EP | Discounted for Essence of the Grandmaster]
To say a master of many things is qualified for a job is an understatement, but it would be useful to have proof of said qualifications if you are in need of a quick buck. What you have is a series of Certificates or equivalent symbolic tokens based on your capabilities, all safely stored out of sight until you wish to pull it out from wherever. Its main use is to guarantee acceptance in pretty much any job you at least pass the minimum requirements for, though shirking your responsibilities in said job might harm the effectiveness of this. However, you can also opt to display them publicly, be it on your person or in whatever room is considered yours, to inform any observant just how capable you really are.

Perfect Partner [400 EP | Discounted for Essence of the Grandmaster]
The Magnum Opus, your Ol' Reliable, the Mythic Artifact to your Legendary Hero. Whatever it is you call it, you receive the perfect complimentary tool to at least one of your many masteries be it a Fighter's weapon, a Crafter's tool, a Magician's focus or more. Merely having this on hand makes you capable of masterful applications based on its uses even if you yourself are but a beginner in the art. But if you are already on the Peak of Mastery before picking this up then this item has the potential to be one with you on a fundamental level, opening the avenue for something even GREATER. Anything more complex than a relatively straightforward tool would need to be imported into this.

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.

Alumni [Varies]
Unless you plan to make the most boring anti-social life during your stay, you are most likely going to find some people you wish to bring along. From the disciples you taught to the fellow students you trained alongside to even the teachers you learned under, you can bring any of them along the chain so long as they accepted your offer. Anyone you taught yourself can be recruited for free, people you trained with follow the same rules as the 50 point option above and your Teachers require a full 100 points to bring them along.

Scenario

TRAINING ARC!!!
Normally, you would just imbibe you selected Essence, or Essences if you took multiple, and go on with whatever adventure you plan to take in this jump. However, you have been given a once in a lifetime admission to learn the secrets behind the very thing, or things, you just drank. Upon taking that chance, you find yourself within…there's no words to accurately describe the place other than it is an Institution of Learning. And within, you will be learning all there is to know.

You will be classed, a variety of topics from a surprisingly broad pool of knowledge all to be drilled into your head as "The Basics". Teachers with enough know-how to give you the theory behind the ideas for Essences, Guides with the experience to show you the processes in creating Essences, Graduates in the fields to show you the ropes on the field. All sorts of people that would get you up to speed until you find your footing, so to speak

There will be tests to see how much you learned from your experience here, all done similar to the academies of worlds you are familiar with. Exams, Practicals, Extra-curriculars, Experiments, Research Papers, Projects, and even a Thesis or two. You could even volunteer to do some Tutoring and even apply for Internships to see the ways the Essence Shops are being run.

This would surely take a long time, one that wouldn't count in terms of your stay (thankfully). Failure in a test or two won't get you kicked out unless you, deliberately or not, flunk really badly but you will eventually earn enough to graduate and receive your—

Reward
Unfortunately, this is but a Trial Package in the end. By the time you yourself finish your Curriculum, you will leave with all but the minimum amount to consider yourself schooled on the arts of the Essences. Not only that but the "beings" you met during your admission are too busy to really join you on your chain so you can't bring them along even by force. However, this doesn't mean what you have is anything contemptible. In fact, the two things you have learned are but the first step towards becoming capable of Essence Creation.

Firstly, you have the means to create your own brand of **Essence Shakes**. While this isn't the ability to create Essences from scratch, as you lack the power and resources to even attempt it, you have all the means to distill all of your Experience and Abilities into Essences based on what you are capable of.

And Secondly, you have with you all the notes, tips, pointers, guidance, etc. and more accumulated from your time in the "School" neatly wrapped up in your very own **Journal of an Essence Alchemist** with which, after an immeasurable time and effort, you could one day reach the same level as your education's Seniors.

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 [100-300 CP]
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 [200-800 CP]
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.

Tutorial Prompts [100/300 EP]
It wouldn't be much of a jump about Training without a few pointers for beginners, right? Too bad you get something not as useful and twice as bad, though. For every new thing you do from the start of the jump, you get long messages telling you all about things you are not only well aware of but would also tend to do AFTER you had long since done the job. Either time pauses or it would be read to you in real time if you try to skip it. This alone is worth 100, but an additional 200 points would make these prompts appear again for literally anything no matter how many times you've done them.

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.

Chuuni [100 EP]
Ah yes, this thing. You now suffer from *Middle School Second Year Syndrome*. This unfortunate malady causes you to experience delusions of grandeur that are tied to your chosen essence(s). This is not great, but can be overcome with willpower and an appropriate sense of self.

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.

Flunky [200 EP]
It seems your entry here didn't go as smoothly as it should, you just can't seem to get yourself into training or studying as often and it manifests in some annoying effects. It could be a debilitation or laziness but you have a hard time focusing on your studies. Not only do you lose the benefits of any learning boosts you had before going here but also any boosts you bought here, if you want to learn then you gotta do it the hard way.

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

Very Superstitious [200 EP]
Many modern people do not believe in magic, and even those who do are often in awe of it. This changes that. Over the course of your time here more and more people begin to believe in magic and begin to fear it, like many people did in the medieval past. And people have a history of trying to destroy what they can't understand.

Shops Abound [200 EP]
It turns out you weren't the only one who wandered into an essence store. And annoyingly not everything that came out of these stores were human, or even essence entities. Monsters snuck out of stores throughout the planet and are now wandering around freely. Many of these creatures will have oddly thematic features and abilities.

Qualifier Exams [400 EP]
Normally, education should be relatively easy to get here but it seems you have the misfortune to be exempt from that. Whenever you wish to apply to something, from getting a tutor to job hunting, you are required to go through some kind of test to earn a chance of even trying. This applies to forms of self study too, so expect to have to pass a pop quiz before you can read some books. If taken with the **TOURNAMENT ARC** drawback then whatever qualifiers have a mandatory tournament of some kind and vice versa, it is completely mandatory to pass the qualifiers else you are in danger of the drawback's consequences (which itself varies depending on the price you chose).

Problem Students [400 EP]
Whether you are capable of teaching or not, there is something about you that makes people think you can do something they could not: Deal with some of the rowdiest students imaginable, so rowdy in fact that even Teaching perks fail to work on them so you will have to do things the hard way. From the uncooperative to the outright hostile, these troublesome folks would find their way under your responsibility. And while you can ignore them, it won't stop people from sending more your way until they all make it everyone's problem.

Essential Nature [400 EP]
Your chosen essence(s) have a powerful effect on your personality. You want to use the essence you chose as your origin regularly, and frequently fantasize about how using its power could make your life easier. You need powerful willpower to soldier through this effect and resist it fully. You can often resist this in the day-to-day moments, but when you get really tempted, it'll be quite easy to succumb to temptation for even a second, and that can be long enough with the right essence to do something life-changing to someone.

Anti Essence Squad [400 EP]
Essence-empowered creatures are far from unknown, at least to the governments of the world. Many people in the secretive agencies tasked with monitoring and watching the supernatural flatly do not trust Essence Entities. Somewhere near where you start this jump there will be local government agents interested in intercepting you and learning about your abilities. Whether or not they can do so is up to your OCP, as their abilities are surprising and diverse but very largely focused on essence silliness. For the duration of your jump these people will be interested in you. How you deal with them is up to you. Sufficiently powerful governments have more resources than other governments do, including quite possibly aligned essence entities of their own.

TOURNAMENT ARC! [400/600 EP]
Wouldn't it be nice to have a way to see how far you have gotten? To put yourself against others and find out where you stand compared to them? No? TOO BAD! Because you will be sent into your very own personalized TOURNAMENT ARC for every considerable milestone you achieved in your training, learning, and similar developments.

You are required to at least perform good enough to reach the higher ends of the top contenders (which depends on the type of tourney and the participants involved). Failure to do so, including refusal to participate, would just lead to a stain of your reputation that would only worsen the more you take on these "losses". For an additional 200 points, not only is your participation mandatory but also required to WIN else this would lead to a Jump Failure.

If taken with any drawbacks that give you enemies to fight then they are guaranteed to be in the tournament, each of them either being someone you face during the tournament or an outsider potentially disrupting the whole event. Be aware that, for the purposes of this drawback, allowing the latter to go through its full course would count as you losing by default.

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.
-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.
-Important Note: No you cannot just learn/teach/manifest Perks and similar power like things granted by jumpchain with ANY of the purchases here alone.

Some Clarifications:
-[1] As noted in the related Essence below, this doesn't combine with uncapper perks to allow for infinite growth. What this MEANS, in the context of jumpchain, is that it brings you to the closest equivalent to the absolute physical limit of your skills/abilities/body/etc. but you still have to train the hard way to go beyond that if you have any perk or other outside context ability that does away said limits.
-[2] If you were being taught by a phony scam artist "teacher" then you are still learning something from them even if it isn't necessarily what you paid for, actual education would just allow you to reap far better rewards by comparison
-[3] This doesn't necessarily apply to a full curriculum if you are under some circumstance where you have a Companion or Follower permanently assigned as your student. Instead it can apply to only a specific Training Subject, the perk potentially activating in the downtime between the end of one subject and the start of the other should your student/s go on their own during the break
-[4] If you are incapable of doing some things your students can do, the best you get out of the secondary benefits are theoretical knowledge of said capabilities unless you have some way of giving yourself said ability/abilities
-[5] WITHIN REASON, of course. You cannot use a stick alone to hack into an air-gapped Company Server, for example, you would still need other skills to even make that possible

Q&A:

Q - If I had the essence of the grand master and a gamer system with classes would my classes max out the moment I gain them?

A - Yes, it maxes it out the moment you gain it. yes it maxes it out the moment you gain it. The only things that are shaky are ones that don't have a theoretical "max level" (instead, they just grow to an arbitrary high level). Classes and Skills with a Max Level? You get them at Max Level the moment you get the Class/Skill/Ability/etc. Player Level? You only get set on an arbitrarily high level if there is no set limit (or you get Max Level if there is)

Written below are the Essences used to make this jump including:
-Essence of the Ultimate Student (by Raeck, Part 4 of the Essence Meta Network GDocs).
-By drinking this, you become a teacher's greatest desire, the Ultimate Student!

- Gain the ability to learn any skill, ability or power you want to! This works even with powers/skills/abilities granted by quirks of biology.
- You can, at will, enter into a state of hyper-concentration, enhancing your learning ability.
- If a power/ability/skill requires access to some energy source to function, you begin generating that energy source.
- Any and all of these abilities can be turned off at will.

-Essence of the Great Teacher (by Tyrant_Of_The_Void, Part 5 of the Essence Meta Network GDocs).

- You have gained the ability to teach people with great efficiency.
- You can teach anyone, anything regardless of how crazy or impossible it seems (Teaching a normal man to breathe underwater, how to fight fire with your fist, etc.)
- You can learn anything needed for teaching at the maximum needed for it to be taught. For example, if you at first couldn't learn about something (example: Ki Manipulation), now you can until you have enough knowledge of it that is required to teach people about the subject (Practical, and Theoretical Uses of Ki).
- You teach at an accelerated rate, being able to produce experts in a lot less time than what is normal. For example, you would need a few months or in some cases a few weeks to make someone a master swordsman, while it would take someone else years to do so.
- All of your students will have their talents multiplied, allowing you to turn even the most untalented of people into talented prodigies, and those who were already talented prodigies into demigods of talent.
- You gain the ability to pick out the best students, what lessons would work best with them, and what they would excel greatly in.

-Essence of the Grandmaster (by Triggerhappy Jaberwocky, Part 1 of the Essence Meta Network GDocs).

- By consuming this essence your stats, skills, attributes, powers, and anything that can grow are instantaneously pushed to their natural peak or when your theoretically most able state would be (An Exalt would find themselves at Essence 10 with many charms and possibly millennia of new 'memories' for example.)
- This does not grant an infinite perpetually improving boost if paired with anything that breaks these natural caps.
- Any new skill, attribute, power, or ability you gain will near instantaneously mature to mastery or its most potent state.
- You gain an archived and indexed library of all of that you know. This may be a mental space like a mind palace or a literal space like a dimensional archive. Its nature is totally up to you.
- Anyone you train will be able to grow in ability extremely quickly then they would be able to otherwise.

- You can at will get a general sense of the potential of someone as an individual destined to be great or terrible.

- Hi, it's me, A4 (Emerett, Itō, Beni, etc.) on the Discord. Your thanks are much appreciated, Sin! Thanks for the Template to begin with! It might be obvious where Sin's writing ends and where my own begins but I hope this docs' not too bad