

Elemental & Other Manipulation Essences Jump
v1.0
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Welcome to a world that, superficially, resembles one you may be quite familiar with: early 2020s Earth. The resemblances here are only skin deep, as this world is one of many touched by the *Essence Meta*, a CYOA in which 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: *First of all, big thanks to NorthSouthGorem. All three essences here are ones they made, and they form a nice little trio of essences to group together. We're going for essences that manipulate stuff this time, with an avatar-esque essence, an essence for*

manipulation of blood, and an essence for manipulation of shadows. All in all we're here for a fun time.

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 the Elements [Free]
This particular essence is on some *Avatar the Last Airbender* type energy and it is a fun thing that does a lot for an essence entity looking to master the four elements. One nice thing about it is that as you gain greater skill with it you can unlock the ability to manipulate more than the base four things you can manipulate with this; fire, water, earth, and air.

Essence of the Sanguine [Free]
A stranger essence, this one lets you manipulate blood. There's a lot of potential and here to be found here so this essence is a lot of fun, especially as you gain the skill to control not only your own blood but that of other people.

Essence of Shadows [Free]
Always fun to see a good semi-edgy essence and this is a fun one. With this essence you can control darkness and shadows and while it starts off limited to your own stuff it becomes something more with training, something a lot more if you find the time to train it.

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.

Essence of the Elements

Martial Artist [100 EP | Free for Essence of the Elements]
You have a trained, athletic, healthy body and are a natural-born martial artist. Your flexibility and natural athleticism guarantee that you can do a lot even with just mundane athleticism. You learn martial arts three times as fast as you did previously.

Thematic Training [200 EP | Discounted for Essence of the Elements]
When your training takes place in a place linked to what you're training, such as training water manipulation on the beach or training earth manipulation in a cave, your training is decisively more effective. When you are in a place related to the powers you're training your growth is dramatically enhanced, encouraging a blend of exploration and training.

Expansion [400 EP | Discounted for Essence of the Elements]
You are now capable of, with great effort and deliberation, utilizing your powers more esoterically. This means you can do something like use fire to heal or to promote life, while using air to free someone or something. These feats are difficult, but they become easier as you grow in power and they give you a great deal of freedom and power.

Balance [600 EP | Discounted for Essence of the Elements]
From here on out your skill with something is linked to your skill with that thing's opposites. For example, your skill in earth manipulation is now linked to your skill with air manipulation. Your skill with combat is linked to your skill with healing. This doesn't link everything together, just opposites, but what is linked together grows together. Your growth in one area will match your growth in that thing's opposite. You are the epitome of balance.

Essence of the Sanguine

Attack Of Opportunity [100 EP | Free for Essence of the Sanguine]
You are wickedly good at detecting opportune moments to strike. When you get to sneak attack somebody, be it you attacking while they have no clue that you're even nearby or you betraying somebody, your strikes are much more effective. If your form of attack draws blood expect it to draw much more blood than it should, and if that kills your opponent somehow, then it'll be much messier than it should be (unless you'd rather it not be).

Life Giver [200 EP | Discounted for Essence of the Sanguine]
You are curiously good at medicine. One of your handiest abilities is the power to infuse blood with life, and thus use it as a sort of quasi-mystical medicine that can be infused into someone and used to swiftly heal them. You can also inflict bleeding wounds on others and draw their blood into you to heal yourself. If you aren't a Sanguine Essence haver then you can do this to a lesser extent with other liquids, though it's tiring to do so.

Equivalent Exchange [400 EP | Discounted for Essence of the Sanguine]
You are an unusually skilled master of the eerie art of equivalent exchange; the ability to transform something into something else of equal value. In some ways this is easy, such as transforming a weapon into another equally powerful weapon. In some ways this is hard, such as turning one substance into something else that is just as valuable but is quite different in nature. One particularly simple facet of this is transforming your blood into energy of some sort, or better yet transforming someone else's blood into energy of some sort.

Sanguine Senses [600 EP | Discounted for Essence of the Sanguine]
You have developed a curious skill. You can project your senses through blood, so long as you can vaguely sense the blood in the first place. This means that even single droplets of blood serve as vectors for you to see around, hear through, smell through, and even taste through. This obviously takes some getting used to but the potential of this power is remarkable. If you have this perk but do not have the sanguine essence then you can do this with one other substance, and sanguine essence wielders learn quickly how to transfer this power to some other substance as well.

Essence of Shadows

Indomitable Senses [100 EP | Free for Essence of Shadows]
Your senses cannot be defied or damaged. Darkness doesn't stop your sight, deafness cannot happen to you, and other such effects do not block your perception. Even sleep, one of the ultimate forms of darkness, does not dampen your awareness. You are aware of your surroundings at all times, even and especially when it'd be inconvenient for your foes. Shadows hide you, they do not hide your foes.

Shadows Restore You [200 EP | Discounted for Essence of Shadows]
The darkness is curiously restorative to you. You find that you have a healing factor when not shrouded in the light, one that grows faster the darker it is around you. This focuses, first, on healing your wounds and topping off your energy, before going to more curious things like supernatural resources located within you but is thorough in its healing.

Undetectable [400 EP | Discounted for Essence of Shadows]
While shrouded in shadows and darkness you are utterly undetectable short of by supernatural means by someone meaningfully stronger (overall) than you. Darkness doesn't only obscure you from view, it silences your steps and quiets the screams of your victims. Those who do not have the Shadows essence but take this perk gain only some of this protection, but

Umbral Predator [600 EP | Discounted for Essence of Shadows]
Your ability to snuff out and dampen light has taken on a new dimension. Now you can feed on the light you snuff out, growing stronger for it. This bonus isn't massive, at least not per light source you snuff out, but it does grow

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.

Essence of the Elements

Dojo [100 EP | Free for Essence of the Elements]
A simple living space that is a small two story building. The first story is a classical martial arts studio of a style and martial art of your choice, complete with fantastic gym equipment. The second story is a living space fit for you and a handful of homies.

Elemental Weapon [200 EP | Discounted for Essence of the Elements]
This is a weapon that has elemental qualities corresponding with one of the four classical elements. You can determine which element specifically when you purchase this weapon, but you also know a ritual that can make the weapon switch elements to whatever element is the most prominent in your surroundings. You can determine the weapon type and the ritual, and the ritual is not meant to be particularly difficult but it's not supposed to be something that can be done instantly either. Beyond that the reins are yours.

Qi Bracelet [400 EP | Discounted for Essence of the Elements]
This bracelet absorbs subtle quantities of life energy (so long as you're wearing it) in a small radius around you and begins to refine the energy. Once per day, or more if you actively absorb the energy of other people around you, you can activate the bracelet and it will release a burst of healing elemental energy that heals you and anyone you choose in a small range around you, perhaps up to 10 feet away, while forcing people you don't like in that range away by up to 15 feet. If you're on death's door this won't heal you to your max, but it can bring you to close to your max health, and the bracelet scales with you in strength as it also absorbs incredibly small amounts of your energy to raise the floor of its healing potential to be relevant to you.

Essence of the Sanguine

Iron Pills [100 EP | Free for Essence of the Sanguine]
These pills undo any damage someone suffers from blood loss and also strengthen the positive qualities of their blood and weaken any genetic or blood related defects and health issues. Anyone you give these pills to is left extra susceptible to any blood related powers you wield. You have enough of these to give them to a dozen people a day.

Blood Moon [200 EP | Discounted for Essence of the Sanguine]
This is a summonable item that you can conjure once a day. It takes the form of a blood moon that when summoned appears over the area around you and tremendously increases the power of your blood manipulation. It also improves the damage blood loss deals to your enemies and improves your allies resistance to blood loss. It lingers in the area it is summoned in for an hour before disappearing.

Bloody Knife [400 EP | Discounted for Essence of the Sanguine]
This macabre weapon is a knife that is permanently stained the color of blood. It also readily drips blood, which itself disappears if it is not used as a weapon or as a font for a power within a minute of hitting something. This knife deals grievous damage to enemies and heals allies, or you, but for it to work, you have to stab them with it (which is painless to you and your allies). This knife can kill anything you hit critically with it, and the pain it deals compounds with each cut. The knife also grows stronger, in both directions, the more you kill with it, though it can also grow more slowly if you touch it to blood and allow it to absorb the blood in question (this does not work on blood it has dripped).

Essence of Shadows

Anti Flash Bang [100 EP | Free for Essence of Shadows]
These tiny bombs explode when primed and they touch the floor or someone goes near them if you opt to use them like landmines. When they explode they temporarily cover a place in darkness, usually only for a handful of minutes, but anyone near them when they explode is blinded unless you protect them, and you can also undo the blindness on someone at will even across vast distances. You have an unlimited supply of them.

Darkness Generators [200 EP | Discounted for Essence of Shadows]
These handheld devices drain all the light in an area up to the size of a decently large living room. Darkness created by these devices remains so long as no one uses something like light magic to overload them, and they remain in the area they were initially used. You have a handful of them and once used they remain in a place so long as they are not taken or destroyed by you or anyone else, and at the start of each week you gain replacements for ones you've used.

Umbral Grimoire [400 EP | Discounted for Essence of Shadows]
Oh this is nice. For you. For your enemies, it's a bad time. This is a shadowy grimoire that is filled with countless shadowy incantations that are themed around darkness and the tome itself has a powerful shadow-hound spirit bound within it that latches onto you as its new master the moment you purchase the book. You can easily learn the magic contained within the tome, and find it cheaper and easier to use than it really should be. This tome also gains new spells in every jump, though it only gains a handful in non-magical jumps, while gaining many more in magic-heavy settings.

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.

Scenario

Essential Apprentice
If you wish, you can enter the store where you retrieved the essences at the start of this jump. The store remains in place for a week before vanishing. If you do enter the curious vendor in the store will sense your power (the ones alien to them, so your OCP) and ask if you'd like a job. They tell you that the exact details of the job will depend on what essence(s) you choose, but essentially you'll get to be an apprentice to an Essence Vendor. They assure you you'll be paid for your time and offer to teach you the basics of what they do.

This scenario, once selected, lasts the duration of the jump. It involves working for the essence vendor in a variety of capacities, sometimes as a regular employee of the shop, at other times as a… debt collector of sorts, who goes and beats up people who owe the Vendor money, and finally as a regular assistant in the process of mixing elements to form essences. You do in fact get paid for this job. Your boss is not a trickster or schemer, they just want to make money and see in you a chance to do so.

Reward
If you complete this scenario you get two things; the first is the ability to set up shop anywhere, converting one empty place a week into an essence store. This is a recreation of the essence shop you first got the powers you got in this jump in, down to the essences on sale. Essentially you get an ***Essence Store*** item but one that can only relocate once a week.

The real reward is that you get a special perk; **Fledging Alchemist**. This perk gives you the powers of a newly minted and inexperienced essence alchemist, someone who can brew essences. This is far from the full, unvarnished power of a true vendor, but it's the start of something. How it works is that you can use your own abilities, as well as donated vestiges of abilities to mix together essences. This is far and away easier to do when you are incorporating your own essential powers (those granted by essences) into

the process, such as using the flames generated by the essence of the elements to heat up the liquid that is the result of the distilled nature of powers mixing together, or when you do the process in the darkness of the shadow essence. You know how to use your essences to force someone to relinquish shades of their own powers so you can use them as elements to brew essences that differ from your own capabilities, but until you get experience with this power this is difficult and these essences will be weaker than your own essence.

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.

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.

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.

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.

Friction [400 EP]
This drawback essentially guarantees that you'll clash with other essence entities, increasing your own temper somewhat but really mostly increasing theirs so that they'll be rearing to go when you meet them (and not in a fun way). Thankfully with just this drawback, at this price tier, you'll only encounter essence entities on the levels of the essences available in this jump. If you wish for an extra 200 EP then you can bump up the danger and cause higher-grade essence entities to rear their ugly heads, complete with the same quasi-status-effect that makes them ready to get to punching. Be careful jumper.

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.
-As usual, working to refine and improve elements of this formula. I like the scenario, though I do think it's a bit general, but I think that's how I'll handle the essence alchemist thing from here on out. I do want to make it more thematic and fitting with the vibe of the jump, so expect to see more scenarios. Eventually I'll probably add scenarios to the jumps I've already done in this little series. Anyways, I hope you enjoy what you see here.
-Minimal drawback edits this time. I feel like the ones here mostly fit, but I did add friction.
-Elemental Manipulation, and also a few more esoteric things here. Nice.

-While some drawbacks guarantee that other essence entities exist in the jump in ways that are relevant for you, if you opt not to take the drawbacks, you can assume that other essence entities exist in the jump, but it'll be on you to track them down.

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

Essence of the Elements

By taking this Essence, you gain control over one or any number of the four basic elements (Fire, Water, Earth, Air)

- You can create or destroy any amount of your element
- You may transform into your element in order to become amorphous. Transforming back will heal you
- You gain sustenance by absorbing your element
- As you practice, you will gain the ability to branch out into the more esoteric elements (lightning, ice, metal, etc.)
- You have complete control over the element(s) of your choice, and immunity to their harmful effects.

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

Essence of the Sanguine

This crimson Essence tastes like iron, and pulses with life.

* Upon drinking, you will be endowed with heightened abilities to sense and manipulate blood. Initially, you will only be able to manipulate your own, but with practice, your control will expand to others.

* You can control all aspects of blood, not only its motion, but also red blood cells, white blood cells, platelets, iron present within it, plasma, its temperature, color, etc.

* You can intuitively grasp any power system that involves blood in any way. Any power that you can otherwise acquire can be channeled perfectly with your blood as a medium.

* Blood can be exchanged with any form of energy that you might require, and vice versa.

* You are able to bleed at will. Any injury that may result from this can instantly be healed by a thought (or automatically if you fall unconscious). You cannot die or be negatively affected by blood-loss, and will replenish blood faster than normal humans, starting at a rate of 5 times faster and increasing over time. Your body will likewise fully recover/regenerate from any wound that doesn't immediately kill you

* Any living creature that ingests your blood will become linked to you. You are in full control of this link, and its applications are limited only by imagination.

* You may infuse your blood with any magical/supernatural properties that you have encountered for yourself, and can transform your blood into the blood of any other being. God ichor, demon blood, etc.

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

Essence of Shadows

This ink-black essence is cool and has a curious, velvety texture.

* Upon drinking the essence, you will gain the ability to command the ever-present darkness and shadows. Initially, your control will extend to only your own shadow and any natural shade that it connects to, but practice will expand your range.
* You may form shadows into solid materials. Practice will increase the amount of properties you may add to them, as well as their complexity and ability to maintain form without concentration. The easiest thing to form is blade-like tendrils.
* Your physical attributes will be boosted significantly whenever you are in the shade. Time will increase this boost, and eventually your baseline will increase even when in the light.
* Your may snuff out and dampen any form of light in the area. Over time and with practice, you may draw veils of night across the sky.