

Class Essences 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. As you scan the available essences the nerd in you notes that they feel like… D&D style class essences. Enjoy the next decade, jumper.

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

Author's Note: *These essences are about giving you the skills comparable to "Classes" in RPGs.*

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 Master Magician [+200 EP]
The simplest of the essences available today, and the one that requires the most work to really master. This essence gives you the power of a magician in the general sense, and the ability to grow as a magic user.

Essence of the Memetic Bard [Free]
An archetypical essence, though one based on a particular and both loved and loathed vision of what it is depicting. This is *The Bard* in essence form, and not Sir William Shakespeare, but rather *The Bard* as understood by TTRPG players: a chaotic, often scandalous, but still skilled and usually annoyingly lovable part of a D&D or other RPG party.

Essence of the Thief [200 EP]
This essence is monstrously powerful, giving those who wield it the power to steal anything, including conceptual, metaphorical, and even esoteric things. It is, thankfully, partially context sensitive as it depends on there being something to steal in the first place, but it's still incredibly powerful. There are a lot of really clever ways to use this essence that are not immediately apparent. One fun example is to steal someone's terminal illness, store it in your pocket dimension and masquerade as a miracle worker.

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. Over time you can learn to hide this scent and become better at masking your supernatural presence.

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 Master Magician

Magical Scholar [100 EP | Free for Essence of the Master Magician]
You have a curious luck when it comes to discovering magic. If there's any magic in a setting you visit, even if you didn't know it, you'll quickly discover it, and in almost no time at all become a well-versed user of it, before shortly thereafter mastering it. You are also fantastically skilled at coming across magical teachers, persuading them to teach you, and excelling as a student of theirs.

This also grants you an innate ability to use a generic magical system with some basic spells pre-loaded into your head. This school of magic grows greater the more you use it, and you automatically learn new spells as you get stronger magically and train your arcane abilities.

Equipment Expert [200 EP | Discounted for Essence of the Master Magician]
You are incredibly skilled at using equipment related to your career. Assuming you are a *Master Magician* this affects magical items, wands, grimoires and the like. This bonus scales to your level of experience and skill with your career, such that a more skilled magic-user gets more out of this than a novice, but even novices find that they wield things that are essential parts of their toolkits with much greater ease. This works best when it involves equipment that is a critical part of origins and the like, but it provides at least a minor buff for a lot of things, such as enhancing your skill with your alchemy kit if you moonlight as a healing alchemist even if it's not part of an origin. This also counts all of your past origins, even ones you haven't made active use of in a while.

Magic Maker [400 EP | Discounted for Essence of the Master Magician]
You have an impressive ability to create new spells, one that grows the more of a magical system you understand and the more magic systems you can utilize altogether. Creating spells is not an easy process you can do on the fly in all but the most convenient situations (such as creating a low-power telekinesis spell on your day off), but it's also not backbreakingly difficult and grows easier as you become a more accomplished magician.

Ambient Magician [600 EP | Discounted for Essence of the Master Magician]
Ambient magic use is challenging and difficult to master… for other people. You are a whiz at using ambient magic and have a natural understanding of it, as well as unnatural mastery at increasing or decreasing ambient magic in a place. Manipulating ambient magic is difficult and grows more difficult the more you want to manipulate at once, but among the benefits of being able to skillfully manipulate ambient magic is that you can infuse someone with it which gives them a small magical pool of power that they can use to cast spells, and which grows slowly and with use. You can also dampen or amplify magic with great skill as you master this quirky art. And yes, you can use this to create ambient magic in places that lack it, though this takes time and energy to do.

Essence of the Memetic Bard

Musical Magic [100 EP | Free for Essence of the Memetic Bard]
You wouldn't be a *Bard* without SOME version of this. You are innately, intensely musical and can in fact access magic through music and the arts. As you grow more skilled with music and become even better at performing, your magical arts grow in potency. You are capable of doing a range of things with this brand of magic, but it is much easier for you to do stuff related to music like control emotions and even heal with it than it is for you to destroy or harm (though both are doable, they are just more challenging).

The Face [200 EP | Discounted for Essence of the Memetic Bard]
Your charisma is supercharged, giving you natural skill with storytelling and with charming your way out of problems. You are also intensely inspiring and can even unconsciously inspire people to do artistic things. When people are charmed by your charisma, be it from hearing you perform, or from listening to you speak, you are subtly buffed and they become easier to influence, particularly to further charm and lure into your orbit and flow.

The Jumper **[400 EP | Discounted for Essence of the Memetic Bard]**
You have a curious affinity for something deeply annoying. When you lean into the stereotypes of your career, species, or what have you, you become better at being… whatever stereotypes you are leaning into. If you opt to be *The Bard* then you get better at doing bardic things. If you decide to lean into dragon stereotypes, and you are a dragon, you become better at draconic stuff, such as your firebreath becoming stronger, you becoming a faster flier, etc. These buffs are potent in the moment, but mostly dissipate over time (though you retain iotas of it permanently, meaning that over time this can become quite powerful).

Catering To The Audience [600 EP | Discounted for Essence of the Memetic Bard]
This is a curious buff… With this you become better when you're being watched. When people are seeing what you do you get better at it, with this power scaling in intensity based on the importance of the people watching you and the number of people watching you. You'd be a nightmare in an arena, or in some other sort of public contest, so long as you were halfway decent at whatever is being judged. You also, thankfully, know when you're being watched even if the observer is supernaturally hidden or not physically present. You retain some tiny semblance of the buff permanently, but it's far more potent in the moment than the echo of it will be (though the permanence of the echo makes it valuable in its own way).

Essence of the Thief

Treasure Sense [100 EP | Free for Essence of the Thief]
You have the ability to think of something and get a rough sense for where it is, with this being as vague or as specific as you'd wish for it to be.

This also minorly buffs the essence of the thief, if you have it, such that things you steal are rewired to recognize you as their rightful owners (only in ways that benefit you). After all it wouldn't do if you stole a ticket to a concert and found that you couldn't use it because it had someone else's name on it would it? And that's a low-stakes example! Imagine if you stole a great wand and found it to be useless because it didn't recognize you as its owner? Tragic!

Linked Abilities [200 EP | Discounted for Essence of the Thief]
The thief essence is a funny thing. It grants one actual superpower, amped to the highest extent possible, and also buffs things related to that superpower. Now you have a similar, more universal version of this quirk. When you acquire abilities, including through stealing them or through gaining them as perks, you get a minor buff to everything adjacent to that ability. For example if you attained skill in fire magic then your intelligence, wisdom, and any other attributes and skills related to the fire magic would get a minor buff.

No Funny Business [400 EP | Discounted for Essence of the Thief]
You're *The Thief*. It wouldn't be fair if someone tried to kidnap what you've rightfully stolen, right? From here on out, if people try to steal from yo,u it becomes almost comically difficult to do so. Fate will interrupt their efforts, forcing them to jump through hoops that become bigger the more they try to steal. Even if they succeed in stealing from you, they are afflicted with a curse that dooms them to bad luck proportional to the value of what they stole and that grows worse over time. This curse can only be broken if they surrender their stolen goods to you, and this includes efforts to do things like steal away your free will, such as through the usage of magic or other supernatural abilities.

If you possess the essence of the thief this perk also buffs you so that when you steal something you only steal what you're planning to steal. You don't do things like trigger failsafes linked to the thing, or steal weaknesses that come with them, such as stealing a devil fruit user's powers and accidentally giving yourself the weakness to water that afflicts them.

Observe [600 EP | Discounted for Essence of the Thief]
This is curiously RPG/Gamer-like, but you have a handy ability to scan things. When you scan them, you get a comprehensive understanding of their whole deal, including their possessions, abilities, and even relationships. With a power like that of *The Thief* this ability could be absolutely devastating, but beyond that, it's also good to help you know what you're dealing with.

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 Master Magician

Master Focus Maker [100 EP | Free for Essence of the Master Magician]
You have a device that helps you create magical foci for other people. This device creates personalized foci that are keyed to specific people (though you can opt to allow a created focus to be left generalized until you find someone to give it to) and are as strong as your focus.

Material Components [200 EP | Discounted for Essence of the Master Magician]
This is a small stockpile of assorted material components for spells. You can expend these resources to buff any spell, even ones that don't normally require material components, and they respawn after a duration of time determined by their value and rarity.

Master Grimoire [400 EP | Discounted for Essence of the Master Magician]
This powerful relic is a living repository of magic, automatically copying the details of all spells in a setting whenever you enter it. It massively reduces the costs and complexities of even the most advanced magic, though truly extreme spells will still be difficult to do with just this. There is a spell in this grimoire that can be cast that gives others the ability to use magic, but it is draining to cast (though not permanently so).

Essence of the Memetic Bard

Memetic Musical Instrument [100 EP | Free for Essence of the Memetic Bard]
This is a shapeshifting musical instrument. It can even split into multiple musical instruments! It is buffed to scale in beauty and quality of sound as you become a better and more well-known musician.

Bardic Outfit [200 EP | Discounted for Essence of the Memetic Bard]
You have a curiously revealing outfit that shapeshifts to always be the minimal level of professional/appropriate that is deemed necessary in a given context while also drawing eyes to your best features. This outfit is also protective, always clean, and can be put on or taken off as quickly as possible. It subtly buffs your charisma, and musical abilities, and the buffs increase the more eyes are on you or the more people who are actively listening to you.

Mobile Theater [400 EP | Discounted for Essence of the Memetic Bard]
This is a pocket theater, an item you can fit into your pocket and cause to grow or shrink at will. Anyone on this stage relaxes and gets into character or enters the right state of mind for any type of performance far more easily, allowing them to shine as performers if they have any level of talent in the art form they are showing off. This theather is also as big or as small as you need it to be, fitting in a room or taking up an area as big as a football stadium as necessary,

Essence of the Thief

A Map [100 EP | Free for Essence of the Thief]
This is a small map keyed to your current location: it follows you as you move. You can sync it to other people if you wish, though they have to be present for you to do this, and when you do it'll always show you their locations. You can enter information on a sort of item you'd like and the map will act like a compass pointing you to the nearest object that meets the chosen criteria while helping you stay sharp and detect dangers in advance.

Thieves Fit [200 EP | Discounted for Essence of the Thief]
This outfit makes you virtually undetectable, causing you to not appear to mundane senses and to mundane measures to detect trespassers (such as cameras or laser-based alarm systems), as well as allowing you to know where such measures are located and peer through them.

Thieves Tools [400 EP | Discounted for Essence of the Thief]
An unbreakable lockpick that automatically unlocks things, even magical and electric things, though ones with truly immense protections require a beat to be opened with this (however it will definitely take a fortune's worth of protections to make this necessary). With this, it becomes a herculean task to keep you out of places you want to be, requiring defenses stronger than magic to keep you out.

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.

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.

Essence Thief [400 EP]
There's a trickster roaming around targeting essence entities. This individual can steal essences, and is capable of identifying essence entities at a glance, but it is also an arrogant brat and likes to taunt people so you might be able to force it to give back something it's stolen. Still, this little trickster is unpleasant and skilled and can absolutely steal your essence abilities, even overriding protections they'd normally have, due to the powerful nature of this trickster's powerset. Vendors don't like this asshole either, so there's a chance that you can team up against it if you find someone whose essence entity friends have been victimized, but the later in the jump you try to act the more this gremlin will have stolen, making it all the more dangerous. Abilities stolen from you are naturally restored at the end of the jump, but unless you get them back from the trickster they remain sealed away for the duration of the jump.

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.

-This time, I wanted to create a template. Mission accomplished. Will anyone else use this? Who's to say?

-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.

-There's enough essences in this general vein that another jump can be made in this niche. These are just the ones that felt the easiest to make into origins, perk lines, and item lines.

-Essence of the Master Magician (by Jo Demon, Part 3 of the Essence Meta Network GDocs).

-Essence of the Master Magician

Upon consuming this essence, the drinker will obtain the following abilities.

- The ability to quickly train up to a master level of skill in any school of magic.
- A masterwork Foci for their magic, capable of amplifying all spells used through it.
- A Mana pool capable of fueling any spell with ease and refilling almost instantly.
- Ability to cast spells with ambient magic.
- Able to cast spells far more efficiently.
- Ability to research, create and modify spells
- Ability to enchant items, from simple repair enchantments to might world shaking ones, the greater enchantments require either reagents or massive magical cost.
- Spell countering abilities.

-Essence of the Memetic Bard (by BobtheNORMALguy, Part 2 of the Essence Meta Network GDocs).

-Essence of the Memetic Bard

- By Drinking this Essence you become The Bard yes The Bard bane of DnD campaigns and common sense the multiverse over.
- Aside from the normal abilities gained from being a Bard (DnD or any other fantasy setting, your choice) you gain a number of other powers.
- A subtle anti-fate effect that derails the plans of anything you wish, often in humorous or bizarre ways.
- Charisma the likes of which even inanimate objects or gods will do whatever you wish.
- Good Looks that border on supernatural for your species.
- The ability to somehow always get out of problems or crimes you committed despite all odds.
- And of course a increased affinity to the Bard class/role/job beyond all but the most powerful or skilled of Bards.

-Essence of the Thief (by Capmalachi, not in any of the Essence Meta Network GDocs).

- You gain the power to steal anything. Objects, people, even concepts, if you can name it you can steal it. Steal a man's wallet, steal your favourite celebrity, steal superman's powers, you could even steal the concept of love.
- You can metaphorically steal things too, steal someone's heart to make them fall in love with you.
- You can use anything you steal in any way you see fit, whether you use them yourself or give them out to others.
- While this essence does provide a considerable boost to your stealth, lockpicking, pickpocketing and other similar skills typically associated with thieves, the steal power itself is specifically an actual superpower, you choose to steal a guy's watch and it's then in your hand immediately.
- The power itself is very subtle, but people will still notice pretty quickly if large objects suddenly vanish in front of them.
- You also get a pocket dimension to store your ill gotten goods in. You can summon things from there to you and send things there at will, or travel there with a moment of concentration. You can also choose to send anything you steal straight there. It starts as a featureless, infinite white plain, but you can customise it endlessly by stealing any features you might want from other worlds and adding them to it.

-Big credit to A4 (Emerett, Itō, Beni, etc.) on the Discord for help making the essence citation section a bit more efficient. Appreciate the help homie!