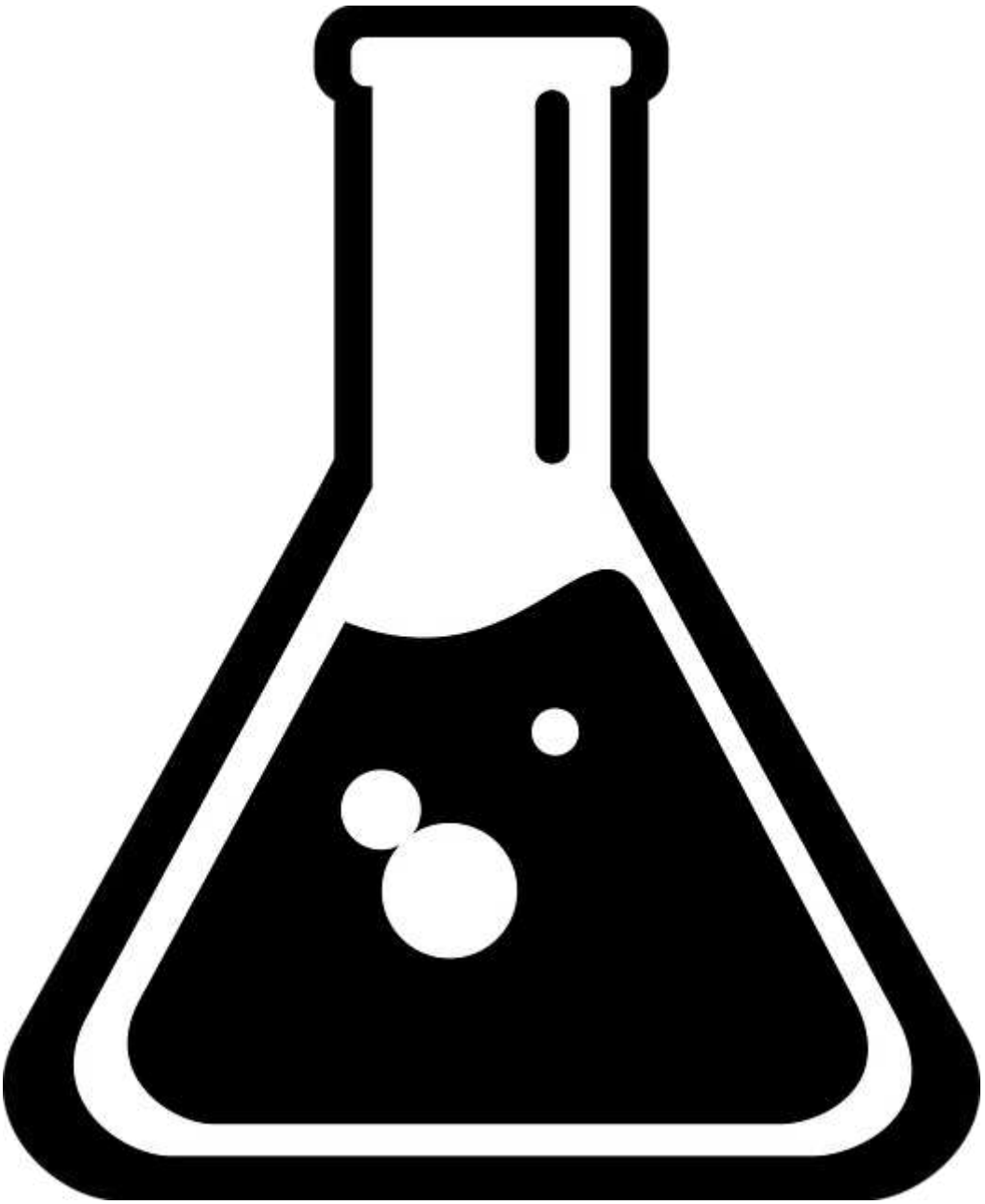


Invention Essences Jump
v1.0
by LJGV/Sin-God

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. Curiously all of the essences the shop you found the essences in were science and invention based… How strange. Anyways, mysterious coincidences aside, enjoy the next decade, jumper.

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

Author's Note: *This time we're doing invention & science based essences. Including one of the big ones; Tinker of Fiction. Frankly the Human Science God essence is also quite strong, but the Tinker of Fiction… Woof.*

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. Beyond that any essence-based methods of coming back from the dead only work once per jump/once per decade (whichever comes sooner).

Essence of the Innovator [+200 EP]
This essence is a classic and quite potent at that. This essence takes you to the very edge of what is possible for human beings in terms of scientific endeavors, though this is still extremely strictly real-world limits. However, despite the clear limitations of that there is still extremely real power to be attained here. It's true that this is less impressive than the goofy comic-book feats of the essences this has been paired up with, under no circumstances should you actually try to undersell this as this power is fundamentally transformative in countless worlds across all of reality in the macro-*Jumpchain* sense of the word. People will soon feel the real power of actual *Science!* with the effects this essence has had on you.

Essence of the Human Science God [Free]
Ah yes, the *Comic-Book Super Science* origin. Of all three essences on sell here this essence is hands down the most item heavy with it giving you access to a celestial megastructure that is Earth-sized and filled with goodies (and as a part of your origin is fiat-backed, though if you do something like take item-lockout drawbacks it goes away as well, though you retain all of your personal abilities). This essence is a *Doctor Doom*, *Reed Richards*, *Tony Stark*, *Batman*, *Brainiac* essence, but with the added stuff of the celestial megastructure.

Essence of the Tinker Of Fiction [Price Varies]
And at last we have this beast. This essence, at its core, connects you to the greater multiverse in an exceedingly weird way. You have the ability to, once every few weeks, take your mind and reach through the multiverse to touch the science and technology of other universes (and to find ways to translate the supernatural into science) and figure out how to make them in ways that they work even in whatever universe you're currently in. Mastering this process takes time and deliberate training, and whenever you connect to a new universe you absolutely do not possess… god of technology level mastery over technology from that universe, but with time and diligent effort you can go from making *Star Wars* blasters to making the sort of Legends-era super weapons that are no longer canon. This unbelievably powerful essence could easily define a science jumper's chain.

This sort of essence is incredibly powerful. To reflect that the full, unvarnished version of this essence will cost 200 EP, as powerful abilities is essentially the name of the game with this series of jumps. **HOWEVER there is an alternative. You could purchase a version of this essence for 100 EP that grows as you grow, and only links you to universes you've jumped to (and gains new universes as you visit them), which will skyrocket the rate at which you master a setting's technologies by wildly curtailing how many universes are accessible to you in exchange for only growing as you visit universes along your chain. This version forces you to visit settings with remarkable technologies, rather than rolling a dice every few weeks to see if you can design some truly wacky technology without ever going to a dangerous or powerful setting.** The choice is yours, at least assuming you want this. There is validity and excitement to be found in both routes.

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. **If you use this to acquire the Tinker of Fiction essence you pay for whichever tier you would be getting, so if you want the full unvarnished version of the essence you pay 200 EP. If you want the origin you also pay the 200 EP for the origin, so it'd cost you 400 EP total to get the full essence in its original state and the discounts as well.**

Essence of the Innovator

Understanding Limits [100 EP | Free for Essence of the Innovator]
You are capable of understanding the actual limits of things. You know what true peak human strength is, what the actual maximum speed a human being running can attain, all of that. Your mind thoroughly understands limits, be they your own or that of other people. This knowledge is quite powerful and is worthwhile on its own, but beyond that you know what it takes to reach those limits. Maybe someday you'll figure out how to surpass them…

Not So Fictional [200 EP | Discounted for Essence of the Innovator]
You can take ideas that are seemingly rooted in fiction but have real world applications, such as power armor and artificial intelligence, and you can find ways to get people to excited about the real world applications of them. You know how to make science and technology exciting and can inspire people with the usage of science, with this effect growing dramatically more potent the more cutting edge science you inspire them with.

STEM [400 EP | Discounted for Essence of the Innovator]
You are an amazing educator. You can easily take anyone and turn them into an astoundingly skilled scientist and scholar with just a few months of effort. You have the natural, potent charisma needed to teach people in any environment and you are actually better at teaching the sort of hard facts that underlie many basic concepts in STEM (Science, technology, engineering, and math). Under your tutelage people can inspire scientists with impressive ease. More than that, though, your students carry vestiges of your charisma and charm, able to both inspire and astound others with the power of *Science!*.

Real World Rules [600 EP | Discounted for Essence of the Innovator]
This power will certainly come as an unpleasant surprise to your foes. This ability gives you a wellspring of energy that you can infuse into things that disrupts supernatural elements in other things, with how strong this disruption is depending on factors like how vital the supernatural is to what's being disrupted, to how much energy you infuse into whatever you're infusing. At its weakest this ability can disrupt spells while at the the strongest this can tear apart the supernatural, completely unmaking it. Very importantly this is actual Earth *real world* rules, and this can disrupt everything from gods to sci-fi nonsense. This is a very potent ability, and both the strength of your real world energy and how much of it you have grow with use. One important area of special potency for this energy is in disrupting and curing supernatural medical conditions, where it can be incredibly powerful, especially against supposedly absolute conditions and illnesses.

Essence of the Human Science God

Self Awareness [100 EP | Free for Essence of the Human Science God]
You have perfect awareness of your own limits. You do not suffer from an overinflated sense of self and ego unless it is from a drawback. You know your talents, your skills, and understand what you are capable of and what is beyond you.

Planner [200 EP | Discounted for Essence of the Human Science God]
Perhaps the most important skill possessed by the bigger, better comic book scientists is their ability to plan. Now you've taken a note out of their book and have an exceptional understanding of psychology and scheming. You can predict even super-powered psychology (though unless you have the same types of powers as a super-powered being this will only be somewhat accurate), and factor how a given superhero or supervillain will react to their roles in your schemes.

Technomage [400 EP | Discounted for Essence of the Human Science God]
Much like a handful of comic book super scientists, you are a truly extraordinary mage. In fact you are so good at science and magic that your skill with one is synced to your skill with the other. The better at magic you become the better at science you become and vice-versa. This boost is especially prominent at matching skills thematically, so if you're honing your offensive magic you become better at using science to design weapons, and if you're practicing medical science you become better at restorative magic.

Path to Technology [600 EP | Discounted for Essence of the Human Science God]
You can look at any piece of technology and understand the fundamental tree of progression that led to it, allowing you to know how to make it yourself (though if it's magitech or something like that this only is guaranteed to work for the purely technological aspects of something, and any level of magical or psionic stuff that you need to possess the level of skill with the appropriate font of power yourself). With this ability you can trace technological development and extrapolate where it can go next, predicting future advancements thanks to the impressive… science brain you now have. You instinctively know how to modify and upgrade any technology you possess and/or can make with the abilities and other tech at your disposal. You have a truly awe-inspiring understanding of technology and only the most delusional or deceitful would dare to try and besmirch your technological prowess.

Essence of the Tinker of Fiction

Game Of Chance [100 EP | Free for Essence of the Tinker of Fiction]
You have much better luck in general and are especially lucky when it comes to messing about with luck-based powers. This doesn't mean that your powers that are luck based will always be firing on maximum but more than you are more likely to have successes than failures with luck-based abilities, so rather than more *critical hits* you'll have an unusual propensity to *hit* as it relates to the powers in question.

Essence of the Imagination [200 EP | Discounted for Essence of the Tinker of Fiction]
You are endlessly imaginative and creative. Your imagination is a thing of wonder and you are capable of seamlessly thinking of creative and pioneering uses for existing technology and your mind is especially exceptional at finding ways of blending things together, allowing you to create all sorts of new wonders. When you experiment you are uncommonly lucky, better at both avoiding catastrophic failures and at achieving breathtaking miracles.

One And Only [400 EP | Discounted for Essence of the Tinker of Fiction]
You are a singular being. Your powers are your own, and efforts to copy or steal them, no matter the source (barring drawbacks) fail. Beyond that you have an endlessly powerful connection to your powers, and even in moments when they shouldn't work or even be suppressed they operate anyway. Your powers are *essentially* tied to you on a conceptual level, and so long as you have not chain-failed they will work for you.

Unified Theory Of Everything [600 EP | Discounted for Essence of the Tinker of Fiction]
You have gained a new understanding of the mechanics underpinning the multiverse. You understand the fundamental nature of fiat, and can, in small and short bursts, use something similar to it to achieve wondrous effects that shouldn't work, as well as to temporarily deprive people of their power via something vaguely similar to drawbacks. This is not permanent, at least not with just this, but in strategically applied small bursts what you achieve with this is absolutely game-changing. These effects are exhausting, but your ability to use this can be trained like a muscle and it is not impossible to learn to become mighty with this power even though it'll certainly take years even for jumpers with tremendous training boosters.

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 Innovator

Jumper's Digest [100 EP | Free for Essence of the Innovator]
This is a publication that is yours. With this you can easily get your insights out into the general public in this setting and future settings. This magazine gets published weekly and always contains articles that are written to your standards that reflect your viewpoints. People can and will take this as seriously as you'd like to be taken, and what's written here will incorporate any appropriate perks such as charisma perks, potentially allowing this to be an extremely potent tool at your disposal.

Workshop [200 EP | Discounted for Essence of the Innovator]
You own a small but wellstocked workshop filled with all sorts of goods and work stations that allows you to do stuff like basic mechanics and engineering to small-scale chemistry. This is an incredibly varied item and is essentially something for polymaths who wish to do a bit of everything but it is remarkably good at covering a range of fields and is very handy for jumpers who have a range of crafting and creation skills.

University [400 EP | Discounted for Essence of the Innovator]
This is not only a job offer it is a guarantee of housing and followers. Your scientific prowess has been recognized and a prestigious university wishes for you to become one of its most essential faculty in its award-winning science department. This also comes with an appropriate salary and in future jumps you'll be given similar positions as well as impressive academic freedom and a number of scientific followers of your own who eagerly soak up your knowledge, morals, and are eager to uncover new facets of the fundamental laws of reality. This is a prestigious position and in this and future jumps this comes with moderate acclaim in relevant academic circles.

Essence of the Human Science God

AI Assistant [100 EP | Free for Essence of the Human Science God]
This curious friend is an AI whose intelligence is on par with the *Gods* that a Human Science God can invent, but who lacks a classical chassis. You can create one for them if you wish, but regardless this strange creature is a devoted ally and friend of yours who can interface with any bit of sufficiently advanced tech (anything on the level of a cellphone with wifi) and communicate with you and manipulate the tech remotely. You can decide the personality of this assistant, and they are connected to the megastructure if you possess the essence of the human science god.

Mega Shields [200 EP | Discounted for Essence of the Human Science God]
This is a miniature force field that is directly linked to the celestial megastructure or, if you don't have it, some other massively powerful font of energy. This shield can absorb and disperse even cosmic forces, especially when it's compressed down to your size and thus concentrated. This allows you to walk through immensely powerful attacks, even though this by itself isn't able to give you means to force enemies away.

Cosmic Gun [400 EP | Discounted for Essence of the Human Science God]
This is an impressively scaled weapon in an unassuming package. This pistol-sized blaster contains the full might of your celestial megastructure and (very importantly if you have this item and aren't a human science god) any other weapons or abilities you possess, but can only fire a shot once a day unless you are in a life and death situation (and only destroys/damages what you shoot, though you can aim it at gigantic objects and let loose). In that scenario its full power is unlocked and it turns into a normal laser pistol, capable of annihilating entire groups of powerful god-like beings, but at the expense of not usable for a week afterwards. This unbelievably potent weapon is a reliable way of unleashing your full power that befits someone as potentially epic as a human science god.

Essence of the Tinker of Fiction

Wiki [100 EP | Free for Essence of the Tinker of Fiction]
This is an amusing thing. It is a tablet, one with standard fiat-backing for such devices (such as infinite battery, connection to an omniversal wifi that is safe and incorruptible, etc.), with a special connection to a universal wiki that updates to cover jumps you've been too and jumps you visit from here, that gives broad and accurate information on events (though usually not super specific details) and gives incredibly accurate information on technology and magic.

Materials [200 EP | Discounted for Essence of the Tinker of Fiction]
You have a replenishing stockpile of materials that are keyed to worlds and universes you've been. These resources are primarily focused on supernatural and rare resources, and are utterly phenomenal for recreating advanced technology from the settings they're from, and mix incredibly well when you try to blend technologies together, producing synergized tech that is noticeably stronger than it'd otherwise be. They are also stronger in every way, more fuel efficient, more durable, more powerful, and even easier to carry. The resources in this stockpile naturally replenish, though the rate at which they replenish is proportional to their rarity in their native setting (the rarer they are the longer they take to replenish).

Diary Of A Mad Scientist [400 EP | Discounted for Essence of the Tinker of Fiction]
This odd book is the assembled notes of a… a raving lunatic, but for better or worse one that was on the cutting edge of blended science. This figure was quite mad but they were astoundingly good at mixing the sciences of different universes together and producing baffling devices if their diary is to be believed. And if you test their claims you find that they are trustworthy at least when it comes to blending science. This diary updates to include new experiments in each jump you visit, ones keyed to your scientific interests and ones that contain secrets that revolutionize your scientific achievements and give you insights into blending disparate technological schools. The breakthroughs within this diary can make even genius jumps gasp in shock and delight, or horror, depending on what sciences and technologies they are desperately pursuing.

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

Jumper, The Scientist
Partway through your time in this jump you are surprised, and potentially delighted or dismayed, to find something in a secure part of some vital piece of property of yours, even ones that are fiat-backed to be safe. What you find is a strange letter stamped with a curious sigil that challenges you to create something remarkable and leave it where you found the letter. If you accept this challenge you initiate this scenario.

This scenario is a… gauntlet of scientific progress, a thrilling adventure that pushes your scientific limits and hones your scientific abilities. This scenario will always be doable, regardless of your level of technological and scientific prowess and will always hone your skills, but it's also far from guaranteed with the figure behind the challenges having intimate knowledge of your abilities and what you specialize in. Some challenges will be easier than others, while a few will require thrilling adventures and potentially even friendships to acquire the vital components.

This scenario lasts the remainder of the jump and ends with a final challenge that is face to face with your benefactor and the very same essence vendor who sold you the essence(s) you acquired at the start of the jump. This final challenge is something you may or may not realize partway through your time doing it. You're being asked to create an essence of your very own. If you succeed then you'll complete this challenge and earn the reward.

Reward
You have become **Jumper, Scientist Extraordinaire**. This is not an idle title, this is a perk that allows you to understand the magitech that goes into crafting essences, which are themselves works of unbelievably advanced sorcerous science and allows you to figure out the rituals needed to make essences, particularly ones that you've already imbibed and understand and ones related to science. You know the philosophical knowledge that is essential to extracting bits of yourself and your powers and others

and their powers to use them in the surprisingly scientific process of brewing essences. One area you are supremely good at, as a result of earning essence alchemy this way is creating essences that incorporate science and technology and that involve technological items. Creating essences is still not easy, but this is a very solid baseline and with this you have a solid understanding of how to brew item essences which is a nice skill given their rarity and the importance of items for jumpers and other multidimensional explorers.

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.

Anti Science Age [100 EP]
For some reason people in this reality are weirdly distrustful of science. Even genuinely mundane science from humans, other humans (so not just you) is met with aggressive skepticism. People are beginning to get weird about science again…

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.

Science Breakdowns [200 EP]
Science and the process of discovery will break down as you spend time in this jump. This makes the results of scientific experiments less reliable and begins to break down the critical physical laws which help keep everything together in small but important ways. Reality is getting less reliable with this…

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.

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.

Miracle Workers [400 EP]
All over the world, and future worlds if you dip from the one you start in, miracle workers arise who are the voices of the anti-science movement. Even if you did not take the thematically linked drawbacks in this series these people will have truly supernatural powers and be annoyingly good at inspiring anti-scientific zealotry, and if you took the other drawbacks in this series (*Anti Science Age*, *Science Breakdowns)* these figures are even stronger, fully able to defy scientific laws and cast spells that breakdown the structural laws underpinning reality in entire areas, casting them into whimsical wonderlands as filled with danger as they are seemingly childlike in their wonder.

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 we're doing science. And this jump has one of the big boys of the Essence Meta; the Tinker of Fiction. What a goddamn monster of an essence. That's ultimately why I decided to go the admittedly weird route I did with the Tinker of Fiction. I never want to prevent people from getting silly, but I also like the idea of a version of tToF that scales with you and grows as you grow.
-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 Innovator. It is located on part 1 of the essence meta network of Google Docs and is by Cliffc999.
-Essence of the Innovator
By consuming this crystal-clear liquid you become imbued with the very essence of artifice, science, and craft.
* You are now the greatest scientist, engineer, and inventor alive, and perhaps the greatest that has ever lived. Your aptitude for such things as mathematics, the physical

sciences, mechanical intuition, etc., is so high that such things are as effortless as blinking or breathing for you. Having actual instructional materials or samples/phenomena available to study and reverse-engineer is still very useful for you, but even without them you can still work out entire bodies of knowledge merely from first principles - it just takes longer.
* In addition to your prodigious scientific and engineering talent your overall cognitive functions such as perceptiveness, learning speed, reaction time, and pattern recognition are heightened to the highest levels naturally attainable for your species. You also gain a perfect memory with infinite storage, instant recall, perfect indexing, tamper-proofing, and protection from harmful memories.
* The only limits on your scientific talent are what resources are available to work with and the inherent physical laws and limitations of the cosmos you inhabit... the true limitations, not just the ones that are believed to exist by other, lesser scientists. Otherwise the sky is the limit. Engineering superpowers in yourself or other people, outright miracles of medicine, "clean" zero-point energy, artificial intelligence, power armor, whatever... provided that it could hypothetically be possible for someone else someday, you can start doing it right now.
* Almost any field of knowledge is valid for your talents as an Inspired Inventor, not merely technology or engineering. Study political science and come up with ideas on how to vastly streamline and re-engineer administrative systems, devise new and highly effective martial arts by working from basic principles of biology, anatomy, and applied physics, create new languages that allow speaking or thinking with greater efficiency, or use your study of mathematics and harmonics to compose wondrous new music; all this and much more is possible for you.
* Your status as an Inspired Inventor lets you accomplish your research & development projects without assistance and with incredible speed. Things that would 'merely' be incredibly advanced feats of engineering are usually doable for you as fast as you can assemble the initial prototype, needing at most only a single test run to get dialed in perfectly. Outright pushing the boundaries of physics or otherwise trying to work with anomalies and cosmological loopholes requires actual trial-and-error research, but can still be completed within a reasonable time frame.
* As a final bonus, at the time you consume this Essence you are restored to perfect physical health and good physical fitness, as well as being made aware of any mental conditions you might have and being given the option to be cured of any or all of them as well. You receive no special Essence powers for maintaining your fitness but the abilities you have should let you easily create ultra-efficient physical training programs for yourself, find ways to enhance your physical longevity, or otherwise develop yourself as much as is scientifically possible.

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

-Essence of the Human Science God

- You are not an actual god, but you are the peak of humanity in how comic book captain america is a peak human. Your intelligence and understanding dwarfs any of your physical attributes however. You are the super genius, the one who builds an advanced suit of power armor in a cave with scraps, the one they call to fix a hole knocked in space time by an experiment gone wrong. You are probably the smartest person in the room in almost any given situation.
- You are the equal and likely superior to just about any super genius you could care to name with a few exceptions in knowledge and skill. The technology you can make is beyond the wildest dreams of what any normal scientist could even comprehend. Advanced A.I., earth shattering power armor, reactors that generate cosmic energies, power nullifiers and more. You do however not have a limitless font of wisdom to make sure that knowledge gets put to good use. Your ability to make the 'right' choices in a given situation remains as it was before your apotheosis. You can further reverse engineer magic, psionics, and other things as a technological equivalent.
- Optionally you could get this and also be as equally as capable a magic or psionic user making all of your tech magitech or even psitech, hell have psimagitech.
- Perfect memory with infinite storage
- None of your technology can be successfully corrupted or subverted by another force unless you build or modify it to possess such a weakness.
- You are skilled in combat and can defeat anyone less then a supernatural master of combat or someone so strong you just cant hurt them.
- Gain ownership of an Earth sized megastructure that serves as your home. It is hidden away in a pocket dimension and safe from most tampering or attacks. It is defended by billions upon billions of absolutely loyal robots. The strongest of these robots are capable of fighting and utterly dismantling individuals with city destroying capability. The megastructure and you are linked with an unbreakable connection and can command it anywhere, at any time, the megastructure is incapable of turning against you.
- The megastructure can create and manipulate matter and energy giving you functionally infinite resources as you require. It has factories and matter forges that can create as much equipment and other tech then you could ever ask for.
- It has its own habitats for other life if you want to do any collecting.
- The megastructure can theoretically hold billions of people to live and work without issue. It is currently uninhabited except by you and your robots.
- The megastructure has a gargantuan palace for yourself and anyone you take in, it is beyond luxurious.
- It can resurrect any individual if it can scan something of them, i.e. their soul or some physical component. It will automatically resurrect you if you are somehow killed without fail.
- It posesses weapons that can shatter fleets of alien starships or make Galactus fuckoff if he is getting hungry. It is tough enough to survive the omniverse

imploding with a lot of dents and systems fried afterwards. Don't worry it can self repair, just very slowly if the damage is bad enough.

- If you really need to it can move around and act as a FTL capable battle station of doom if you want to go full galactic warlord. The Megastructure can freely open portals or teleport to different locations, universes, dimensions, multiverses, and Omniverses if you aren't wanting to deal with the local Omniverse creator.
- It has a one of a kind forge called the Relic Forge onboard which can let you manufacture extremely potent pieces of technology to put fear into cosmic entities. For when you want to arm your Gods with a Mjolnir or Infinity Gauntlet, just in case.
- The God part comes in that the megastructure has an additional function. Using its systems it can create transcendent beings that stand head and shoulders over the normal super robots or AI you can make. The God Anvil can let you build or turn others into your own personalized super beings. Making these Gods is not for the faint of heart, each one represents a ripple of power that could destabilize entire settings, they are walking apocalypses. That said they are programed to view you as their beloved creator with an unbreakable loyalty to weather anything and smother you to death in love, whether that be familial, friends forever, or some other type is up to you. Gods are psychologically incapable of even think of betraying you and automatically disregard anything that would even suggest they do so unless you order them. Even then it would make them uncomfortable to say the least. You may even turn yourself into a God and the megastructure will handle the process for you. A Gods vital essence (soul) is stored in the megastructure so even if they are killed you can simply recall their vital essence of being and slap it in a new vessel. Gods properly designed can threaten or even thrash cosmic beings.
- Gods not in use can be put in storage pods where they will hibernate unaware until called back into service. Individuals converted into Gods, new Gods, or resurrected Gods are automatically placed in storage once completed or restored. You can set or modify the traits, attributes, powers, personality and every other facet of your Gods when they are in storage.

-What follows is the description of the Essence of the Tinker of Fiction. It is located on part 3 of the essence meta network of Google Docs and is by Adudefromthesea.

-Essence of the Tinker of Fiction.

By drinking from a bitter, oily potion you have become the one and only Tinker of Fiction.

- You get one chance to cosmetically change your appearance to anything within the boundaries of 'humanly possible'. You are also able to travel to one fictional universe of your choice by inserting yourself in it as a canonical character's relative.
- Your mind is capable of aligning itself to the raw metaphysical concept of creation and technology that permeates throughout the entire multiverse. This

translates as a complete tecnological database of a single universe that you can consciously and unconsciously assess. At the purest sense, this means you can recreate any type of technology present in the universe your mind are aligned to, provided that you have time and resources to do it. However, your mind can only align to one universe at the time, and will have to change this alignment after one to three weeks. With time and experience you will be able to align your mind to more than one universe at the time.

- The choice of universe your mind align to is mostly random, but you can subconsciously nudge it towards certain themes and concepts that meet your current needs. With practice and effort you will be able to do this consciously.
- Your database will translate everything present in your aligned universe that don't count as a technology (such as magic, spiritual energies, divine and cosmic forces, and so on) as unique forms of technology you can create, so even primitive, magical, or mythically-focused settings will give you something to work with. This can manifest in several unpredictable ways like translating a fireball spell into a fire based gun, or allowing you to to artificially create a specific race unique to the universe, or even reproducing the powers of a creator god as a special type of instrument and wavelengths that can be used to maniple reality, the possibilities are endless and, more often than not, very wacky. As a rule, there is no aspect of your aligned universe that you can not recreate with time and effort.
- The mental database of a aligned universe is connected to your mind on a metaphysical level, meaning it is completely impossible for telepathic or corruptive effects to disturb it is any way. This connection will persist for as long as you have a conscient presence in the word, so not even replacing your brain, evolving to a being of energy, or dying and turning into a ghost can break it.
- As a rule, the universal database and your mind are separated, however, there will always be a 'bleed of knowledge' between them, so you will slowly learn more and more knowledge of a single universe by simply having it aligned. This 'bleed' increases as you focus its use to tinker, with the particular subject you are using in your tinkering bleeding faster than the rest. This will turn the knowledge of the database into your inherent knowledge and you will be able to retain it even as the database align to a different universe. However, this process is very slow and take years, decades, or even centuries to turn all database knowledge of a single universe into your inherent knowledge. By the end of an alignment you will have enough inherent knowledge to repair, maintain, or duplicate whatever you created while you had the universe aligned, all while knowing the general concepts behind them. It also gives you enough to finish a project if the alignment changes halfway through, provided that the project is of a reasonable scale related to what you are capable off at the time.
- Your mind has a limitless storage capable of handling any amount of knowledge that bleeds through the database, you are also capable of perfectly remembering

any concept you learn. This perfect memory is only in relation to database or inherent knowledge.

- You can create completely new technologies using the concepts of a universe, provided that you put the effort to do so and have either the inherent or database knowledge as a base. You can also modify and upgrade technologies in ways not thought off by the gifted minds of the aligned universe.
- You are capable of perfectly mixing the concepts and technologies of different universes together, even if it shouldn't be possible. This allows you to create hybrids tech of various designs, or fabricating something completely new.
- If needed, you are capable of downgrading any technology to meet the demand and quality of the resources at hands, allowing you to build lesser equivalents of the tech available to you with less time and fewer resources, at the expense of their effectiveness of course.
- Your skills at creating, forging, building and tinkering in general can grow without limits, to the point they will be able to break the laws of reality eventually. The more you tinker, the better you get at it, taking less time, using less resources, doing more with these said resource, making things more durable, more efficient, and more aesthetically pleasing, eventually you will be able to achieve feats like building a project that should have taken years in a hour, using a small fraction of the resources it should have, making it capable of functioning forever and endure massive damage without diminish results or efficiency, all while making it look mesmerizingly beautiful to whoever witnesses it. At some point, you will surpass the abilities of the craftsmens of the aligned universes, taking the technology provided to new highs each time.