Essence Jumpchain

Well now those Essences from that Essence Meta look mighty fun and attractive, don't they? Sure would be nice to be able to get those as they have things that cannot be found anywhere else. Now there are a few caveats here. You will be here for at least ten years.

Rules

1. The highest power level you can gain here is casual galaxy busting and creation though that imposed limit lifts after the chain ends.
2. Any Omniversal travel abilities you gain cannot give you things found in Jump Docs and you cannot use those abilities to interfere with another Jumper.
    a. They cannot allow you to go to other jumps but you can visit the setting they are based on and they can let you visit your birth universe for 1 week on 1 week off. Though your week at home doesn't count towards your Jump time.
3. You may get that Essence that allows you to create new ones but until the end of your chain you are limited to creating ones with powers that you have yourself.
4. Nothing will let you overpower Jumpchan.
5. Nothing will let you bypass drawbacks or gauntlets.
6. **Here is 1000 CP**

The location

Any setting you desire considering many Essences have a way to travel through the Omniverse.

Species

Make something up. Feel free to grab species stuff from other jumps. There is no possible way you can surpass the things that Essences can grant you. Just remember the Rules above.

Perks

The Word Free

Quite often you will need to explain things to new beings so that they will know what you need them to know simply by speaking a word and infusing it with the meaning, such as [illegible] the people who hear it would know everything you meant them to. As this goes beyond mear language into a fundamental concept you will be believed whenever you use this. This can be used to teach though for the lesser evolved. I would advise breaking up the lessons into smaller chunks.

As Time Passes Free
Time can grind down even worlds to dust. To say nothing of a mortal or immortal mind. Not so for you anymore. Life will always be fun and enjoyable, losing nothing to time a trillion years could pass and you could still remember the taste of the last sunday dinner you had with your family and the names of all your friends and extended family that you left in your original world. You will always be able to keep up with the changing times should you so wish. You will find the same enjoyment and pleasure as the first time you experienced it. As a side benefit your skills and memories will never degrade though for fun you may choose to seal them away for a time though if ever needed to save you or yours they will unseal themselves in plenty of time. As well as no matter what kind of knowledge or information you learn it will never cause you harm to know or use, infinite mind storage and indexing is yours. Free agelessness.

Custom Background Free
Quite often you will enter new worlds this allow you to choose how you set up your life. From the specific family and their personalities. Even when traveling to new worlds/realities within a jump you may choose to have your businesses set up there making them complete with paperwork and utterly untouchable by the governments. If you already have advanced tech or businesses you may have them run by your family and such. And lets you gain new alt-forms as needed.

Soul Creation 50 cp
Many times have mad doctors and scientists attempted to create true life. However they all lacked a key component - the soul. Their resulting creations were thus usually soulless golems devoid of that unmistakable spark of life. For you, this isn't an issue. By purchasing this perk, you have gained the ability to freely create new souls from nothing and without limit. You can freely choose to endow others with these souls, bringing life to a robot or animating objects that should by all rights be inanimate.

Full Science database 50CP 1 Free
A complete database of any setting or can even be of your own design can be bought multiple times This may be from any setting, You have at the very least a rudimentary understanding of the concepts behind some of the tech. The best part is that this will show you step by step on how to build up from nothing to whatever you wanted to build.

Custom Magic/Gamer System 50CP 1 Free
This is a complete system of your choice and design. Now you don't have to fill in every little detail you can just give the broad strokes of it should you desire. While you will not be an instant

master of all skills and spells you will gain both the knowledge of them and how to create your own magics and skills. How this can be passed on and how the power grows is up to you. Each purchase also gives you a free **Power Granter Device** for whichever system you make.

End Goal of Science 50cp
So many times do you have a great idea but have no way to make it a reality. Whether that be designing a mobile game, the ultimate AI, inventing a device that can upload a person's mind and soul into a video game, how to make a FTL that can cross galaxies in minutes or an omniversal jump drive complete with sensors, or at the top end making a pure science device that creates a universe out of nothing. This will tell you how to get there depending on what you already know. Granted you might need to make the tools to make the tools and such nor does it help you get any needed materials. Step by step from starting on a virgin planet if needed. Now until you have actually completed that step you don't keep the knowledge and this comes with perfect infinite memory, indexing, ability to learn harmful knowledge, and the ability to hide your knowledge and the ability to seal your knowledge/skills/abilities none of which will ever cause you harm directly or indirectly.

Copy person edit during. 50CP
You now have the ability to copy anyone complete with their memories and powers should you be able to touch them. At default they are completely loyal to you; they will spawn right next to you though this can easily be changed by selecting a spawn point for them or just saving the template and spawning them later.

Magic Video Game 50cp
A very specific school of magic that you created whole cloth that no matter a persons' or species ability to use magic otherwise they are able to use this and can possibly lead them to gaining an affinity to other magics. This allows you to play and design games for fun and profit. From handheld to free floating magic screen to full immersion VR it can do it all. Even converting mechanical equipment such as pinball machines to our modern day games. Games are made and sold in a small card shape that once a person uses they learn the spell form for that game. Yes you may even use an advanced form of this spell to convert another form of media such as books or movies into AAA quality games.

Vast as the Cosmos 50 cp
Quite often it would be very useful to be in many places at once well now you can! Not only can you make as many clones as needed but you control them all, your mind expanding without limit and without problems. Distance is no matter as let alone anywhere in the same universe these clones can be in different realities. Hell at the end of each jump should you wish you may leave a clone behind and time will continue on in that reality. Any training or gains made by one clone is shared by them all. Nor do all clones have to be in the same Alt-Form. Though only 3 can participate in the same battle at the same time.

Many Times Like The Present - 100 cp
You are not a being of linear time, Jumper. Like some Old Gods and a certain naked blue superhero, you experience the entirety of your timeline as the present. From other people's perspective you can act in the past, present, or future as if through time-travel, but from your perspective the timeline is a book you have already read and to which you can make changes to any page you are involved in, with appropriate changes propagating beyond that point. Changes in time no longer change your mind, only your physical condition at that point in time, and avoiding or countering linear time-travelers is easy. Altering the course of history would be no more difficult to you than writing a fanfic... assuming you're the only being that can thus act. If multiple beings with such abilities exist, the timeline settles at the result of your collective interference after any clashes are resolved. Be careful though, for this perk makes you neither omniscient nor immortal by itself and making mistakes is still possible.
This perk is limited to the timeline of a single jump at a time until post-spark, and even then can't be used to change previous jump builds.

Items

Essence 7 per 100 CP
Now you may grab any premade Essence for 7 for 100cp. For a single additional 100cp you gain the ability to create the ones you bought at will. Though until your own chain is done or you Spark the ones who drink yours will have to deal with the same limitations.

Flavors (Free)
You gain a bottomless jug of each Essence that is bought. Now these do ***NOT*** grant whoever drinks them the Essence's powers. Rather these are just for the fun flavors of the various Essences.

Essence Creation 100 CP
Choose from the Essences already made or make one such as the following. You may also choose to create Essences that let you goto and grant you powers of settings that do not have jumps yet. Look to Essence of The Land in the Essence Meta for an idea on this.

Essence of Relaxation
Ahh merely by being in this Essence's presence you feel all of your worries and cares melting away.

- You gain a large pocket realm roughly the size of Luna.
    - This place is very special in that it exists outside of Space and Time. Even should the infinite Omniverse itself cease to exist, this place alone and those within it would survive without worry or care.
    - Within time passes as you wish.

    - It has all environments that you might find relaxing, from an isolated mountain lodge to an all inclusive beach resort or even the ultimate theme/water park.
    - They are all staffed by attractive and willing staffers.
    - While here all you choose to be are immortal.
    - While here you can exert your will over this place as if on over god.
    - Has its own Afterlife of your design. That you rule if desired, and may step in and out of with others at will.
    - With time and effort you may increase the physical size capping out at a planet the size of the Milky Way galaxy.
    - You may choose during the drinking if there is any kind of magic or gamer systems running the place.
    - Quality of eternal life.
    - Nothing can harm you here, stop you from coming here, or enter without your leave.
    - Has a complete copy of all forms of entertainment and should you wish to play multiplayer there will always be enough people online willing to play.
- All resources and other items such as food/drinks are never ending.
- You may invite family/pets or other people here even if they are long dead, you have never met or they are fictional.
    - They can live here until removed though they don't become companions until imported into a jump.
- The staffers species are up to you; they can be a known but not encountered species such as Asari or a species you make up such as a custom shape shifting dragon species.
    - You may even find analogs of famous, infamous and fictional people among them.
- Should you ever become disabled, permanently trapped, die or otherwise become incapacited you may choose to reform here instead.
- Once here you may open portals to wherever you desire in the Omniverse
    - Only limitation is that none can *enter* a specific timeline before the last time you left it.
    - Should you enter a reality that has powers/magic/psionics/gamer systems you will always find yourself gaining such abilities at a level with the top 0.01% and a cheat ability to help learn.
        - These powers will never conflict with any of your other powers, nor will they ever cause you harm directly or indirectly.
    - The size and shape of these can be as you desire even connecting 3-7 different places. Yes, that means you can weaponize them.
- Perfect memory, with infinite storage, perfect indexing, protection from harmful memories and the ability to move memories into hidden storage, replacing them with a mental note that you have done so and can restore them at will.

Essence of the Afterlife Elder God-King

Cold and wispy you can hardly tell if you drank something or not if it hadn't slacked your thirst like nothing you had ever encountered before.

- First, you are a god that comes with some perks (note the small g). First, you are a god and thus immortal and as you age you will grow in power, the more souls in your afterlife the faster the growth. Second, you may choose how you look down to the smallest detail, and in the future you may become any race that Grace's your afterlife.
- Your Domain is the Afterlife, so you are going to need to be able to control your new Domain, so, by default, you will know where everything and everyone is and what they are doing within it. If any one is trying to escape, or your minions are goofing off. You may also control all aspects of your Domain including passage of time, or splitting off sections and molding them as you will.
- As the afterlife has lots that need to be taken care of, you gain the ability to perform the same task repeatedly for thousands of years. If nothing interferes with your work or exceeds your set parameters, you can complete the task automatically, while you focus on more important things. Tired of busywork? This makes even the most mundane task a breeze. You can also summon any of your minions as needed.
- You can inspire the mortals in various ways to help them along. Should you choose to devote a portion of your power you can really accelerate their speed of progress.
- You may create angels of various ranks and demons and devils to implement you will.
- As you deal with souls you can see all the Good Deeds and Sins a person has committed in their life.
- Bringing others back to life any time or place even if their souls were completely erased from existence
- You can buy and sell anything through contracts, classes, youth, souls, someones firstborn, the ability to use magic as long as it is of a school you know.
- You now have a religion designed to your will that has priests(ess) that you choose can follow you into new jumps so you have consistency. It was of moderate size and will be accepted in new settings
- You canconvert the souls you gather to angels, archangels, demons and devils. With this you can instead create them whole cloth and perfectly loyal as well. You can have them grow in power both from doing their duties and over time as well. You may choose this on an individual basis or in groups.
- As a god of the afterlife the more souls, and how powerful they are impacts directly on your power gain. A hundred million or so a more powerful god. A few billion or so an elder god. A few trillion or more you are talking comic elder sky father level with all that entails.
    - You also gain power more quickly the more worshipers you have.
- What doesn't kill you makes you stronger, as does what kills you. Should something kill you, you gain a strong resistance to it the first time and an immunity to it the second. Also as you're a god of the Afterlife you can self resurrect from the Afterlife as many

times as you desire whenever you desire. And as long as you do before the end of the jump you can continue on your chain.

- You gain an Iconic item
    - This is an item you are known for it could be a scepter, a form changing weapon, a cape/cloak/outfit. Whatever it is you may design how it looks down to the smallest detail. It is both a perfect channel for any of your power amplifying the by a factor of a hundred. It's also a perfect receptacle for your energy storing it without limit. Can manifest multiple forms at the same time, though this does not increase it's overall power.
- Your Afterlife is yours and you cannot be overthrown in it.
    - No matter how powerful the souls are they cannot harm you.
    - You get your own Afterlife starts at a the size of a Austerila and can expand infinitely as you desire.
    - None can invade or overpower you in your afterlife.
    - You may choose how physics works within and what kind of resources it may have changing these at a whim.
- You may raise others up as gods under your aegis and members of your pantheon or not, granting them domains as you choose.
- As Death is a omniversal constant so are you. You may travel anywhere in the Omniverse even places that did not exist before you traveled to them.
    - Your afterlife expands to all these places and not just these but any parallel and mirror realities that are near them and so forth.

Essence of the Bazaar Elder God-King

Tastes like heavenly exotic spices from far distant realities.

- You gain a large self contained Plane outside of time and space roughly the surface size of Jupiter.
    - You can forever shape and modify this place at will with no limit.
    - Has its own Afterlife of your design. That you rule if desired, and may step in and out of with others at will.
    - While here you cannot be trapped, harmed, depowered or overthrown in any way shape or form.
    - Here All are capable of understanding each other. As well as crossbreeding no matter how biology or reason might say differently.
    - You may, at will choose and change how the sky looks.
- This place is a vast market that you rule over and the merchants here know that they survive and ply their trades at your whim.
    - All from the Arch Deity of Eternity on down agree that this is a neutral territory and that those they empower must abide by your rules.
    - You may decide who trades and what and you get whatever kind of tribute you desire.

    - ***Anything*** can be bought and sold ***anything***, souls, characteristics, youth, ability to wield various magics, copies of a person's abilities/powers ect., worlds, dimensions even godhood.
        - You may choose what qualifications people must meet to buy or sell such things.
    - If you desire a store that sells a certain product or service, merely make a note of it and sometime soon someone will approach you or your factors to open one up.
        - This includes shops selling the granting of magic systems
- Once here you may open portals to wherever you desire in the Omniverse
    - Only limitation is that none can *enter* a specific timeline before the last time you left it.
    - Should you enter a reality that has powers/magic/psionics/gamer systems you will always find yourself gaining such abilities at a level with the top 0.01% and a cheat ability to help learn.
        - These powers will never conflict with any of your other powers, nor will they ever cause you harm directly or indirectly.
    - The size and shape of these can be as you desire even connecting 3-7 different places. Yes, that means you can weaponize them.
    - Besides your own personal ability to open portals you may choose how easy it is to reach your plane on an at will basis.
- Should you ever become disabled, permanently trapped, die or otherwise become incapacited you may choose to reform here instead.
- Perfect memory, with infinite storage, perfect indexing, protection from harmful memories and the ability to move memories into hidden storage, replacing them with a mental note that you have done so and can restore them at will.
- Now for the God-King Parts.
    - Now First off those things that attack gods such as specific wards/barriers or weapons you do not count as one. Or if you wish you may Seal that specific targeted part away.
    - You gain 11 Domains these can be anything from Fire to Gaming.
        - Within your domains your power is absolute and your domain cannot hurt you.
    - You are Immortal, can choose and your looks and age as desired.
    - While worshipers can enhance your power you do not need them.
        - Those who have pledged themselves to you their souls come to you when they die and nothing can prevent this. You also gain a small afterlife that grows as needed.
        - You can easily empower your followers besides things to do with your Domains, longer life and
    - Can grant others temporary or permanent Blessings and powers that fall under your Domain.
- Think comic Cosmic level Marvel Odin without the need for Odin-Sleep.

    - Destroying Galaxies in a 1v1 fight could be considered average collateral damage.
    - Creating solar systems at will complete with the Cycle of life is something you can do on your first day and only grows from there.
- You can raise up others as gods into your Pantheon, granting them domains.
    - They will never betray you, and you can remove or bind their powers at will.
    - These can even be wholly or partly people we would consider fictional.
    - A pocket Plane for your Pantheon, think Olympous or Asgard
- A shifting Weapon or item that can store without limit the power you generate as well as enhancing your own powers.
    - Can absorb other items
    - This can kill anything even abstract concepts such as Death and if that something was needed to keep the metaphysics of where you are at the time running they will continue on as normal.
    - What you kill with this makes you stronger, granting you the knowledge, and everything about what you killed.
        - These stolen powersabilites/skills/knowledge/memories will never conflict with any of your other powers, nor will they ever cause you harm directly or indirectly.
- You gain power more quickly the more deals you make and worshipers you have.

Essence of the Crime Drama

Tastes like the best coffee in the omniverse.

- You gain an unlimited untraceable bank account that is guaranteed to not cause economic problems no matter how much you use it, unless you choose to that is.
- Anywhere there is crime you may travel to.
    - You get the Custom Background to set up your life wherever you go and this version lets you gain new alt-forms as well.
    - You gain the complete knowledge of law and crimes wherever you go.
    - Yes this pretty much gives you omniversal travel save for crime free utopia's
    - You also gain to powers of any setting you visit in the top 3%
- You will never be arrested, convicted or even suspected of any crimes.
    - You may dial this up or down at will. Same with people remembering your crimes.
- You can achieve any position in law enforcement, justice system or crime that you desire, backed up by the skills at the very peak of your race in all aspects of life.
- You gain eternal youth and the ability to control the age of yourself and anything you touch at will. And Omega level regeneration.
- A large armory with weapons ranging from common access to beyond cutting edge military complete with documentation allowing you to keep them. No government will ever try to disarm you.

- An ability to learn and teach that makes the greatest ones seen in fiction seem like a coma patient.

Magic Box Free
This is an interesting box with two analog selectors and a large red button. This allows you to introduce any metaphysics, magic, gamer systems to anything from the room you are currently in to an entire multiverse node. Simply adjust the type you wish to introduce and how far you want it to go. Once you press you will have a choice on whether the changes are announced, with an explanation and if your name is announced as the changer.

Your Vehicle 50 CP
The only limits are on your imagination.

Species Creation Compound. 50 CP
More of a compound than a single device each tube growing in size as needed. The central control room has a vast computer system that allows you to create Species from scratch in any configuration as desired. You can even design their attitudes, powers/magic/psionics, aptitudes, skills anything and everything you can think of.

Power Granter Device 50 CP
Device to grant others powers/magic/psionics at a power level of your choosing.

Bad End Catalog 100 CP
Infinite Realities, Infinite Mirror Worlds think about that. All mortal and most immortal minds cannot conceive of the sheer immensity of that. How many times has a protagonist win or even just survive by the slimmest of margins. How many normal people die begging willing to do anything to be saved or just live a little bit longer. Even people you may have known or know of from your original world the only difference being here they came to a bad end and they may have lived in a world where the only difference is that a single kangaroo in Australia was born with one less toe. This allows you to pull these beings from there Bad Ends. You will be able to search for these beings by any and all criteria you choose, and be able to alter their personality to fit your desires when you summon them. However you choose to mold, alter or change them or not at the very base they will be utterly incapable of bringing harm to you and yours.

Companions

Mass Import Free
As many as you desire. They get a single Essence with imposed limits. This they have to drink it so they cannot be used to stock up on ones you do not get. Nor can they get the one that lets them create more.

Custom Companions free
Do you desire a premade companion or how about a customised version of a real life or fictional being this is the option for you. They would have all their memories and since Essences contain so much variety and power they will have their powers as well. Though because of this they will not be able to choose an Essence.

Toggles

Gauntlet Mode
Locks away all powers and items though you are completely unable to be controlled in any way. You may also freely travel the Omniverse though in each setting you visit you are required to bestow an Essence on someone. You must give them an option between 7 or more Essences. For your time here you may only take 1 Essence and it cannot be the one that lets you create them. Once your time is up you get 1000 CP to use on this document.

Supplemental
You may add this to another jump or gauntlet though if you choose gauntlet you will be locked into the gauntlet mode above. If supplement you will be in the other jump at least ten years or that jumps duration, whichever is longer.

Drawbacks

Extended stay +50 CP
For every additional ten years

Power Limiter +100/200/300

Remember how I said your power was limited to casual galaxy busting and creation well taking this limits you to solar system level, take it twice planetary, take it thrice city busting/creation.

No nookie +100/200
No sex for your time here. Or you could only get half points and can only have sex during your first or second half of the jump duration.

Just here +300 CP
For the ten years here you are limited to just the starting universe and connected Planes/Afterlives.

No Safe Spaces +300
Not merely locking away powers, items and warehouse this also locks away the ability to make sealed away personal pocket worlds to hide away in.

Notes

Essence META CYOA so credit to **Triggerhappy Jaberwocky**

Some perks and Items inspired by Sci-fi META C.Y.O.A. ,
Some of the God related stuff heavily influenced by the Marvel Magic Jump.
Afterlife God-King inspired by my Afterlife jump.
Bad End Catalog inspired by Waifu catalog and Dead End Waifus by Zerris on qq, Should you desire You may also use this to start your own version of The Company from Waifu Catalog and grant yourself or others any official or unofficial perks/items from the Waifu Catalog
Many Times Like The Present - credit to belial666
Custom Background Does not let you choose a different origin in other jumps nor does it override drawbacks.