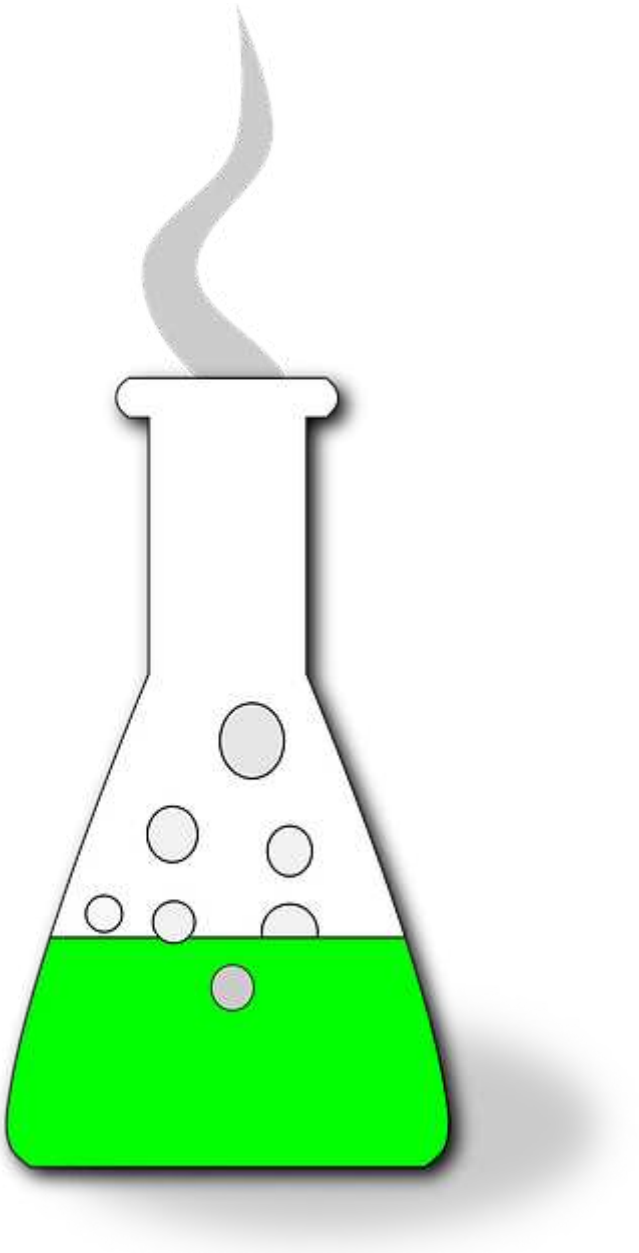


More Monster Essences Jump
v1.0
by LJGV/Sin-God

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. Enjoy the next decade, jumper.

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

Author's Note: *A direct sequel to an earlier installment in this series, this jumpdoc offers those who visit here a chance to become more monstrous.*

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. As usual any clauses in essences that offer unlimited resurrections, such as that of the phoenix, are nerfed to only work once per jump/once per decade (whichever comes sooner). All three essences here give you a monstrous alt-form that fits the visuals of your chosen species.**

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 Phoenix [Free]
Phoenixes… Powerful avian creatures associated with fire, life, and sometimes holiness or sacredness. This essence gives you the powers of a phoenix, down to the powers of healing and control over flames.

Essence of the Giant [Free]
This mighty essence turns you into a powerful and intimidating giant. In addition to the towering physique associated with giantkind, you gain the power to share some extent of your gigantic physique with others and the power to spawn lesser giants.

Essence of the Genie [Free]
This essence grants its imbiber phenomenal cosmic power while giving them the most common abilities of geniekind. If you've ever wanted to be a tricky wishgranter, this essence will help you live out your fanciful dreams.

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 Phoenix

Hot [100 EP | Free for Essence of the Phoenix]
You have a level of affinity with fire that is unmatched. When you stand in fire not only do you not burn but your natural regeneration is massively enhanced, and your charisma is improved for a number of hours minutes equal to the seconds you spend in the fire. The buff to your natural regeneration is fit for dealing with mundane wounds and injuries, but if you want to overcome supernatural wounds and statuses you need hotter flames or supernatural fire.

Essential Martial Arts [200 EP | Discounted for Essence of the Phoenix]
You gain the ability to infuse your strikes with the conceptual powers of elements you can manipulate. By default this just amounts to allowing you to infuse the conceptual powers of fire into your strikes, such as having fiery fists or infusing the fury of fire into your kicks. This can allow you to set people on fire with your fists, or give people passion through kicks.

Limitless Lifeforce [400 EP | Discounted for Essence of the Phoenix]
This perk's effects are simple: you have limitless lifeforce. Any effects, weapons, or technologies that depend on your own lifeforce to act as fuel now have unlimited fuel (though you can't overcharge them with this perk).

Healing Flames [600 EP | Discounted for Essence of the Phoenix]
Your powers over fire and life have meshed into something curious. You can create a serene fire that bolsters life and restores people to their peak health. Even little sparks of this can soothe pain, while full infernos can actually restore youth, allowing the elderly to be restored to a younger state. You can also pour energy into fires created by other people or circumstances, and transform it into fire that heals people. These flames are also horrifyingly destructive to the undead, demons, and any sort of eldritch abominations (unless you'd rather heal them, in which case they are also healed by your fire).

Essence of the Giant

Mountain King [100 EP | Free for Essence of the Giant]
The larger you are the stronger you are, in a holistic sense. This also gives you the power to determine the height of your alt-forms, within a reasonable frame for their given species (so you can't make yourself a 15-foot tall human, but you could easily be six or even seven feet tall). Your height does not negatively affect you in terms of biological health.

Fury Is The Best Medicine [200 EP | Discounted for Essence of the Giant]
You have a rather fascinating healing ability. The stronger the emotions you're feeling the faster you heal. This is especially, almost extraordinarily potent when anger is what you're feeling. The more angry you are the faster you heal, and with enough anger you can heal even when you're being attacked.

Blood of the Jumper [400 EP | Discounted for Essence of the Giant]
This perk lets you give creatures the traits of your alt-forms if you share your blood with them. They can use this to take on forms reminiscent of your chosen alt-forms, and morph back to their natural forms at will. The more blood you share with them the more influence you have over them.

Progenitor [600 EP | Discounted for Essence of the Giant]
A direct evolution of an ability this essence grants you, now, in addition to being able to summon smaller, weaker giants, you can actually use this power in other alt-forms to create and summon weaker relatives of your alt-forms, all of whom recognize you as their progenitor and are willingly loyal to you. If you invest energy into uses of this ability you empower the creatures you create, making them stronger.

Essence of the Genie

Heart's Desire [100 EP | Free for Essence of the Genie]
You have a supernatural ability to detect the contents of people's hearts. You can, with a glance, determine the contents of someone's heart and supernaturally ascertain what they want. This ability is impossible to block, and allows you to predict what sort of wishes people would make of you if they could ask you to grant them any wish.

Restrictions [200 EP | Discounted for Essence of the Genie]
The normal rules that some media apply to genie wishes things like "Don't resurrect the dead", "Don't mess with free will", "Don't wish for more wishes" are actually recommendations rather than hard-coded supernatural rules. That said there is power to rules, at least to you. If you give yourself a set of guidelines, apply them to your powers, and stick to them for a meaningful period of time, longer than a month or so, the rules buff the powers they are stuck to. You can deactivate these rules at will, but lose the buff they grant your powers. The stricter the rules, and the longer you adhere to them, the more powerful the buff you get from them.

Strings Of Destiny [400 EP | Discounted for Essence of the Genie]
You have a handy power related to your wishes. You can peer into the future to see what would happen if you grant a wish. You can even share these visions with others, allowing them to see the consequences of their wishes. If you are not a genie you have a sharp instinct for the consequences of the actions of others, and can accurately predict the overall course of someone's wishes.

Binder [600 EP | Discounted for Essence of the Genie]
You have the power to create mystical artifacts that can bind other people. These artifacts rely in great part on your own power, but when you use them successfully and bind people to an object they have no choice but to do your binding (or to obey the desires of someone else you grant master status to, by giving them the mystical object). Someone who is captured in your artifact has to fulfill three wishes of yours, that must be realistically doable for them, to be freed.

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 Phoenix

Sacred Ember [100 EP | Free for Essence of the Phoenix]
This is an ever-burning ember that can be placed on the ground to create a sacred field that blesses the area around it. Unholy creatures of all sorts struggle with approaching a sacred field and activities in the field are blessed and bolstered by life energy.

Phoenix Wand [200 EP | Discounted for Essence of the Phoenix]
This mystical relic can be used by anyone who seeks to heal people. It is a powerful wand made entirely out of bits and bobs of various phoenixes, all of which were given willingly and ethically harvested. This relic is incredibly good at healing people and at magic that strengthens them.

Phoenix Feather [400 EP | Discounted for Essence of the Phoenix]
This mighty artifact is a willingly sacrificed feather of an ancient phoenix. It can be sacrificed to bring someone back from the dead, restoring them to their peak in terms of power and youth. At worst, if this item is in your possession and you perish without a 1-up (or would rather use this one) then it can resurrect you. This relic can resurrect anyone, but it only works once per jump (or once per decade, whichever comes sooner).

Essence of the Giant

Belt of Giant's Strength [100 EP | Free for Essence of the Giant]
This accessory is a thing of potent might. Whoever wears it has the strength of a vast giant, coupled with their regenerative endurance. It gives you the strength of someone more than three times your size (with proportional strength to match their vast size).

Giant Arms [200 EP | Discounted for Essence of the Giant]
This is a constant supply of masterfully made weapons which are loaded with size-changing enchantments that keep them perfectly fitted to your hands. The larger they are the stronger they become, and they make for incredibly mighty weapons at sufficient sizes. In addition to using them as normal weapons you can also hurl them and will them to take on different sizes as they leave your hands, becoming even larger or smaller as you wish.

Giant's Shield [400 EP | Discounted for Essence of the Giant]
This powerful shield is a shape-changing relic that can absorb tremendous blows with remarkable ease. When you strike it it can discharge the energy it has absorbed, which can be converted into other kinds of energy or used as an energy attack. The shield's size can range from usable by an insect to larger than some buildings and it changes its size instantly based on your will.

Essence of the Genie

Genie's Scimitar [100 EP | Free for Essence of the Genie]
This handy blade is a magical weapon that can slice through armor and swords with ease, but also becomes more powerful as you fulfill wishes, even gaining new properties whenever you successfully complete a significant number of wishes (and retains these buffs across jumps).

Flying Carpet [200 EP | Discounted for Essence of the Genie]
This comic relic is a beautiful carpet with a sense of humor and a stellar personality.

And it can fly. It can move at speeds comparable to a high end sports-car, with far more maneuverability thanks to its ability to fly. It is also self-repairing, loyal to you, and can make daring moves to save you from the consequences of your silly actions.

Sorcerer's Ring [400 EP | Discounted for Essence of the Genie]
This ring is the creation of a mighty genie and it is an artifact that grants its wearer great magical powers. This thing can be used by you as a simple enhancement to any magical abilities you have, or you can give it to others. Those you give it to will either loyally use it to aid you or be afflicted by a curse that makes them grow greedier and greedier over time until they perform a ritual to become genies themselves. When they do, they are sucked into the ring and enhance its power significantly. Each time someone becomes a genie and is sucked into the ring you can split it off to create a spare and give others a chance to use the ring's powers for their own ends, or you can keep the newly transformed genie as a powerful battery of magical might. This device has a remarkable ability to bring out people's true nature, with those with selfless hearts often using the ring for good, while evil people will inevitably succumb to the dark effects of the greedy side of the ring.

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.

-Essence of the Phoenix (by Troyx, Part 1 of the Essence Meta Network GDocs).

-Essence of the Phoenix

Drinking this imbues you with the nature of a phoenix.

*You gain eternal youth. If you are past your prime, you will instant de-age back to your prime.

*Your natural lifespan (unless you have a longer lifespan or immortality from another source) is 500 years.

*Whenever you die (whether naturally or otherwise), you will burst into flames (that will not harm anything except those hostile to you or your friends) and instantly be reborn, in your prime, with another full 500 years of natural lifespan ahead of you (or more, if you have a longer lifespan or immortality from another source)

*You can heal others with a touch. You can heal any wound in seconds, even regenerating wombs, and you can cure any illness, purge any venom, toxin, poison, etc. This same healing is always automatically applied to you, thus granting you a potent healing factor.

*You are immune to harm from fire

*You can generate flame that does not require oxygen to burn.

*You can control or extinguish any flame.

-Essence of the Giant (by Triggerhappy Jabberwocky, Part 1 of the Essence Meta Network GDocs).

-Essence of the Giant

- The blood of giants of old flows through you. You gain the body of a gargantuan giant strong enough to take on armies with little trouble and tough enough that even unconventional weapons aren't highly effective as they should be. Even magic is somewhat dimmed against your hide.
- Capable of going into a berserking rage that empowers you to even greater heights, you are in full control even under the influence of this rage.
- You heal incredibly fast, wounds sealing up in moments, and even missing limbs restoring themselves after a little more time
- You are able to spawn lesser versions of yourself in the form of smaller giants, oni, trolls, ogres, etc.
- By sharing your blood with others they can gain traits of giants

-Essence of the Genie (by OverReactionGuy, Part 1 of the Essence Meta Network GDocs).

-Essence of the Genie

Become the Dijin

+Your body is now basically made of formless smoke that you can shape at will, whether it's to become corporal or not.
+You have phenomenal cosmic power, enough to warp reality and grant wishes. Genie generally follow three rules though when granting wishes. No wishing for more wishes, No bringing back the dead, No messing with free will. It's up to you if you decide to follow them but be warned. For all a genies cosmic might, a lot of them still ended up sealed.
+You may create a magical artifact to inhabit and wait for unassuming mortals to rub it, granting them master status.
+You may twist your master's wishes into monkey's paws if you wish as long as you grant the spirit of them, if not the actual literal meanings.
+You are ageless and immortal, the passing of a thousand years is just like a single day in regarding your memories.
+You do not need to eat, have bowel movements or even sleep if it wasn't obvious.
+You can have half genie children if that is your thing. Whether or not they become a hero though is up to them.
-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!