

**Classic 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. All of the essences on sale have a curiously classical feeling to them. They feel… quintessentially essential, somehow. Enjoy the next decade with these new powers, jumper!

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

**Author's Note:** *The gist of these essences is that they are some of the archetypical original essences that folks might think of when they think about essences. All three are by Triggerhappy Jabberwocky and appear in the Essential Body Mod as the basis of the supplement's unique discount structure.*

# Starting Location

*All origins start this jump somewhere on Earth, standing outside of a supernatural location where essences are sold. You initiate this jump, having just attained your powers, empty essence bottle(s) in hand, your body coursing with the power you've acquired.*

# Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old.

# Origins

**The exact descriptions of all essences, including their authors, will be copied and pasted in the notes section of this document.** All origins here confer the status of *Essence Entity* upon you, the details of which are revealed in an appropriately named perk. Each origin also confers the full power of the given essence, giving you fiat-backed access to the essence's powers from here on out. **You can opt to be a drop-in if you wish.**

**Underlined passages in an essence's description, if there are any, help signal differences from base essences that exist as ways to balance the essence for a jumpchain story.**

**Essence of the Warlord [Free]**
Ah, yes, a general's essence. This powerful thing is fit for the sort of high-powered battles many jumpers will have throughout their chains. This surprisingly heavy duty essence is one for warriors who know they will face down demons, gods, and supervillains, coming with powerful regeneration, powerful stamina, combat skills, and a curious ability to call upon loyal soldiers. An essence for a martial jumper.

**Essence of the Crafter [Free]**
A quintessential crafter's essence, this essence is all about making stuff and gives abilities and knowledge related to crafting in a variety of capacities. **The essence's base ability to summon materials from thin air is tied to your overall experience and skill with crafting, and while this can summon mundane materials pretty freely and unlimitedly from the get-go, you need experience and training to conjure rarer and supernatural materials.**

**Essence of the Assassin [Free]**
The essence of the warlord is about big-scale battles and martial warfare. The assassin essence is about intimate confrontations and killing blows. There is a layer of mysticism to this essence that doesn't exist with the equally supernatural warlord essence, and both are quite good at what they do; they just utilize different skillsets and attitudes.

# 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, and can, over time, become better at masking your scent, eventually hiding it altogether.

**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 Warlord

**An Adventurer's Timing [100 EP | Free for Essence of the Warlord]**
You have a curious ability to enter places and situations at times when violence would be handy. You could enter a town right as everyone in it is getting ready to square off against a group of bandits, or walk by an alley right when a mugging is happening. And when you react appropriately in these situations, you get rewarded in a way that scales with your helpfulness, actions, and the situation you resolved.

**A Modern Major-General [200 EP | Discounted for Essence of the Warlord]**
Your charisma and your strength are tied together. You have the unique and handy ability to become stronger by becoming more charismatic, and to become more charismatic by working out and enhancing your strength. This is also tied to your overall strength so things like becoming more mystically powerful buff your charisma and when you become more charismatic your overall power increases as well.

**Jumper's Army [400 EP | Discounted for Essence of the Warlord]**
As you defeat enemies you learn how to create homunculi that are modeled after them. If you defeat unique, singular beings you instead learn how to create a single homunculus that is like them but weaker, but can instead be trained to match their power. This power does not summon exact copies of fallen foes but rather lets you call homunculi that have generic abilities like theirs and have forms that superficially resemble them.

**Conquest [600 EP | Discounted for Essence of the Warlord]**
Every successful conquest of yours gives you a boon (either an item or a mini-perk) of some sort. A "Conquest" refers to a place you've conquered in its totality, where the majority of the populace and all of the leaders have submitted to your rule. This does include if you simply destroy everything and burn everyone, but if you do that, the quality of the boon diminishes greatly. Bigger, richer places give you greater boons, and every place you've conquered enhances your charisma, strength, and durability to some extent. Conquering a town inhabited primarily by slavers would give you an intimidation ability or a weapon that strikes someone's willpower and beats them down into a state of submission, for example.

## Essence of the Crafter

**Eye For Detail [100 EP | Free for Essence of the Crafter]**
You have a fascinating ability to reverse-engineer things at a glance. Just looking at something mundane is enough for you to understand how it was made, and you can even reverse engineer supernatural objects, though if you're not better at crafting than the object's creators you'll have to actually study them to do this. Still you'll find it's much easier for you to reverse engineer something supernatural than it would be for other crafters.

**The Crafter [200 EP | Discounted for Essence of the Crafter]**
Your skill in one type of crafting, from alchemy to cooking to blacksmithing, isn't quite synergized, but training one also trains the others. For you, there are surprisingly few differences between various types of crafting.

**Living Creations [400 EP | Discounted for Essence of the Crafter]**
Your creations have a strange, but incredibly handy new trait. They become better with use. As people, be it you or someone else, utilize your creations, they find the creations becoming better in every respect. A sword you create gets sharper, lighter, and even more durable, over time. Armor you make becomes more protective, easier to maintain, etc. It would take some time for this to give something whole new traits related to its use, but that's not impossible given enough time or enough use, and how likely that is to occur depends, in part, on your skill. This perk also makes your creations reluctant to hurt you or be used against you and your allies, even if they are somehow stolen or magically corrupted.

**As an added bonus, this perk grants all of your items the benefits of your crafting perks.**

**Purpose Made Crafting [600 EP | Discounted for Essence of the Crafter]**
You have the ability to become a better crafter in a rather unusual way. When you craft something and it gets used your experience with crafting grows. If the way it gets used corresponds to its purpose, such as someone you love using a sword you made to protect themselves, how much better you get at crafting skyrockets.

## Essence of the Assassin

**Everyone's Got A Price [100 EP | Free for Essence of the Assassin]**
You can look at someone and size up who'd pay for that person to be given a one-way ticket to the afterlife. If multiple people would pay, then you can see them all, and can organize the price and the payer in any order you wish. If you kill someone and tell the people or parties who'd pay for them to be offed, they'll believe you and pay you, without turning you in (for this at least).

**Assassin's Agility [200 EP | Discounted for Essence of the Assassin]**
You have a terrifying power, though one that, for your foes, is thankfully conditional. If you strike first, whether it's before anyone initiates combat, before a specific foe has struck someone in battle (be it you or someone else), or before an enemy has realized you're present, you're twice as likely to strike and your strike will be twice as powerful (and if it'd kill someone you can decide to make it non-lethal if you wish). Horrifyingly, this ability can also trigger on multiple enemies at once, so long as they meet one or more of the criteria needed to be susceptible to this.

**Assassin, Rogue, Thief [400 EP | Discounted for Essence of the Assassin]**
When you kill someone, you do more than end their life. You steal a portion of them away, and digest it, making it a part of you. Death at your hands converts some of someone's experience and gives it to you. By default, this is small, but you can take time and prepare for a special kill by studying a target, and the more you study them the more you take when you end their life. With enough studying you can take everything from them.

**Element of Surprise [600 EP | Discounted for Essence of the Assassin]**
In an ideal circumstance, an assassination occurs with a single truly devastating blow. And you exemplify that idea in a rather surprising way. The more you catch someone off guard, be it by attacking from an impossible distance, by betraying somebody, or by any other circumstance, the more power is infused in a blow. You're gonna make catching someone off guard into a gruesome, morbid art form. You also have a rough idea for how surprised somebody would be if you attacked during any circumstance, allowing you to plot the ultimate moment to attack and end things efficiently. Some want long, drawn-out battles, but you make singular moves that change history.

# 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 Warlord

**General's Armor [100 EP | Free for Essence of the Warlord]**
This shapeshifting outfit can absorb clothes and armor and add them to a library that it can pick between at will, appearing as any outfit or armor you've chosen. It's guaranteed to be more durable than you, and is self-repairing.

**Stratagem Pocketbook [200 EP | Discounted for Essence of the Warlord]**
This small pocketbook contains an up to date list of every strategy employed by generals and other military leaders in a setting (and retains information on past jumps). This handy guide even gives tips on using strategies employed by other leaders with your resources and manpower, though it does note that without as many resources as your enemies, your versions of other people's strategies may not be as effective.

**Jumper's Instant Fortress [400 EP | Discounted for Essence of the Warlord]**
This curious item is a military base in a cube. It comes in several sizes, though the sizes refer to internal components not external ones. Its external form is a handheld cube that you can squeeze and when you squeeze it it'll read your intentions and produce a military base of some sort fit to your needs. This can be as simple as a small bonfire with some tents, to a sprawling military base that stretches a few miles wide. It does this harmlessly and instantly and this base can be sucked back into an inert cube that appears near you when you need to put away the base. How long this process takes depends on the size of the base, and the bigger the base the longer this takes though it'll never take longer than an hour.

## Essence of the Crafter

**Jumper's Monocle [100 EP | Free for Essence of the Crafter]**
This handy device can be put on and can assess the value of any crafted object, as well as discern any supernatural traits the object possesses. Its ability to do this is instant and unblockable, making this a very handy device in the right circumstances. If this is allowed to study enough instances of a general supernatural effect it gains knowledge of how to create that supernatural effect in objects you craft.

**Handy Crafting Station [200 EP | Discounted for Essence of the Crafter]**
This is a small shapeshifting workstation that can take on a variety of forms to suit and supplement your crafting needs. It can become a forge, a mortar and pestle, some kitchen gear, etc, all to make it possible for you to do your crafting, and it can be resized at will so you can put it somewhere and hide it when you need to do so. Things you craft using this station are also easier to make, better at what they do, and even require less resources!

**Enchanting 101 [400 EP | Discounted for Essence of the Crafter]**
This handy book is an introduction to the power of thought and belief. And it serves the purpose of giving you an introduction to infusing supernatural effects and abilities into items. This book has a few enchantments of every skill level and you know how to use them to buff your items supernaturally and with surprisingly low costs in terms of resources and requisite energy. In this and every jump you go to from here on out, this neat book updates to gain new enchants, even in mundane worlds, though the strongest enchantments will only be discovered by visiting worlds where they'd logically exist.

## Essence of the Assassin

**Shadow Outfit [100 EP | Free for Essence of the Assassin]**
This outfit is an incredibly neat thing that strengthens your stealth skills and also has the nasty effect of making you more accurate and faster when you strike from hiding. People do not question your activities in this outfit, even if you are carrying a weapon, so long as you are not actively attacking or currently covered in blood.

**Killer's Contract [200 EP | Discounted for Essence of the Assassin]**
This special contract is a handy thing that allows you to take contracts for killing people. This contract comes to life when around people who'd sincerely pay to see someone killed, and when you show it to them, it lures them to sign it. The deal it makes will always be fair, asking an appropriate price for a life, be it an amount of money, a time spent serving you, or even something more esoteric, such as years of their own life or their souls, though you can configure the exact parameters of the deal within the confines of it being for you to kill someone and the price they pay must be a price they can pay even if doing so would ruin them (a poor person can, if they own a home, give you their home, but they can't pay you a billion dollars). If they sign it and you fulfill your end of the deal, they will be held to their end of the bargain, unable to resist the urge to do whatever you made them agree to do (which must be something within their capabilities).

**Assassin's Blade [400 EP | Discounted for Essence of the Assassin]**
This blade is a shapeshifting weapon that has terrifying capabilities. It is linked to you and benefits from any of your perks related to combat and death, and can grow by absorbing weapons (becoming able to take on their forms) or even corpses, and adds the strength of those you slay with it to its power, making it able to grow in capabilities at incredible rates if you engage in violent battle a lot. This blade is alive, can take on the forms of those you absorb with it, and it can even clone itself. It is extremely good at luring opponents into circumstances where they can be caught off guard. It's also quite adept at poisoning people and can apply poison to itself that you and your allies are immune to.

# 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

**Classics Remastered**
This is, surprisingly, just a classic scenario. An essence vendor likes the cut of your jib, offers you a job requiring that you don a shroud and, once a year, go to different worlds and sell essences for a few days at a time. In exchange for each essence you sell you get taught a little bit about essence alchemy. If you successfully sell 60 or more essences during your time here you complete this scenario. You also get paid a regular wage for this.

**Reward**
Your essence vendor buddy has enjoyed working with you and their teachings become fiat-backed, giving you the **Essence Alchemist** perk. This is the classic EA perk, as benefits the overall vibe of this jump.

**Essence Alchemist:** You now understand the equal parts sacred and profane art of essence alchemy. This lets you brew essences. This is far from free form, from nothing essence creation, but it is a versatile and potent skill. At a base level you can freely do things like mix your own perks, alt-forms, personality traits, and skills into essences you can give out unreservedly (and without depriving yourself of the shades of the things that go into your essences!), however you can also extract things from willing (or helpless) people and creatures to use as the basis for essences, and you can freely mix what you extract from them to form more essences. Creating greater essences than your current abilities and overall power should allow is possible, but requires expensive and difficult to acquire resources, as well as time. Nonetheless with enough time and energy you can indeed brew even the most fantastically OP essences you can dream up. This also translates into decent starting skill in other forms of alchemy, particularly potions-crafting alchemy.

If you sold 90 essences or more, then you also get the standard **Essence Store** item.

**Essence Store:** This is the store you start off in. It follows you along your chain now, and once a year you can have it teleport anywhere in the setting you wish (if the setting is appropriately large, like a multiverse or omniverse). If the setting is smaller than that you can teleport your store across the setting more easily, such that if the entire jump is constrained to a single world or universe you can have it teleport once a week. You can also make the store imperceptible at will, so if you wish you can hide it from view. There's also a small but nicely furnished room where you can sleep, and a master bathroom in the back.

# 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.

**People In Need [200 EP]**
People who have pressing needs are remarkably likely to find you. And they WILL ask you for help. If you say no to their requests most will accept, though they'll probably mutter some unkind things, but some will be desperate and will try to pressure you into helping them.

**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.

**Essential Copies [400 EP]**
Well this is strange… This drawback causes there to be someone who doesn't look like you, but who does have a copy of the same essence you chose as your origin. They view you as a rival and will want to square off with you if they get the chance. If you take more than one essence they also have those essences, but only keyed to this jump. This person is the opposite alignment of you/predisposed to not like you, but also not guaranteed or compelled to try and ice you on sight. Still, be ready for this asshole if you take this drawback.

**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.
**-I decided to have fun with classic essences this time. This is the second time we've had just essences by Triggerhappy Jabberwocky, after the magic essences jump. Since all essences are by THJW they are all on part 1 of the mega-doc network.**

-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.
-The 200 CP Essence of the Assassin perk is ESSENTIALLY the 5e Rogue: Assassin "Assassinate" ability but buffed in ways that make it even scarier.

**-Essence of the Warlord.**

By consuming the essence of the Warlord you are granted several boons.

- A body just above peak of your species in ability, one sculped to your tastes.
- Infinite willpower to tackle any foe, even bloody and broken you will not stop.
- Endless endurance, stamina, and immunity to pain.
- You possess potent regenerative abilities, otherwise fatal wounds like getting impaled through the heart or having your intestines torn out is a minor inconvenience. Organs will right themselves and heal back as they were, severed limbs will come back and reattach themselves, and any unwanted or hostile foreign contaminants will be expelled with extreme prejudice. Even decapitation is not the end as long as your brain or body is relatively intact. Anything too damaged or completely destroyed will otherwise simply spring forth anew where it should be.
- Supernatural mastery of many weapons and unarmed styles, even just plain old brawling.
- Immense skill conducting war on a strategic and tactical level.
- Good handle of logistics and how to raise and train a force from a small band of soldiers to entire armies.
- Charisma to lead and inspire said armies even at your darkest hour.
- The ability to call forth homunculi troops that are trained and equipped (including mounts, beasts, or vehicles up to a certain size) to at the very least of the standard of whatever world you find yourself in. Should you have different tastes or the requisite skills these forces may be called forth with equipment that is produced by yourself such as enchanted weapons and armor for your elite troops. The number of homunculi you can call forth is determined by your power, the stronger you are the more homunculi can be called forth. These homunculi are absolutely loyal and cannot be turned on you through normal methods. The upkeep and Logistics of these homunculi are taken into account when summoned the necessary supports summoned with them.

**-Essence of the Crafter.**

- Master craftsman, able to design, build, and maintain anything from machines to a simple shovel.
- Flawless work, anything created will never rot or rust only able to be destroyed through violence. These creations are extremely durable as well.
- Creations work better than one made by someone else.
- Can conjure dead or inorganic materials needed to work with from thin air.
- Ability to craft items on par with those in myth and legend, spears that never miss, swords that can cut through anything, invulnerable armor, etc.

- Can force specific abilities onto items through sheer skill and ability to craft on a conceptual level.

**-Essence of the Assassin.**

- A body just above the peak of your species in ability, one sculpted to your tastes and tougher then it should be. This body can grow in ability and durability through training.
- Granted some sort of innate energy like Ki, Chakra, or something like that you can use to empower yourself in different ways such as body reinforcement. Perhaps even develop techniques with it as well.
- Supernaturally skilled at stealth, sneak successfully even through powerful magical wards or the toughest mortal security.
- Can mimic people down to their looks, voice, personality, with study and even get their memories if you manage to touch them. Also a masterful actor able to fall in and out of a roll or mask without fail and on the fly.
- Able to conceptually kill anything no matter how immortal.
- Supernatural mastery of many weapons and unarmed styles, even just plain old brawling.
- Supernatural senses, able to see miles away, hear a rodent fart in a quiet field, etc.
- Can travel through shadows as well as turn invisible.
- Able to create corporeal clones that are absolutely loyal and have all of your powers and abilities. Just as tough as you as well. Limited to three initially but this number will grow with practice.

-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!