

Toy Essence 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 characters 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 those who get the chance to drink it. Which essence, you may ask? Well that's up to you and determined by the origin you take. Curiously all of the essences here are about playing with toys… Enjoy the next decade you're here jumper, hopefully you'll have a lot of fun with the toys currently on sale.

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

Author's Note: This is an experimental jump. I really enjoy the idea of essences having their own dedicated jumps and I wanted to give a few of my favorite essences that, by themselves, aren't incredibly OP dedicated perks and items. This is the second Essence Meta jump I've done, go ahead and have a link to the first one if you want to check it out. Long term I'd absolutely love to revisit this idea and create sequels to this that give you dedicated perk lines devoted to other essences.

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 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 copy-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.**

Essence of the Dollmaker [Free]
This sinister essence is perhaps the most malevolent of the lot here. With this dreadful power you can convert people into living dolls, making them immortal, removing their basic needs, but also quite effectively taking away their free will and very decidedly enslaving them. Those you turn into dolls retain autonomy, their powers, and are enhanced in every way, but their loyalty and sense of self is entirely warped to be 100% fixated on you and they'll do absolutely anything you command to the best of their abilities. This is also the only predatory essence here; an essence which necessarily requires other living beings to make victims of for it to be useful.

Essence of the Puppeteer [Free]
This essence gives you strange power over puppets, provided you make them in the first place. These puppets have a range of abilities, and you know how to outfit them with more powers and skills, and you can command them telepathically. Wickedly, both living people and fresh (or preserved) corpses can be turned into dolls and retain their knowledge and memories, but lose their freewill.

Essence of Figurines [Free]
This funny little essence allows you to take figurines and summon the people, technology, or creatures they are figurines of. These essences are absolutely loyal to you and will devotedly protect you, as well as love you. Artists can get a lot of mileage from this… The materials you can summon to use to create figurines are only mundane

things, but in great enough quantities even mundane materials can be used to create magical and mighty figurines. This ability only works once a day.

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.

<u>If it's relevant the "Restores you to peak health" clause of this takes effect again at the start of each jump.</u>

Multi Essenced [100 EP if you want just another essence, 200 if you want the discounts as well. Each other essence 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.

Connected [200 EP]
All of the essences in this jump are either creator-type essences or summon-type essences. So in that sense it'd be quite good for you to have a way to communicate remotely with your creations and summons right? This allows you to do that, giving you telepathy that you can use to communicate with your minions and summons. Anyone who works for, or with, you is an applicable target of this telepathy.

Master of Others, Master Of Self [400 EP]
Two of these essences are extremely scary and give you ways to inflict exceedingly nasty forms of ego-death on others, but in exchange for effectively killing them and powerfully transforming them you grant them a slate of abilities. Curiously these essences do not give you means to enhance yourself using these abilities. Thankfully that's where this comes in. With this perk you know how to transform yourself in ways similar to how you can transform others, but without any downsides! This means, for example, if you have something like the power to give others immortality but at the cost of their free will, you can give yourself immortality without destroying your independence.

Immovable Object Meets Unstoppable Force [400 EP]
In a jumpchain many jumpers will meet foes with incredible conceptual defenses and silly hax abilities. Sometimes your own perks are the incredible conceptual stuff or mighty defenses and your foe has stuff that can penetrate it. This perks adds a layer of… irrefutability to your stuff, giving it the edge it needs to triumph over narrative silliness like absolute or meta powers. This is especially handy since it means that so long as the target is otherwise susceptible to your powers you can use them on them, such as turning a god into a doll or a powerful concept's corpse into a pocket and this gives you the power to turn otherwise guaranteed successes with abilities into things that you can actually resist..

Essence Alchemist [400 EP]
This is a curious skill. This power lets you alchemically brew essences, doing so based on your own powers and memories, as well as the powers and memories of the willing or those who cannot resist. This saps the energy of any affected individuals but does not actually deprive them of the memoires and powers that go into individual essences. It takes experiments to know what constitutes a good essence and what you can create with existing abilities as well as ones you get in the future. Still this ability allows you to pretty easily share your perks and empower allies.

Essence of the Dollmaker

Charming [100 EP | Free for Essence of the Dollmaker]
You are quite charming and are good at getting people to relax. People around you feel at ease, and no one finds it odd that you are so handsy, though this alone doesn't stop people from resisting if you try to transform them. This does, however, also improve your knowledge of psychology and gives you a handy sense for people who'd make good dolls.

Tactile [200 EP | Discounted for Essence of the Dollmaker]
You are remarkably good with your hands. You can easily use your hands in a range of contexts but are especially good at martial arts broadly. You have an impressive learning booster when it comes to martial arts and can infuse any sort of transformative energies, be they for doll-making or otherwise, into your blows. Even if people can resist the transformative effects of the energies you infuse, the energies can still slow them down and weaken their effectiveness in combat or in high pressure situations.

Overlord [400 EP | Discounted for Essence of the Dollmaker]
This is a curious thing… You have one of the same powers as the original wielder of *Dollmaker*, the *Overlord* power. This ability lets you mentally affect people within a certain range of yourself, with the closer someone is the stronger the effects are. It takes deliberate effort and training to get this to be really strong, but at a base level you can do things like paralyze, enrage, and intimidate those within three meters (a little under ten feet) of you, and you can do similar, but weaker things to those within 20 meters (65 feet) of you. As you gain experience with this power both the range of it and the variety of feelings you can evoke and status effects you can inflict on people increases.

Contagious Dolls [600 EP | Discounted for Essence of the Dollmaker]
Your dolls have gained an extraordinarily nasty power; they can convert others into dolls for you. They do not have their own wellspring of energy to draw upon for this, rather they are remotely connected to the same font of power as you and when they use it it costs the same amount as when you use it. More universally those transformed by your powers can transform others on your behalf, though it still takes energy or whatever other resource you use when transforming them for them to do so.

As a side benefit of this you are now better at transforming non-humans into dolls and can transform fresh or preserved corpses (you still need a body, so this can't transform ghosts into dolls) into dolls as well though it takes notably more energy to do so. Such dolls still remember everything and are as good at serving you in death as they would have been in life. Your dolls are now a full fledged pandemic. Yes, this also works for other transformational effects.

Essence of the Puppeteer

Aesthetic Artist [100 EP | Free for Essence of the Puppeteer]
Puppets you create are incredibly, in some ways eerily, lifelike. This is a booster to the quality of your art, allowing you to create art that can be concerningly lifelike, but also allowing you to create neater looking art overall. If you are trying to create human-like puppets you can do so with this, and with your powers you can easily fool people with your puppets, tricking them into thinking that your creations are real people.

Forger [200 EP | Discounted for Essence of the Puppeteer]
You are curiously good at creating stuff out of metal. You have an impressive wellspring of skill when it comes to blacksmithing and your creationists are quite good at utilizing your creations. Your minions, servants, and allies are also better at using your creations than they ought to be.

Puppet Master's Fingers [400 EP | Discounted for Essence of the Puppeteer]
You are extremely talented at the precise mental multitasking that it takes to control a puppet remotely. With this your remote piloting of puppets is every bit as fine and precise as your ability to move your own body. You are especially good at controlling puppets in such a way that they can be deceptive and fool people into thinking they are real people, rather than your handy automatons.

Autonomous [600 EP | Discounted for Essence of the Puppeteer]
This is a direct upgrade to your puppet crafting abilities. Normally a puppeteer cannot actually program a puppet to the extent that they attain true autonomy, but you are different. While it takes many hours to turn even simple puppets into autonomous entities, you are capable of doing so with a serious investment of your time and energy. More complex puppets take longer to attain autonomy, but as you gain experience with this skill you are capable of becoming better at this and reducing the time and energy that you need to invest in an individual puppet to grant it true autonomy. Your puppets are unbreakably loyal to you and you can seize control of them at any time even if they have true autonomy.

Essence of Figurines

Sales [100 EP | Free for Essence of Figurines]
You are quite charismatic when it comes to a specific thing; selling. You can easily talk people into making unnecessary purchases, particularly of the action figures and other sorts of figurines, though you're also quite good at selling toys in general. If you wanna make a normal living in this jump this might be the way to do it, and in future jumps you could always make a living as a traveling salesperson.

Skill Share [200 EP | Discounted for Essence of Figurines]
You can gain mirrors of the skills that any of the people your figurines are of would have. For example if you had a figurine of Hermione Granger you'd be able to gain mirrors of her skills with magic and a shade of her wisdom. This effect applies even if you've summoned a figurine and thus the figurine has dissipated, so long as the summon persists. These mirrors are lesser versions of the skills in question, but the longer you have a given figurine the greater the skills in question become, until they match the person's skills. More universally, you can gain mirrors of the skills of your minions, though these are even smaller than the initial mirrors of your figurines will be and take longer to mature, but with enough minions this can still become quite strong over time. This power alone does not grant you new abilities, only mirrors of skills others have.

Spoils of Battle [400 EP | Discounted for Essence of Figurines]
This unpleasant ability allows you to turn those you've thoroughly beaten, as well as those who consent, into figurines. This is a physically exhausting power, though it becomes less taxing as you hone it with diligent use. Figurines created with this power are just as useful as regular figurines to you. If you have this but do not have the essence you can still use this to create figurines but the figurines are just toys.

Figurine Absorption [600 EP | Discounted for Essence of Figurines]
This ability is a fun little party trick. You can absorb figurines and gain powers that the figurines themselves would have. In terms of examples, you could absorb a figurine of Korra and gain the powers of the Avatar, or gain force sensitivity by absorbing a figurine of Darth Vader. These abilities start off temporary, but if you absorb enough figurines these abilities become permanent. You can also do this with other art, such as paintings or statues but it is less effective thus needing you to absorb more of a given art type for the abilities to become permanent.

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.

General [Undiscounted]

Essence Shop [400 EP]
This is a tiny store that can pop up anywhere. This location sells essences, beginning with any essences you choose as your origin(s) but expanding from there to include custom essences based on perks you've chosen in past jumps, and this will be especially handy if you either have the ability to brew essences or gain it in the future. This store will be run by followers who are generic, but competent NPCS and you will always make a decent profit with this. You can decide the criteria upon which this store appears to people, and what essences it will sell to someone. People who purchase an essence will be able to use the powers it contains freely and will also gain the benefits of the essence entity perk.

Essence of the Dollmaker

Doll Power Book [100 EP | Free for Essence of the Dollmaker]
This book automatically studies the powers and traits of your dolls and records them, allowing you to learn about the powers of your minions. You can use this to remotely invest energy into your dolls, enhancing their attributes and powers.

Incapacitation Gear [200 EP | Discounted for Essence of the Dollmaker]
This is a set of equipment and weapons that are designed to non-lethally take people and other creatures down. There is an array of tools here, particularly chemical weapons which solely knock someone out, that allow you to skillfully handle foes even if you can't afford to expend the energy to transform someone right away. This gear is self-repairing, reappears in your warehouse, inventory, or some place meaningfully owned by you if lost, and the gear updates and upgrades such that the gear always make sense in each jump you visit. This gear is also subtly enchanted and enhanced such that they affect even magical creatures that'd normally have the raw durability to power through them.

Doll Outfits [400 EP | Discounted for Essence of the Dollmaker]
This is a vast wardrobe filled with outfits associated with various careers. Each outfit molds itself to the wearer and also gives them knowledge and the skills of the associated career, and each jump you get a few new outfits.

Essence of the Puppeteer

Magical Tools [100 EP | Free for Essence of the Puppeteer]
This is a set of tools that allow you to more easily create magical puppets. These tools are incredibly handy and scale with you, allowing you to create better, more powerful magical tools.

Gadget Book [200 EP | Discounted for Essence of the Puppeteer]
This book is filled with information on how to effectively create weapons and tools of various sorts for your puppets. This book updates each jump to give you information on new tools based on the local setting and your particular interests. Gadgets you make can be put into the book to be stored if you make them before you make the puppet you want to put them in. This book is also filled with ways to modify the tools you make, letting you create a lot of fun toys for your creations.

Puppet Workshop [400 EP | Discounted for Essence of the Puppeteer]
This mobile workshop is a small building stuffed into a magical mobile home that is dominated primarily by a large space outfitted with every kind of station necessary for puppet creation. In that space it is easier for you to create puppets, allowing you to create stronger, more complex puppets far more easily and faster. There is also a small shop you can sell puppets out of, and a tiny living space for you.

Essence of Figurines

Figurine Set [100 EP | Free for Essence of Figurines]
At the start of every jump you get a handful of figurines based on the jump you're in. This will include a few different individuals of different levels of power, though they'll never completely eclipse you in power.

Rare Materials [200 EP | Discounted for Essence of Figurines]
This is an updating stockpile of rare, often supernatural, resources. In each jump you go to this little stockpile gets a bit bigger. These resources can be used to create powerful figurines of mighty figures, and once used they'll eventually replenish, reappearing in your warehouse, inventory, or some other safe place.

Toy Store [400 EP | Discounted for Essence of Figurines]
This store is yours and it sells a range of figurines as well as other toys. This place is staffed by enthusiasts of toys and collectibles who are loyal to you and eager to get down to business selling toys. This place is guaranteed to turn you a decent profit, and can move into any vacant lot or other sort of appropriate space as you travel across a setting, as well as comes with a living space above the store so you always have a home.

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.

Toy Collection [Free]
Each of these origins has some unique method of either summoning new minions and allies outright or infecting and transforming individuals into minions and allies. These new individuals become considered followers and are capable of persisting across your chain, be it a person you've turned into a doll, a corpse you turned into a puppet, or a figurine you've summoned who didn't die. These individuals will persist across your chain and benefit from any follower-related perks you have. You can pay to import them into future jumps as a companion, which comes with all of the boons and banes that accompany such a status.

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 lock out 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.

Skeptic [100 EP]
This drawback makes you skeptical of the supernatural beyond the abilities you possess from other jumps and the existence of jumpchain stuff broadly. This world does contain basic supernatural things, barring other drawbacks, and you'll be skeptical of rumors you hear if you take this drawback. If provided real evidence you can overcome this skepticism.

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…

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 weirdly doll-like or puppet-like features.

Essential Nature [400 EP]
Your chosen essence(s) has 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.

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 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 down 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.
-The reason I chose these three essences is, in all honesty, because of my love of Essence of the Dollmaker. That essence is one of the first that caught my eye and wasn't insanely OP by itself, plus it's something that several of my jumpers have acquired during their chains. I decided to build this jump around that essence and wanted to find similar essences. I had already known a lot about the essence of the puppeteer, but I was able to get a newfound appreciation for the figurine essence.
-The idea behind the *Essence Entity* thing is both a reference to a story I started that is on QQ about living essences (staring the living version of the essence of the anti-immortal) and also a way to freely give jumpers access to a number of small quality of life things people sometimes talk about when discussing Essences over on QQ. The story is one of

my faves, but it suffers from the basic problem of my attention span being that of a particularly baked fey meaning I wrote several chapters, have ideas in the back of my mind for continuing the story, and have no ability to force myself to sit down and make progress. Which, if you're curious, is also why sometimes I'll start a jump, nearly finish, and then progress will slow to a halt. My motivation and muse is notoriously finicky. If you want a link to the story, enjoy.
-There's an essence of Wondertainment (which is a reference to something from the SCP-verse for those unfamiliar with it) which I liked but it was wildly too powerful for this.
-For things like the Essence Shop item, custom essences will be brewed based on past builds. If you've gone to other essence meta jumps (now more than few such jumps exist) and attained other essences in them those essences are also for sale.
-While some drawbacks guarantee that other essence entities exist in the jump in ways that are relevant for you, if you opt to not take 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 Dollmaker. It is located on part four of the essence meta network of google docs and is by Legion1771.Essence of the Dollmaker
By drinking this essence, you will receive multiple boons.

- Within you is a well of potential energy. By drawing out this energy, an entirely intuitive process, you may force it into another being and convert that being into a loyal Doll.
- Dolls will have the broad strokes of their original appearance, but will be largely reconfigured into supernaturally beautiful figures that align with your preferences. They are female by default, but you can choose the end result of the process if you so choose.
- Dolls can switch between their Doll selves and their original bodies at will.
- Dolls are absolutely and completely loyal to you. This loyalty cannot be subverted by any means. They will do absolutely anything you ask without even the slightest hesitation.
- Dolls possess all memories, skills and knowledge possessed by their original self.
- Dolls are all unaging, immune to infirmity, disease, poison and require no needs such as sleeping, eating, drinking or breathing.
- Dolls are generally improved over the original in every way. Normal humans will approach the peak of possibility for humanity and those greater than that will find similar results.
- Any abilities possessed by a target may be made into purely internal versions, if their power relies on an outside source or influence.
- With physical contact and focus on a Doll, you may gain an in-depth knowledge of their abilities, traits and weaknesses. By expending potential energy, you may enhance, alter or remove these traits.
- You may spend potential energy to bestow abilities to your Dolls. If you have an example from another Doll or understand the ability to a great degree, via study or possessing it yourself, then the energy cost decreases significantly.

- Dolls can be killed by violence or damage. You may expend a greater amount of energy than the amount spent on turning them to resurrect them.
- By using the well of potential energy within you, it will grow deeper. To turn something into a doll, you must overpower them with this energy. Stronger or stranger existences require larger amounts of energy. If they are willingly accepting the change, then the energy requires drops massively.
- You have enough energy to change a half dozen mundane people a day to begin with.

-What follows is the description of the essence of the puppeteer, which is by Azachiel and can be found in part 2 of the network of connected Google Docs.

Essence of the Puppeteer

By consuming the Essence of the Puppeteer, you gain several boons:

- You gain an instinctive knowledge of mechanics, gadgets, and certain arcane arts. You can construct puppets from a variety of materials, from ordinary wood and metal over flesh to materials not normally usable, such as water or fire, and the puppets you build will be far stronger and resilient than their base-materials would suggest. Puppets can be created near-instantly from malleable substances like water, fire or clay, though such instant-puppets are comparably simple, their only special ability aside from maintaining the traits of their base-material being that they can use their malleable nature to change their forms.
- When manually crafting a puppet you can construct and install numerous devices and weapons into the puppet, even when the devices would normally be too large or bulky to fit into the puppet's frame. Any installed device will not hinder the puppet's mobility in any way and be effectively weightless inside the puppet. Any weapon can be withdrawn from the puppet's body so long as the opening it's drawn from is large enough to withdraw the object from, in other words if the puppet pulls a sword out the opening must be large enough that the handguard can freely pass through.
- When touching a puppet you can by channeling your own energy into it upgrade its capabilities, making it stronger, faster, and more resilient. This process can be repeated without limited, though the process is exhausting for you and the stronger the puppet is the more energy it takes to further upgrade it. Channeling energy into a damaged puppet can also repair it as long as it hasn't been completely destroyed, though depending on the puppet additional materials may be needed. This process can also be used on instant-, corpse- and living puppets, the latter two can be repaired without additional materials in return for a greater cost in energy.
- Any spells or special abilities you have you can convert into an array that you can inscribe on a puppet, letting the puppet instantly activate that spell or ability. Note that this will still drain you as if you had performed the ability yourself, however you can store energy inside the puppet, letting it activate its arrays by drawing from the stored energy rather than yours. As these arrays need to be

inscribed manually, instant-puppets cannot use arrays unless you personally modify the puppet.

- You can control puppets remotely and telepathically. Movement of fingers to guide it is unnecessary, though it can improve fine-control. A puppet not actively controlled will shift into an inert state, though you can program it to act automatically in specific circumstances, like dodging an attack, though it will react mechanically and only exactly as programmed if pre-set conditions are met, hence you need to be very specific in your programming if you want any level of successful autonomous action. No matter how many inputs are given you cannot turn a puppet sentient, though a puppet with decades worth of programming may seem so to an outside observer.
- You can turn a fresh or well-preserved corpse into a puppet you can control. A corpse-puppet retains all special abilities the person or creature had in life in addition to any device or array you install into it. You can also activate a form of auto-pilot in the corpse-puppet that makes it move and fight with the same level of skill, however the auto-pilot will not be able to operate any devices or arrays added to the puppet that body didn't have in life. You can activate them by command and the puppet's autopilot will compensate as best it can, however most activations will reduce the effectiveness of the autopilot's combat-performance.
- With careful preparation you can turn a living creature into a living puppet. You can add weapons, devices and even extremities to this puppet to turn the puppet into a frankenstein-esque creature or a complete abomination, though as the puppet is still a living creature care must be taken that the vital functions are not compromised during modification. Alternatively you can choose to leave the body unchanged, though when empowering it with your energy you're able to cause slow cosmetic changes to the puppet. Transforming a living being into a living puppet destroys their conscience, though you can choose to preserve the mental faculties and memories of the subject, creating a puppet that can act independently and even re-integrate into their past life, though a change in personality will be noticed by others as the puppet no longer has a true sense of self and will only strive to fulfill your orders, a biological robot rather than a follower or subordinate.
- You have a pocket-dimension in which you can instantly store any of your puppets and summon them at will. You can also keep materials, devices and tools in this dimension, though no living objects. Objects stored in your pocket-dimension do not degrade, and you can channel your energy into any stored puppets to upgrade or repair them as if you were touching them.
- You can at will possess any of your puppets, controlling them as if they were your own body and activating any mechanisms or arrays installed by instinct. Puppet-bodies do not possess a sense of pain, though you will have a sense of touch and be able to tell when the puppet has sustained damage. If the puppet you're possessing is destroyed, you can possess any other puppet outside of your

pocket-dimension. Should there be no puppets outside of your pocket-dimension or you choose to, you will instead appear unharmed in a location of your choice that's within 100m of the destroyed puppet. While you are possessing a puppet your real body will be moved into your storage-dimension, it will neither age nor require sustenance of any kind whilst in the storage-dimension.

-What follows is the description of the Essence of the Figurine which is by Jus4532 and is on part 1 of the network of connected Google Docs.

Essence of Figurines

By drinking this essence, you have obtained the ability to give life to figurines.

- Whether they be toys, PVC figures, Figma, Acrylic Stand Figures, or etc, you can use them to summon the characters they are based on and have them serve you. The figurine will disappear once you do that. The character that comes to life will have all their memories, powers, abilities, personality, and grow to their original height from the series they are in.
- By touching a figurine, and consciously deciding to summon them, they will appear before in a bright light, with all their equipment available to them. The equipment doesn't require maintenance, and any weapons such as guns will have infinite ammo. If the characters require certain things to survive or their power needs a specific thing to use their power to the fullest potential, they will no longer need it.
- By default, anyone summoned by you loves you to no end. It doesn't matter what sexual orientation they have, their personality, or if they are in a relationship with someone in the series they are in, they will see you as their lover. They would gladly sacrifice their life without any hesitation for you, and do anything for you. They also don't mind you having a harem. You can decide how they see you before summoning them, but at the end, they will always be loyal to you and can never even think of harming you.
- You can summon up an unlimited number of figurines and it will not cost you anything to do that.
- You can summon up materials and tools to create your own figurines, either to summon to serve you or to sell for a ridiculous amount of money. To create a figurine, it will take you about 3 hours to complete. The figurines you create are high quality and the best figurines in the market.
- If a summon were to ever get killed, they will be reduced to a figurine for 24 hours and come back to life after that.
- Yes, you can have sex and have children with them.