

Power Granting 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 these essences revolve around ways to give people powers. Enjoy the next decade, jumper.

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

Author's Note: *The central theme of these essences is that they revolve around you giving people powers. They each do so slightly differently, and all three of these essences also have some sort of dungeon creation capabilities.*

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 and to account for chain mechanics that would obviously alter how an essence could work. By default this alters more open-ended multiversal gimmicks, making them operate more sensibly and limitedly to better suit the nature of jumpchains.

Essence of the Gamer System Dungeon [+200 EP]
This curious beverage allows its imbiber to create a gamer system, install it in themselves, and then share their gamer system with others by forming parties with them. This also allows you to create dungeons and settings that give yourself and others who you bring with you opportunities to practice the powers you all have gained. This essence does require active work on your part to be as beneficial as it can be. ***The bits in this essence about portals to different settings work differently for the jump version of this essence. You can create portals to false, but thorough, versions of settings you've already jumped to and this ability expands as you visit other worlds in future jumps. You cannot use this to create portals to versions of places you know about but haven't been yourself. Additionally, your system store does not contain things from other settings unless you've personally been to those settings, otherwise only unlocking them when you eventually visit those settings in the future. Also in case it needs to be said, things from inside of false versions of settings cannot be used or taken outside of them.***

Essence of the Magic Contractor [Free]
This essence is a powerful thing that allows its imbiber to design frameworks for engaging with and benefiting from the supernatural, but it requires effort and resources on your part (with it scaling in intensity in difficulty and resources needed based on how powerful the classes you design happen to be). For many, the easiest way to visualize this is to think of classes from TTRPGs, such as the Paladin class from D&D but another clever example could be being a magical girl from various anime, or even being a *Chilling Adventures of Sabrina* style Witch. This essence also comes built-in with dungeon-creation abilities, and the power to spread magic throughout the world. You can selectively share the classes you create freely.

Essence of the LitRPG Style Class/Race Template Database [200 EP]
This quirky essence gives you a database of class and species templates that you can apply to others. You can freely apply any species or class template to others, including inanimate objects. This essence is the most powerful on display here since you can freely utilize any of the racial options you have acquired and your classes do not require active effort or the usage of resources to be created, being made automatically. That said,

growth for this particular essence does require work, happening as you venture to new settings and encounter new types of creatures. (***Which happens when you leave jumps and go to new ones, though it is also retroactive to jumps you've been to already. This differs from the baseline essence, in which you can add stuff from other settings every two years or just by figuring out a way to new worlds through classes and species.***), and as you encounter new creatures and the like.

It takes energy to give someone a class or race, and the more you do it the easier it becomes. If you are up close it is easier, faster, and as you get more experience bestowing classes and races it also becomes easier.

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 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 Gamer System Dungeon

DLC [100 EP | Free for Essence of the Gamer System Dungeon]
Gamer systems exist throughout the multiverse. You can design a gamer system you think is perfect and somehow still find it missing something later on. This perk alleviates any concerns that may come from that knowledge, allowing you to acquire new features to install into your gamer system throughout your chain, and allowing you to instantly incorporate any and all features of any other gamer system frameworks you come across into your personal system instantaneously. This also simplifies the process of creating more gamer systems, allowing you to create more than one. With this perk, if you do not have this essence, you can't create any gamer systems but you can share any you get in the future or received in the past freely and you can integrate future features you stumble across into any gamer systems you acquire.

Experience Sharing [200 EP | Discounted for Essence of the Gamer System Dungeon]
Forming parties as a gamer comes with advantages, but also a few disadvantages. This is a direct response to one of the rare disadvantages that come with socialized gaming. With this perk the experience and training you get that is often split between party members is no longer split, with every person in parties with you gaining just as much experience and utility from training, from any source, as they would if they were training or honing their skills alone. So, if defeating a goblin would normally generate ten experience points that party members split evenly amongst themselves this would allow every party member to gain 10 points of experience for themselves. If you wish you can take this benefit for yourself and not share it with your friends, but they'll still gain the slight benefit of getting experience as if you weren't there to split it with, so they'll grow faster, but only slightly so. This also works for all group activities, even ones that do not involve formal gamer parties.

Legendary Looter [400 EP | Discounted for Essence of the Gamer System Dungeon]
This expands the *Dungeon enemies drop loot* feature in the base essence, making it so that all foes drop loot, and more than that each time you defeat a foe you get to pick what kind of loot it drops. There are limits to this, you can't defeat a basic goblin and cause it to drop the holy, demon-slaying sword Excalibur, but each enemy has a table of appropriate loot that it can drop which includes, at a minimum, books that teach its skills or abilities and an amount of money equivalent to the foe's overall power.

Gains For All, Gains For You [600 EP | Discounted for Essence of the Gamer System Dungeon]
Training undertaken by those who have some version of your gamer system benefits you as much as it benefits the people with the system. Every iota of training, grinding, and the like others undertake is copied and shared with you. Skills and classes they unlock will also be shared with you. This counts for any expanding powers you give others as well, such as if you are a patron in the *D&D* sense. If you empower enough people you essentially get to exist as the player of an idle game.

Essence of the Magic Contractor

The Template [100 EP | Free for Essence of the Magic Contractor]
Your skills with creating new classes is one that will require time to really master, but if you are a possessor of classes yourself it is extremely easy for you to create modified versions of them (especially weaker versions of them) and share them with others. This also allows you to bestow yourself with classes you create, which can be a nice shortcut or way to reward yourself for creating something special.

Mental Schematics [200 EP | Discounted for Essence of the Magic Contractor]
When it comes to classes and the like you understand what it takes, both in terms of resources and energy, to create new ones. You are fantastic at figuring out how to go about creating things in general as well, and the more detailed you make your vision of something the more you understand how to go about creating it, and the easier it becomes to create though this still has limits and won't make making something worlds stronger than you much easier. It will help, though. This has less of an impact on resources needed for the creation of something than the time and energy, but it does reduce resources albeit only somewhat limitedly.

Magical Mutations [400 EP | Discounted for Essence of the Magic Contractor]
With this perk, when you give someone the powers this essence allows you to share with them the powers take on a life of their own. These powers grow distinctly and uniquely, changing subtly to better suit the needs and personality of the people they are inside of. You know how a class is likely to mutate and when it changes and takes on new traits you gain those new traits for yourself and can copy and share the mutated versions with other people. This applies to any and all powers you can share with others as well, even though other means.

Patron [600 EP | Discounted for Essence of the Magic Contractor]
You are now a much stranger class of being. Your spiritual presence has been radically enhanced and you can perform feats like hearing prayers and sensing desperation. Extremely importantly you can commune with others remotely, even in dreams, and can bestow powers upon them without ever meeting them in person, and can create missions for those you've empowered to try and fulfill, which if they do will give them buffs to their power and empower you a touch. Those empowered by you are incredibly susceptible to any charisma perks/powers you possess and are filled with awe whenever in your presence. This also makes it much easier for you to share powers and the like that are not covered by this essence normally, such as perks, especially if you make perks a *class feature* of the classes you grant others.

People you are the patron of also generate energy which you can use to create new classes, even spending energy in place of resources (though this significantly ups the relative costs of the class in question).

Essence of LitRPG Style Class/Race Template Database

Evolutionary Growth [100 EP | Free for Essence of LitRPG Style Class/Race Template Database]
You have internalized the evolutionary traits of this essence and pushed them to new heights. Now your alt-forms can grow and evolve, though how difficult this is scales with the power of the alt-form in question. This includes your base human form (or any other base forms, in case you aren't originally a human).

Experience Universalizer [200 EP | Discounted for Essence of LitRPG Style Class/Race Template Database]
You have discovered that experience, including training of all sorts, is protean. You can now take experience gained something and apply it to other things, such as train your sight by practicing telekinesis. This does not duplicate experience, but it can be a remarkably handy way to train an otherwise challenging to train class or skill.

Dungeon Duke [400 EP | Discounted for Essence of LitRPG Style Class/Race Template Database]
You have even greater power over the dungeon dimension than usual. Not only can you command and, with a bit of focus, control dungeon denizens but you actually grow a little bit whenever someone, be it a native dungeon denizen or someone exploring it from the outside, dies. Beyond this you gain the power to create monsters native to your dungeon dimension in properties you own, and can mark property that is yours as a dungeon, allowing you to teleport in and out of it and create portals to and from it as well.

Admin Privileges [600 EP | Discounted for Essence of LitRPG Style Class/Race Template Database]
Those you empower should be loyal to you. Right? Well even if they aren't they can't actually meaningfully oppose you. The more you empower someone the less able they are to betray you, and the less willing to even contemplate it they become, such that those that you empower quite strongly find the thought of betraying you abhorrent. And very importantly, those you give classes and racial templates cannot use abilities sourced from you against you in any capacity, their efforts to do so simply failing, with their attacks passing through you and their skills not harming you.

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 Gamer System Dungeon

Mimic Chest [100 EP | Free for Essence of the Gamer System Dungeon]
This is a friendly pet that has a hammerspace inventory and is capable of impersonating a treasure chest when it is completely still. This monster grows in power as you do and is loyal to you, as well as alluring to greedy people who it can eat and turn into currency of some sort.

Instruction Booklet [200 EP | Discounted for Essence of the Gamer System Dungeon]
This is a manual that can be pressed against something to learn how it works and in turn teach you how it works. This is all for generic instances of what you press it up to, such as it learning how to operate a general kind of car if you press it against one, rather than it learning the quirks of a specific car or the passwords of a specific computer. It can hold an unlimited amount of such information without ever growing heavier. You automatically learn what this book knows and can share it with others to give them the chance to learn from it at your behest.

Strategy Guide [400 EP | Discounted for Essence of the Gamer System Dungeon]
This book, allegedly created by *Primordial Games* themselves, is a handy guide to the gamer dungeons itself. It contains detailed descriptions of the interior of the dungeons, as well as highly accurate and thoughtfully written profiles of the monsters located within the dungeons. It starts off knowing nothing about things and people not native to the dungeons but anything that enters the dungeons becomes scannable. Once something has been scanned it gains entries in the strategy guide, with detailed profiles and entries.

Essence of the Magic Contractor

Class Contract [100 EP | Free for Essence of the Magic Contractor]
This sheet of paper, of which you have an unlimited number of copies of, allows people to write down the details of their systems of power and translate them into classes which allow you to learn them, add them to your list, and share them with other people. You can also use this to pay others in exchange for their classes, allowing you to offer them anything they wish for that you own in exchange for the class they have.

Magical Items [200 EP | Discounted for Essence of the Magic Contractor]
This is a small stockpile of enchanted gear, simple items that have weak enchantments of various sorts. These items are useful for their ability to be destroyed permanently by someone you give permission and when they shatter their magic seeps into the destroyer, which causes magic to infuse them and gives them a random class you have designed. Destroyed items eventually reappear in your warehouse, fully repaired. You can take an item and decide what class to infuse it with, which flavors the enchantment and proportionally increases the time it takes to respawn relative to the power of the class (stronger classes impact this more, such that a class that gives you godhood would cause an item infused with it to take months to respawn).

Wellspring of Water Features [400 EP | Discounted for Essence of the Magic Contractor]
This scatters wishing wells and fountains throughout the world. These water features are alluring to desperate, whimsical, and fantastically-minded people, who are likely to put a penny into them. People who put pennies or the equivalent into these water features unknowingly open a channel to you that you can use to contact them and to offer them power. People connected to you are rendered more vulnerable to your influence and if you have classes that suit their needs or desires those classes are known to you.

Essence of LitRPG Style Class/Race Template Database

Dungeon Keys [100 EP | Free for Essence of LitRPG Style Class/Race Template Database]
You learn how to create these items; small keys that lead to themed, leveled variants of the dungeons you've created. People who enter dungeons this way enter specific instances of dungeons, allowing many people to be in the same space but without interacting with each other.

Stat Gear [200 EP | Discounted for Essence of LitRPG Style Class/Race Template Database]
This is a set of tools, outfits, and weapons keyed to different classes and races that are a part of your database. These items can be given to people and enhance their stats based on their classes and species. The number of items you have at any one time scales proportionally with your overall power and the number of people, creatures, and items you've given classes and races, meaning the more you've empowered others the more of these items you can create and give out. These items tremendously bolster the strength and the like of those who wield them and if you give them to people with classes and races that match up with what they are keyed too this effect becomes even stronger.

Dungeon Heart [400 EP | Discounted for Essence of LitRPG Style Class/Race Template Database]
This item is a beating heart, an accessory to your dungeon dimension with a powerful feature. You can spawn a single follower monster a day from this device, and if you die once per jump/once per decade (whichever comes sooner) you respawn here with the heart entering a critically weak state. It loses some of its power, becoming able to spawn monsters once per week. These monsters differ from normal natives of the dungeon dimension and are capable of leaving the dungeon dimension for a few minutes a day.

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.

Rival Chunnis [200 EP]
The cringe! It's spreading!! Now other essence entities are infected with the power of chunibyo. This is not only annoying to deal with, but some essence entities learn that if they readily embrace this state of mind their powers grow and become altogether nastier.

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 that match the overall theme of sharing and granting powers and abilities.

Power Gamers [400 EP]
Powergaming. A terrifying form of strategic growth, theorycrafting, and thoughtful, often depraved strategies for using one's powers. This drawback makes your local enemies get strikingly clever when it comes to battle, bloodlust, and growth. Expect to face far more dangerous enemies than you'd think.

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. **You can add an extra 400 EP to how much this grants you if you opt for other essence entities to be affected by this same urge.**

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.

Anti-Gamer Guild [600 EP]
The essences here all contain elements of gamer powers and theorycrafting. And there is a faction of essence entities who hate that. This is a group of skilled essence users who want to hunt down and, at best, depower essence entities whose essences empower

them in gamer-like ways. These individuals have a range of powers and abilities, and unlike most other essence entities are capable of skilled cooperation. Be careful with this, as these entities have some low-power (relatively) members like *Essence of the Warlord* but their greater members can include essences like the *Essence of the Assassin* and *Essence of the Composite Psionic*.

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.
-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 Gamer System Dungeon (by Bluesnowman, Part 4 of the Essence Meta Network GDocs).
-Tastes like Limitless Potential

- You now run on a gamer system designed in whole by you or a modified one that you know of.
    - You also gain a System Store that you can buy anything from bloodlines/race changes and skills to tech and ships from other settings.
    - You will automatically generate Quests as needed/desired.
    - You have no cap on your growth.
    - Due to your System you now have a limitless lifespan with all things needed for it such as perfect memory and everything always seeming enjoyable. Gamer Mind/Body.
- Gain crafting/disassembly enchanting/disenchanting menu to learn blueprint or pattern for what you disassembly/disenchant once you gain the right skill.
- Can create dungeons and settings based on media games/books/movies/others. Or just themes or leave it up to chance.
- Dungeons spawn enemies that drop any kind of loot including spell/skill/expertise/ability books. When making the portal to the dungeon the

portal will glow according to danger level, you may see green your friend with less gear would see yellow or red depending. May make the enemies inside scale up to a designated power level. Such as your own or someone you are opening it for. Loot will scale appropriately. You may choose a theme or type of loot.

- Settings are non dungeons such as a portal to a D&D marketplace or Thessia/Omega from Mass Effect. Settings are unstable like dungeons and will disappear unless they become stable which require the portal to stay open for roughly six months once they become stable the people within gain souls, generally by absorbing the souls of their namesakes from after they died somewhere in the multiverse. They do gain the knowledge of the origin of the setting and your involvement. This happens at the time you enter the setting.
- Can make 5 settings and 10 dungeons at once to start. Once a setting is stable the used setting slot opens up again.
- Can invite people to your party so that they may gain the benefits of the system. Can also kick them from the party. You may choose to let them keep access to the system in whole or part or not.
- Settings can start at planetary size. With time and practice you set them up to even becoming self expanding.

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

-Essence of the Magic Contractor

- Gain the ability to grant magical powers to others of your own specifications like creating magic girls of various types, creating d&d like 'classes' that people can advance in. You have control over everything from abilities, skills, specific powers, or drawbacks given to each type and can create as many as you want. The stronger the type is the more energy and time is required to successfully create it. Creating a stereotypical fighter class would be fairly easy, creating a class that grants near omnipotence would be nearly impossible and very resource intensive. You may automate the creation of these types by setting a general theme and suitable types will be created based on the world in question and theme chosen. Time and energy are still required to be expended to create new types even with automation.
- Can create dungeons to your specifications including the layout, rewards available, traps, and things found within or leave it randomized which will generate a range of dungeons appropriate for the world and location based on how much magic there is and how 'strong' that world is. A normal would see bottom of the barrel dungeons with mostly mundane creatures and slightly magical items.
- Able to introduce magic to worlds without it or strengthen it with a massive jolt of raw power. The world will quickly change into a magical one with beasts of legend rising and perhaps even gods if the magic is strong enough. Mortals without a doubt will gain magic some more likely than others and able to pick up whatever powers you set up to be available. Worlds with existing magic will find

it stronger, enriched, and overall much higher quality then it had been previously. This can also serve to reawaken or revitalize a world that has seen its magic diminish.

-Essence of LitRPG Style Class/Race Template Database (by Daddycool101, Part 8 of the Essence Meta Network GDocs).

-Essence of LITRPG Style Race/Class Template Database

- By drinking this essence, you get access to a race and class template database that is similar of those found in a gamer or litrpg system.
- You have access to all the races and classes (group of abilities and professions that can be described in game terms) present in your world's mythologies along with those present in a setting of your choice and can add new races and classes from another setting once every two years or by visiting different settings or planets (this essence doesn't directly grant you access to visiting different settings or planets, any magic or race that let's you travel there is fair game though).
- You can shift between all the races you have in your database without any problem and the inherent powers of your race can be leveled up by gaining experience or training.
- All the races can evolve into different forms and you can decide which evolution line you can go through for a given race and can even have multiple evolution templates that you can access (if race 'A' can evolve into 'B' or 'C', you can evolve into 'B', but can also access 'C' and use it)
- You can grant someone a racial template and they can evolve along its evolution line.
- The class portion of the essence is divided into two types.
- In type one, a person has access to three combat class slots and keep one as the main slot. Any combat related experience goes to the main slot when you do combat. Production related classes are known as jobs and they can have any number of them at the same time and the jobs level up by doing stuff related to the job.
- In type two, there is no distinction between combat and production classes and each person has a fixed number of slots based on the starting power level of their origin race. Weaker species have access to 12 class slots and the higher the power of the species the slots decrease till it reaches the minimum of 4.
- You can select both types of class progressions, but can only grant one type to a single person.
- You can change the class progression to something else, if you're not satisfied.
- Once you reach a certain level in classes or a certain evolution, you stop aging.
- You can remove the templates granted to someone else at any time.
- The templates can be granted to any living being or non-living thing.
- Any person granted a template can enter the dungeon dimension to level up. They can bring goods to and from the dimension in an inventory screen. The slots for the screen increase with their level.

- **<u>(Everything beneath this is original content added to the base essence by me, Luciano, as part of an expansion on a bit of the essence that is vague. Consider it fully optional. And yes, I got DC's permission for this, but again it's completely optional.)</u>** This dungeon dimension is a strange place that is filled with generic dungeons populated by assorted monsters. The monsters obey you and by default are hostile to visitors, though you can create dungeons that are filled with non-hostile monsters at will. Monsters will defend themselves if attacked.
- Monsters native to the dungeon dimension, as well as other non-monster creatures born here, cannot leave the dungeon dimension.
- Inside a dungeon you have total power, able to redesign the space as you see fit. Monsters inside the dungeon dimension cannot break out, and you can teleport to a dungeon if injured.

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