



**More 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. Enjoy the next decade, jumper.

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

Author's Note: *The gist of this collection of essences is that all three are essences by Triggerhappy Jabberwocky, are about archetypes, and are present in the essential body modification supplement. This is a sequel to this [jump](#).*

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 Mad Doctor [Free]

Well well well, looks like the doctor's in. This essence gives you a litany of impressive powers related to medicine, alchemy, and biology.

Essence of the Scholar [Free]

Look who went to college. This essence gives you a big brain and a nice collection of powers related to knowledge and science.

Essence of the King [Free]

Should I bow? I mean... you are a monarch now. This essence gives its imbibers a collection of powers, many of which revolve around charisma, leadership, and this essence even comes with a nation (if you want one).

Yes your nation, if you want one, and take this essence, is fiat-backed. It can be freely imported into future jumps, and you can have your royal status be recognized by other countries in this and future jumps. Anyone in your kingdom who wishes to follow you along your chain becomes a free follower you can import into future jumps, unless you'd rather they did not accompany you on your chain., and this nation retains any territories you annex into your kingdom, and places you conquer, if you are the conquering type.

Perks

Origins get their 100EP perks for free and the rest are discounted to 50%.

General [Undiscounted]

Essence Entity [Mandatory and free, though you can permanently remove it at the end of the jump if you wish]

All essence imbibers become *Essence Entities*. Essence entities are biologically immortal (the good kind where sickness doesn't affect you and you stay eternally in your physical and mental prime, though you remain just as vulnerable to violence as any other creature), receive a free aesthetic makeover within the bounds of their previous species (as well as restores you to peak health, if it is somehow relevant), and have a curious sort of luck when it comes to finding other creatures like themselves and the supernatural more broadly. This slate of boons comes with the fact that each essence entity has a distinctive supernatural... scent that others can learn to identify if they encounter a specific essence entity enough times, but you are also quite good at sensing the supernatural signatures of other creatures. Over time you can learn to hide this scent and become better at masking your supernatural presence.

Essences that give you a respawn method only allow you to respawn once per jump. If it's relevant, the "Restores you to peak health" clause of this takes effect again at the start of each jump.

Multi Essence [100 EP if you want just another essence, 200 if you want the discounts as well. Each essence you acquire with this requires separate purchases.]

This perk is primarily for granting you access to the other essences, which will also give you access to their full power, their abilities becoming fiat-backed parts of your toolkits. If you purchase the more expensive version of this for a given essence you essentially, for the purposes of this jump only, get another origin; that of the additional essence you purchased with this perk. This does not give you more discounts in future jumps.

Essence of the Mad Doctor

Diagnostic Eye [100 EP | Free for Essence of the Mad Doctor]

You have a handy little superpower. With as little as a momentary glance you can effortlessly and immediately determine the sum total of their physical and mental health, as well as clock every health condition affecting them, even diseases and the like that have not physically manifested.

The Good Doctor [200 EP | Discounted for Essence of the Mad Doctor]

Your charisma and medical skills are linked. The better you are as a doctor the more charismatic you'll be, and vice-versa, and when you get better at being a doctor you'll become more charismatic (and also vice-versa).

Esoteric Biologist [400 EP | Discounted for Essence of the Mad Doctor]

You understand the power of blood and now how to harness, gather, and harvest the curious biological powers of other living beings for your own mad purposes. This makes it far easier for you to, among other things, create potions with varied effects and create homunculi that have a range of abilities.

Doctor Strange [600 EP | Discounted for Essence of the Mad Doctor]

You have a rather quirky buff. Whenever you cure a new condition for the first time you get a buff thematic related to the condition in question, such as healing burns giving you slight fire resistance. And when you heal someone you get an incremental boost that subtly buffs everything about you. Some may call you mad but at the end of the day you're still a doctor. The overall boost you get from healing people is actually pretty strong when it amplifies a buff you got by using *Doctor Strange* in the first place. This also triples the effectiveness of your healing abilities and reduces how many materials, how much energy, and any other costs you incur when trying to heal people by 2/3rds (a spell that costs 15 mana and heals 5 hit points, or something to that effect, would cost 5 mana and heal 15 hit points).

Essence of the Scholar

Smartie [100 EP | Free for Essence of the Scholar]

You have a simple, handy, universal, 10x learning boost. This also comes with immunity to mental fatigue and a clearly supernatural luck that allows you to always find opportunities to study and learn more.

Scientist [200 EP | Discounted for Essence of the Scholar]

Your understanding of all fields of science are linked. As you study one you experience mental breakthroughs in the rest. Whenever you first come across new fields of science you automatically understand them to a degree that brings them to a comparable height, even and especially supernatural sciences.

Instant Transmission [400 EP | Discounted for Essence of the Scholar]

You can instantly impart information onto any appropriate medium, such as an iPad, computer, or book. This can also be any degree of information, such as filling a book with entire encyclopedias worth of knowledge.

Scientist Supreme [600 EP | Discounted for Essence of the Scholar]

You understand the world-shaking power of science. When you invent new technology, be it new to yourself or new to the world you're in, you get a poignant and powerful buff. If you invent a technology in a new world where that technology does not exist then you get a small boost to your overall capabilities. Each time you invent a wholly new sort of technology that you've never invented before you get a small ability derived from that technology. Beyond this, you also have the ability to meld science with the supernatural and are capable of fusing different scientific fields to create wholly new devices, technologies, and disciplines. Your inventions are fiat-backed to be impossible to subvert or use against you and your allies, and they are easier to make, as well as wholly more resilient and effective. This also counts for life forms you created using science and technology.

Essence of the King

Noble Bearing [100 EP | Free for Essence of the King]

You have an updated mental database that always teaches you how to act sophisticated and classy in every culture and persists into future jumps. You can also ascertain someone's class, as in socioeconomic, with a glance. Your mental database tells you basic historical facts related to kingdoms and empires in each setting you visit.

Wise King [200 EP | Discounted for Essence of the King]

Your wisdom and charisma are linked, and the more you grow as a leader, the wiser you become, and the wiser you become, the better a leader you become. You may well earn a fancy epithet if you keep this up, dear jumper, such as "King Jumper the Wise", or "Queen Jumper the Sagacious".

Blood Baron [400 EP | Discounted for Essence of the King]

This perk is a curious mutation of an ability the base essence grants. With this you can infuse people loyal to you with perks, transforming them into abilities that they can use and pass onto their offspring as well as making them more loyal to you. Their abilities grow stronger the more loyal to you they are, and the training they do with these powers also improves your own versions of them. It does take you having earned the loyalty of the people in question before you share your perks with them, but those you infuse with your powers are incredibly loyal to you. Yes you can share some, or even all, of an essence with someone using this method if you want to do so.

What A King Must Do [600 EP | Discounted for Essence of the King]

You are a ruler, through and through. Your charisma is massively enhanced by this perk, and beyond that, you have a powerful buff. As more and more people and other creatures become your followers and citizens of lands you rule, or even long-term customers of businesses you own, you find yourself becoming... more. You become more in tune with yourself, gaining comprehensive buffs to your abilities, and becoming more in line with whatever the dominant societies of the worlds you visit view as nobility and royalty. Beyond that, people with weak wills find it hard to ignore you or your commands, and you can easily command whole groups of people simultaneously.

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 Mad Doctor

Jumper's Clinic [100 EP | Free for Essence of the Mad Doctor]

This is a small building that can teleport to follow you, appearing where you decide to set up shop as a simple clinic. It has various effects that bolster the potency of your healing abilities and that make people more open to seeking treatment (as well as more likely to try and properly reimburse you for your services). There is also a well-decorated, though tiny, section in the back that has living space for you and a small number of employees, if you wish to live where you work.

Alchemist's Kit [200 EP | Discounted for Essence of the Mad Doctor]

This handy mortar and pestle are masterfully made and double the effectiveness and longevity of any potions you make with them, as well as doubles the amount you make, radically boosting the practical potency of your alchemical skills.

Elemental Set Up [400 EP | Discounted for Essence of the Mad Doctor]

Hmm... This is curiously like a strange doctor's setup before he animated a certain corpse. Odd. This device is excellent for using the elements to heal, or to use the elements to help you create new life. You just strap someone in, or a collection of materials you wish to assemble into a monster, and select which element you wish to use for the healing or animation. This device has a steady supply of the four classical elements. Whether you heal people or make them with this they get potent elemental resistances and powers out of it.

Essence of the Scholar

Science Book [100 EP | Free for Essence of the Scholar]

This updating text contains all of the scientific information in each setting you visit, but only requires research and a meaningful investment of your time before it spills its secrets to you. It is also a fantastic teaching aid and can help others learn scientific ideas and processes at much faster rates.

Workshop [200 EP | Discounted for Essence of the Scholar]

This is a professional jack of all trade's workshop filled with a variety of materials and resources for all sorts of tinkering. When you purchase this space you decide how it is initially decorated and as you proceed on your chain it grows and naturally reflects your interests, gaining new crafting stations and the like to reflect what sciences and fields of study you most gravitate towards.

Magical Quill [400 EP | Discounted for Essence of the Scholar]

This arcane writing instrument is attuned to you and is a tremendous aide when you are creating scholarly works. It can eloquently summarize even your most technical thoughts and advanced knowledge and make such knowledge digestible. Those who read the works you create get a powerful learning boost proportional to the amount of knowledge in the books, and these works themselves get buffed in quality by how much you yourself know.

Essence of the King

Knightly Order [100 EP | Free for Essence of the King]

This is a small group of loyal followers, and a building that houses them. This place is a large training ground and home of several dozen professionally trained, skilled knights. These knights are real, fully trained knights and are eager to do your bidding. Slain knights either naturally respawn or are replaced by people who receive equivalent training over the course of a week. This building also grows if you recruit more knights, and retains changes across jumps.

Palace [200 EP | Discounted for Essence of the King]

A luxurious palatial home staffed by loyal, skilled maids, butlers, cooks and guards. In this place your capabilities are doubled, and the capabilities of your servants, followers, and companions are doubled while you are here as well. This has many of the protections of typical fiat-backed houses, but also comes with an SEP-field that prevents people from finding it odd no matter where it is located or how strange it'd be for there to be a palace even in settings where such things don't make sense.

Royal Ring [400 EP | Discounted for Essence of the King]

This ring is the symbol of power that reflects your own royal might. This ring gives you an aura of charisma and regality that scales in proportion to the size of your kingdom and the number of followers you've managed to acquire. The aura it gives you is a protective thing that can be temporarily intensified to transform into a suit of armor and a sword that are both reflections of the ring's power, and the more charismatic and successful you are as a king the sturdier the armor is and the more powerful the sword is. With enough charisma your armor could block a nuke (and it is 100% protective even in places it isn't physically covering, giving you broad and powerful protections) and your sword could slice through a tank. Your sword is also capable of draining the wills of those it strikes, with those you defeat with it becoming loyal followers of yours and thus augmenting your own power.

Companions & Followers

Companion Import/Companion Creation [50-200]

With this, you can spend EP to import companions into this jump, giving them 600 EP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 EP per person you do this for, or you can spend 200 EP and create or import 8 such individuals.

New Friend [50]

This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 EP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 CP]

This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]

For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]

You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 EP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Power Acclimation [100 EP]

This drawback causes you to not immediately understand how your powers work. You possess a rough understanding of your powers but do not understand every detail about them, and need to experiment to figure out their full limits.

Chuuni [100 EP]

Ah yes, this thing. You now suffer from Middle School Second Year Syndrome. This unfortunate malady causes you to experience delusions of grandeur that are tied to your chosen essence(s). This is not great, but can be overcome with willpower and an appropriate sense of self.

Rumor Mill [100 EP]

Somehow, people will invariably discover your powers. Not everyone will believe in them, but some will, and those people will spread rumors regarding your strange abilities.

Essence Entities Galore [200 EP]

This makes this world much more interesting. With this drawback other essence entities are guaranteed to both exist and to, eventually, find out about you. They aren't guaranteed to be hostile, and many will be friendly, but essence entities are all as diverse, morally and intellectually, as humans. A clever jumper could see this as a fascinating opportunity... These essence entities will appear even in isekai worlds, though this won't make them more or less dangerous than they were/would have been on Earth.

Very Superstitious [200 EP]

Many modern people do not believe in magic, and even those who do are often in awe of it. This changes that. Over the course of your time here more and more people begin to believe in magic and begin to fear it, like many people did in the medieval past. And people have a history of trying to destroy what they can't understand.

Shops Abound [200 EP]

It turns out you weren't the only one who wandered into an essence store. And annoyingly not everything that came out of these stores were human, or even essence entities. Monsters snuck out of stores throughout the planet and are now wandering around freely. Many of these creatures will have oddly thematic features and abilities.

Essential Nature [400 EP]

Your chosen essence(s) have a powerful effect on your personality. You want to use the essence you chose as your origin regularly, and frequently fantasize about how using its power could make your life easier. You need powerful willpower to soldier through this effect and resist it fully. You can often resist this in the day-to-day moments, but when you get really tempted, it'll be quite easy to succumb to temptation for even a second, and that can be long enough with the right essence to do something life-changing to someone.

Essence Thief [400 EP]

There's a trickster roaming around targeting essence entities. This individual can steal essences, and is capable of identifying essence entities at a glance, but it is also an arrogant brat and likes to taunt people so you might be able to force it to give back something it's stolen. Still, this little trickster is unpleasant and skilled and can absolutely steal your essence abilities, even overriding protections they'd normally have, due to the powerful nature of this trickster's powerset. Vendors don't like this asshole either, so there's a chance that you can team up against it if you find someone whose essence entity friends have been victimized, but the later in the jump you try to act the more this gremlin will have stolen, making it all the more dangerous. Abilities stolen from you are naturally restored at the end of the jump, but unless you get them back from the trickster they remain sealed away for the duration of the jump.

Anti Essence Squad [400 EP]

Essence-empowered creatures are far from unknown, at least to the governments of the world. Many people in the secretive agencies tasked with monitoring and watching the supernatural flatly do not trust Essence Entities. Somewhere near where you start this jump there will be local government agents interested in intercepting you and learning about your abilities. Whether or not they can do so is up to your OCP, as their abilities are surprising and diverse but very largely focused on essence silliness. For the duration of your jump these people will be interested in you. How you deal with them is up to you. Sufficiently powerful governments have more resources than other governments do, including quite possibly aligned essence entities of their own.

Predatory Essence [600 EP]

This world is the hunting ground of a particularly nasty creature empowered by an essence. At the base level this essence is something on par with the essences here, which can be incredibly dangerous but take finesse, knowledge, and resources to wield properly. For 800 EP the essence is much worse in terms of what it can do, perhaps something like the Essence of the Assassin. For 1000 EP you face a truly nightmarish foe, a creature with powers on par with the essence of the unnamed darkness or the essence of the anti-immortal, potentially apocalyptic enemies.

Malicious Vendors [600 EP]

So did you... steal your essence, dear jumper? Because you really pissed off the people who run essence shops. They've banded together to sell your foes, or even just your targets and neighbors, essences based on the adventures you've had to give people a shot at beating you with the powers you've encountered before now, and this includes the powers you've gained in past jumps. If this is your first jump they'll send generically powerful martial and magical essence entities after you, such as creatures empowered by the essence of the warlord or the essence of the sorcerer lord. At first they'll want to keep you alive and drag you to their lairs to turn your memories and powers into the basis of new essences, but if you overcome them enough they'll just want you dead.

Decisions

You have three choices ...

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

-There are two large archives of essences. One, the original, can be found [here](#). This is what is referenced below. The other, far more up to date, one is by Number96 over on Questionable Questing and the latest version can be found [here](#). It is ONE document, at over 3,000 pages, but it's also got leagues more essences.

-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.

-All essences are in part 1, and are by Triggerhappy Jabberwocky.

-Essence of the Mad Doctor

- Perfect memory with infinite storage
- Beyond genius level intellect
- Can make potions that can do almost anything, from immortality, to regeneration or even cause someone to fall in love with a specific target.
- Immunity to disease and poison mundane and magical
- Immense knowledge on occult and alchemical lore that updates itself should you find a way to travel to different worlds.
- Supernaturally skilled at medicine, can cure just about anything with some research, already know how to tackle most ailments already.
- Master of life and biology, able to create homunculi that are superior to regular versions of their species in all areas including being ageless and perfectly loyal to you.
- you may also create other creatures like sewn together Frankenstein abominations, chimera, or other mutated beasts.
- Can conjure ingredients from thin air.

-Essence of the Scholar

By consuming the essence of the Scholar you gain several boons

- Perfect memory with infinite storage
- Beyond genius level intellect, do calculations and process things faster than super computers.
- Immunity to insanity and memetic hazards. "Things Man Was Not Meant To Know" becomes more of a guideline than a rule
- Mastery of many sciences, even ones man has not discovered yet
- Can reverse engineer anything with enough time.
- Gain practically infinite trains of thought and ability to multitask.
- Gain knowledge of any data storage device or book just by touching it no reading necessary, this effect can be turned on and off

-Essence of the King

- A body just above the peak of your species in ability, one sculpted to your tastes.
- Infinite willpower to tackle any foe, even bloody and broken you will not stop.
- Endless endurance, stamina, and immunity to pain.
- A signature bloodline with several benefits up to your discretion. Can pass onto your descendants.
- Perfect memory with infinite storage
- 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.

- A mastery of economics, logistics, politics, and other things needed to run a functional power.
- Charisma to bend the will of entire nations and the sheer presence of a monarch that others would describe as divine.
- Optionally begin with a kingdom of your own design, from its general people, cultures, customs, military, etc. Its initial size can be up to that of a proper continent. The Kingdom can retroactively insert itself into any new world you visit or be housed in its own shielded pocket dimension. Most entities will be unable to pass to your realm freely unless they are significantly powerful such as gods.

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