

Human Paragon Essences

An *Essence Meta* CYOA Jump by **SpiritualStill**, with credit to **LJGV/Sin-God's** Template
Version 1.0



Hello, Jumper. Welcome to a world you are likely to be familiar with: 2020s Earth. But look beneath the surface, and you'll soon realize that this is one of the myriad worlds influenced by the *Essence Meta*, a CYOA where some are given access to potions that grant them reality-shaping powers. In this Jump, you have become an *Essence Entity*: someone who has imbibed an essence and claimed its powers for yourself.

Of the essences you have been given the chance to imbibe, it appears that they revolve around the limits of the human condition, and ultimately breaking through them. These are decently strong to begin with, but their main power is to rally others behind your banner

Please take this for the sake of purchases: **+1000 Essence Points (EP)**

Starting Locations

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, Gender & Sex

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.***

Bolded 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 Humanity Unchained [+200 EP]

An essence that, when imbibed, removes to limits on your human will and possibilities. Physically, you are a peak human being in all physical attributes, with an immunity to things like soul and psychological death. Mentally, you are a super-genius that can learn anything, and even bring others to your level.

In the event that you choose to allow others to become Unchained like you, they may be brought along as companions if they so choose.

Essence of Mythical Human [Free]

You have chosen to become a hero straight from the ancient world. This essence grants you all sorts of powers related to humans from myths and legends.

Essence of Human Progenitor [200 EP]

I imagine the world owes you a lot of Father's and/or Mother's Day presents, huh? This essence makes you the origin point of mankind, the first and greatest of them. In addition to being immensely stronger than regular humans, you've got insane charisma, immunity to poison and disease, an incredible mind, full-blown plot armor, and the ability to sire offspring matching the four ages of mankind.

Perks

Origins receive their 100 EP Perks free, with the others having a 50% discount.

Undiscounted Perks

Essence Entity [Free & Mandatory; Can Be Removed at End of Jump if Desired]

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 Unchained Humanity Perks

Masterful Multitasking [100 EP]

Your ability to multitask has been amplified by leaps and bounds. So long as you need it, you are able to have as many trains of thought as you would deem necessary, letting you do such things as talk to two different people, do chores, and think about twenty different ideas and plans without ever losing track of whatever you are doing.

Humanity Restored [200 EP]

As an Unchained, you are immune to losing what you define as human, regardless of what happens to you. This allows for you to share that gift with others, being able to restore their humanity if they've lost it, either through a fiery speech or close physical contact. If your definition of human is more psychological than physical, this enables you to restore sanity to someone, or fix some serious flaw in their soul.

If a being is a soulless husk puppeted via magic, parasites, or whatever else, "restoring" them will simply return them to a natural state of death.

Renaissance Teacher [400 EP]

You have taken it upon yourself to teach others, as you certainly have the will to do so. You possess the uncanny ability to, with a simple moment of observation, identify the hidden talents, strengths, and weaknesses of an individual. Even if you personally can't perform what they can (at least, right now you can't), you will be able to formulate the best ways to help train them in what they are best at. If you actually can perform what they are best at, your tutoring results in their own growth being exponentially magnified.

Marching Ever Onward [600 EP]

Your plot armor, unshakeable willpower, and ability to continuously move forward appear to have intermingled in a strange way. This effectively allows for you "forcefully" reach your preferred endings, even when it seems unreasonable. So long as you are determined, and make a genuine effort to try and change things, you will find that fate grants you small yet significant chances to shape the future. It's ultimately up to you to be able to change the story, but it is possible.

Essence of Mythical Human Perks

Name Known Amongst the People [100 EP]

When you go out and perform heroic deeds, your name spreads far and wide incredibly fast. If you choose to help some farmers plant and harvest their crops, they'll be quite grateful to you, and will likely mention that you helped them out when they go to the market. If you go out and slay some giant monster, you'll find that people learn about it very quickly. You get a very good reputation among people.

A Warrior, True and Right [200 EP]

Most mythical humans are some flavor of warrior, and so you are as well. You possess the ability to use just about any sort of weapon you can get your hands on with above-average skill. Select any one type of weapon, such as a sword or a spear, and you will be surpassingly skilled with them.

The Friendly Scuffle [400 EP]

A trope so old it's in the very first epic, you have the ability to befriend anyone who you fight in battle who isn't diametrically opposed to you. If you fight a fellow warrior, exchanging blows will serve as an excellent first impression. By defeating a king in combat, you'll wind up with an unflappable comrade.

Divine Heritage [600 EP]

As befitting many of the most famous heroes in the world, you have some flavor of divine ancestry within you. Pick any god recorded within your current jump, and you'll receive powers related to their domain. The god you choose need not verifiably exist, but they do need to have actually been worshipped in some capacity. This doesn't give you the full power, but does grant you lesser derivations of it. A son of Poseidon, for example, won't control the ocean and be able to create, but they can tame any horse, and generally be able to control water around them.

Essence of Human Progenitor Perks

Mind of Eternity [100 EP]

Your mind is that of someone who has lived since the dawn of human beings. You are a calm and collected individual that is slow to anger or irrational decisions. You are immune to things like ennui and boredom, and can perform repetitive actions without ever getting tired of them. As a helpful bonus, this also ensures that, when you learn or train something, it will never degrade.

Xenophilia [200 EP]

Although you are indeed a human being, there is and always will be many problems with believing you and the end-all-be-all. With this perk, you receive the ability to always look at peoples and cultures from an unbiased perspective, and can always find ways of integrating them. Additionally, this makes you charming to outsiders as well, which in this case can also refer to non-humans and those with non-human ancestry.

Humanization [400 EP]

Due to your mandate to rule nature, beasts and animals are able to fall under your sway. To those that have, you are able to bestow upon them hyper-developed forms that grant human-level intellect, and human-shaped forms. These beings are a subcategory of humans, and in addition to their previous gifts, can manifest abilities that other humans would be able to receive in their setting and any settings you have visited beforehand.

Elevation of Humanity [600 EP]

Your innate connection to human beings allows for you to elevate them into one of the four types of humans: from the Men of Iron to the Men of Gold. Which type of human being they transform into is ultimately based on their innate potential. As you are the first human being, what this “potential” is will be up to you. Most human beings will, by default, wind up being the Men of Iron. However, the more inner potential they have, the higher their type will be. You will be able to identify the inner potential of someone by default.

Items

Origins receive their 100 EP Item free, with subsequent purchases being 50% off. with the others having a 50% discount.

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.

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 Unchained Humanity Items

Map of Your Future [100 EP]

This is not a literal map. Instead, it is something of a spiritual map showing your progress in various fields. When you reach a specific threshold in a field, this map gives you a number of possible routes required for you to go down. If you are seeking out a path for a specific goal, you receive the full “tree” required to reach that goal. This won’t teach you how to do said things, as your Essence means you can figure that out for yourself. This map continuously updates for every jump you travel to.

Chain Breaker [200 EP]

Perhaps a bit too literal of an item. This item (the form of which is up to you) allows for you to break the binds that enchain others. Maybe this can be literal chains, or mind control, or some legal law that enslaves or demeans them.

Harbinger’s Accelerated Learning Class [400 EP]

This is certainly an unusual sort of place. It appears that you are the proud teacher of some sort of classroom fit for up to twenty students at a time, with places to additionally eat and rest. Those who learn in this place learn anything five times faster, and tend to pick up your morals.. When a student of yours “graduates”, leaving a spot open will result in bringing in a new student with great potential.

Essence of Mythical Human Items

Mythical Mount [100 EP]

This majestic creature is a mythological beast straight from myths. Whether it is a griffin, pegasus, longma, or something else, you are the master of a mount that can move swiftly on land or in the skies, able to shrug off any sort of mundane attack. Should the creature perish, it will vanish, and will be able to be summoned again after twenty-four hours.

Equipment of the Chosen Hero [200 EP]

You possess a set of combat equipment worthy of your nature. This includes a mighty weapon, a shield, and a set of armor. Each of them are able to shapeshift to fulfill your personal preferences and general aesthetics without sacrificing their practicality, and are self-repairing. Your sword is able to cut through effectively anything and scales to your strength. Your shield is able to ward away any physical, ranged, or mystical strike that hits it. Your armor is fiat-backed to always be at least twice as durable as yourself (unless your durability is less than solid steel), and any damage that you might have taken, regardless of its source, will harm your armor before it ever harms you.

Radiant Lands [400 EP]

You have access to a fairly small yet industrious kingdom. At it's heart is a vibrant, well-fortified capital with merchants, scholars, and artisans. It overflows with culture and trade, with perfect plumbing and perpetually clean streets. Beyond your capital is a domain full of fertile lands and fiefdoms held by loyal vassals and retainers.

Essence of Human Progenitor Items

Book of Descendants [100 EP]

This handy-dandy book is a complete list of all humans, human subspecies, and species intrinsically linked with humans (such as dogs). So long as you wish to know to ancestry of someone, your book will automatically go to them, and identify their family members. If they are adopted, it will show their biological and adoptive family.

Advanced Research Station [200 EP]

A special workshop with state of the art equipment for every type of known human science. From this station, you will be able to more effectively reverse-engineer any sort of mystical artifact or alien technology that you happen to come across. When you do figure it out, this station allows for you to recreate your version of said object.

Mankind's Garden [400 EP]

As one with the mandate to rule nature, you have access to the very same garden in which this was granted. This garden, an attachment to your warehouse, is a massive space by which a pair of every sort of creature (birds, fish, reptiles, cats, dogs, monsters, etc.) are present within. These creatures are immortal, non-hostile to one another, and are fully loyal to you. This updates every jump to include new creatures.

Companions & Followers

Companion Import/Companion Creation [50-200 EP]

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 EP]

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 EP]

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 OEP, 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.

Final Choice

Your journey in this Jump is over, and now it's time to decide your next move.

Go Home: Do you feel nostalgic for home? You return to your home world with everything you've brought with you so far.

Stay Here: Were your adventures here that impactful? You now stay in this Jump, with everything that you've gained.

Move On: There's always something new to experience. You move to your next Jump.

Notes

Credit goes to LucianoLogic/Sin-God for making the original template. Modifications made were purely to match my sense of aesthetics.

-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 Humanity Unchained (by cliffc999, Part 1 of the Essence Meta Network GDocs).

By consuming this Essence you remove all limits on the Human Will and what it can eventually achieve, giving you the following benefits:

- Regardless of whatever happens, you will always remain as "human" - in whatever sense of the word that means to you - as you desire to be.
- As a physical baseline, you will receive a perfectly healthy human body re-sculpted to your desired aesthetics and idealized self-image. You start out at peak human in all attributes, are cinematically resilient, and are immune to disease and illness. You also start with a minor healing factor allowing you action-hero level recovery from injuries.
- Your intellectual baseline will likewise be increased so that you are a truly multi-faceted genius and at least as smart and talented as any human that has ever lived. You will be a true Renaissance man, able to apply the full force of your intellect to any or all fields of endeavor that might strike your fancy with equal ease.
- You have impenetrable plot armor against soul-death, death of personality, psychological destruction, and other really bad things. Your memory will be perfect and entirely adapted for a potentially eternal existence, although you may still choose to selectively let things fade.
- If you would already be even theoretically capable of learning how to do something without the benefit of this Essence, whether it be a normal property of the setting or a unique power or ability you already possessed, then your ability to learn and develop that thing is now expanded exponentially. You can explore new modes of thought and new techniques, or learn how to experience new sensations, much more easily than those around you. You are a single-repetition learner for anything that others could teach you and when attempting to discover hidden depths of mastery within yourself or teach yourself then you will need at least two orders of magnitude less time than a 'normal' genius would.
- Being Humanity Unchained means that you are at zero risk of ever becoming overspecialized or trapped in an evolutionary dead end. No matter what you learn you can always choose to learn new things if you wish, even if people could not normally learn both. Likewise, you will always be capable of approaching new

concepts without being unconsciously biased or constrained by what you already know and instead judging it fairly upon its merits.

- As Humanity Unchained all limitations are lifted from your body, mind, and soul. No matter which quality of yours you are trying to improve, you will always find new ways to advance yourself a reasonable amount in a reasonable timeframe. Ultimately all it takes is you being willing to put in the effort, and you will always be able to muster sufficient willpower to be able to push yourself to improve or encourage others to do likewise.
- As a special bonus, you receive full control over your fertility and other related buffs.
- Finally, your skills and abilities will never degrade regardless of disuse, lack of practice, etc.
- Optional: Humanity Unchained is intended to be a harbinger of what all humans may one day become. You may with sufficient effort and example eventually help anyone for whom you had the responsibility of ruling, raising, training, or engineering to become Unchained themselves. Likewise, all of your genetic descendants will also be Unchained, and their descendants in turn, ad infinitum.

Essence of Mythical Human (by GRoWLiThETR, Part 9 of the Essence Meta Network GDocs)

By drinking this history and mythology tasting essence you become a Human of myth.

- Human Spirit: Your soul cannot be destroyed. Each and every harm to it will eventually heal by itself, and result in a stronger soul. The more stress you are under the brighter shall your soul shine when given enough time to rest and recover. Boredom might dull the shine of your soul, but a spark of excitement is usually enough to re-brighten it again. The shine of your soul has the effect of attracting the supernatural and other similarly 'unique' souled people towards you, this might mean someone that has been bored for a very long time, or someone who is passionate about their work, or even someone who is genuine and pure. The attraction will be focused more on those with a singular focus in their uniqueness, the bored person might be a tad dull besides their age and wisdom, the one who is passionate about their work might be blinded by their focus, and the genuine and pure person might be exasperatingly naïve. Also, your memories, emotions, sensations, and feelings are all stored in your soul, there is no limit to the storage space, however your flesh brain might be limited by the amount it can access at once.
- Free Will: The greatest gift of God. You cannot be contained for long, all forms of control and influence upon your being, whether physical or conceptual, unravel at a growing speed. Each exposure to an influence grows your resistance. Besides this resistance, you are just plain impossible to predict in any reliable fashion, one can intuit a lot through the mundane ways however anything beyond a certain level is impossible to achieve and simply proves a convincingly false information that is convenient for you. The only exception to this is when you are the one mapping yourself, however even then you will always have the option to change the course of your future. The core part of your very being, below the parts that can be destroyed and rebuilt better and better forever without changing you, is simply indestructible.

This core keeps you from committing any actions you would consider taboo even if someone manages to control you.

- **Made Of Clay:** Your form is malleable like clay, making it much easier for you to adapt and eventually thrive in any and all situations you find yourself. There is also little limit to how much, and for what, you can 'mold' yourself, from staring into the sun for hours to adapt your eyes into a different color to becoming so fat that you have your own orbit around you, or even to becoming fast enough to outrun lightning. You just need to set a goal and do the 'training' for a time, the amount of time you need to train depends on how correct your training is and how large the change is from your pre-training form. Even just staying in complete darkness for a very long time can give you a dark skin tone if that is your goal, however it would take much longer than just tanning under the sun. Also, like a statue made of clay, you will forever stay at the peak of your condition, whether that be in your 20s, right after you left the gym and your muscles are bulging due to the strain, or in your 70s and wielding a mighty fine beard showing your age and wisdom. Finally, you always heal correctly from any and all damage, regardless of the extent. If you survived it, then you will heal from it. There is only one hard limit you have to contain yourself by, you still have to visibly be 'of the man', but beyond that you can train your 'shape' into whatever you wish.
- **Just A Man:** Beings of power tend to underestimate your threat level. This doesn't mean they won't respect you, respect your power and your past deeds, just that they will leave preparing against you as the last thing on their agenda, even when they really probably shouldn't... The stronger the being is compared to you, the greater effect this aura of unimportance has on them. Also helps you blend in with a crowd, making any attempt at tailing you a fool's goal, unless you deliberately allow them to follow you.
- **Cain's Kin:** You have a deadly aura around you that pushes things to go in such a way that any deaths around you happen with maximum gore, and any and all offense you launch with the intent to kill is adjusted by this aura to make it more likely to hit a critical point. All your attacks(with the intent to kill) have a much longer and harder time healing, and most of the time they heal wrongly. This aura also allows you to kill the unkillable, or the deathless. The more murderous intent you feel the stronger this aura will be.
- **Rightful King:** By fate itself you will find yourself surrounded by people you can trust and rely upon. They will flock under your banner, and even if you live the life of a lonely hermit your on a mountain, your name and presence will be noted down and become a symbol of the people at the foot of the mountain. Maybe giving the mountain your name, the travelling merchants reminiscing about the town with your presence as the distinction from all the other towns they saw, or the population getting inspired by you or your deeds to live like you do. Either way, you are a rightful king, and that means the burdens of leadership is easier, the responsibilities of a leader is easier to shoulder, and the skills needed of a leader is far easier to achieve for you. Similarly your people find their lives and fortunes easier. Their crops flourishing, their minor talents and skills rising to masteries at a rapid pace. And in the back of their mind they will attribute these boons with your rule. The

more loyal they are to you the greater the prosperity your rule shall impart upon them.

- Noble Lineage: Your mythical nature is hereditary. As your offsprings grow, they will quickly find that they have your gifts too, though at differing levels. Some will be more heroic, some will be more deadly, and some will be more prone to being underestimated, but eventually as they grow they will mature into a myth of their own. This could be being a great teacher without peer, becoming the master of wild life taming, or even being the cutest little princess ever. Your lineage will continue on strong, excelling in the areas they consider their life's work, and bringing diversity and unique perspectives to the family with each generation. Of course, the further down the line they are from you, the weaker their connection to your myths will be and the more of an effort they must display to achieve a stature matching their great ancestors in their own life's work. Rest assured, for your family shall never lose its spark of passion, interest, and nobility. Your shared values will keep on enduring the passing of time and generations, and your house will ever prosper in ways you would be proud of.
- Protection From A Leader's Bane: You can summon all the paperwork you might need to your hand instantly or finish all paperwork in your hand instantly. You will have faint memories of doing them. This cannot give you diplomas unless you qualify for them, though summoning a diploma you earned previously and forgot all about shall refresh all the required knowledge to earn the diploma. This also won't allow you to commit fraud, though you may use it to do all paperwork requiring things retroactively.
- Designated Hero: You feel a pull towards places, people and objects of importance and interest, and not only that all the interesting events that would happen there seem to just wait for you to arrive. You never know what they are and you can simply ignore the call, however if you follow along with the pull then you will find yourself at the exact spot to either witness the event from a safe distance away, or prevent it from happening should you be quick enough. This pull is increased in strength when it deals with those you care about, good or bad. Also you seem to find loot in all sorts of places, even if it doesn't make sense to find them there.

Essence of Progenitor Human (by Triggerhappy Jabberwocky, Part 1 of the Essence Meta Network GDocs)

- Become the origin point of humanity, the first and greatest human. Gain a body that is vastly superior to that of any normal human in all attributes. You can develop any ability innate to other versions of mankind such as those that are from alternate universes if you come in contact with them. Things like bloodlines, strange powers that can develop naturally and so on. These abilities will grow to match your level with enough time and effort.
- Immune to poison and disease. You are also ageless.
- You can create resources from nothing and how they manifest, such as forcing pillars of gold to shoot from the ground as massive landmarks or flooding a depression with fresh untainted water turning it into a pond. Even plants and animals except other sapient beings may be created in the same manner.

- Extremely charismatic on the level of whipping up strangers into a frenzy with a few choice words and easily gaining die hard loyal supporters with little effort. Humans especially will see you as a symbol of the species and rally to you should you take up a cause. Even beasts and monsters are not immune as any may be overwhelmed by your mandate to rule nature.
- You learn extremely quickly, taking in months of experience in days, years of experience in weeks and decades if not a century of experience in years.
- Can survive and thrive in desperate situations and adapt accordingly even if logically you would most likely die an ignoble death.
- Can learn and understand anything with enough study, even reverse engineer and reproduce strange alien devices or magical artifacts with human sciences.
- Similarly you can uplift more primitive groups of humans to the standard of science and technology that you understand.
- Can breed with anything and still somehow result in a viable half human hybrid that takes more after their human side than alien. Toggleable
- You can produce several distinct types of humans depending on the quality of your partner. Regardless, all types are immune to mundane diseases and poison. Men of Gold, Silver, and Bronze are resistant to supernatural poison and disease.
- Men of Gold, the closest to you in abilities and can generate resources/life and learn just as you. They do not visibly age and their lifespan is many times that of a normal human. Unfortunately they are rather difficult to breed. Men of Gold are natural leaders and can organize themselves and their lesser brethren effectively for whatever purpose you desire.
- Men of Silver, who are smaller and inferior to Men of Gold but still vastly superior to those of lesser men in ability and hold the same that Men of Gold have from yourself but weaker still. But they are much easier to breed than Men of Gold and can act as effective seconds to the Men of Gold
- Men of Bronze are very physically powerful and aggressive, they only retain the ability to learn quickly from yourself. War is in their blood and they will very quickly develop strong combat abilities that allow them to roll over even Men of Gold or Silver if they outnumber them. They can be bred in large numbers and work well under a Man of Silver or better under a Man of Gold.
- Men of Iron are more or less enhanced mundane humans. They are closer to the peak of humanity but lack anything else in regards to inheritance. There are the bare minimum that you are capable of breeding and extremely easy to do so if not easier than what you know as humanity.