



Themed Divinity Essences Jump

v1.0

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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: *All of the essences here provide jumpers with themed takes on godhood that revolve around distinct domains. There are some other divine essences that may get their own jumps, but these ones are easy due to their distinctness. This is a reasonably powerful jump but all three essences are more or less similar in terms of the powers they offer.*

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. All origins in this jump become altforms in future jumps.**

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. Any essence that contains any rule about unlimited respawns is automatically edited such that you can respawn once (per jump/per decade, whichever comes sooner) with it without needing any other 1-ups. Beyond that you do need a 1-up or some other method to not jump-fail if you die again before this duration is up.

Essence of the Primordial God [Free]

Creation. There is perhaps no greater domain than that of creation itself. And as a *Primordial god* that's what you govern. Your powers are vast and you are, at least indirectly, a creature of beginnings, of change, and of life itself, thanks to the expansive nature of your abilities to create and to modify. This essence's description is perhaps the most verbose and also thorough in outlining its godly capabilities.

Essence of the Bazaar Elder God-King [Free]

Another mighty domain is that of commerce and the Bazaar Elder God-King is a mighty lord of that specific domain. As the bazaar elder god-king you are the lord of a divine marketplace, one that operates as you command, and as an uncommonly mighty bazaar elder god-king you also have a number of other bonuses as well.

Essence of the Afterlife Elder God-King[Free]

There may be one domain as powerful as that of creation is that of death. But curiously you lack that exact domain (unless it's one of the ones you choose to be one of your extra domains), and instead have an almost equally important domain; that of the afterlife. You are a divinity of the afterlife and the lord of an afterlife of your devising, and you derive power from that afterlife in a multitude of ways. Your afterlife is one of the central fonts of your strength but as an *Elder God-King* you have a few marks of your immense potency, in much the same vein as the Bazaar Elder God-King.

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. You can learn to cloak your scent with time and training, allowing you to retain the buffs of this more fully without worrying about the little bits that are less than excellent.

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.

Divine Makeup [Free & Mandatory]

You are a deity. While in the deity form(s) you attain in this jump differ in terms of their exact capabilities this helps unify some facets about them and provides a revised floor of capabilities.

This perk gives you the power to draw power from and awareness of your domains. For the primordial god this would be creation and alteration (and to a lesser extent the things that are offshoots of those central ideas), while for the bazaar elder god-king this would be commerce and business (plus the 11 domains you pick), and for the afterlife elder god-king this would be the afterlife (plus the 11 domains you pick). You derive power from your domains, sensing instances of them in a range around you that gradually grows as you grow mightier in power. You also gain power from worshippers, with more fanatical worshippers funneling greater power towards you, power which also helps extend the range of your domain sense. This domain sense and the ability to derive might from examples of your domains includes actions you perform, such that a god of life can gain power from instances of them creating life, whether it's the typical biological way or by using their powers to create people.

Beyond this, there are also things you can simply do. Anything related to your domains you can do with an expenditure of energy that scales to match the potency of the feat you wish to achieve (with many feats being free, and more becoming free as you grow in divine power). You can also bless your followers in ways connected to your domains, such as a god of death or war blessing a follower in ways that make them a better killer or soldier. There's also the fact that when you tell people truths related to your domains

(such as a god of magic telling someone how to cast a spell) you can force them to accept the truth of your words, filling them with certainty that you are correct.

Multi Essence [200 EP if you want just another essence, 400 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 on future jumps. **Yep, we're using the OP essences price for this one. The essences here are pretty heavy duty.**

Essence of the Primordial God

Creation Visualized [100 EP | Free for Essence of the Primordial God]

You understand creation on a scale simply unimaginable to other beings. You have innate mastery of all mundane forms of creation, and can visualize the process of creating anything you can imagine, though actually achieving the feats in question might, possibly, be beyond you in terms of what you can create instantly, easily, and freely. You can also bless examples of creation in all of its forms, making creations (including life) stronger, more effective, more beautiful, etc. How strongly you can bless something is dependent upon your overall power.

Conditional Ethereality [200 EP | Discounted for Essence of the Primordial God]

The ethereality of the primordial gods is a default state for them, a weakened state. This is true, and acceptable, for many of them, given that even an ethereal primordial god is a force of nature. You, however, wield ethereality like a blademaster wields a sword. You are capable of blending ethereality and corporeality and can easily flit between the two, even capable of having parts of you be ethereal while the rest of you is corporeal.

Holy Need [400 EP | Discounted for Essence of the Primordial God]

People around you are inspired to believe. You naturally evoke strong feelings of piety in others, and your presence makes believers even out of hard-hearted nonbelievers. Your natural ability to gather followers is one that is the envy of other gods, and to your surprise even those feelings can generate belief and power, though of a different sort. Around you people believe in miracles, and dare to hope for the divine. You are also especially good at generating religions, answering prayers, and bestowing holy power upon your followers.

Divine Age [600 EP | Discounted for Essence of the Primordial God]

You are ancient, but only when it benefits you. If you come across something, such as a dragon alt-form, that benefits from being aged, you have the full benefits of a long life without the negatives. When and where it matters, you are ancient, be it as a vampire, a god, a dragon, or an elf. Your enemies will come to respect your experienced wisdom, and your continued existence. Creatures younger than you will naturally be inclined to submit to your commands, and those much younger than you will be especially vulnerable to this. It will take real wisdom and willpower for someone much younger than you to resist all but the most openly dangerous commands, and this effect is even more dramatic on members of your own species. This also counts your true age as the effective age if you are older than it seems, due to the quirky nature of your existence as a jumper.

Essence of the Bazaar Elder God-King

Honest Assessment [100 EP | Free for Essence of the Bazaar Elder God-King]

You can tell the exact value of anything you see or even learn about. You can also see the past value of objects you see, and accurately predict their future value. Your eyes will not lie to you, seeing through obscuring enchantments and any other means meant to deceive and force people to gloss over or mistake the real value of anything you even become aware of.

Deal Enforcer [200 EP | Discounted for Essence of the Bazaar Elder God-King]

You exemplify the potent nature of your central domain and can forcibly enforce any deals made in your presence, in your territory, or by people who invoke your name as the enforcer of their agreement. You can be selective in your enforcement of deals, but if you enforce a deal, both sides will fulfill their side of the agreement as powerfully and honestly (to each other at least) as they can.

Copy Capitalism [400 EP | Discounted for Essence of the Bazaar Elder God-King]

You have a curious ability. You can create copies of things, be they perks, items, or even living beings, as well as mundane physical objects and esoteric things like energy and skills, and use them in your bartering. They work just as effectively as original objects, and make you a fantastic business-jumper.

King [600 EP | Discounted for Essence of the Bazaar Elder God-King]

You are the lord of your territory. A true monarch. And your will is going to be obeyed. You can set up rules and laws that all, even invaders, must obey, though strong enough invaders can try to resist your rules and laws and someone truly mighty, almost as powerful as you, can fully resist your rules and laws. Those who wish to come to you peacefully, or at least neutrally, will learn of your rules when they set foot in your territory and will know that they are to obey those rules, and have a chance to leave, but if they stay in your territory, then they will be agreeing to your rules. As you change the rules and laws of your territory, your subjects, and invaders, will learn of these changes, and many will passively accept them. People in your territory, including your enemies, will come to see you as more and more of a magnificent king, and eventually come to follow you faithfully, though how long this takes depends on the individual in question and how your personality and laws mesh with their personality and overall moral alignment.

Essence of the Afterlife Elder God-King

Marked For Passage [100 EP | Free for Essence of the Afterlife Elder God-King]

You can mark souls, a process which you can do remotely (though you must have seen the souls you're trying to mark, having laid on them), or be worlds more powerful than them (which means even a weaker Afterlife Elder God-King can mark any mundane human without ever seeing them). Souls you mark are destined to come to your afterlife, though other deities can try to contest these claims (though whether or not they win is another matter). Thankfully you know whether or not such deities exist, knowing, accurately, which gods actually exist in a given setting and which do not. You can even mark gods for your afterlife, though actually arranging for them to die is a whole other matter. You can, once per day, force souls you've marked to enter your afterlife, causing them to die instantly and painlessly, though there's a sharp limit on how many souls you can do this to per day (this limit grows as you grow stronger). If you are not an afterlife elder god-king but take this perk and the afterlife is not your domain then you can instead force marked souls to meaningfully engage with another domain of yours. It takes extremely powerful and compelling supernatural circumstances for someone's claim over a soul to be deemed more compelling than yours, such as someone who is a worshipper of a living god with extreme faith, or a demigod whose death you did not cause.

What Needs Doing [200 EP | Discounted for Essence of the Afterlife Elder God-King]

Tasks that need to be done and are within your power, but are no fun and of middling importance, find themselves getting done in ways that please you and reflect your skill freely. These tasks include things like taxes, homework (if you have the capacity to ace it), cleaning your home, and in this jump include many of the less important administrative duties of a deity of afterlives. This is a reflection of an ability present in the base essence, but universalized to allow you to focus on what truly matters. You can toggle this on or off at will.

Remembrance [400 EP | Discounted for Essence of the Afterlife Elder God-King]

Deities tasked with running afterlives are capable of studying the souls of those who come to them. They know the sins of those beneath their purview. You have a funny flipped version of this power, one that you can use to force people to remember their actions, to relieve them, and even to understand them. You can use this for a range of purposes, and it works on anyone less powerful than you.

Dimensional Deity [600 EP | Discounted for Essence of the Afterlife Elder God-King]

Afterlives are but alternate dimensions separated from this world by a thin dimensional barrier. You can touch this barrier and tear it apart, causing different dimensions to bleed into your current one. You can also, if you wish, restore or strengthen such barriers. You also have instinctive knowledge of different dimensions and can freely travel from one to another, stepping through them with the same ease as one might step out of an elevator.

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 Primordial God

Canvas [100 EP | Free for Essence of the Primordial God]

This divine canvas is a place of creation. You can shape and resize it as you wish and creations you paint, using your powers, first on it and then create are made in ways that reflect the fullness of your wonderful powers and your divine greatness. Those and that which you create using this method are much more powerful than they ought to be, as well as easier to make.

Grimoire Of The Never Before [200 EP | Discounted for Essence of the Primordial God]

This curious tome is filled with sketches and details regarding that which has never existed. This magical relic is an eldritch, divine, and demonic thing, filled with all manner of knowledge regarding that which has yet to be and yet which could be. And if you bring to life that which is in this tome the things you invent and the life you create will be loyal to you and will dutifully do your bidding, as well as worship you.

Heart of the Cosmos [400 EP | Discounted for Essence of the Primordial God]

This splendid relic is a rock the shape of a star. It passively radiates raw creation, energy which you can absorb and use to fuel wonders and horrors beyond imagining, the sort of creatures which unify planets and which tear galaxies asunder. If you possess but do not actively use this relic it will eventually begin to spawn incredible lifeforms who seek your approval and arm them with tools to do so. Its power will change the multiverse.

Essence of the Bazaar Elder God-King

Ledger [100 EP | Free for Essence of the Bazaar Elder God-King]

A thorough and complete book that contains the accurate details of every deal that involves you, be it deals made in your name, deals in your territory, deals that involve you, and of course the dealings of any of your businesses.

Tithing [200 EP | Discounted for Essence of the Bazaar Elder God-King]

Your churches and places of worship are incredibly profitable. This item ensures that, when active, your followers do pay their taxes and tithe to you, guaranteeing you a healthy income that, if you are popular and are a deserving god. It also, when tribute is paid to you, increases the prosperity of your followers and worshippers.

Idols [400 EP | Discounted for Essence of the Bazaar Elder God-King]

These statues fully depict the enormity of your power and divine glory. And you can easily use your powers through them, allowing you to impress your worshipers. Places where you are worshipped will naturally generate these statues, with more impressive ones appearing based on the population and level of devotion of your worshippers. These statues can also do miracles and protect your followers even without your direct guidance if they get enough worship and prayer directed to you through them.

Essence of the Afterlife Elder God-King

Dimensional Chart [100 EP | Free for Essence of the Afterlife Elder God-King]

This item is a dimensional chart that shows you all of the dimensions in a setting. This can also be used to easily step to other dimensions, and to wrench open portals to other dimensions. In worlds where no such dimensions exist you can use this to swiftly travel from one part of the world to another. This also has exact details on other afterlives, including who rules them, and contains rituals to open backdoors into such places.

Book of Life & Death [200 EP | Discounted for Essence of the Afterlife Elder God-King]

This sacred text contains information on the births and deaths of every living creature. This information includes some of what they'll achieve in life, including whether or not they have a family (and counts things like adoptions and other found-family type deals) and where they'll go in the afterlife. This information will be accurate, so long as no fate-breaking type silliness happens, and can update to include information that reflects the changing tides of fate, within reason.

Divine Amulet [400 EP | Discounted for Essence of the Afterlife Elder God-King]

This is an amulet you can give to a follower of yours that will empower them to utilize your authority and your name and be seen as a divine agent of yours. People will treat them like they are you, and they will know what you'd do in any situation. They will have all of your godhood related powers (including perks you selected here). Their power will not quite match yours (unless all you are is a god, such as if this is your first jump and you lack any other supernatural powers) but they will be perfectly in tune with your divine will and inspire the same splendor and awe you would.

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.

Divine Host [Free]

You can take your worshipers and holy host with you as followers into future jumps. This can be as thorough or as little as you wish, from you taking every single worshiper of yours with you into future jumps or you taking a small elite unit of worshipers, and includes things like your angels and demons if you have them, and popes and saints and the like if you have them.

Scenario

Holy Helper

This scenario is a bit unusual as it involves an essence entity coming and finding you sometime after you ascend and undergo your unusual apotheosis rather than you getting contacted by some shady vendor or merchant. This individual comes to you and asks for help, explaining that they are also an essence entity and like you they are a powerful divine essence entity. They tell you with a bit of jealousy that they have struggled to acclimate to divinity and that you are doing so great that they want to learn from you and for you to be their holy helper. Or perhaps their divine right hand. They clarify that they don't want you to be their minion, just that they want your assistance in learning how to be divine. And they are willing to pay for your help.

If you accept this scenario you will spend part of your time with this individual, helping them learn and coaching them as they explore the multiverse. This scenario lasts the duration of the jump or a decade (whichever is sooner) and during it your companion teaches you the power of belief and how to use belief to draw out ideas and turn those ideas into reality.

If you successfully complete this scenario, helping your friend through the decade or the jump, your **Reward** is that you have a variant of the **Essence Alchemist** perk that allows you to turn dreams, visions, and beliefs into divine and mythic essences, with the more potent the beliefs and other ingredients you use allowing you to make more powerful essences. As a secondary reward you can also take your divine homie as a follower or

companion on future jumps! They retain the potency of their essence, with jumpchain centric considerations, and you can decide which essence they have of the three mentioned in this 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. Expect a religion of yours to be met with not always loving reactions.

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.

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.

Nonbeliever [800 EP]

It's pretty rare for there to be a direct, 1-to-1 matchup in terms of essences like this but there's a new essence entity on the loose, someone who drank the *Essence of the Nonbeliever*, a powerful anti-divine essence that turned them into a god-killer. Destiny has arranged for you to be incredibly likely to draw this person's ire. You may be able to avoid a bad fate, but it'll be difficult to avoid clashing with this powerful essence entity. Still, this is no guarantee you must be enemies with this person, and indeed while this person's ire will be easily drawn to you, a clever jumper can find even that to be a powerful tool.

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.

-Themed godhood essences. A fun time for everybody!

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

-Essence of the Primordial God

- You become a primordial god. You have dominion over creation itself as is your right.
- You are immortal and undying, and will not succumb to the ravages of time and can continue to live in perpetuity not requiring any form of sustenance to live. Your body will never degrade, decay, or weaken normally even if you sit alone in a void for eons. This also makes you nearly immune to all poison, disease,

mundane or supernatural as well as any form of corruption. You have practically limitless stamina and life force to boot.

- Your memory is perfect with infinite storage and indexing, you are nearly immune to all types of mental and spiritual control, or manipulation. Your mind and spirit will never degrade, decay, or weaken normally even if you sit alone in a void for eons. Your body is highly resistant from hostile or detrimental form changing, body control, or modification.
- Your default form is that of an immaterial spirit with abilities that you would expect of such a form such as phasing through mundane objects, shapeshifting your ectoplasm, possession and other things. You cannot be damaged through mundane means in this state requiring supernatural means to do so and anything less than what a god or powerful artifact could bring to bear will do miniscule damage. Your spiritual form does not allow you to use your full range of abilities, limiting your power sharply and merely letting you tangle with singular gods and struggle against multiple. You can choose whether or not normal people can see you but those with supernatural senses or detection abilities can perceive or detect you unless you take care to hide. You can manifest a physical form at will, everything from its abilities, size, aesthetics, and more you can determine and change each time you manifest though you can “save” each form in case you like a particular form and even shift between them once you have created them. You may also do the same for your spiritual form though the reduced power is still in effect. Regardless when you manifest in physical form you can levy your abilities in full and unless intentionally weakening yourself gives you the strength to overwhelm mortals, gods, and even the spirit of the world itself. Losing your physical form will not kill you but it will leave you vulnerable until you generate another. Should your spirit be destroyed you will rise again later, never truly able to completely die without something incredibly powerful to destroy you entirely. You can split yourself into multiple bodies whether it be spiritual or physical. Each being directed by your will. Each division splits your overall power between each body unless you take the time to build each to your full might with your powers of creation. Losing one body does not destroy or impair the rest and any power invested into the one destroyed will be split equally between any remaining bodies unless you direct it to a particular one. You can also merge extra bodies back into yourself for the same effect.
- You can enter a state of dormancy which will let you recover from any damage and recover power more quickly. You can still remain awake through a lesser avatar or incarnated vessel if you don't want to miss out on anything but your overall ability to use your power is greatly diminished. While in your dormant state you can feign death or a state near death of your main body.
- As a primordial god your power is that of creation and alteration. The very fabric of creation is yours to manipulate whether it be generating new life, magic, artifacts of incredible power, and whole worlds or forces are but a few things you could do. The only limiting factor is how much time and effort you wish to invest

into your work. You can perceive and understand the construction of creation in great detail making it feasible to replicate something or weave your own changes into it. You can even use your powers to travel between worlds or realms and establish permanent bridges between them. Given some preparation you could even travel between universes and multiverses and establish bridges between them.

- You are able to create lesser avatars or incarnate yourself as a 'mortal' or demigod descended from yourself or any donors you happen to have material from. These bodies can either be set on autopilot where they will then act as you would, you can fabricate a new personality wholesale, or you can puppet them yourself. You will always be able to assume control over these bodies even if the personality inside might be antagonistic or uncooperative. Like with your main forms you can design the powers your avatars will have including letting them channel any other essences you might have except this one.
- Being a god means that you can hear or receive prayer from others. It need not be directed towards yourself. You can tap into these prayers, you can interfere with any existing link that a person has with a god and replace it with your own connecting the individual to your own power. This usually only works with those who have had their faith shaken or have fallen out of their gods favor. You may do this freely with those without a direct connection with a god. These individuals give you a conduit from which you can channel power through to give them aid, or guidance. In essence you can empower your faithful with extraordinary abilities of your design. It could be anything from classical supernatural powers, biblical miracles, all the way to D&D clerics and paladins.

-Essence of the Bazaar Elder God-King (by Bluesnowman, Part 4 of the Essence Meta Network GDocs).

-Essence of the Bazaar Elder God-King

Tastes like heavenly exotic spices from far distant realities.

- You gain a large self contained Plane outside of time and space roughly the surface size of Jupiter.
 - You can forever shape and modify this place at will with no limit.
 - Has its own Afterlife of your design. That you rule if desired, and may step in and out of with others at will.
 - While here you cannot be trapped, harmed, depowered or overthrown in any way shape or form.
 - Here All are capable of understanding each other. As well as crossbreeding no matter how biology or reason might say differently.
 - You may, at will choose and change how the sky looks.
- This place is a vast market that you rule over and the merchants here know that they survive and ply their trades at your whim.
 - All from the Arch Deity of Eternity on down agree that this is a neutral territory and that those they empower must abide by your rules.

- You may decide who trades and what and you get whatever kind of tribute you desire.
- Anything can be bought and sold anything, souls, characteristics, youth, ability to wield various magics, copies of a person's abilities/powers ect., worlds, dimensions even godhood.
 - You may choose what qualifications people must meet to buy or sell such things.
- If you desire a store that sells a certain product or service, merely make a note of it and sometime soon someone will approach you or your factors to open one up.
 - This includes shops selling the granting of magic systems
- Once here you may open portals to wherever you desire in the Omniverse
 - Only limitation is that none can enter a specific timeline before the last time you left it.
 - Should you enter a reality that has powers/magic/psionics/gamer systems you will always find yourself gaining such abilities at a level with the top 0.01% and a cheat ability to help learn.
 - These powers will never conflict with any of your other powers, nor will they ever cause you harm directly or indirectly.
 - The size and shape of these can be as you desire even connecting 3-7 different places. Yes, that means you can weaponize them.
 - Besides your own personal ability to open portals you may choose how easy it is to reach your plane on an at will basis.
- Should you ever become disabled, permanently trapped, die or otherwise become incapacitated you may choose to reform here instead.
- Perfect memory, with infinite storage, perfect indexing, protection from harmful memories and the ability to move memories into hidden storage, replacing them with a mental note that you have done so and can restore them at will.
- Now for the God-King Parts.
 - Now First off those things that attack gods such as specific wards/barriers or weapons you do not count as one. Or if you wish you may Seal that specific targeted part away.
 - You gain 11 Domains these can be anything from Fire to Gaming.
 - Within your domains your power is absolute and your domain cannot hurt you.
 - You are Immortal, can choose and your looks and age as desired.
 - While worshipers can enhance your power you do not need them.
 - Those who have pledged themselves to you their souls come to you when they die and nothing can prevent this. You also gain a small afterlife that grows as needed.
 - You can easily empower your followers besides things to do with your Domains, longer life and

- Can grant others temporary or permanent Blessings and powers that fall under your Domain.
- Think comic Cosmic level Marvel Odin without the need for Odin-Sleep.
 - Destroying Galaxies in a 1v1 fight could be considered average collateral damage.
 - Creating solar systems at will complete with the Cycle of life is something you can do on your first day and only grows from there.
- You can raise up others as gods into your Pantheon, granting them domains.
 - They will never betray you, and you can remove or bind their powers at will.
 - These can even be wholly or partly people we would consider fictional.
 - A pocket Plane for your Pantheon, think Olympus or Asgard
- A shifting Weapon or item that can store without limit the power you generate as well as enhancing your own powers.
 - Can absorb other items
 - This can kill anything even abstract concepts such as Death and if that something was needed to keep the metaphysics of where you are at the time running they will continue on as normal.
 - What you kill with this makes you stronger, granting you the knowledge, and everything about what you killed.
 - These stolen powers/abilities/skills/knowledge/memories will never conflict with any of your other powers, nor will they ever cause you harm directly or indirectly.

-Essence of the Afterlife Elder God-King (by Bluesnowman, Part 4 of the Essence Meta Network GDocs).

-Essence of the Afterlife Elder God-King

Cold and wispy you can hardly tell if you drank something or not if it hadn't slacked your thirst like nothing you had ever encountered before.

- First, you are a god that comes with some perks (note the small g). First, you are a god and thus immortal and as you age you will grow in power, the more souls in your afterlife the faster the growth. Second, you may choose how you look down to the smallest detail, and in the future you may become any race that Grace's your afterlife.
- Your Domain is the Afterlife, so you are going to need to be able to control your new Domain, so, by default, you will know where everything and everyone is and what they are doing within it. If any one is trying to escape, or your minions are goofing off. You may also control all aspects of your Domain including passage of time, or splitting off sections and molding them as you will.
- As the afterlife has lots that need to be taken care of, you gain the ability to perform the same task repeatedly for thousands of years. If nothing interferes with your work or exceeds your set parameters, you can complete the task automatically, while you focus on more important things. Tired of busywork?

This makes even the most mundane task a breeze. You can also summon any of your minions as needed.

- You can inspire the mortals in various ways to help them along. Should you choose to devote a portion of your power you can really accelerate their speed of progress.
- You may create angels of various ranks and demons and devils to implement your will.
- As you deal with souls you can see all the Good Deeds and Sins a person has committed in their life.
- Bringing others back to life any time or place even if their souls were completely erased from existence
- You can buy and sell anything through contracts, classes, abilities, youth, souls, someones firstborn, the ability to use magic or even access to gamer systems. Whether this takes stuff away from the other or merely copies them to you is your decision.
- You can use any ability, power, skill and access any knowledge or take the form of any race of those in your afterlife as if it was your own.
- You now have a religion designed to your will that has priests(ess) that you choose can follow you into new jumps so you have consistency. It was of moderate size and will be accepted in new settings.
 - You can backdate this religion into any setting you visit
- You can convert the souls you gather to angels, archangels, demons and devils. With this you can instead create them whole cloth and perfectly loyal as well. You can have them grow in power both from doing their duties and over time as well. You may choose this on an individual basis or in groups.
 - You may pass along any perk, powers or abilities to these even those gained here.
- As a god of the afterlife the more souls, and how powerful they are impacts directly on your power gain. A hundred million or so a more powerful god. A few billion or so an elder god. A few trillion or more you are talking comic elder sky father level with all that entails.
 - You also gain power more quickly the more worshipers you have.
 - You can learn any skill from those in your Afterlife and use any power that those have access to.
- What doesn't kill you makes you stronger, as does what kills you. Should something kill you, you gain a strong resistance to it the first time and an immunity to it the second. Also as you're a god of the Afterlife you can self resurrect from the Afterlife as many times as you desire whenever you desire. And as long as you do before the end of the jump you can continue on your chain.
- You gain an Iconic item
 - This is an item you are known for it could be a scepter, a form changing weapon, a cape/cloak/outfit. Whatever it is you may design how it looks down to the smallest detail. It is both a perfect channel for any of your

power amplifying the by a factor of a hundred. It's also a perfect receptacle for your energy storing it without limit. Can manifest multiple forms at the same time, though this does not increase it's overall power.

- Your Afterlife is yours and you cannot be overthrown in it.
 - No matter how powerful the souls are they cannot harm you.
 - You get your own Afterlife starts at the size of Australia and can expand infinitely as you desire. And shape as you choose.
 - None can invade or overpower you in your afterlife.
 - You may choose how physics works within and what kind of resources it may have changing these at a whim.
 - Nothing can seal or trap you in such a way that you cannot at will return to your afterlife.
- You may raise others up as gods under your aegis and members of your pantheon or not, granting them domains as you choose.
- As Death is an omniversal constant so are you. You may travel anywhere in the Omniverse even places that did not exist before you traveled to them.
 - Your afterlife expands to all these places and not just these but any parallel and mirror realities that are near them and so forth.
 - Entering into new settings gains you the basic abilities of said setting whether that be magic, a gamer type system or chi, cultivation or what have you. You can increase these with time and effort with no upper limit.

-Because I mentioned it and made it the focal point of a drawback I'll include TheGoldenBeast's Essence of the Non-Believer in these notes. Enjoy!

Essence of the Non-Believer

- Drinking this essence has two outcome, if you are a believer of God, Buddha, or any other all-powerful and all-knowing higher power, you will instantly be permanently incinerated on all levels of existence, nonexistence, and beyond. On the other hand, if you do not believe in any of these beings or powers, then congratulation. You have awoken to the Power of the Non-Believer.
 - The Godless One: In your presence, genuine godly beings lose their godhood and divinity. Naturally any powers or traits that comes with their status are no longer available to them. Powers that are independent of their status are reduced to 0.000001% of their full capacity, this debuff increases the longer you are in the presence of godly beings. This effect encompass even those who are not authentic godly beings but simply claims to be one themselves. Whether they have the power of one or not matters little, simply claiming to be one makes them vulnerable to your Godlessness. Redundantly you gain immunity to all powers and traits that contains or is derived from sacred, holy, divine, cosmic, and primordial forces.
 - The God Slayer: All your powers and abilities gain anti-divine properties when facing a godly foe. And any damage dealt by you on to these foes are 1,000,000 times more effective than they would be otherwise, this buff increases in power the longer you are in the presence of a godly foe. Like previously this also applies to those only claiming to be divine. And any godly being slayed by your hand are permanently destroyed on all levels of

existence, nonexistence, and beyond regardless of the level or nature of their immortality.

- The Anti-God: Any being who is or is claiming to be omnipotent will have their omnipotence shatter like glass in your presence. The higher or more absolute their omnipotence is on some sort of omnipotent hierarchy/ranking the more fragile and vulnerable they are to this power. Even powers, abilities, or traits who's effects are either describe as infinite, absolute, boundless, unlimited or are left vague with no clear limits are within the scope of the Anti-God's influence. Then the power of the Anti-God will deprive them of their absoluteness, the boundless will become bound, the infinite becomes finite, and the unlimited becomes limited. And once again you redundantly gain immunity to all omnipotent, infinite, absolute, boundless, and unlimited powers. This debuff increases in power the longer you are in the presence of your natural enemy.
- The Power of the Non-Believer was realized when the first Omnipotent being denied their own Omnipotence. The sacrifice resulted in the kryptonite to all Omnipotent beings. The more absolute their Omnipotence is, the more vulnerable they become to the Power of the Non-Believer.
- Any being that holds a godlike position, regardless of scale or power, in their setting qualify as a godly being. Likewise any being that declares itself a god/buddha or something equivalent, regardless of their power or authenticity, will also qualify as a godly being
- Warning!: If the user declare themselves a god or believe themselves to be Omnipotent, then they will permanently be incinerated by their own power on all levels of existence, nonexistence, and beyond. On the other hand, there is no backlash if the user simply obtains godlike statuses, powers, or is simply worshipped as one. However, this only holds true so long as they do not acknowledge themselves to being one.
- Clarifications (Others): If others holds godlike statuses within a setting/s, then [Godless One] takes effect regardless of how strong they are or what they themselves believe. If your foe claims to be a God and believes themselves as such, then [Godless One] takes effect. However, if they claim to be a God but do not believe themselves to be one, then [Godless One] has no effect. The same goes for Omnipotence and [Anti-God].
- Clarifications (Self): If you claim to be a God and/or obtain godlike statuses and powers, and believe yourself to be a God, your power incinerates you permanently. If you claim to be a God and/or obtain godlike statuses and powers but you do not believe yourself to be one, then your safe. The same goes for Omnipotence and [Anti-God].

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