

Essence Meta CYOA Jump Document

Supplement

Hi there! I'm Luciano, though some know me as Sin-God, JumpchainWriter, or various other internet appellations. The purpose of this is to serve as an official supplement for my [Essence Meta Jump](#). In this document I am going to talk about my personal headcanon for things like determining the costs of individual essences, and what I envision the process of MAKING essences would look like. Hopefully it'll be of use to you if you opt to use my silly, goofy little jump and want some direction.

Please note: You are extremely free to take bits of this to use while discarding other bits. I'm writing this as a fan of the Essence Meta CYOA , a jump maker, and as someone who has given a lot of thought to things like essences and pricing in jump documents. With that little disclaimer out of the way... Let's get started!

I want to take a beat to talk about how I determined pricing for the *Any (Non-Jumpchain) Single Essence* item that has a variable cost. This is a general item meaning it lacks discounts, and though I didn't spell this out in the actual jump document the intention is that you CAN take this more than once if you want.

I originally wanted to be stricter with this item. I thought of having a 600 EP single essence item with stricter limits than what I ended up going for. I thought that maybe having a 600 EP single essence item that had a maximum upper limit of power of, say, the *Essence of the Afterlife Elder God-King*, would be good before I sat down and realized that a lot of essences aren't that goofily powerful. One of my favorite essences, for example, is the *Essence of the Dollmaker* and that essence, in the right hands, is downright terrifying but it just isn't on the same sphere of power as the Afterlife Elder God-King is.

Essences that are worth 100 EP, in my eyes, are incredibly niche, or specific essences. I'd say that, for example, essences like the *Essence of the Home*, and MAYBE the *Essence of the Well-Prepared Wizard* are on this level, though I think that someone could make a case that the Well-Prepared Wizard essence is more in line with 200 EP essences. Another essence that COULD be considered to belong in this category is *Essence of the Homemaker*, however EoH is much more useful in a variety of situations than Home is so I can see the argument for it to be 200 EP.

200 EP is what many essences will cost, at least according to me. Another perennial favorite of mine as far as essences go is the *Essence of the Hentai Orc*. It's a decently strong essence, one that has a TON of upward potential and has a lot of good stuff to offer at least some jumpers, but it doesn't even grant immortality (just a massively extended lifespan), nor is someone with it unbeatable by any means. Many lewd essences that don't actually offer

anything beyond lewdness or abilities that are simple and direct would probably fall under this price tag.

400 EP is where we start to see some of the heavier duty stuff but still stuff that is normal within the upper bounds of regular jumpchain settings. SOME setting essences will be at this price tier, and if you're familiar with, say, *Essence of Trouble* essences, this is where you can realistically start to see some of them. For example, one can reasonably expect to see something like *Essence of a Valyrian Dragonlord* or *Essence of Sephiroth* here. Many single-character essences, such as those by Neondagger, would fall into this price tier as well.

600 EP is where things start to get really interesting. This price-category is intended to be for essences that start off at least somewhat powerful and have very high upper limits but require training. I mentioned big examples in the base jump, but other examples that come to mind are *Essence of the Kryptonian* (Trouble's version, not ArchAngel621's *Essence of the Superman/Kryptonian* (DC) which would be 1200 EP), *Essence of the 777 Sacred Guardians*, as well as *Essence of the Legatus*. There is clearly a fair diversity of power in this, but all of these essences require serious training to really master. Some of the powers here might also include essences like the *Essence of Powerlisting* and my own *Essence of the Trickster*. *Essence of the X-Men* and other such "You are limited to x-number of powers but can slowly increase this number" essences belong here. You can also include essences with mighty abilities but no way to improve, or need to improve, but that are not planet-shakingly powerful by themselves, like *Essence of the Portalmaster* here.

800 EP is where things START OFF silly and become MORE SILLY with time. I'd say that at the lower end of this tier we probably have something like *Essence of the True Fae* or the *Essence of the God-Machine*. Any essence here is goofy by default and just becomes more goofy over time, but DOES TAKE TIME to become goofier.

The 1200 EP tier is for the stuff that starts off strong and doesn't need or even can't get boosted. In addition to other examples listed here, *Essence of Superbeing*, *Essence of the Metamagus*, and any sort of uncapped essence creation essences would belong here.

Essence Creation

For the sake of minimizing travel back and forth between this document and the jump, I'll copy and paste the text for *Essence Alchemist*; the perk that allows essence creation.

Essence Alchemist [600 EP]

You now understand the equal parts sacred and profane art of essence alchemy. This lets you brew essences. This is far from free form, from nothing essence creation, but it is a versatile and potent skill. At a base level you can freely do things like mix your own perks, alt-forms, personality traits, and skills into essences you can give out unreservedly (and without depriving yourself of the shades of the things that go into your essences!), you can also extract things

from willing (or helpless) people and creatures to use as the basis for essences, and you can freely mix what you extract from them to form more essences.

Creating greater essences than your current abilities and overall power should allow is possible, but requires expensive and difficult to acquire resources, as well as time. Nonetheless with enough time and energy you can indeed brew even the most fantastically OP essences you can dream up. This also translates into decent starting skill in other forms of alchemy, particularly potions-crafting alchemy.

So at its core this is an essence making ability that is fairly freeform without letting you do anything as broken as letting you make essences from nothing, or make essences that you have no precedent to be able to make. There are some unique facets to this, despite the limits I put on it; I created a perk that lets you freely share alt-forms. Alt-form sharers are not particularly common, in my experience even ones with involved processes are rarer than perk sharing perks. With this you can do it and do it quite freely, which is a neat benefit to getting this perk.

To illustrate the process of creating an essence let's select an essence that isn't ridiculous, and let's assume we have all the stuff for the essence already. To use a familiar example, let's say we have a jumper who has been to enough QQ jumps & Troyverse jumps to have everything for *Essence of the Hentai Orc*. What PRECISELY do they have?

- 1: An orc alt-form or an orc follower. Alternatively they can have enough pigs and humanoids to extract bits and pieces from for the sake of forming a sort of essence imprint in the shape of an orc.
- 2: Perks for superhuman strength, senses, durability, and regen.
- 3: Perks for lewdness, such as pheromone and aphrodisiac perks, as well as perks for being good at sex and fertility control perks.

With all of this stuff the jumper who has Essence Alchemist can extract the esoteric components of perks and other such things and boil them together to form an essence. You can, at least with the perk as I envision it, use stuff that has fiat-backing unlimitedly for the sake of essence creation. You paid for fiat-backing, you invested a rare and powerful resource in order to get perks and items and I want to reward and honor that.

If you have the stuff you need through fiat-backing and are not creating an essence stronger than yourself you can do this almost instantly. If you need a time frame it would probably take about the same amount of time it takes to reheat day old refrigerated pizza. Literally minutes.

Now things become more complicated when you start to add in various factors. For example if you are creating an essence from things that are not fiat-backed parts of yourself, such as say... the strength of multiple people, as part of the Essence of the Warlord, it takes longer to make the essence in question.

Someone who lacked things like a fiat-backed just past peak-human body, willpower perks, regenerative abilities, supernatural mastery of weapons, etc, would need to work a bit harder to be able to make the essence. In this case they'd need something to the effect of the following things;

- 1: Multiple athletic people to extract fragments of their athleticism from.
 - 2: Things that are sturdy, unyielding, and headstrong (this can be creatures, or it can be hard objects).
 - 3: Large quantities of things that help facilitate healing, such as medicine and regular potions.
 - 4: Books and materials on weapon handling, martial arts, and military tactics.
 - 5: Statues and artwork of soldiers, military vehicles, weapons, and other such things.
- Alternatively, if you can actually get some, you can extract energy from soldiers, military vehicles, weapons, and other such stuff.

Even if someone HAD these materials and was ready to make the essence it'd take time to extract the qualities you need from the people and materials you are using. Once you have the extracted qualities you can begin to mix them together. This process takes a bit longer than when you're mixing traits you yourself have through fiat-backing, but it won't take extraordinarily long unless you are mixing things together to create an essence leagues beyond your overall power level. The Essence of the Warlord is a decently powerful essence, but it's not worldshakingly strong by itself, so it won't take longer than a few hours unless you are somehow a very weak jumper. And the more powerful you are, the less time this will take.

Item essences will often need SOME version of items related to the object the essence creates for you. The *Essence of the Qi Bracelet*, for example, would require some sort of bracelet's essence extracted and used in its brewing. More ornate or otherwise appropriate Bracelets would help the process take less time, and make it so you need less essence... energy from appropriate perks, objects, or even people. Please note, this doesn't have to be an exact match to count, but it's gotta be something comparable or connected in some way. If you want to make a spaceship essence and you're in a medieval jump you could extract essence from many different vehicles and mash them together to form an appropriate approximation of a spaceship's energy. There has got to be a logical link of some sort that ties together what you're grabbing with what you want to make but this isn't meant to be strict or to stymie jumper creativity, it's meant to encourage out of the box thinking and guarantee that even in vastly different settings you can still make the essences you want to make.

Incredibly powerful essences that are beyond your level of power and that offer abilities wholly divorced from your composite build (your total build, the sum of all of your perks, items, and anything else with fiat-backing) are achievable but it's guaranteed to take a lot of effort and energy, and many essences that are wholly separate from what you can do may take more time than there is a single jump to compile everything necessary and do the full process. Among other things you're gonna have to extract essence energy from the closest appropriate objects and people in a setting you're in, and you're gonna have to spend days, weeks, or even months mixing the energies together appropriately. In my head I can imagine this being a passive

process that doesn't stop you from doing other stuff, but it can also be sped up if you stop what you're doing and focus on it, such as by meditating.

This is also affected by how much experience you have with essence alchemy and if you've made essences that are similar to the one you're making. If, for example, you want to make an *Essence of the Prime Evil* and you've done stuff like make an *Essence of the Dark Lord*, *Essence of the Demon Emperor*, *Essence of the Fallen Angel*, and other such essences, all of these would reduce how hard it is to make an *Essence of the Prime Evil*. Essence alchemy is a skill that is naturally honed with repetition, experience, experimentation, and more.

It is my hope that this little... peek into my brain was helpful if you wish to become an Essence crafting jumper. Feel free to disregard bits of this, keep others, and inject your own canon whenever necessary. Thank you for your time and I hope you have a wonderful day!