



## **Magic Essence Jump**

**v1.0**

**by LJGV/Sin-God**

Welcome to a world that, superficially, resembles one you may be quite familiar with; early 2020s Earth. The resemblances here are only skin deep as this world is one of many touched by the *Essence Meta*; a CYOA in which characters 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 those who get the chance to drink it. Which essence, you may ask? Well that's up to you and determined by the origin you take. Curiously all of the essences here are about magic! Enjoy the next decade you're here, jumper, hopefully you'll have a lot of fun with the magical capabilities you can acquire through this jump.

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

**Author's Note:** This is the third of the essence meta jumps series, and this particular jump is focused on acquiring magical abilities and skill in spellcasting. This particular essence meta jump is also the first one to feature three distinct essences by the same author. Every essence here was originally created by the O.G. himself, Triggerhappy Jabberwocky!

## **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 copy-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.**

### **Essence of the Archmage [Free]**

The simplest of the available essences this origin gives you the power of *The Archmage*. This is a neat slate of abilities meant to simplify the usage of magic, and to give the person brave enough to imbibe this essence incredible arcane potential. Anyone who chooses this essence becomes a powerfully magical creature with stacked potential even if they lack other abilities, barring OCP.

### **Essence of the Sorcerer Lord [Free]**

This essence gives someone the skills of a wizard-king, blending incredible arcane prowess with charisma and skills in statecraft. Those who imbibe this essence want to master the arcane, but to do so as a means to an end, leadership and lordship over others. This essence gives those who choose it an impressive mixture of magical and nation-building powers. You don't have to choose between intelligence and charisma jumper, you can in fact have it all.

### **Essence of the Lich [Free]**

Ah, the necromancer. You've become a fearsome creature, a deathly threat to all living things with your frightening necromantic power. You may lack the charisma of the sorcerer lord or the incredible magic build of the archmage, but death and undeath are your purviews, and if people do not respect it, they will become your next victims.

## 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.

**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 Essenced [100 EP if you want just another essence, 200 if you want the discounts as well. Each other essence 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 Alchemist [400 EP]**

This is a curious skill. This power lets you alchemically brew essences, doing so based on your own powers and memories, as well as the powers and memories of the willing or those who cannot resist. This saps the energy of any affected individuals but does not actually deprive them of the memories and powers that go into individual essences. It takes experiments to know what constitutes a good essence and what you can create with existing abilities as well as ones you get in the future. Still this ability allows you to pretty easily share your perks and empower allies.

## Essence of the Archmage

### **Supernatural Student [100 EP | Free for Essence of the Archmage]**

You have all the makings of an impressive student of the arcane. You are exceptionally skilled at appealing to those who have arcane and supernatural abilities and getting them to take you on as a student. Beyond that you have a five times learning speed multiplier, and by teaching you your teachers have a neat habit of making new discoveries and becoming better at magic themselves. Your teachers become more loyal to you the more you excel at their teachings, and you are a fine student even of mundane topics, able to learn swiftly and skillfully.

### **Mixer [200 EP | Discounted for Essence of the Archmage]**

You are capable of mixing more than magical systems. You can blend and fuse (as well as unfuse) items, abilities, and even alt-forms. This strengthens everything fused together, and you can separate things as easily as you can fuse them. If your enemies have any fused things, be it items or synthesized abilities, and you defeat them, you can separate those mixed items and powers.

### **Sage [400 EP | Discounted for Essence of the Archmage]**

You can now spot the potential of others with a glance, and can even determine how good they'd be with things they can't do if they gained the power to do them in the first place. This means you can predict how well a given person will take to a specific school of magic even in a mundane world. Beyond this, you are an exceptionally skilled and wise teacher (and the more you teach someone the more loyal to you they become), and can give students copies of your own learning boosts. You are also likely to make discoveries of your own when you take on students.

### **Magically Universal [600 EP | Discounted for Essence of the Archmage]**

Magic courses through you and is a part of you in ways that defy explanation. You can overcome anti-magic effects, and you gain a powerful bonus to your supernatural learning speed that builds on itself slowly but surely. Every spell you know makes you learn supernatural techniques a little bit, incrementally, faster. Each spell you know also makes similar spells easier to cast and cost a bit less energy (and this effect grows in potency if the spells you know are stronger than the ones you've just learned). Finally, you can overcharge spells, using more of your energy on them to make them stronger. There is no upper limit to this. You could cast a simple *Healing Word* with all of your might and heal someone who was dying of an incurable disease, or obliterate something indestructible with a powered-up fireball, provided you have enough energy to empower the fireball appropriately.

## **Essence of the Sorcerer Lord**

### **Supernatural Impressions [100 EP | Free for Essence of the Sorcerer Lord]**

You are great at making a first impression, and you essentially get to make another first impression when you use your magic or other sort of supernatural skills for the first time in front of someone. People are easily awed by your abilities, and your magic is greater on people the greater the depths of their impressions of you and their feelings towards you. This means that the more someone trusts you the greater your healing magic becomes when used on them, and the more someone fears you the more powerful your attack spells become when used on them.

### **Jumper The Builder [200 EP | Discounted for Essence of the Sorcerer Lord]**

You are exceptional at using magic constructively. Your magic is stunningly powerful when you use it to create things and to make life, and life you make is not only enhanced but also innately loyal to you. This applies to both life you make the old-fashioned way and to life you mystically make, but it is stronger when it comes to life you make magically.

### **Leadership Material [400 EP | Discounted for Essence of the Sorcerer Lord]**

Opportunities to become a leader constantly fall in your lap, though this is toggleable in case you don't want to accidentally find yourself on track to become the president or the head of the wizard's college. Beyond this, each leadership position you attain offers you a permanent, thematic buff. If you become the mayor of a town, you get a small-scale, but permanent, buff to your leadership and charisma. If you become the head of a university, you gain a permanent learning buff. These buffs scale in proportion to the relative importance and prestige that comes with your position, such that a principal of a small public elementary school will get a smaller buff than the head of a prestigious university would.

### **Jumper's Legacy [600 EP | Discounted for Essence of the Sorcerer Lord]**

You have a curious trait. The more people you command, the greater your sorcerous power grows. This buff is permanent and persists across jumps. If people trust you sufficiently, you can even draw upon their energy to fuel your magic for great displays of arcane might as well as fuel other powers, though this part of the perk does not persist across jumps unless the people become your followers and follow you across your chain. By default, this power only takes enough energy from your followers that it knocks them out, but you can opt to take everything and kill them, though this would remove the benefit you get from your more passive buff to your sorcerous power derived from them following you.

## **Essence of Lich**

### **Death Sense [100 EP | Free for Essence of the Lich]**

You can detect and passively draw upon the power of death. This makes you more charismatic to those affected by such powers, such as the dying, the undead, and those whose careers and lives revolve around death (necromancers and morticians, as well as other such people). If you visit a place affected by a great deal of death your powers grow ever so slightly, and your abilities are easier to use, and while this buff is greatest so long as you are in the place, a small amount of it remains with you permanently. You can also have a passive sense for natural disasters and other such events, allowing you to know when to dip to avoid becoming a statistic.

### **Jumper The Destroyer [200 EP | Discounted for Essence of the Lich]**

Your magic is an insidious, destructive thing. It is hateful to construction and creation, and is especially good at corrupting living things and twisting the dead, as well as destroying created objects like buildings and tools. You will destroy that which you cannot control.

### **Undead Sovereign [400 EP | Discounted for Essence of the Lich]**

Lesser people would balk at ruling over ashes, but for you, it is a delight. Undead flock to you, naturally drawn to submit to your might, to exalt in your proximity. It takes an undead being deific levels of willpower and rigorous mental stamina to resist the powerful urges to submit you instill in them. Even undead commanded by other magical beings can succumb to this if their masters are not stronger than you. The more undead flock to you, the greater your powers over undeath grow, and eventually you may become able to passively and freely reanimate the undead without expending any magical energy, and command them without it taking some of your focus or mystical power.

### **Jumper Reaper [600 EP | Discounted for Essence of the Lich]**

The more death you inflict, the greater you grow. This has no limit, and does not outwardly change you, but the more lives you take, the more your powers will expand and grow in ways that are deadly and brutal, making you better at taking lives. If you are a necromancer or creator of monsters and magical life, this effect extends to them as well. The more death you inflict, the stronger your created undead and monsters, as well as those who serve you willingly, become. The more death those under your command inflict, the greater you become. You have become death, destroyer of worlds, and those who dare to oppose you will learn to fear your might.

## **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.*

## **General [Undiscounted]**

### **Essence Shop [400 EP]**

This is a tiny store that can pop up anywhere. This location sells essences, beginning with any essences you choose as your origin(s) but expanding from there to include custom essences based on perks you've chosen in past jumps, and this will be especially handy if you either have the ability to brew essences or gain it in the future. This store will be run by followers who are generic, but competent NPCs and you will always make a decent profit with this. You can decide the criteria upon which this store appears to people, and what essences it will sell to someone. People who purchase an essence will be able to use the powers it contains freely and will also gain the benefits of the essence entity perk.

## **Essence of the Archmage**

### **Wand [100 EP | Free for Essence of the Archmage]**

This convenient tool is a simple wand, one that any magic jumper would find incredibly handy. This mystical relic reduces how much a spell costs in terms of energy and casting time by 25% and provides a 10% buff to the potency of spells cast with it. It is also a bit easier to learn spells when you try to cast them with this tool!

### **Converter [200 EP | Discounted for Essence of the Archmage]**

Your internal reactor can link to this device and you can pour your own arcane energy (or other supernatural energies) into it and watch it convert such power into other sorts of energy, natural and supernatural alike. There are a wide range of potential uses for this...

### **Local Spellbook [400 EP | Discounted for Essence of the Archmage]**

This is a mighty mystical tome that is inhabited by a sorcerous spirit. This little spirit is obsessed with magic and collects all sorts of magical lore in every jump, as well as is eager to pass on the knowledge it contains. This book is passively attuned to you and can easily scan your surroundings at all times to learn new magic happening in your immediate vicinity. It can also teach magic to other people, but would only do so if you give it permission. At the start of each jump, this thing gains knowledge from every magic system in the setting, and gains intimate knowledge of a handful of basic spells that serve as a good starting point for you in each new world you visit.



## **Essence of the Sorcerer Lord**

### **Royal Specter [100 EP | Free for Essence of the Sorcerer Lord]**

This charismatic symbol is a handy walking stick, an ornate rod, and a powerful relic. This is a casting aid and a symbol of your might. This device grows more regal and powerful the more people are loyal to you and consider you their king or their boss. This relic gives you an air of intimidation and charisma, and the more people who follow you, the greater it buffs magic channeled through it, making such magic cheaper and more powerful. The specter is also extremely good at buffing magic related to illusions and mental enchantments.

### **Melting Pot [200 EP | Discounted for Essence of the Sorcerer Lord]**

This vast pot can be filled with all sorts of ingredients and then turned on, and it turns the ingredients into a soup that produces monsters. Spells can also be cast on the pot, which will become ingredients that can help enhance or flavor the sort of monster the pot creates. The pot can be used once a day, but the soups can produce two monsters, a breeding pair, to allow your monsters to reproduce once they've been created.

### **Sorcerer's Tower [400 EP | Discounted for Essence of the Sorcerer Lord]**

This is a regal dwelling, a vast tower filled with sorcerous luxuries and spaces for magical experiments. It is powerfully enchanted and capable of teleportation, but only to you (so you can't use it as a form of fast travel). This place's housing area expands to accommodate anyone you wish to allow to live here, and such individuals find their awe of and loyalty to you increasing the longer they dwell in the splendor you have magnanimously allowed them to enjoy. This place is staffed by mystical constructs which benefit from any crafting perks you have, and which are permanently, undyingly loyal to you as well as impossible to meaningfully kill. If they die, they will respawn a few days later.

## **Essence of the Lich**

### **Spooky Ring [100 EP | Free for Essence of the Lich]**

This spellcasting relic passively gathers pain from around you, siphoning it from those suffering and turning it into potent power for you. This energy can be used potently itself, firing off waves that cause those who get hit by them to feel incredible pain wrack their bodies, or the ring can turn the pain into powerful mystical energy that can fuel spells and other acts of witchcraft.

### **Book of the Dead [200 EP | Discounted for Essence of the Lich]**

This terrifying book is bound in human skin, and it is both a dreadful grimoire and a dreary history book. A macabre spirit inhabits this book and can be given conditional freedom with a simple spell that binds him to you instead, and that spell is but one of many in this dark artifact. This book also contains a section at the end that details the deaths of every being that has already met its end. Despite the enormity of this, the book itself is incredibly lightweight and only the size of a normal pocketbook. You can also press it to undead under your control or loyal to you, and it will absorb them into its pages, and you can summon them from within it at will, calling them to your side.

### **Mystic Phylactery [400 EP | Discounted for Essence of the Lich]**

This is an artifact of tremendous power; a phylactery. This relic is not a phylactery for you, though; it's a phylactery for someone else. This relic can be used to give someone immortality, and if they die, they can respawn near it a few days later. Once per jump, someone can be sacrificed to the phylactery in a ritual, and the phylactery can replicate itself, creating a new phylactery not bound to anyone else. Anyone who gets bound to a phylactery, a process they must consent to, becomes a follower and can follow you across your chain.

## Companions & Followers

### **Companion Import/Companion Creation [50-200]**

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

### **New Friend [50]**

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

## Drawbacks

### **Another Universe [0 CP]**

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

### **Extended Stay [Varies]**

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

### **Lockdown [Varies]**

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

### **Power Acclimation [100 EP]**

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

### **Skeptic [100 EP]**

This drawback makes you skeptical of the supernatural beyond the abilities you possess from other jumps and the existence of jumpchain stuff broadly. This world does contain basic supernatural things, barring other drawbacks, and you'll be skeptical of rumors

you hear if you take this drawback. If provided real evidence, you can overcome this skepticism.

### **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...

### **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 weirdly magical 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.

### **Rivals [400 EP]**

This drawback creates others, people who have drunk the essences you didn't choose (or who have also drunk essences, if you drank all three through the usage of multi-origin perks, be it the one here or elsewhere. Whichever essences you did not choose as your base origin, so if you selected the archmage essence as your first origin you'll have to face off against someone empowered by the essence of the sorcerer lord and another person empowered by the essence of the lich.). Both of these individuals are filled with mystical power and see you as a rival, eager to test your power and, if possible, subjugate you, but they also view the other person in much the same way.

### **Anti Essence Squad [400 EP]**

Essence-empowered creatures are far from unknown, at least to the governments of the world. Many people in the secretive agencies tasked with monitoring and watching the

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

### **Predatory Essence [600 EP]**

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

### **Malicious Vendors [600 EP]**

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

## **Decisions**

*You have three choices ...*

### **Go to the next Jump**

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

### **Stay**

Stay and enjoy your current life.

### **Go back**

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

## **Notes**

-There are two large archives of essences. One, the original, can be found [here](#). This is what is referenced down 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.

-The reason I chose these three essences is, in all honesty, because of my love of Essence of the Archmage. It's a nice, simple essence, and I liked the thought of finding other similar essences, which led to the Lich and Sorcerer Lord

-For things like the Essence Shop item, custom essences will be brewed based on past builds. If you've gone to other essence meta jumps (now more than a few such jumps exist) and attained other essences in them those essences are also for sale.

-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 drawbacks, you can assume that other essence entities exist in the jump, but it'll be on you to track them down.

-What follows is the description of the Essence of the Archmage. It is located on part one of the essence meta network of google docs and is by Triggerhappy Jabberwocky (TJ).

Essence of the Archmage

By consuming the essence of the Archmage you gain several boons

- Perfect memory with infinite storage
- Beyond genius-level intellect
- Capacity to learn any 'magic', even unique ones, upon seeing it once or understanding enough about it. This also includes things like Ki, Chakra, soul power, etc.
- Possess a supernatural reactor that can adapt to any supernatural energy to fuel spells, enchantments, powers, etc. this reactor provides a steady supply of power that will grow over time, right now you could use high consumption abilities with wild abandon and still not make much of a dent after a few hours.
- Can teach others systems even if they previously lacked the capacity.
- Manipulate entire systems or combine them with experimentation.
- are capable of casting any spell as long as you have the energy not requiring any extra element like a focus or materials. The time required to cast if any remains however.

-What follows is the description of the essence of the Lich, which is by TJ and can be found in part 1 of the network of connected Google Docs.

Essence of the Lich

- You no longer require the basic needs of living creatures such as eating, drinking, sleeping, etc.
- Your body is that of an undead meaning any damage suffered is not fatal unless your whole body is destroyed. Should it be destroyed your body will be rebuilt from a nearly indestructible phylactery that houses your soul.
- You are tireless, lacking any sort of limitations to your stamina and feel no pain.
- Immunity to disease and poison.
- Can manipulate spirits/souls and consume souls to increase your power in various ways.
- Gain the ability to generate, manipulate, and control a miasma of death that has extreme entropic effects on anything it targets, even immortals.
- The ability to raise, summon, create (from nothing), and command the dead and undead. You are capable of bringing back any dead entity as long as you have its corpse, even very small fragments, or just the soul. These undead are absolutely loyal and can never be turned against you or wrestled from your control. Hostile

undead either first must be overpowered or slain before you can control them. You can even use your powers to animate vehicles, objects, and even buildings even if they are utter wrecks.

-What follows is the description of the Essence of the Sorcerer Lord which is by TJ and is on part 1 of the network of connected Google Docs.

Essence of the Sorcerer Lord

- A body just above the peak of your species in ability, one sculpted to your tastes.
- Endless endurance, stamina, and immunity to pain.
- Infinite willpower to tackle any foe, even bloody and broken you will not stop.
- Perfect memory with infinite storage
- Know much magical lore with mastery of several schools or types of magic. These may be existing types of magic or of your design.
- mastery of many weapons and unarmed styles, even just plain old brawling.
- Immense skill conducting war on a strategic and tactical level.
- Good handle of logistics and how to raise and train a force from a small band of soldiers to entire armies.
- A mastery of economics, logistics, politics, and other things needed to run a functional power.
- are intimidating, and can put fear in the gut of even hardened soldiers or suicidal fanatics.
- Are skilled in the creation of items and servants. Whether it be magical swords, golems or growing terrible monsters to serve you.