

# Essence Meta CYOA I

## Essence of the Rule Breaker:

By taking this essence, other essences you have taken are now under your rules, becoming limitless or finite from what it was originally. A single drop of the rule breaker, changing forever the powers before you.

You gain the ability to break the rules of any essence you have chosen, completely making it your own in everything but name.

The essence that you have chosen must be one of your other chosen essences other than this one.

The change can be no limit, no cooldown, instantly at your best without training, studying or experience. The only thing is that it must follow the essences theme, you cannot suddenly have an essence of shinobi that allows you to summon heroes from fate and fire emblem or similar, but you can become a god-level or beyond shinobi instantly just willing this essence to break shinobis essence rules.

Examples are as follows: There are no drawbacks. Abilities that are inherently always on can be turned on or off. You have immortal clones, overpowered abilities or generally just breaking reality by existing.

You can also have an essence go from god-level skill to nothing, limiting the possibilities initially but allowing you to naturally progress to what your essence initially was and go beyond if you wish, or just leave yourself with useless powers.

Examples are as follows: There are many drawbacks, you want your power to break you every time you use it until you grow steadily familiar, now you can, add that training montage. Want to be only capable of controlling an element when you are standing in it and no other possible way of using it otherwise, now that is the rules for your power. Want to have the fear of flying instilled in you when you take the power to fly. Sure why not, no one is going to judge you, much.

Alone this essence does nothing, but with another, you can become beyond what you could be. There is no limit to how powerful or how weak you make your essence. This is the hammer that shatters the stone.

This does not stack with Game Changer or any other essences that affect another. Only this essence and another can be mixed.

You get one chance to change your essence(s), and that is before you drink the others. Once you do drink, all essences cannot be affected again by Rule Breaker.

## Essence of Jumpchain: (post-modification)

Upon drinking this Essence, you have gained the ability to choose any **option(s)** that exist(s) in Jumpchain. You have **unlimited** CP.

You can take any drawbacks **if for some reason you want to**, and they will disappear after 10 years.

You also have the ability to jump to any setting(s) **that you wish**.

