HTTYD JumpChain

Intro

Welcome to the world of How to Train your Dragon, it's a small one, we'll give it that, but it's got all kinds of adventures. Even on a small island to the north one could spend years looking through nooks and crannies.

Setting

This is the Dreamworks Franchise of How to Train Your Dragon, although there are a few nods to the book series.

Location

Berk: This is Berk. It snows nine months of the year and hails the other three. Any food that grows here is tough and tasteless. The people that grow here are even more so. The only upsides are the pets. While other places have ponies or parrots... we have… dragons. Well, that'll be true in about two months when the first 'movie' kicks off.

Backgrounds

Drop-In: No new memories, just a hut in a remote portion of the forest with a charming view of the sunrise. A heavy club nearby will serve you well… until you face a fire breathing dragon. Might wanna make the trek over to the town of Berk on the other side of the island.

Blacksmith: You come into awareness as Gobber finishes some tale or another and you stare down at the sword you've been sharpening as Hiccup, the other apprentice to the blacksmith is trying to fix something in the back. Your house is fairly new, you have a small forge there too to practice your craft, and a hefty sword to lean on should you get into a scrap.

Warrior: The bedroom shudders as you start awake and someone outside of you little house roars out a laughing apology. Memories of Berk fresh on you mind you hop down from you place in the loft and dodge a light jab from your old man. You start with some essentials, dragon leather gear and a place to put down your head. What you do from here on out is up to you.

Dragon: You wake with the heavy roar of the Red Death in your ears punching into your mind as you struggle to keep control and not just go back to the rut of another day feeding her. Teeth gnash but you manage to stop this beastly sound from puppeting your body like it has since you were a hatchling. The small nest nearby is yours, made back long ago when the Red Death's song made it impossible to leave this place. You can fight it off now, and the sky is so blue and free. Do you leave this nest behind or what?

Your Age is 13 +1d8 and you Gender is your own choice.
If you are a Dragon, the age roll is just a general guideline to where your actual age is.

Companions

Rider/Viking [-100]: Warriors are hard to come by but you've managed to net yourself a friend here who may just stick with you through thick and thin and even beyond. This is a bond that will transcend even this world's small horizon. If you so wish you can ask this friend to accompany you on your journeys. They get 400 CP to spend on their own Background, Perks and Items. (1 free for Dragon background.)

Dragon [-200]: Dragons are a fact of life here in the icy north. The beasts have menaced the local folk so much and so often that they literally wrote the book on killing AND taming them as mounts and pets. Companion dragons are human-like in their intellect and count as companions for this reason. It can have all the traits of a chosen type, not a Night Fury nor a Death(Nor other dragons of similar rarity/value) though unless you're willing to shell out an additional 200 CP. All dragons start with a normal saddle. (First purchase free for Drop-In.)

Rider Academy [-400]: You can gain up to eight Viking/Riders, each with a non-companion Dragon to ride. In addition to this you have a little place, like a small Islet, outside that has been converted over to a kind of Clubhouse/Dragon Training Academy in the Archipelago. Treat the companions as if they were Rider/Viking Companions.

Companion Import [Free]: Berk is the kind of place that you wanna live around strangers so you may wanna take this option. Any of your companions other than Annoying Twin can have been a previous companion.

The Annoying Twin [-400]: Which one you or them? You never seem to be able to tell. You have an alternative of yourself from this world. They have all the abilities and skills you have, down to the perks, but they happen to be the 'useless' twin as well as annoying, as is they have all your abilities and skills if you were at a tenth your proper form. You may choose their gender freely.

Perks:

Drop-In

A Name to Remember [100]: These people seem to no mind having strange names. It all come down to an ancient tradition of naming children with hideous names so that they will frighten gnomes and trolls. Because of this everyone just accepts your name, no matter how strange or out there. By getting this perk you can take this with you and it does actually instill fear into minor superstitious pests to boot.

Dragon Training [200]: Seriously who would have thought that the best way to a dragon's good graces was niceness and good-natured jokes. Generally, you can swiftly get an idea of how to treat a creature and learn more about it at the same time. Seriously, you are good enough that in the time that you've met with a creature and learned how to get it to let you near it. You also have some startling insights into its inner nature.

Not Changing It [400]. You are you, damn it, and thus you have been so shall you be. Changes to your personality by others are shrugged off and whilst this protection isn't perfect even unnaturally charismatic people will find you a tough nut to crack as they come upon mental endurance beyond what could be called normal. You are also able to just 'go with the flow' of events a bit and when you do so the world just follows its own plotlines much easier without you actively acting out.

A Grand Endeavor [600]: You have a strange ability to make people listen to reason. It's an ability to see the problems that bring different cultures, tribes, or peoples into conflict and have a good idea of how to fix age-old conflicts by putting in effort and time as well as a lot of work in a way that allows you to broker peace between ancient enemies. The deeper the grudge the more difficult the endeavor but nevertheless it doesn't ever seem to be impossible.

Blacksmith

That's my Handiwork [100]: It’s the hallmark of Viking equipment. Rugged, robust, and surprisingly light!? You know your way about an anvil and can craft as well as a person with eighteen years of training in the forge. This is Viking weaponry so it is solid as all get-out but still light enough you could swim with it. The heavy stuff you can make at will, usually, it becomes even more robust the higher its weight to size ratio goes, to train the wee lads and lasses.

Observant [200]: You can fully ascertain a creature's capabilities just by watching it fight, and then explain your knowledge to others simply and quickly. After a few second you start to see patterns and relaying them to others is as easy as carrying a conversation no matter what, as long as something isn’t actively stopping you from speaking.

Already Read It [400]: You mind is like a steel trap. Once you’ve experience something you only let it go if you wish to. What this really means you can drop the emotional impact of events that happened to you in the past and you have an uncanny memory, some would even call it perfect.

Take the Shield [600]: You are prepared. Everything from an extra pair of underwear to a shield on hand. In addition to being able to claim a level of foresight that almost could be said to be unreasonable, you could say you brought an extra pair of underwear to a dragon fight and no one would even question it, but also you’re a genius on the anvil with enough time and iron you could invent some simply astonishing oddities, like an "ornate" shield made from Gronckle Iron that contains a crossbow, a grappling hook, a bola-launcher, and a mini-catapult or a sword that catches on fire. You could even work Gronckle Iron and other mythic metals with astounding ease if you could figure out where it comes from and add features using parts from creatures to emulate their natural features in your stuff if you could get your hands on some.

Warrior

Vast [100]: Seriously do some of these Vikings even lift? You are vast like... Stoick the Vast. You could headbutt a bolder into ruin with a little time and effort when you were young and nowadays you can toss a haycart accurately at things mid-flight and duke it out bare handed with dragons. Huge proportions optional but you are able to choose to be either normal or look Vast.

Honey & Hatchet [200]: You know your way around the council chamber as well as the battlefield and it reflects in your ability to lead others both as a village leader and as a battlefield commander. You have enhanced charisma to the point where you could casually hold a tribe of hunter-gatherers together whilst fighting off hordes of freaking dragons for decades.

Dragon Hunter [400]: Each dragon has an entry in the book of dragons and you've been taught how to do as the Vikings of Berk do. Systematically tearing apart dragons, or other creatures in later Jumps, special traits until you fully understand and comprehend everything that the beast has on hand. This takes time but the longer you fight a foe the more you understand of them until their tactics and special traits are laid bare before you. This doesn't prevent surprise but it will keep you well informed.

Warchief [600]: There are those who would try to oppose the flow of things and you can see which way the wind blows. As a warrior, your experiences are doubly effective when you use them to understand tactics, grasp new concepts of both war and policy, and in general, you are the best at leading a community of Vikings through their lives. In addition to this natural leadership, you hit like the freaking hammer of Thor and have the ability to get the drop on folks far more often than folks would give you credit for.

Dragon

Only dragons can purchase from the following list, which are discounted for Dragons of course. You may take only a single 600 at a discount the other must be bought without a discount if you want it. First purchase on all 100 CP choices free. Both The Wind of Fury and The Color of Death have all their shown features as a natural part of them.

Natural Weapons [100]: Fangs, claws, horns, tail spikes that can be thrown with longbow accuracy bone-ridges these are only as damaging and durable as your biology permits, though a dragon's body is several times better than a normal man, but can be handy if you are disarmed. You may take this additional times to create more natural weapons for you to use.

Biome Specific [100]: Some dragons are more well adapted to certain things. Each dragon can chose to have a series of biome specific secondary powers (Eg. Cavern Dragons might have tunneling at their landspeed as well as some moderate echolocation and a volcanic dragon could be able to bathe in lava and dehydrate very slowly) The suite of abilities isn't very powerful on it's own but allows of the dragon to survive and thrive in locations and under conditions that other dragons would not be able to. This can be bought a maximum of four times after the first free purchase.

'Fire' Breath [100]: You have a form of breath weapon, usually fire but anything from flammable gas to pressurized steam, but you're able to use it to devastate your foes, too bad about that whole only one shot thing. Thankfully additional purchases of this perk net you a doubling of your number of shots per day.

Flight [100]: To take to the air is a true treat and your wings aren't no function so you can take to it. This perk may be taken up to two additional times after the first to increase speed and maneuverability. With two purchases you'll match a night fury in speed but not in stability. With three you'll still only be as fast as a Night Fury, but you'll be as maneuverable as a hummingbird.

Camouflage [200]: A most notable attribute, the ability to change the color and texture of your scales to match that of your surroundings. This usually blends in with your surroundings whilst allowing you to approach your prey, then head in for the sneak attack

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Co-Pilot [200]: They cay that two heads are better than one and it’s true. More heads means more eyes. More eyes means less blind spots for enemies to exploit, also doubles you ability to bite foes. You have two heads and whilst that would seem disorienting to most it’s not to you. Your pair of brains, one independent of the other, may sometime cross wires at points when trying to control the main body but at least now you can literally multitask as you can now devote your full attention to two things at once.

Elemental Attack [200]: You are able to, through some miracle of biology, create an effect like an electric blast, flame covering your form at the drop of a hat, or even poison. You’re basically immune to this brand of attack and now can use this perk instead if you wish in place of using your Fire Breath Shots.

Ironside [200]: You are amazingly durable. Able to take hits that would down lesser dragons and outright kill most average men. This toughness is a combination of being insanely durable and having some ready defenses such as scales, redundant organs, and even bone plates to make all those pesky attacks work for their kill.

Stomach like a Foundry [200]: Like the Gonkel your stomach is able to take in things that a living creature shouldn’t and what comes out isn’t the normal. A reddish almost lava that you vomit up, don’t worry your biology can take it though if you do this too often it might become sensitive. Any ores that are digested have a property of being saturated in you unique nature and usually becomes an alloy of some sort.

The Alpha Wavelength [400]: Through the use your eyes and emitting ultrasonic sounds you can control simple minded dragons' minds. A combination of rapidly vibrating while the pupils on its eyes narrowed into slit, whilst sending out a signal in ultrasound. These sounds waves possess hypnotic effects on those who can hear it (as it's based in sound waves). Once control is actuated, all other simple minded dragons in the vicinity are under the alpha's command, unable to resist without countermeasures such as an insanely strong will, strong bonds, or even some form of noise baffling. After this Jump it can affect wild animals as well as simple minded dragons.

The Wind of Fury [600]: You are a Night Fury. Black as sable and a breath weapon like an unholy union of lightning and death. Your races prowess is so infamous that whilst the people of Berk have never once seen one your kind they will stop at very little to kill your

kind. High grades in everything but durability, hey you had to give something up to be this awesome amiright, you have about six shots worth of ‘fire’ but the Acetylene and oxygen-shaped plasma charges you use by default now can’t really be called a conventional flame. You count as if you already have two purchases of the Flight perk.

The Color of Death [600]: You are a supermassive dragon like the Red Death. You are now three hundred feet long and eighty feet tall with a wingspan of around four-hundred eighty-nine feet you are as strong as a dragon would be if had your proportions and you still have room to grow a bit more. You roar alone could crack rock and you can inhale so much air as to create a vacuum able to live longships out of their waters. You have six eyes and you pack a powerful six shots limit for you gargantuan fire breath. To explain how durable you are now let me just ask you, if someone tried to kill a living building how would that go, basically unless someone does something like set a bomb off inside you, you should be able to tank things that houses would have difficulties surviving.

Items & Equipment

The Archipelago [Free]: The various properties that can be bought here are all part of the same Archipelago, group of islands, and if you wish you can import your properties, but they default to being in the Archipelago. These imported properties aren't duplicates they are the actual properties, just pot-lucked together.

The only creatures that carry over from Jump to Jump are things that explicitly have carry over, such as the population of dragons on The Fabled… or the dragon's nest on Dragon's End or things such as food animals and such, basically if you think of it as a companion or something stronger than the local dragons they won't carry over.

Unless stated otherwise, such as an import or something, the population of locals is sparse. Unless you personally invest effort to change things, for better or for worse, or such conditions like it being destroyed for whatever reason happen. (Yes, this means bringing this into a medieval setting could permit you to have a modern city in the dark ages if you have a modern city in the Archipelago. Yes, this means if your island chain got hit by a nuke it will persist in being blown up, and it will remain half blown up upon import into your next jump until repaired. Imported Islands CAN be restored simply enough by reimporting them but Islands made on your own don't have such benefits. You must at least make the effort, as it were.)

Each property imported into the Archipelago is an island unto itself. Companions are permitted to live in the archipelago if they wish instead of wherever they usually are.

This archipelago is a property, which you can get to by sailing/flying/swimming/etc off into a fog bank you can create at will, however you do it you must 'tread water' to get there. It's actual location is on no known map, separate from the world via a nigh impassible wall of fog, which will fade over the next few days, those who wish to follow you through to your property are certainly able, if they don't mind the Bermuda Triangle treatment. Exiting always summons a fogbank where you last entered from, however you can have multiple fogbanks going if you wish.

You can make an entrance permanent if you so wish, though a permanent fog bank always in one place is kind of odd in most places.

Dragon [200]: Dragons in general don't get on well with humans. Yet, there have been

times like this one where a human and a dragon bond. You have yourself a dragon of a chosen type, not a Night Fury nor a Death (Nor other dragons of similar rarity/value) though unless you're willing to shell out an additional 200 CP. All dragons start with a normal saddle. (First purchase free fo Blacksmiths and Warriors)

Drop-In:

Dragon Nip [100]: This is an herb that comes in two different subspecies, though you have a small garden inside a section of your warehouse for both, which have differing looks and effects. The first subspecies is a yellow, bubbly substance that seems to have a similar effect on dragons as alcohol has on humans; however, it ends up putting the dragon to sleep. The second is a green grass plant, which grows to approximately half the height of a full-grown Viking (around six feet tall), and it is said that these grass-like plants smell like garlic. It appears to be similar in effect on dragons to the effects of catnip on cats; however, when a dragon (at least Night Furies and Gronckles) has dragon nip rubbed on the tip of their nose and around their face, their pupils dilate, they stop flying or attacking and they begin to rub the dragon nip over their bodies, rolling in it if possible, and playing around in it or with it.

Dragon Catching Kit [200]: A series of blueprints and schematics that update as you go along through your days. They progress on their own, as if you were working on them, but they all are part of a kit. A Dragon Catching Kit, to be exact, which will help you take down moderate threats non-lethally. Whilst these blueprints themselves are for dragons they could, with a little tweak here and there, easily take down other things you come across just as non-lethally.

The Center [400]: An archipelago on its own The Center is a massive stretch of ocean with many islands and peninsulas. Most of the tiny islands and are roundish but a few have a cave, bay, or some other feature that could prove helpful. At the central most point of this archipelago is the true place you've gained. A base carved directly from the island itself. The only way to get in is through a channel, which can flows directly from the sea or via the air. The fortress-like castle has each of its sides end in high walls, which at equal distances from each other high watchtowers. It is well set up to take on heavy sustained assaults and even has a field of wheat and grass, on which sheep graze.

Blacksmith:

Seriously, Take the Shield [100]: A heavy round shield able to take being hit multiple times with fire blasts, spines, and seems resistant to wear and tear.

Smithy [200]: You have a small Viking smithy that is filled with every tool for pre-modern steel age blacksmithing. Everything is here, down to the table-crank that you can make watch springs with. Any Viking who sees this and has a touch for the craft might just try to smash a table or two at the local bar. It is always at the bleeding edge of whatever forge technology of a world, keeping the best upgrades and never downgrading.

The Fabled… [Varies]: A small island, more a large islet really, that has a rich vein of ores in it. If you were to feed these ores to a Gronckle , which love to fly about the island and are native to it, you could net Gronckle Iron out of what comes up, through the process is a bit messy unless you're prepared for it. This is only what you get from the first purchase, which will set you back 200 CP. An additional purchase will grant you the ability to either 'seed' the location with ores that you have encountered but are unique to other worlds but are naturally occurring otherwise or make the deposits regenerate all ores within over time for an additional 100 CP each.

Warrior:
Axes [100]: Very popular around here. You've got everything from throwing axes to great axes and all the in-betweens. All of them are of common make but if any break you'll find they come back after a day or two, exactly the same.

Stoick the Vast's Fitness Workout Guide [200]: Is this for real? What kind of madman wrote this workout regimen. This is a terrifyingly effective guide that allows a person to increase their strength in a short amount of time, though you bulk up awfully fast. Everything from diet (of mostly red meats and soups) to routines (Hiking with a backpack full of rocks is one of the warm ups) and all that is needed to turn a runt of the litter into an alpha of the pack. Anyone willing to undergo this regimen will start to note they have the benefits of Vast after about three months, faster with a hands-on teacher with the perk and even faster if the teacher in question has Warchief.

An Isle in the North [400]: Twelve days North of hopeless and a few degrees South of freezing to death. Located solidly on the meridian of misery. To describe this island in a word… sturdy. It's as big as the Isle of Berk, which actually is quite large and able to house hundreds of Vikings for an extended period of time along with all the food and amenities needed to provide for a village of hundreds. How big? Well, approximately thirty-eight kilometers of inhospitable forests, largely mountainous, rocky soil, and that's at the top.

Peaks of the mountains can reach up to around seven hundred Meters tall and the local area is rich in sheep, fish, boar, a surprising variety of birds, and a vein of ore that seems to restock once a year.

Dragon
Saddle [100]: A fairly advanced harness that could be placed on you and provide a slight improvement to your general protection and also a place to sit for any rider if you even want one.

Dragon's End [200]: A volcanic island that has little of anything, a burning heart and a dragon's nest. Whilst it has little else and is quite small as far as inhospitable volcanic islands go, it's quite defensible. This is a property that follows you, which you can get to by sailing/flying/swimming/etc off into a fog bank you can create at will. It's actual location is on no known map, though it is findable it'd be hell getting through the natural obstacles to get to the location.

Egg Clutch [Varies]: This small cache of eggs is able to produce a few Dragons from this setting per year. With time and care this will expand to a stable breeding population but until then you may wanna keep the little ones safe. There will never be less than five eggs in the clutch and should someone directly try to destroy those eggs they'll be sent to your warehouse for safety reasons. The item can be bought up to three times for, doubling the number of eggs each purchase as well as having a unique effect. The first purchase costs 200 CP and nets you what you see above, if you are a Dragon you can take the Drawback Take Care of the Kids and get this first purchase free. The second purchase costs 100 CP and allows you to chose what type of this world's dragon eggs the original five are at any point during their gestation. The third and final purchase is 100 CP and allows you to place an egg from another world into the clutch from dragons that you've met on past and future Jumps, though the will only have the intelligence and general power level of a Dragon from this world, yes you can continue to add to the Egg Clutch in this manner but only five eggs can incubate at any one time.

Scenario [The Dragon Riders of Berk]:
Requires: Shadow of the Night Fury
For the next sixty years you will be here in this world and you've been given a mission. Should you succeed you'll get a discount on the entire acapellago (Dragon's End, An Isle to the North, Dragon Rider's Academy, and The Center) as well as an additional 600 CP to be spent how you wish but this job isn't for the faint of heart.

You have had a vision of the future of the dragons vanishing into legend, and then myth. Whatever happens after that is blurry at best but you are sure it isn't good for the Vikings as a people and thus you must stop this event from happening. You must join with Hiccup on his myriad adventures and keep a weather eye out for symbols and small peeks of 'magical' runes that glow to your eye alone. If you can manage to complete the entire puzzle left behind by the gods before your time is up you will be able to save the dragons and halt the Vikings cultures decline, for if you do not manage this quest Hiccup and the Dragon Riders of Berk will be the last heroes of the Viking people. Ever.

Drawbacks

The Boy He was Seems So Far Away [000]: Instead of the light-hearted, quirky world of the Franchise you're in the stories as written by Cressida Cowell, a bleaker world to tell the truth.

Quite a Few Adventures Are Tall Tales [000]: The TV Series canon is untrue.

All...This(?) [+100]: People just can't really take you seriously. They all seem to think you need to change, become like some Ideal Man or something. You'll have to work eight times as smart and three times as hard to get any recognition around here.

Take Care of the Kids [+100]: You've gotta teach these lads and lasses how to be proper Viking Warriors or if you happen to be of the more dragon persuasion you have to care for the nest.

Tiny but Deadly [+100]: You're constantly attacked by Terrible Terrors. They'll show up everywhere you go and regardless of how many you manage to kill or get rid of more will always show up to annoy you.

Amputee [+200]: A limb has been cut from you in some accident, perhaps you got it taken off by a dragon or just dropped your axe.

For The Dancing and The Dreaming [+200]: A mother's love is warmth beyond the sun, a father's arms are like a wall around you. You know these things in a way but now they are things that you don't have. A father whose viking nature can't stand you, no matter how good of a viking you are, a mother who is always absent from this realm for reasons unknown. These things tear at you as if your heart which seemingly has no shield, you'll find that when it comes to folks close to you, as a rule of thumb, emotions come first and logic a late four hundredth or so.

Shadow of the Night Fury [+300]: This is odd, most people could easily run circles around the runt of Berk, one Hiccup Horrendous Haddock the Third but you seem to just be able to keep pace with the kid. As he grows so too do you, if you wish you could teach him stuff just to make him stronger but most folks in this world top out at around his dad's level of strength and he actually is one of the best swordsmen, craftsmen, and dragon

riders in the world. As a reminder, this is the kid who can take breaking the sound barrier on the back of a dragon with only a primitive flight suit on, flight on a Night Fury including some very sharp turns that could severely hurt a real person, craft modular swords and shields, and in general at age 14-16 was able to do these feats all before you start giving him anything.

If you are a dragon in general you have a similar pace but it is set to the young runt's dragon partner, Toothless, though your mind is untouched in this case. Toothless is a Night Fury, the fastest form of dragon known, with infinite fire shots and a beast more than capable of taking on the Red Death with simple hit and run tactics.

The Behemoth [+300]: This monster lies at the center of hundreds of dragons. Scales like steel shields, fangs like trees, and claws like greatswords. This monster is the White Death, a Seadragonus Giganticus Maximus, or sea dragon. This is the most massive powerful and straight up deadly of all dragons, however, they are more than a little lazy, using other dragons to go out and catch fish. This one, however, has the motive to move beyond simply letting the dragons hunt. It's after you and thus it has begun its work. First, it'll be raids on your location via dragons. After three years of seasonal dragon attacks by weak dragons you'll start noticing a drastic uptake in the quality of the dragons you're fighting. After eight years you'll get a visit from the White Death himself. How big is he… well in Hiccup's first adventure he met with the Green Death, a young Seadragonus Giganticus Maximus who was, apparently relatively small, it still out sized the biggest dragons in the Franchise by a large margin.

Epilogue: All drawbacks are lifted unless you want otherwise.

Go Home: You can head back to that distant shore from here. We'll see you off as you head back to familiar waters and skies. It seems that a few dragons find your new lands agreeable and if you permit them they'll be migrating over if you want.

Stay Here: Yeah Berk's a great place and riding dragons is kind of addicting. If you had to stop at any wasteland of cold and misery this one's pretty high on the list. It does have a really charming view of the sunset after all.

Move On: More worlds to explore beyond the edge of this one.

Notes:
On [The Color of Death + The Wind of Fury]: You are a subspecies with the best of both Worlds.

On Unlisted Dragons for Companion or Non-Companion Dragons: I'll just say this, if you believe it is on the same level of rarity/value as a Night Fury or Red Death then please spend the 200 CP.

On the Scenario [The Dragon Riders of Berk]: The truth of the matter is... there isn't a cure for what is making the dragons vanish. It is a deadly disease with no known name that kills dragons. As a kindness a sample of this disease can be found in a special amber amulet but to find that you'll have to adventure for the various runes and puzzles so that you can discover the location. The cure, it's creation will have been explained in the runes and puzzles, when unified with a solid sample that hasn't touched another dragon, like that in the amulet, will produce a counter that will immunize the dragon race once it has gotten to them, it moves through many vectors.