Generic Princess Rescue Twist

By Lokilo85

Welcome jumper to perhaps the most cliche fantastical set up of all time. You see... There is a dragon, the dragon kidnaps the princess, and now the kingdom needs a brave hero to deal with the situation. It's as cookie cutter as any narrative gets, innocent and purity that needs to be protected in the form of the princess, the mighty and terrible beast that wants to corrupt being the role of the dragon dragon, and the brave hero of virtue who's job is to save the fair maiden and be rewarded for it.

Point is that this is an incredibly basic formula, which means there is a lot of room to alter, and in this jump you will get to explore such a tale and add one more twist in the form of yourself. Take your **+1000 CP** and let's move onto the show.

Twist

This section determines what is actually changing from the formula, you may either select it freely, or roll a 1D20 for extra +200 CP, or you may elect to gain +400 CP by rolling and forgetting what was your result. The twists will be altered by the toggles appropriately.

1. **The Badass Princess**
   So as it turns out the princess really doesn't need saving. As she is a bonafide badass, maybe even more so than the hero! Without your involvement, this princess will free herself with the hero arriving or not.

2. **Forbidden Love**
   It turns out that the princess actually wanted the dragon to take her, they have met before and somehow they have fallen in love. Well, at least this is still a

romantic tale? Free love and all of that.

3. **Barbarian Princess**
   Poor dragon... In this world, the dragon is the victim that is being hunted down for sport, the hero is just supposed to help with that. The dragon sure does get the short end of the stick here.

4. **Forceful Kidnapee**
   Wait, am I reading this right? It says right here that the princess forced the dragon to kidnap her so she can play out her fantasy... Well, that's certainly concerning how this princess has the capacity to manipulate the dragon to do this. If you used a die to decide your twist, you have to flip a coin to decide if the princess' fantasy is to be saved by the hero, or to be held captive by the dragon. Otherwise you may pick freely.

5. **Trap**
   This is a most sinister set up, the king is actually a tyrant and all the three roles are being played. The dragon was manipulated into taking the princess hostage because he thought the king cared about her (he doesn't), the dragon did this because the king wronged him, the king is using the dragon as a scapegoat. The princess is being used as a pawn by her father that never cared for her and she never felt free at all. And the hero is being sent to what the king thinks will be a suicidal mission that the king orchasted to lure in gullible heroic fools so that they don't notice the King's own shady character.

6. **Advance Fantasy**
   By default this would be the land of knights and kings, but that's no longer the case. This is still going to be a realm of fantasy to allow dragons to exist of course, but the princess might be replaced with an equivalent like the president's daughter or something like that. If you are using dice, then now you use an additional 1D4 to decide how advanced this fantasy is. 1: anywhen between the 19th and 20th centuries. 2: Modern Times. 3: Dystopian future

and 4: Utopian Future (minus the kidnapping dragons)

7. **Anti-tale**
   Take the general concept of anti-heroes and villains, aka having traits opposite to their supposed role yet still having the same narrative purpose, now apply it to the three main roles. There is the "Anti-Dragon", the "Anti-Princess", and the more common Anti-Hero. Basically the dragon has a motive that is far from beastly, the princess won't be innocent, and the hero is not very heroic.

8. **Lights, camera, action!**
   This tale is about the making of a tale. You see, the dragon isn't actually doing anything wrong, it's all make believe. They are all just acting and hoping to create an interesting theater experience, they are quite passionate about their craft. This can be either a completely mundane world, or a fantastic world still, you chose.

9. **Party**
   Hey, aren't the dragon and the hero supposed to be arch enemies? Why are they playing together in this world?... Weird. Seems that instead of the whole kidnapping business, they are actually doing fun activities. Though it seems that the games might be even more cruel than the usual hero vs dragon fight, especially that blasted kart game and that damned board game...

10. **Supplement**
    Lucky you, you get to do two jumps instead of one! (Or chain a whole lot of them if they also have supplement modes) With this option may use this jump as a supplement to any jump, on which they will alter the other jumper's settling to match the theming. Basically creating a medieval fantasy equivalent AU, superheroes becoming knights, the big bad being a dragon in this world, and a love interest (probably your waifu let's be honest) being the princess. Once you finish this jump, you may either go to the next jump, or go to the original version of the jump you supplemented this jump with.

11. Switcheroo!

Actually! The dragon kidnapped the hero, or maybe the princess kidnapped the hero and the dragon has to save the hero?... This is confusing. In this twist they still retain their "roles" except for who's captured who and who's supposed to save who. If you landed on this option via dice, then roll a 1D6 to determine who replaces who (Otherwise pick freely): 1~2: Hero replaces the dragon (Dragon has to save the princess) 3~4: Hero replaces the princess (Princess has to save the hero) and 5~6: Princess replaces dragon (Hero has to save the dragon)

12. Inversed

So actually, it was a HUMAN that kidnapped the dragon princess, and the dragon in shining armor is the one to rescue her. What? It makes as much sense as a dragon suddenly kidnapping a random princess, you know how some certain specimens of homo sapiens are with scalies.

13. Reversed

The princess is meant to be sealed due to prophecy shenanigans, and the dragon is her guardian. The hero wants to free her, maybe for an altruistic view over freedom, or maybe he's an actual cultist that wants to start the doomsday. Roll a 1D6 for the exact reasoning for why the princess is to be locked (Or pick freely should you not be using dice): 1~2: The king is paranoid and the prophecy was false, 3~4: Due to a magical binding vow, her body can be used to potentially awaken calamity upon the entire realm, or 5~6: She's the devil incarnate.

14. Flipped

So it turns out that the morality of the tale was flipped, the king is a ruthless tyrant, the princess would be next in line, and the "hero" is only a hero by ancient standards. Turns out that the dragon is trying to take the princess out of the toxic environment to try and "fix her" to be a good monarch after the pacifist dragon heard the prayers of the defenseless.

15. Dark Fantasy

Fairy tales used to be really damn dark back in the old days, and it seems this has rubbed off on this tale you have found yourself in. Everything just seems more gloomy, the knight less heroic and more stoic, and the princess seems far from the idealistic shining version.

16. Light Fantasy

The logical opposite of the above option, heroes defeating dragons at its core, is about righteousness and bravery defeating the great evil, isn't it? So why shouldn't such a world be brighter than normal? Everyone here seems to be like that, it's a softer world, the people innocent and even the dragon is more like one of the more innocent saturday morning villains. Chibi art style optional.

17. WAR!

In most of the times, for one reason or another the king does nothing but sit his ass on his throne and wait for a hero to save his daughter. Not in this one, unfortunately this is the twist where because of the dragon's actions, dragons and humans will enter war with each other.

18. The Princess Is In Another Castle

...Yeah, what it says in the title. Whether you are the hero, dragon, or princess. This whole tale is over before it starts. Dragons and heroes will find the princess just not being there, and princesses will find themselves forgotten by both parties, the dragon going to do his dragon things, and the hero not bothering... Pretty anti-climatic huh?

19. Meh...

Everybody is just kinda over this whole thing. The princess honestly doesn't care if she's imprisoned or not, the dragon thought that would be a decent little activity to pass the time, but it was a total bust. And the hero is just treating this like a 9-5 job.

20. It Was All Just a Dream

Just pulling your leg. If you landed on this option by playing the dice then I congratulate you on your luck as now you can pick whatever was your favorite, or you can make your own twist if you have your own original idea. The only limit is your imagination, and that it has to involve a hero, a dragon, and a princess in some way shape or form, go wild jumper.

Toggles

You can freely select those toggles no matter the twist

Matters of Taste

Scientific studies have found that jumpers are as likely to lust after the dragon as they are to the princess, if not more. Depending on your... intentions with the dragon, you can optionally select how anthropized the dragon is, from classical dragon, to furry, monstergirl/boy, and even visually human. The dragon will still be a dragon in power and ability, this only affects appearance. You can also do the same to the hero, princess, or general populace if you for some reason want to make them furries.

Sixty-three

Who said you needed to save a princess? You can switch the genders around, dragoness, heroine, prince, whatever you want. Hell, I'll even be a pal and let “futa” be an option if you are into that sort of thing.

Extra

This is a toggle to your origin, by default you would start as THE [insert origin], but given the twists that might be out of character of you. You could just be another hero, princess, or dragon that exists in the world and is nearby, or optionally you can have a relation to your counterpart, be the Luigi to their Mario in other words, or the Daisy to their Peach, you get the idea. Or you can simply take any origin as a drop-in while still having the local version of your origin hanging around the world.

Origins

You probably already have your own educated guesses of what the origins for this jump will be, so let's not delay you for too long. origins give 50% discounts to their respective perks as usual. Any origin can be taken as drop-in. Your starting location can be anywhere that would make sense for your origin.

Hero

The typical knight in shining armor, or atleast assumed a knight, you could just be some peasant that found a sword laying around or something. What you have going for you is your guts and heroism, and since this is a fairy tale, those qualities will (probably) be rewarded.

Princess

The typical damsel-in-distress, or maybe you're another type of royalty like a prince or king? What's certain is that you are special because of your royal lineage or something more inside of you. Maybe you actually have some worth in yourself besides nepotism? What you have going for you by default is beauty and societal influence.

Dragon -200

The typical Big Bad, and basically just that really. You hold the power, and you're a beast only the bravest or most foolish dare to match. Your choice if you fall to societal expectations of your kind, or if you just want to just chill doing what you want, you're a dragon, you can do whatever you want.

Perks

Perks discounted by half by their respective origins.

Hero Perks

Implied Training -100
What type of hero does not know how to wield a weapon? Definitely one without worth. Good thing you are no such thing, as you've trained and have thus reached the peak skill a knight of this world would ever have, your weapon of choice being an extension of yourself.

Adventurous Spirit -100
Heroes are a truly restless bunch, always seeking out new adventures. You now have a similar drive when it comes to facing such journeys, you naturally find them exciting and thus you always put in the effort in such daring escapades.

Dungeon Troubleshooter -200
Very often a hero will have to move through treacherous places and even figure out puzzles to get through the trials. So for this, you have an increased wit to find the answers with the resource available, or to break those puzzles using your other abilities. You also obtain fortune to find the right tool to get you through an obstacle, you can find mundane tools as easily as looking for them, but anything more special you would just find the correct path to follow.

Dashing -200
You take “dashing knight” to a new level, as you have learned how to move fast and be a freestanding target, your movement can actually go from 0 to 100 rather quick, so much so that you could dodge a dragon’s breath even if you only had the speed of a normal man before this perk. You also have learned an odd way of moving that is faster than your running speed, but more draining to your stamina, like rolling

around or jumping. Somehow that more physically demanding action is faster than just running for you.

Daring Rescue -400
When it comes to saving someone, you are far from a slouch. No really, you become REALLY FAST when you need to recover someone or something from the wrong hands, x2 times faster than your default speed for starters and you become faster the longer the journey is. And not only that, there is a time distortion effect that allows you to accomplish all of that before it's too late, aka you move at the speed of plot, but you're also actually fast and you keep moving faster and faster the more you focus on the task.

Positive Karma -400
Some truly selfless heroes do things out of the goodness of their hearts, but I won't hold you to that standard. Every action that is done for good benevolent purposes, you will be rewarded one way or the other. Whether that be in the form of fortune finding artifacts, material goods, or luck protecting you from danger. Of course, those rewards are relative to your own good deeds, helping a old lady across the road will award you a mild convenience, saving someone's life will result in you being aware when somebody tries to assassinate you, and becoming a true hero for a country can make finding your desired legendary item easier.

Slayer of Dragons -600
This perk makes you a slayer of dragons as a concept, or to be more accurate: What they represent in those old tales rather than the mythical species. You as a traveler of worlds are bound to find many evils, evils that corrupt the world itself, the omniverse always welcome more people to keep the balance. The first ability given to you is the ability to no matter what, being able to harm malicious things, whether conscious malice or forces that distort and corrupt automatically, if you strike your weapon at it with intent, you will damage it beyond any defense. Secondly you find your will augmenting your might when you truly are fighting for the causes you believe to be just, up to match your foe the more you continue standing.

Heroic Purpose -600
You are THE HERO, and with this perk the world will get the memo. You get something like limited plot armor, but don't think this is really free. For this perk to trigger, you must have a heroic goal, in this context you have to have an objective that the people of the world you are in would on average consider good or honorable. You trigger this perk once per jump so choose wisely. What you gain for this is good fortune, a clear direction on how to accomplish it, and the opportunity to improve your abilities and equipment until you are ready to accomplish your quest, you even get one extra 1-up should you fail by dying while going into your quest. As a passive side effect, people will just accept that you are the one supposed to do your quest instead of anyone more competent, that doesn't get rid of rivals, but it does make third-parties accept you as the default "hero" in this context and hand over their aid to you specifically should they be capable of helping and if they want for your goal to be completed.

Princess Perks

Fairest -100
Unlike the usual mundane dynasties of the past, you are an actual looker. Very much so in truth, so much that the average disney princess would be a "5/10" compared to your "10/10", and optionally you may exude a "innocent" charm that makes you look the part to others, whether that be true or not irrelevant, though if they saw you do anything heinous personally that image will be shattered.

Oddly Patient -100
Do you know how utterly boring it is to be stuck in a tower? Very much so, especially if the one meant to save you takes their sweet time. Thankfully you can enter a "patient" state where you can zone out until something worthwhile happens, besides that you can also opt to be actually patient if you don't want to effectively sleepwalk.

Capture Target -200
Seems people value you alive more than death, for whatever reason. Any enemy that does not desire to kill you outright will instead try their best to keep you alive, their

own goals take higher priority than you living, but as long as you aren't too much of an active nuisance they will let you slide alive. They also tend to treat you with some decency when it comes to keeping you in captivity.

Save Me! -200
One way or another anyone that might be interested in saving you will be notified that you are indeed in danger, fortunately you can set conditions to this effect to avoid unpleasant rescuers. Besides whatever conditions you set up, this perk prioritizes the people most capable of getting you out of trouble. As long as you recognize that you're in trouble and want this perk to trigger it will be activated.

Divine Rulership -400
Royals are supposed blessed to have the right to rule, sounds like one of the oldest scams made up, but to you it does seem to hold up. You don't even need to be a good ruler, just you existing passively and in a well state makes whatever kingdom you belong to prosper, at least when it comes to materials and resources. This scales up to your general magical ability, your holy blessings, or any favor the gods seem to give you. But by default this makes your kingdom prosper +50% than they would otherwise.

Someone Else's Problem -400
Ugh, your daughter got kidnapped? Why even bother gathering up your army to do something about it? Because now you have gained the ability to "summon" up heroes to do the job for you, but the ability of those heroes (Or fools) depends on what you are willing to pay as reward. Money only goes so far in those cases, for the price of the equivalent of one billion dollars you can get somebody whose power is the "peak" of normal adventurers/knights (Think S-rank adventurers in generic isekais, Jonin in Naruto and Jaeger type units in fire emblem), after that point money does not buy you any higher. But you can offer other rewards such as your items, or anything you have authority over, and it will give a relative boost to the summoned hero's quality. You can only summon one hero like that, and you have to wait until he succeeds or dies to summon another.

All That Is Good -600
That is what the princess in those stories represent archetypically, and that concept is now imbued into yourself. First of all, you are a beacon to everything involving holy blessings or positivity energies that are similar, magnifying such things around you by a magnitude. Secondly, you possess light "soft" magic by default, capable of creating and using spells that are antithetical to everything dark and malicious, in your case light always is strong against dark, even in worlds that say that dark trumps light or that they both are strong against each other. Your magic starts with holy lightning bolts and spells to seal and suppress evil beings, but you can build up from there, as you gain an affinity that boosts all your light/holy/good related abilities by a magnitude like the passive boost you already provided to your surroundings.

Changing Tides -600
You, the princess, only relegated to play the role of damsel-in-distress? Hardly, you aren't limited at all. Much like how princesses can also represent change and maturation, you have abilities that allow you to twist the world's narrative and your place on it. First of all, nothing can truly stop your agency, take away your ability to choose, whether that be probability manipulation, mind control, or fate imposed by anyone. Secondly, you find greater ease on which to defy expectations of what "should happen", such as freeing yourself from your captor when thought of as a mere prize to be won. And thirdly, you are capable of once taking authority over a region/kingdom, able to change it's customs however you seem fit with greater ease and adjust it, cruelty will still have it's issues and results in rebellions, but changing cultural norms to be more forward will be more than doable, especially if those changes benefit people.

Dragon Perks

Creature Worthy of Myth (Free & Exclusive to Dragon)
As the dragon, you clearly are the top dog in this tale. And for good reason, you're the dragon after all. You are a 50m (115 feet) behemoth of a winged reptilian, you're a heavy beast but somehow your wings are still capable of flight, your physical might

is enough to shatter boulders without issue using only your tail and your lungs are incredibly mighty to sustain all of your breath techniques/abilities to the scale expected of a dragon. You are free to design your dragonic form as you please as long as it doesn't provide any other benefits.

Deadly Breath -100
The staple special ability of dragons, but you aren't just limited to the classic fire. You may pick one equally (or less if you would prefer that for whatever reason) harmful substances to be able to shoot through your mouth. The power and scale of it can scale up to either your physical or magical might if you so desire. This perk can be purchased multiple times, purchases after the first one are undiscounted for dragons but they get two per purchase after the second one to compensate.

Admiring The Monster -200
For some reason in recentish times it seems like some adventurers find dragons quite attractive, or at least people are more willing to hear out the dragon. This perk seems to extend that range of people towards you. With this it seems that no matter the form you take, people can still be attracted to you as if you were one of their own. Besides that, there is also the passive boon of making others be equally sympathetic to you as they would someone of their own kind.

Big & Bad -200
There is a pretty good reason why it takes a heroic amount of will to go face a dragon, dragons are pretty menacingly all in all. And now you share that quality, now if you massively outmatch someone, they won't dare face you unless they actually value what you are standing against more than their life. This counts even for entire kingdoms, if you are way stronger than the king's strongest knight, the king won't even dare send his battalion of soldiers at you for some reason.

Implied Kidnapper -400
How does the dragon even get the princess in the first place? The best guess would probably be brute force. Anyway, as long as you significantly overpower your target and their defenses, and you also know where your target is, you will find taking your

target oddly easy. You could either make a big show of it, or do it in silence, what matters is your power to use this “skill” of yours. Targets can be either people or objects.

Hoarder Habit -400
Dragons are well known for their hoarding nature, and you seem to have taken it as an art form. Firstly, not only can you easily find common fortune, able to sense mystical artifacts or anything rare that would catch your interest, but any place you hoard them will magically keep them in pristine, and ideal conditions. That includes ideal conditions for powerful artifacts to gather power or anything like that, not only will nothing you own degrade with time, but the closer you are to it the more it passively is imbued with your dragonic might, growing with your essence to match its owner the longer its exposed. This effect extends to living beings, but you can toggle if any theoretical captive gains your dragon attributes and traits, and to what extent their form may change.

Might Incarnated -600
Dragons in old tales are unstoppable flying calamities, so much so that the concept of dragons is connected to power. But there are many variations of power, so you may pick one interpretation of power, any form of power you can think of: Physical prowess, arcane ability, and yes, even power of friendship/love is on the table. First of all your power, whatever shape it takes in this context, is amplified by a magnitude and will continue to grow at a higher level than it would otherwise. Secondly, you gain an array of powers/abilities related to the theming; one ability major like physical adaptation, mana consumption, revival by positive feelings, or something around that level of power. And 5 relatively minor abilities like augmenting your muscles, magic spells, or the ability to buff someone based on your positive feelings. And finally you would be conceptually linked to whatever form of power you have chosen to represent, that means that you will have 200% affinity (Stacking with whatever affinity you would have otherwise without diminish returns) with powers related to your theming, and with training you can develop more abilities. Additionally, you may modify any alt-form, including your assumed dragon form, to fit in line with your power theming.

The Devil -600

There is a connection devils have with dragons is pretty explicit, especially in those sorts of tales. Now you are something of a “dracula” yourself, having obtained hellish and profane power. Firstly, you can coat your special attacks, like your breath or magic, with the “hell” trait, making it extra corrosive to the target’s whole being, also making the attack 200% more effective against anything holy/light, even in worlds that degree that Light Beats Darkness. Secondly you become a leader to demonic/dark creatures, making you easily claim control over non-sentient evil creatures that are weaker than you, and making sentient counterparts of those creatures more inclined to obey you should their nature be dark and they lack convictions that go against your plan. You may also corrupt others that you have gained dominion over to become creatures of darkness, in this context you would have to beat their will and hope of opposition, or somehow get them willing to accept being corrupted, that way you can transform your target into either a dragon or any other monstrous form you have access to, or if they already have the potential to become some sort of beast they can simply turn into that. This can change their morality and ideals to align with yours. And finally, you have the ability to be a truly corrupting force, even if the fates or the narrative of the world demanded for a good ending, for the destined one to save the world, with your might you break apart such notions if you outmatch your adversary.

Items

You may import/merge items into similar items freely, and all origins get their respective discounts just like the perk section.

Hero Items

Generic Starting Equipment -100
You get a decent steel sword, mundane armor of your chosen, and a shield. Very basic, the only special thing about this set is that they always appear when you need it, they just respawn back into your hands wherever they break. Unfortunately this item can only be merged with generic mundane items, fortunately this includes weapons like pistols.

Surprisingly Protective Shield -200
This shield has an odd ability, it effectively covers your entire body even if it isn't all that big. It offers 360 degrees protection, if you use it in the direction of a nuclear bomb, if the shield's durability was durable enough, it would protect you completely without scratch. This shield starts with the regular durability of a typical shield, but you may enhance it via reconstructing it, importing another shield into it, or enchanting it.

Shiny Armor -400
Your armor has a pretty neat flair to it now, so much so that it can glow at your comment if you want a convenient source of light, you can even feed it your mana/stamina to use it as a flashbang. There is one more function to this however, you seem, any armor that you wear has the ability to hold on to enchantments at a capacity 200% more potent than normal, and also by default comes with an enchantment that boosts your defense by 50%.

Legendary Sword of Convenience -600
This is a sword that was made specifically for one target, it is of the highest quality in this world, and that will hold true as it goes to other worlds. You may select one target per jump, one individual, that sword will now be fated to slay, meaning it will deal damage to it like it was it's weakness, or atleast x5 more damage than it has any right to deal, and also fortune will act like the sword is MEANT to slay that person. Optionally you may opt to retroactively have there be a prophecy about the blade slaying your target. As a bonus, this sword will be x2 as effective on the "kin" of your target, so if your target is a dragon, it will be x2 as effective on dragons and act as their kinds' weakness.

Princess Items

Fancy Dress -100
You have an outfit that screams how pampered you have been in your upbringing to get this type of luxury. This is the fanciest dress a fairy tale could provide, or alternative any other piece of formal clothing for nobility. It does make you look far more charming.

Jumper's Crown -200
This crown radiates royal dignity, and it also fits your head perfectly. It's the most regal looking item you'll find in this world. When you put this on people will be hard pressed to deny that you are of higher class. But not only that, should you give that to someone else, their form will change while they wear the crown to look like you with some aesthetic differences depending on who's wearing it. Yes, this can change gender too.

Automata Knight -400
Sometimes you can't trust a flesh and blood genuine hero to show up and save you, so you have sought out to third-part the process! You have created this golem in the shape of a knight, the exact design being yours to decide, but they would be hollow inside besides its glowing eyes. It isn't actually alive, and that comes with benefits and downsides you would expect, but its artificial intelligence is pretty good when

focused on keeping you safe, tracking you down, and getting you back. It calculates the fastest route, and the best movement to eliminate all threats and get to you, you can always tinker with the configurations, and it has the magical ability to know when you desire to be saved by it or when you want its services. You can upgrade it in later jumps using either alchemy or technology as you please.

Heart of The Kingdom -600
You were most likely expecting the option to take your kingdom, and you were right. But this goes beyond giving you a kingdom that serves you. Firstly they are more than reasonable with your rulership, there is a fiated backed loyal council that can do a "ok" job at managing the kingdom in your stead, and all of your citizens, even migrants, count as followers. But your kingdom does come with an additional treasure: It's heart. To be more accurate a heart shaped golden crystal located usually in your kingdom's capital, it has the ability to convert the feelings of gratitude your people feel related to their homes into magical power, scaling to your people's amount of joy and gratitude and their average magical aptitude, in simple terms imagine a spirit bomb that can stockpile power indefinitely. You can use this energy to either power any machine, empower yourself, or to heal your citizens and/or servants. And before you think of corrupting and brainwashing your people into effectively being drugged to feel happy... That only works if you also take the **The Devil** perk and corrupt the heart that way.

Dragon Items

Vast Riches -100
You possess more than enough material mundane riches to make a king feel envy, even in your large form you have more than enough space to rest yourself on the pile. For some reason that is quite comfortable to you.

Convenient Cage -200
What makes this cage convenient is that it is enchanted to both grow in size as you demand to imprison people, and that it also can only be open on the condition of

you being defeated or if you decide so, you can set any condition as a binding vow should you desire to make a deal or something along those lines.

Fantastical Security System -400
Before any fool dares to think of slaying you, first they would have to go through your defenses. First, you have a panel laying inside wherever property you own, this can generate monsters, though compared to you they are rather weak, think the gap in strength between the regular koopa and bowser. Secondly, it will be filled with traps, it will even restore any custom traps you make as long as they don't waste any resource that is actually rare to you. The security system also comes with a scrying ball that alerts you wherever someone invades your domain, and its range extends as far as the surroundings of the place you own.

Great Lair -600
You get a large place of power, this is your lair. You can choose any theming, be it cave, tower, or anything that doesn't really add much besides that. What makes this place so great is that it has a truly magnificent hoard for a dragon such as yourself, starting with 5 magical artifacts with unique powers, such as a potion of eternal youth, a remedy to any disease, a rune that turns items it touches into gold, or any unique effect in similar scope to those examples. It also has the ability to grow with you, literally depending on your size. The more treasures you dedicate to your lair, the more buffs it gives back to you passively, through ordinary treasure caps at about 10 billion worthy of gold/currency, resulting in 20% vitality, but you can dedicate unique items to your lair to obtain buffs correlating to what item was dedicated. For example, should you put on the **Legendary Sword of Convenience** you would obtain a buff of +100% attack potency, **Heart of The Kingdom** would +100% buff your magical capacity, **Jumper's Crown** would buff your charisma by +5%, etc. Though to obtain the buffs the items must stay inside your lair and never leave, and you must also rest (or atleast reside for about 3 hours) on your lair once a week or else the buffs will start to weaken. The buffs do stack additively, but after the three biggest buffs in each category, they would have diminishing returns like how your perks do.

Companions

Import Free/100/200/400
You can import one of your buddies into one of the roles, but with some limitations. You can't import a companion as an insert into one of the origins that would be antagonistic to you, this takes the **Twist** into account should the hero be the bad guy or something like that. For free you can import ONE companion slot, but for 100 you can import eight of them. For an extra 100 spend, you can have 1 companion gain **800 CP** and an origin to gain discounts, for an extra 200 then you can give the same **CP** to all companions.

Export Free
Did you get attached to the princess? Did the hero sweep you off your feet? Did you lay the dragon and decided to commit? Then you are free to ask them if they want to go along your chain for free.

All of The Above -300
Oh, that's certainly unique. You see, this young girl was born as a dragon born princess, fled her kingdom and royal duty for the purposes of adventuring, got knighted in a tournament, but she had a "unique" edgy name she's embarrassed of that resulted in a rumor manifesting of there being some dragon with that foul name, that is actually her alter ego... Which leads to one funny story about a job she took, but that's another whole story.
You can detail her appearance and exact personality traits as you wish, and she has **800 CP** to spend however you decide, and discounts for all origins.

Scenario

Done to Death

Hey jumper, do you like this sort of tale? Do you want to do it more than once? Okay, but do you REALLY want to do it more? Then hop into this scenario. Because you are going to go through ALL the twists, 10 runs each, in total you're going to have 200 runs of this set up.

First you go through the first **Twist** you rolled, then you repeat it but this time you must obtain a "different ending" in video game terms, you must do things differently so the results change in more interesting ways, no repeats, but besides that you can be as silly as you want. After you complete ten ends for the initial twist you picked, go to the one below, and so on until you loop through all the twists.

There will be some special rules to make this work: Drawbacks by default will follow you, though with some exceptions and changes that will be listed in the notes. **Twists** that have "mini-twists" attached to them like **Advance Fantasy** won't need to be done ten times each, just ten times total, and you can freely pick which one of those will be. The **Supplement** will at first bring you to a jump's settling of your choice, but after that it will have to be another world, preferably one you already visited (in that case you don't get to repeat that jump's selection), but if you happen to have less than ten jumps under your belt... congratulations, this jump becomes a mega-jump (and in that case I allow you to go wild, why not? Or optionally you can treat this similar to the generic first jump). And for the purposes of **It Was All Just a Dream**, you can go completely wild and make some shit up as you go through those ten runs of it.

For the purpose of your journey, you can freely change the toggles per run, but things like gender probably won't really change anything worthwhile enough to

merit “another ending” if you don’t add in a twist to it. For the purposes of **Import** and **Export**, you can theoretically companion ALL of heroes, princesses and dragons, and you get your freebie companion import per twist.

Reward: Finally... That sure took a while to get, I’ll take a wild guess and take it you’re burned out? Either way it’s time to give your reward.

Conceptual Origin: After inserting yourself in the same origin for two hundred times, something stuck with you. Firstly, you can “ignore” whatever jump’s origin you find, and instead assume the role of one of those origins, you still get the discounts, this just changes your presence in the jump’s start, taking higher priority that of your actual origin..

Secondly, you have become conceptually connected to your origin, you’ll find the benefits associated with your origin being more rewarding and favorable than they would have been otherwise. Heroes will have better opportunities for their heroics, Princesses will be found more loved and cared for, and dragons will find more opportunities to take and conquer.

Thirdly, you have obtained a form of foresight that is pretty “genre-savvy” in a way. When you give people a glance, you can tell who’s “who” in whatever scenario you find yourself in, who’s the metaphorical hero, princess, or dragon, and then you can make educated guesses from there.

Fourthly, a traces of your origin’s power goes into your body mod, heroes a 25% boost to their speed and their origin’s freebies, princess receive a boost to their luck to being 15% more lucky and their freebies into their body mod, and the dragon gains a 80% boost to their physical prowess, and a light version of their breath attack (Acid breath turns into acidic spit that is milder but still pretty hurtful).

And finally, you receive a “final move” that you can use per jump that is the conceptual manifestation of the power of your origin going by your interpretation, it will be strong enough to always be one of your trump cards.

Drawbacks

Narrator +100
There will be a disembodied voice accompanying your tale, and the narrator's voice will be slightly annoying to you, and the narrator will appear suddenly out of nowhere whether what you are doing is "tale worthy" or not.

REALLY Old School +100
Wow, the way you see the world has changed. A filter in your vision now causes you to see people in the artistic style of the medieval times, the exact style fluctuates day by day.

Annoying Sidekick +200
Doesn't the "cast" feel too small for you? Let's make it more markable by adding in a tag along! Be he evil minion, squire, or animal companion, he will tag along with you for this jump. He'll act close to whoever was the comedic relief from whatever childhood show/movie/book/etc you thought of as the most annoying. No, you can't kill him, but you are welcome to try, he might actually be funny that way.

Medieval Realities +200
Since this was by default a fantasy realm, some of the unpleasant realities of those times would be subdued or limited. That is no longer the case, the people here are as dirty as they should be and feudalism is doing what it does to a society.

A Deep Journey +400
Okay, the journey would usually be quite simple, but let's add a bit of spice into it. Now there is lore, and things for you to do, or to be more accurate things you HAVE to do. As a hero you would have to track down the dragon's tower now with "sub-bosses" on the way, as the dragon you'll actually have to fight some decent adventurers, and as the princess you will have a kingdom with issues to deal with. While before your journey would have taken a day if you were quick, now it would take a full year.

Get it Twisted +400 (Incompatible with the +400 roll option)
Whatever twist you picked/ended up with no longer is your actual one, roll again. But you will forget about this detail, you will imagine this drawback is about some beast with powers of illusion stalking you (there isn't any such beast), and you will assume that the first twist is the one you ended up with. You can pick this with the **+200 CP** random rolls, just not the random roll + forget option.

Appropriate Stakes +600
This type of story doesn't really work out unless the power balance is balanced, and jumpers and the concept of "balance" tend to not have the best relations to say the least. You as the **Hero** find the dragon being naturally stronger than you, with the perks **The Devil** and a variant of **Might Incarnated** that was the sort of power that counters your most used abilities. You as the **Princess** find that both Hero and Dragon outmatch you by sheer power that relative to them, you're a true damsel-in-distress, but the silver lining is that you aren't forced into a fight. You as the **Dragon** face a hero who, while not quite as strong as you, seems to have the favor of the gods to slay you, with the perks **Slayer of Dragons**, **Heroic Purpose**, and the **Legendary Sword of Convenience** as their weapon. The **Princess** origin is the only one that isn't forced by fiat into a fight, but that is unavoidable for the **Dragon** and **Hero**.

Let My Life Be Twisted! +600
Maybe we are overloading the narrative with too many twists. Seriously, they are starting to be more like retcons. Reality is now very wishy-washy in your jump, the **Twists** changing abruptly and with very little rhyme or reason, that is rather dangerous, thankfully not because reality will flick out on you and erasing you, instead you just have to worry about out of nowhere entering into conflict, and then the next scene eating dinner, and if you're unlucky fighting the dragon again. Good luck, jumper.

Ending

The tale has reached its conclusion, scenario aside, once you have completed whatever goal you set out to do, you can leave whenever you want as long as you aren't being actively hunted or something like that. As a final bonus, you gain at the end a fairy tale book that depicts the events of this jump like either a more "modern" fairy tale, or a classic one.

Done With The Hero's Journey
Did this entire place leave you burned out? Well, you do you, I suppose. You get to return to your world with all that you have gained. Sorry if adventuring wasn't really the thing for you.

Ever Happily After
You have decided to lay your roots here, fair enough I suppose, all paths lead to quite the opportunities to obtain quite the riches and luxuries. If you have completed the **Done to Death** scenario, you can pick whatever world you enjoyed the most.

Done With Cliches
As expected, while this world had its gimmick twists, it is still very basic for a traveler of the omniverse such as yourself to be satisfied with. Well, I hope you had your fun anyway, into the next adventure we go.

Notes

This jump was made because I saw the deepest sword jump, that triggered my neurons to remember the "rescue princess" cliche while I was bored, so I asked on the sub what their jumpers would do in that scenario. **guyinthecap** in particular was the one responsible for me noticing that I could make this jump, so shoutouts to him and thanks for the idea.

The **All of The Above** was the jumpchain adaptation of the paladin noble dragonborn created by the collective shitposting made by tumblr users **prokoptz**, **grazztthedark**, and **rabidpeep**.

On the topic of the **Done to Death** scenario: "significant new endings" is a pretty loose rule by design, it wouldn't require a completely new end result to be valid in this context. For example let's say you want to seduce the dragon, that is not only one path but potentially a root for many: You can convince the dragon that you would make for the superior princess, you can prove your power to the dragon charming her way, you can cook food for her etc.

Incase of doubt whether a "ending" would be unique enough, consider what your jumper's benefactor would find to be an interesting outcome.

Drawback Scenario Interaction

Should a drawback not be mentioned, assume that they work each twist run as normal.

Annoying Sidekick: It will be the same guy each and every time, but dressed up differently, he will become strangely more and more self-aware. You can take him as a companion for some reason if he grows on you.

Medieval Realities: Advance Fantasy allows you a break from the medieval stink, good on you. No, you can't use **It Was All Just a Dream** to make them be sanitary.

A Deep Journey: will be nerfed slightly, before it would take a year to get "done" now takes two weeks and a half, which is a little less than the usual 10 years jumps usually take.

Get It Twisted: Before you would go through the first **Twist** that you have fallen into tentimes, then descend in the order until you did your ten different endings and then proceed to the next **Twist**, now the order will be fully random. No repeats since

I am not cruel like that. You also have no idea what **Twist** you would end up with now.

Appropriate Stakes: You only have to deal with this drawback once in this chain, I am not going to force you to fight scaling enemies 200 times, pretty sure that would fall into jumper abuse if that existed. Though if you are ballsy, you can apply this multiple times as if it was a toggle, that will count as a "new ending" each time as a reward, even if you didn't do anything original.

Let My Life Be Twisted!: Ever heard of inception? Yeah, that's how you are going to be transitioning between your "runs" now, randomly, have fun with that.