
SPYRO
THE DRAGON

Spyro The Dragon Jumpchain

By: SpyroAnon, imaged by TopHatAlthalus

Welcome jumper to the land of Dragons! A place of excitement, wonder, and DRAGONS. This place isn't exactly dangerous. Just a place to relax, discover and maybe kick some bad guy butt. If you're into that of course. But I digress, this world is composed of multiple realms. Sections of places connected by portals. This world is aesthetically ...anachronistic to say the least. Anything from medieval style to modern day electronics, and even some advanced futuristic technology, though the latter is pretty rare it's still a thing. Dragons are among some of the greatest magical races revered by the more mundane races for their power and majesty. You will be among them! Hope you like adventure because life is never dull for long in this world.

Here have 1000cp you're going to need it.

Because of the way backgrounds work each one will have their own Age roll. By default, you'll be rolling 1d8+ 25 but you can simply pay 50cp to determine your age. You can freely choose your gender as you wish.

OH wait before we begin you're going to be a Dragon, that's kind of the requirement for being here. I mean why WOULD you come here for any other reason than for…. wait you mean you DON'T want to be a dragon? A-are you sure? I mean I can't justify you being in a world like this as a mere human you know. You really want to be that special snowflake? Just note you'll be quite the hot new commodity for a while and you'll have more limited options. Alright fine if you want to be such a weirdo about it. You'll only be able to choose the Drop-In background and you'll have to purchase the 'Herald of magic' perk if you want it. Don't say I didn't warn you.

Backgrounds and Families



Drop-In (Free) - You're just dropped right in. No memories, no worries. But you feel a little weird, more out of place than usual

+No memory interference

+No one knows or expects you

-No experience

-No real influence

-Something is really off about you perhaps it's something about your aura.

Elder (50cp) - You're old but wise and well respected in the dragon community. Despite being the youngest of the elders you've proven your capabilities quite well. You have much to learn about being an elder but you seem to have a natural knack for this old guy biz. Roll 1d8+45 for age.



+Lots of experience

+Influence and position of power within the dragon community

+Natural knowledge of the world and your respective tribe's secrets

-/+ Have responsibility to teach and guard younger dragons

-Unless you start in the Peace Keeper tribe you're not very good at fighting

-You're going to be the target for a lot of bad things happening soon

Professor (100cp) - As a dragon of Science you've dedicated your years to discovering how the world ticks. Even how to harness natural energies to better the world. You've helped make wonderful contributions to dragon kind. Though most dragons brand you a weirdo for obsessing over SCIENCE. You've found several likeminded individuals during your time collaborating on future projects to come. +Experienced in various sciences and technology



+Deep connections outside of the dragon community

-Outcast to the dragon community

-PREPARE TO BE BULLIED NERD

-Rather super obsessed about science and if you're not careful you might fly straight into mad science



Sensei (200cp) - Unlike those pansy little fairies for dragon Elders, you've trained to have far more bite than those chumps. Taking a more direct approach, you've learned a great deal about self-defense and more violent means to problem solving. It's going to take a lot to keep you down. Roll 1d8+45 for age +Lots of experience

+Knowledge of fighting and are far more physically fit than most elders

-/+ Have responsibility to teach and guard young dragons

-Loner and stingy about lending your knowledge

-Not as knowledgeable about your family's inner workings

Rascal (300cp) - YOU LITTLE RAPSCALLION! You just have to pull off some hair brained scheme you little trouble maker. Though young you're very headstrong and rebellious. Those stupid old bags could never understand you. You're an orphan taken care of by the other dragons and taught by them directly. Even though you were from a different tribe they still took you in. You have a funny way of show gratitude with that attitude. Roll 1d8+8 for your age.

+not as many responsibilities

+can choose 2 tribes for free

+if the right tribes are chosen can be direct friend to Spyro

+often overlooked in evil schemes

-young not as strong or experienced

-have to be taught and looked after by older dragons

-constantly in trouble with THE MAN

-no thumbs

-shorty



Dragon Families

Each dragon belongs to one of 5 families. Each have a natural talent for things within their respective schools. You get one free. You can purchase one other for 300cp. Rascal get their second family free.



Artisan - Are thinkers and artists of the world. They will often think before they act and are considered the wisest of the dragon races. You become far more wise, cool headed and much better at controlling your emotions. You also gain a mastery in two academic and/or Artistic fields of your choice you also gain a significantly stronger intuition into dealing with others, granting you a natural aura of empathy and charisma. (Sub-worlds: Stone Hill, Dark Hollow, Town Square, Sunny Flight)



Beast Maker - Are makers of monsters both large and small. While they are pretty lazy, preferring to bask in their hot tubs listening to music. They are responsible for 78% of the non-sapient species in the realms and very proud of it. They are hardworking and fierce once you get them going. You gain such a quality becoming easily relaxed even in the tensest situation. But also you can create beasts using the barest of materials; sticks and rocks into goblins and shark dogs for example, though if defeated they turn back into their original pile. You can also summon up fodder from your magical energies to fight for you. Once you master this you can create small armies to combat for you. (Sub-worlds: Terrace Village, Misty Bog, Treetops, Wild Flight)



Dream Weaver – They are the neets and dreamers. Their reclusive nature and small numbers is due to being the first victim of an old scuffle from an attempted takeover. They preside over the realm of dreams. Quiet and reserved, they are amazingly good at keeping secrets. They are far more headstrong and emotional than Artisans but more reserved and introverted than Peacekeepers. Symbolic dreams, prophetic dreams, and horrible nightmares are their specialty. They can pull dreams out into reality with their magic, as well as nightmares. You gain their vault like secret keeping skill, as well as their powerful ability to make dreams a reality imposing it on the world around them, and directly defeat nightmares. They can also decipher the most vague and esoteric dreams, dream walk, and travel through dreams. (Sub-worlds: Dark Passage, Lofty Castle, Haunted Towers, Ice Flight)

Magic Crafter - Are Sorcerers and Enchanters. Witty and thoughtful they value brains over brawn. So while they aren't the toughest species they certainly are the most informed when it comes to magic. This allows them and by extension you to selectively ignore the laws of physics. You become quite capable at making magical artifacts and understand the nature of magic instinctively. And this isn't limited to your own. (Sub-worlds: Alphine Ridge, High Caves, Wizard Peak, Crystal Flight)



Peace Keeper - Are warriors and enforcers. They're the strongest physically and are the polar opposite to the Artisans. Punch first ask questions later mentality in full force, they are pretty boisterous about breaking some faces and are extremely hot headed and stubborn. They mean well however and do whatever it takes to protect those they hold dear. You gain a stronger will and moral compass become physically imposing and gain significant combat intuition. (Sub-worlds: Dry Canyon, Cliff Town, Ice Cavern, Night Flight)



Did I forget to mention the tribe you choose is also your homeworld of choice? Each one has a central 'hub' with 4-5 different sub-worlds branching from it. If you want to be risky you can choose to spawn somewhere else for 50cp if it's still within the Dragon Realms, 100cp for even more freedom of choice (Forgotten realms, Avalar, and Fairy Realms).

Perks

Freebies

Harbinger of Magic (300cp free for dragons) - As a being of magic you project an aura of raw magic that in large enough quantities allow weak spells, low power magitech, and magic reliant wildlife and fauna to function even thrive. It scales off of personal magic reserves and power. But it scales much faster when there are large numbers of those with this perk in a single place.

Background discounted 100cp discounts are freebies

Drop-in :

Maniacal Laughter (100cp - free Drop-in): Sometimes it's just so good to be bad. And what better way to express joy at such a job well done than malicious laughter. After a successful job you can laugh it up like a madman, genuinely intimidating your foes and moral boosting your partners in crime. Heck you can do it over the most minor of things and it could still have the same effect. Your laugh is just that good.

Grand Scheme of things(200cp) - Every ~~villain~~ great guy such as yourself needs a game plan! Never fear for this perk is here! You can now plan, plans, to plan while you plan. And it will come with little effort on your behalf. You're just that good and nothing can compare to your magnificent planning brilliance! NO ONE. Well maybe a couple but they're losers dedicating their entire lives to a project that will ultimately fail anyway. NOT LIKE YOU AT ALL…. wait.

Corruption Adept(400cp) - Being evil highly enthusiastic for the unknown can be dangerous. And few things are immune to the corrupting power of DARKNESS. Not many show resistance and even fewer show immunity. For you it's a little different, the corruption could easily set in and corrode you from the inside, or at least attempt to. But you only show outward signs of it. You now reap the rewards of its physical benefits, the insignificant corruption has no sway over your mind. But good luck trying to convince anyone else you're still you however.

Black Magic(600cp) - A rare art of magic for a reason. Combat focused magic is expressly forbidden in dragon society. In the wrong hands it can do a wide set of things, turn objects and creatures into your monstrous minions, mind control, emotional manipulation, teleportation, shield generation, size changing, various flavors of hexes and curses, seals monstrous self-transformations, and much, much more. Just remember unlike most dragon magic it has no real use outside of combat and domination. And note this magic will be testing your might against another whenever you attempt to influence someone else.



Elder

Am I cool yet? (100cp - free Elder) - You're such a dork, but you usually come off as ignorant rather than malicious or mean. People just laugh off your social missteps. That hip new-age social lingo that them their youngsters be using maybe lost on you but others find that endearing and point out the proper definition for you. Great for bonding with others, especially your students.

Words of Wisdom (200cp) - In times of danger, when there's naught but a few seconds to impart your words onto others before they move on. You know just what to say. It only takes a few minutes of instruction to give them a run down on what to do and how to do it. And they will at the very least take heed for your words bear the weight of years of experience. Your words have immense staying power as well making your words hard to forget. They even pop up to remind your pupils of your words when they need it most.

Councillor (400cp) - We all have our problems, and not everything is sunshine and rainbows. You've experienced hardship and tragedy, giving you insight into their suffering. This is a double sided power. Not only does it make you better at consoling and healing their mental and spiritual wounds. But also Not only does it make you better at consoling and healing their mental and spiritual wounds. But also how to cope with it yourself. Your willpower is boosted by a large margin when dealing with others personal issues. You will not rest until your little ones are safe and happy.



Heroic Mentor (600cp) - Your teaching methods are superb, able to bring out the hero in everyone you put time in to instruct. You gain a savvy intuition in how to build them up and learn more about them. This also applies to yourself as well, you gain an improved self-control and awareness. Knowing that you're a role model to your students and you must set an example of what it means to be strong, both in mind and body. Your teachings will make it difficult to sway them from your teachings. You're just that good.

Sensei

Heroic Radar (100cp - free Sensei) - You seem to have a 6th sense when it comes to finding talent or latent potential. You can see greatness in others. You're going to need it if you intend to find and teach a proper pupil up to your standards or tastes. After all you're teaching future warriors and defenders of the weak, pre-emptive quality assurance is a nice thing to have.

I still got it (200cp) - Even at your advanced age you can still kick tail and take names. While it's still possible to lose your figure and skill, your physical attributes never seem to fade. You could be well over 1000 years and have never physically trained since your younger years and still be able to bash some heads.

Papa Dragon(400cp) - As a teacher you treat your students like your family. When under your guidance you will do whatever it takes to keep them from harm. When your students are in danger you gain a dramatic boost to your power and determination. As long as you draw breath they will remain safe.



Dragon-Kata (600cp) - You are a master of the ancient art of Dragon-Kata. A martial art that focuses magic into chi attacks. This turns your body into a lethal weapon against shadows and evil forces. With this comes the ability to weaponize your internal reserves from energy blasts to energy laced strikes to enhanced voice and much more. With some creative usage you could adapt your alt forms to this style.

Professor

Critical Analysis (100cp - free Professor) - The world is full of valuable information ripe for the picking. You've taken this principle to heart. Your critical thinking, deductive and inductive reasoning, and awareness is greatly enhanced. You can figure out the cause and deduce a means to solving many problems throughout the realms. Provided you have the tools you can resolve just about any problem.

Tool for the job (200cp) - Never leave home unprepared! Any scientist worth their sodium chloride has an array of gadgets and gizmos to help you on your path to enlightenment. You know how to scrounge up tools from scraps and parts lying around to help build much bigger toys. It's like a feedback loop of development! Make tools to make bigger and better tools. If you have the materials, you can build exactly what you need to progress in your various plans.

Mystical Engine (400cp) - You've been around machines for as far back as you can remember. And realized that some of these devices are heavily reliant on magic while others aren't. Being the mad genius that you are you figured out how to tech far more resilient to magic possibly even reliant on it. Heck you've found a way to make them interchangeable even. Your inventions, no matter how mundane, now come with a strong resistance to magic to the point that they can't simply be hexed or cursed to 'not work' or break. It's like a quirk of this place or something. But that doesn't matter now those pesky mages can't just hex your precious tech anymore. They'll actively have to attempt to destroy it the good old fashioned way now. Hopefully it won't come to that.

Dr. Renaissance (600cp) - Dragon society has a severe shortage on actual scientists. In fact, you've spent most of your life contributing to the world of science in any way you could. So much so you studied most of your life contributing to the world of science in any way you could. So much so you studied anything that could help in advancing the world at large not just the dragons. Everything from the means to invent to the means to implement you've studied, your creativity, dedication and intuition is without peer. This has granted you insight to how societies and cultures function just so you can slip in some tech far more advanced than before advancing society by leaps and bounds. It's going to be tough enlightening these simpletons of the light. But today you will remind them. Today you are euphoric.



Rascal

Quick Learner (100cp - free Rascal) - You may not be the smartest but you aren't stupid either. You have to have quick wits to make your career of being as annoying as possible to your elders. You pick up on things far quicker than dragons twice your age. Learning new things is a breeze for you. It's if these old sacks of scales would teach you something worthwhile is the main issue here.

Nosy (200cp) - This world is huge and full of secrets to uncover. The call of the unknown compels you to find adventure. Even if you don't care for it you always seem to run into plans and conspiracies should you put your mind to tracking leads down. Often throwing a wrench into things just by strolling through. Like the elders said the world is a dangerous place. Just another day in the realms really.

Little Rebel (400cp) - YOU CAN'T TELL ME WHAT TO DO. It's true your rebellious spirit is infamous among elder caretakers. Strictly telling you what to do will only make you fight back harder. And even if they somehow get you to do as you're told you'll do everything in your power to make it as agonizingly inefficient as possible. Your stubborn ness is peerless and it only gets stronger the less you agree with a particular command. It doesn't matter the source if something, or someone is telling you to do something you don't agree with your resistance becomes VERY high. Heck this is so bad you'll do the exact opposite to a much better degree. Something telling you to kill yourself? Cling to life all the more. Telling you to eat flesh of living things? Eat vegetables without any ill effects and reap the benefits 5 fold. Stubborn would be an understatement of the century.

Competent (600cp) - Despite you being so young you are unusually capable at getting things done. Your intuition becomes highly sharpened and your situational awareness could impress dragons thrice your age. Sure this has gotten you into trouble a lot but nothing your natural adorable charm and even sharper wit couldn't solve. After all, only dumb adults would fall for half the things they do. What idiots, guess it's time to show them how to really get things done around here.



Dragon Crystals (100cp per purchase)

Each crystal normally has to be carried but instead you can have their effects without the need. If you want, you can pay half the price for them to come as items. If you purchase them as items they'll come in a shimmering variety as they'll never fade. Most common types in setting fade with time, and the shimmering types are ludicrously expensive. Items are interchangeable but only 5 of these effects will be active at a time. Innately are hard capped to 5 purchases. You can stack single perks multiple times for an increased effect:

Dragonskin - Despite how redundant it sounds on a dragon it does provide a benefit of improved defense against physical attacks

Elusiveness - Your dodging becomes more effective. Direct hits have a higher chance of become glancing blows heck even miss entirely.

Luck - You gain significantly reduced falling damage…. what? You were expecting an actual luck boost?

Psh! That's stupid! You're Stupid!

Duckfeathers - Hate water? Then this is for you. This grants increased resistance to any water based damage, also dry off much quicker than normal as water just slides off you and you become more buoyant able to float no matter the size and weight. This effect extends to objects you're touching as well. Note: Doesn't actually give you duck feathers if taken innately.

Ferocity - Attacks you make come out with far more zeal than normal. Dealing a little more damage than before.

Shadow - Shadows? Merely obstacles in your way. Beings composed, infused, suffused whatever in shadow take more damage from your punishment.

Power - Well despite the name this doesn't increase your physical might. This improves your magical strength instead.

Strength - Ok another misleading one. It's not really a strength boost. But more of a boost in constitution and overall health.

Fortuity - The gift of chance. This improves your good fortune when finding wealth particularly precious gems, and other currency.

Intelligence - Alright I know you're tired of all this mislabelling BS but this one is another screw up. It just improves your magic reserves. Cast for longer periods before burning out! Don't really know how this has to do with intellect. At least the strength one was tangentially related.

Color of Royalty (300cp) - You're now a purple dragon! Now you're among the more powerful and rare type of dragon. Not nearly as special snowflakey a certain other setting. This merely conveys your magical power is much higher than the average dragon granting really high resistance to the passive corrupting influence of evil, and other abnormal effects.

Items

Sacred Charm (free): A neat box of 7 magic suppressing ornate metal necklace charms. It has a secret interface dial on the back that controls exactly how much magic needs to be safely suppressed. This is merely a safety precaution for the jump. Don't want you breaking things before we even start to have some fun. In emergencies it removes the limits entirely so you can temporarily go all out. It cannot be tampered with magically or otherwise.

Big ol' bag a gems (50cp): You get a heft sack of 200 gems. They're pretty shiny and come in a huge variety of colors. The larger ones being worth more. They're aren't nearly as precious here though since you can find them in the thousands just lying around.

Radical Skateboard (100cp Discount Rascal): This board looks pretty freakin' cool. But what would a dragon want with it. To look mad cool and preform sick tricks and get around the realms in the raddest way possible. There are even special mini realms acting as skate parks. It can support someone of your weight without snapping and is incredibly durable. If lost or destroyed it'll come back through your warehouse.

Squid Skateboard(50cp) : HOLY CRAP WHERE DID YOU GET THAT?! Is what everyone will say when they see you cruisin' by on this bad boy. Your coolness will be un-questioned by most youngsters when you're seen on this.



Belt of bombs(200cp): You gain a sick looking belt that holds up to 10 bombs. In addition to looking like those action movie heroes from the 80's, they replenish within the hour. They're no more powerful than standard concussive grenades.

Magical Parchment (200cp Free Elder): A wonderful piece of reed paper laced with magic allows anyone to inscribe and cast spells from it. It has a 'reserve' of magic woven in to allow it to cast weaker spells. But it mostly draws in magic from around it to cast. (Note: Purchasing this if you didn't choose the Magic Crafter Family will grant the knowledge to make more.)

Rocket Launcher (200cp Discount Professor): AW YEAH now you've got some firepower! A basic pair of miniature rocket launchers. It comes preloaded with 30 shots. The rockets are kind of tiny and don't travel all that fast. But it can take out most enemies and its splash damage is pretty good against large groups of enemies.

Continuity oversight(200cp): For some strange reason it now inexplicably has infinite ammo. No idea why this is a thing. But hey who's complaining, certainly not you: You're too busy blowing things up.



Jetpack (200cp Discount Professor): Neat a jetpack. Sure it's a little redundant seeing as how you can fly. But sometimes there just isn't a good breeze to catch flight with. And it's certainly less exhausting then flapping. Plus, it doesn't seem to run out of fuel. It isn't even all that big, super lightweight, and can be fitted with just about anything.



Blaster (200cp Discount Professor): What's this? A blaster? Sounds like something straight out of a cheap 80s sci-fi movie. But it functions just as well, it can blast beams of super-heated plasma to incinerate enemies. It never seems to run out of ammo or fuel. It can take out the mooks easily but is strangely ineffective the bigger your target is. Its rate of fire is pretty poor but is super precise with no recoil at all.

Laser Machine gun(200cp): NOW THIS IS FIREPOWER. Your basic blaster now comes with an alt-fire mode turning it into a rapid fire death machine! Doing far more damage at a much faster rate. Problem is that ammo is limited in this mode needing a reload every 500 shots. Which drains startlingly fast since, well, it's a machine gun now. But hey, at least it looks super intimidating in this mode of fire.

Gogglematic (300cp Discount Professor): A pair of simple looking goggles. But these nice goggles aren't just for show. They act as binoculars, night vision, underwater, and heat vision goggles. An all in one set of eyewear. Perhaps you could pimp it out with more cool features.

[Insert element here] proof shield (300cp Discount Drop-in): A basic shield with a sweet chrome paintjob. It's more than just for show it actually is quite useful. It completely absorbs 1 of three elements. Fire, Ice, and Electricity. While it does wonders against a specific element it does terribly against physical attacks.

Super Portal Blueprints (600cp Discount Professor): This contains a nice Chart and instructions on how to build the Super Portal™. A powerful portal capable of hijacking any portal system you hook it up to. Provided you iron out any incompatibilities. But it can serve as a base work to mapping out portal systems and even analyze possible places a portal would take you. Not only do you get a neat portal that CAN ASSUME DIRECT CONTROLL of other portals, but the science of portals become open to you as well. With enough study a whole new world of possibilities is, well, possible.

ShadowStone (600cp Free Sensei): sharpens and focuses your magic and can let you travel to and from shadow realms. It also helps track foreign objects to said realm. But its real bonus allows others to use the full extent of Dragon-Kata. And can be used to teach others the secrets of this powerful ancient art. Think of this as training wheels for aspiring students. When they truly master it they won't need it anymore

Sceptre of Power (600cp Discount Drop-in, Elder): Sceptres are cool right? Of course they are. You are now in possession of a powerful magical artifact infused with your personal essence while you can do a wide variety of things with it. Others not you will have an impossible time controlling it as it now has taken on your likeness so any magic they channel through it will only cast spells or effects that represent you and the spells you cast. With it your magic is magnified and consumes much less energy than before. It will grow in strength as you use it more and more. Just don't be surprised if you get worried or suspicious looks from the others, as this kind of stuff is pretty popular among villains. What this thing looks like exactly is up to you. But at first it will be no better than hardy wooden staff.

Shadow Amplifier Schematics (800cp Discount Drop-in): A little black book containing the schematics and instructions on how to build the Shadow Amplifier. A powerful machine that feeds off of magic and shadow dimension energies, when powerful enough can drag 100s of people to other alternate dimensions. And even bind them there forever. Note that it was only used in a not very powerful setting, you might want to make some adjustments to make it more powerful or even different results. This is some seriously evil stuff you have carrying around. Hopefully others won't hear about it.

Hot Air Balloon (200CP): This fanciful balloon, likely in an odd shape of your design, is unusually fast thanks to both the enchantments on it, and the Gnorc Balloonist that pilots it. Any time you need a lift, and are in an area open enough for the balloon to fit, he can come in and fly you to your destination. The Balloonist does not count as a companion, but he's also not good for anything other than flying the balloon, and giving a bit of small talk. If anything happens to him or the balloon it'll be fixed up good as new within a few hours.

Mechanizer (500CP): This is unusual, normally Red wouldn't start turning things into robots for quite some time, yet here is what seems to be a small harness that, once strapped on tightly, will turn the wearer into a robotic version of themselves once the big button on the front is pressed. Transformed beings will also get a few upgrades in the process, being more durable, and maybe even having jets to increase flight speed, or missile launchers that pack a powerful punch—even laser eyes are a possibility. Turning back is as simple as trying to take off the harness.

Robot Jumper (400CP): Again with the robots? This time you've somehow gotten your hands on a robot duplicate of your body from this jump. The magic and technology at work here means it could put up a rather impressive showing, especially given it has some add-ons like respawning rockets, lasers, and thrusters… if it could put on a showing at all. It currently reacts only to your voice commands, although installing better programming or an AI to run it will be a cinch.

> Pre-Programmed (100CP): Well now, looks like there was some programming in here after all. This mechanical marvel now has a fully fledged smart AI, though it's processing capabilities are mostly tied up in running its personality matrix, and it counts as a companion. Should you already have an AI companion you may choose to import them into this robot body instead of getting a new AI.

FRIENDSHIP!

Friendship? Again?!

It might get a little lonely being here and who doesn't want more friends! The more the merrier!

Dragonfly (500cp Free Rascal): Dragonflies are a special breed of insects that are bound to every dragon hatchling upon birth. They grab nearby objects, light up dark places, scout ahead for potential threats, help as a target reticule, and generally warn of danger or bad decision making. But the best feature is that they can guard against up to 3 fatal blows. They change color with each hit (from light to dark, or from dark to light). They can restore their health by eating butterflies. (For the purposes of this jump dragonflies count more as items than companions so they won't fill a spot. But because they're sapient they're still eligible for import after this jump and therefor will fill a companion slot as long as they aren't in dragonfly form.)

Dragon Buddy (300cp Discount* Sensei, Elder): A dragon companion now accompanies you. They could be of any background but drop-in. If they're of higher rank than you they might try to pull some string s to get you in. But they only have so much influence before they get ousted by the others for foul play. But don't worry they're loyal to you and are willing to go to great lengths to keep you safe. They have up to 800cp to spend and one free background to choose from. (*Sensei, and Elder can get this at a discount but only if they restrict it to the Rascal background)

Beasts of the Lands (100cp - 200cp): There are countless other races to choose from some so obscure they don't have much on or about them. Anything not magical in any way are free game here. They gain 500cp to choose from. Though they cannot pick a family, but they do get a "background" and its respective discounts. For an extra 100cp you can choose from the other magical creatures that aren't dragons, dragonflies, or fairies.

Fairy(300cp): How about a fairy companion. It wasn't unheard of for a fairy to be friends with a dragon. And besides there are a wide variety of fairies that do a myriad number of things. From rescuing others from fatal falls, to assisting in powering up your attacks, to repairing things, generate methods of travel. However, they're super specialized in whatever thing you chose them to do. But given time they can expand to include other specializations.

Hero magnet (200cp): If you really want to bring a named character with you so be it. However, they must be named characters and not be main antagonists*. They won't be getting any extra CP but they'll be unusually friendly with you. By the end of the jump they will be more than willing to join you on your quest for adventure.

From Beyond the Realms (100cp - 300cp Discount Drop-in): You can import up to 8 others to join in on the fun. They gain a dragon form, a free background choice and 800cp to spend. 100cp for each individually or 300cp for mass imports of 8.







Drawbacks - Limit of 800cp

*If Crossover Panic and Metacatastrophy are chosen then the Drawback cap is upped to 1300cp

Gnasty behavior (100cp): Being a massive douchbag. With a short fuse and even shorter patience. No one hangs around an over sensitive jerk. Also hold grudges and commit petty crimes. But are always foiled by the side of good. You become hyper sensitive about your insecurities. And even the smallest slights against you warrant disproportionate revenge. Track mud in the house? Cover their house from a spontaneous mudslide.

Holding out for a jumper(100cp): Suddenly everyone can't seem to solve their own problem. If you want anything done expect it to be blocked by someone else's problem. And the only way to proceed is helping them. They often will only give details on what to do and how to do it, then proceed to sit and not lift a finger to help. Your reward? Progress is its own reward jumper. Can't you just be happy with that?

Flight limitations(100cp): This is embarrassing; you can't seem to fly without external assistance. Sure you can glide but any kind of flight on your part just doesn't work. Hope you have something on hand to substitute for it.

Pipsqueak(200cp): You're pretty tiny for a dragon, not only are you barely older than a hatchling you're never taken seriously and have to constantly be coddled by most dragons. Did I mention you have the motor skills, strength and mindset of an infant? It's going to be hard to overcome being essentially a baby. You can't even properly speak! Well at least you're cute. Roll 1d8-2 for your age.

Oldfart(200cp): Not all dragons age gracefully and WOAH boy did time beat you good. Ignore your age roll. You're so old you've lost your ability to use your breath weapon and your advanced age has made you very weak, frail, and forgetful. Hope you like sitting around being old for 10 years! Roll 1d8+72 for your age.



Money Monger(200cp): It seems moneybags has taken a great interest in you and has gone the extra mile to take your money. He's always one step ahead having exactly what you need to get ahead. From that one part you need, to your lost relic, to a key to that inexplicably locked portal that was open just a few minutes ago. He'll be everywhere watching...waiting. Making sure to bleed you dry before these 10 years are up. My god have mercy on you, for no shekel will be spared.



THIEF (200cp): It seems these thief guys are interested in your belongings. These guys are annoyingly fast little buggers that constantly taunt you when you aren't chasing them down or attempting to kill them. Worst off these little buggers remain consistently faster than you, forcing you to pull out all the stops to slow them down or remain in hot pursuit until you corner them and even then they might slip from your grasp. And they never learn, and it's always something you happen to need at the time. This is going to be a bi-weekly thing it's going to be a long 10 years.

Shadow Realm(300cp): Oh whoops! Hehe seems I've made a tiny little miscalculation. You're now in the Shadow realm it's a mirror of the other realms but umm it's a lifeless black, white, and grey husk of their counterpart. Not only is this darn creepy there are shadowy monsters here and they don't exactly like foreigners. On top of that if you stay too long it will slowly corrupt you. There's only one other who might be able to help you out is some other loser a purple dragon in black edgy clothing. He has a project that will bridge your homeworld with his. Mighty suspicious but he seems to be friendly enough. Heck he might want to escape this dreary place just like you...right?

Villain Magnet(300cp): Pick any major antagonists any. Got one? Good. Because now this individual will do anything in their power to see you under their control, miserable, dead or worse. They will hound you relentlessly. Worst off no matter how hard you try they come back the next week to torment you again. If taken with League of Supervillains they will constantly jump at the chance to take you down at any opportunity. They're the creepy obsessed one of the group. Perhaps if you crush them hard enough by the jumps end you can convince them to join you on your journey.

League of Supervillains(500cp): Oh dear. It appears the villains have banned together and are no longer playing nice guy. They'll be moving to maintain their own ends and goals by any means necessary and they'll start with the two beings who could stop them. Spyro, and YOU. They'll pull all the villainous stops to crush any opposition and you darn well know they'll try and seal you away if they can.

**Crossover Panic(600cp): Well this seems to be quite the pickle you're in. This world is starting to bleed into another world and vice versa. Normally this wouldn't happen until much later down the line but upon your arrival you'll find it's on a far sooner and on a cataclysmic scale. A certain orange bandicoot and Purple dragon aren't enough to save it now. You're going to have to step in and lend a hand. If not, then the worlds might fall apart from everything being a jumbled up mess. As enemies new and old team up.

> Meta-catastrophe(400cp): This is getting ridiculous. Not only are Crash and Spyro's worlds colliding, other incarnations of the characters are starting to appear crowding the already cramped space. Something is off about all this, something is behind all this and it's not good. And where did all the major villains disappear too anywa-oh boy. The various evils of the settings have formed together literally to reshape the world in its new twisted image. You and these merry band of misfit her oes must defeat this grand evil before the worlds collapse in on themselves AND prevent this grand new darkness from eating everything. If these heroes won't stop infighting of course. You've got quite a bit of work ahead of you.

HARBINGER(800cp): ARE YOU SERIOUSLY GOING TO TAKE THIS?! Erm ahem...I mean This jump doesn't take kindly to imbalances of magic in the world. Too much means reality starts falling apart and chaos starts to take over. Dragons are very diligent and responsible for a reason. They can't afford to let their magic get out of control. This goes out the window when you come in, no one seems to be able to contain your raw magical power. If you have even a tiny bit of magic not from around it will have catastrophic side effects on the world around you. Things randomly become stronger, objects becoming sentient, and much worse. GOD FORBID if you focused on combat magic. You'll be quickly labeled as a tier one threat to be sealed away. You have to last here 10 years without getting locked away by them. And you can't seem to lock away your influence from the world entirely as you'll leave a trail of your influence everywhere. If you do get sealed away time gets put on hold until you find a way out. Good luck Jumper you'll need it.



In the End

So ... what now?

Do you stay?

The Dragon Realms are wonderful this time of year, you could take a holiday to Dragon Shores, wander the majestic sights of Avalar, or explore even further afield. There are still mysteries to be uncovered and adventures to be had. Your affairs back home will be put in order, and you can live out the rest of your days here.

Go home?

Has your time here made you realise you've been away from home long enough? Have you simply had enough? Whatever the case it's time to head home.

Or move on?

New lands, new friends, new enemies, and a whole new world await you. It's time to take the next step on your journey.

Whichever you choose at least it was fun right?

Don't worry if you move on time will pause until your chain eventually ends.

If you decide to stay I'll be sure to tie up any loose ends and grievances. You'll just be considered dead.

Notes/Changelog

-Dragons in this setting are born quadrupeds but they grow into being bipedal as an adult and gain opposable thumbs.

-Dragon-Kata is the precursor to all fighting styles in LoSS. If you purchase it, you'll effectively be the best physical fighter in that setting. Being a master of your inner magical reserves. And induces far more flexibility and ridiculous fighting moves than ones from that setting.

Dragon-Kata organizes its style into 3 categories: Horn attacks, used for quick jabs, Tail attacks, used for greater strength and breaking armor, and Chi attacks, magical attacks that can break non-physical shields of more powerful enemies. It is super effective on beings of shadow and/or evil

-The Sorcerer is actually the classic incarnation of Malefor. It's really odd but it's true. As the same company responsible for the last Classic Spyro game was also responsible for the first two Legend of Spyro games so expect for an unusual shift in tone. As this guy is a pretty bad dude. He's responsible for corrupting others from a realm of darkness and had a direct hand in the great Calamity that drained most of the world of magic and dragging most of the inhabitants into the shadow realm. He was almost successful in trapping them there. This guy is powerful and believes he's the one true dragon. -No the Sorceress has no connections with him.

*Red is a special case here. If you choose him as a companion he'll be somewhat easier on you despite his evil ways perhaps even chummy if you stay out of his way. You must cleanse him of negative influence before the jump is over. However, should you chose him as a drawback you'll have to survive his annoying wrath until the end of the jump then he will be free of the evil that plagues him and you can take him on your journey if you so desire. *To clarify when it says 'every incarnation' it means the ones that occurred during the videogame series. As it stands there are 3 eras. Spyro Classic, Legend of Spyro, and Skylanders. For the purposes of this drawback Skylanders is a separate continuity from Legend of Spyro. So you have to deal with 3 different variations of certain characters. [Particularly Spyro, and Malefor/the sorcerer].

-The ShadowStone is the only way to teach others dragon-kata during their training phase. Once they master it they don't really need it. Think of it as a kind of magical set of training wheels. How exactly it does this is up to you. Fanwank away. Careful though in cannon its raw power would normally KO lesser beings.

-To clarify Dream Weaver it can project dreams and nightmares into reality but only for as long as your magic can hold out. It's exceedingly taxing to do it alone, and only compounds the farther you extend its reach, further compounded by how much you force onto the world. Simple creatures and aesthetics are easier to maintain then out-right remodelling the place to the exact specifications of the dream. So dispel and anti-magic can easily dissipate the more extreme effects.

-The reason why Magic Crafters can ignore physics is because of how the setting handles high levels of magic. This effect could be greatly diminished in later jumps de-pendent on their ways of dealing with magic.

-WARNING, WARNING. High power jumpers, and/or magic heavy jumpers beware. Spyro Classic is VERY sensitive to foreign magic and large quantities of magic. Since jumpers are likely to have both in spades you could result in causing a magical apocalypse if you push the setting too far. ESPECIALLY if you chose Harbinger of magic and/or stack it with your companions. But if you like the idea of being the Mega Satan of the setting go right ahead. The free necklaces will help avoid this.

Changelog 31 October 2016:

Imaged jump.

Minor spelling and grammar fixes.

Expanded on the leave/stay/home options.

Added new items: Hot Air Balloon, Mechanizer, and Robot Jumper with Pre-Programmed upgrade.