Raya and the Last dragon

(By Sundarapandiyan1 / daddycool)

Long ago, humans and dragons lived together in peace on Kumandra. One day, evil monsters known as the Druun appeared and threatened to destroy everything. The dragons sacrificed themselves to protect the world and the mighty dragon Sisudatu concentrated all her magic into a gem which she then used to blast away the Druun. It is said that the great sisu floated downstream the great river that feeds the world and the dragon can be found near the end of the river. After the Druun were defeated, humans started fighting over the dragon gem and became divided into five tribes.

Welcome to the world of Raya and the Last dragon.

You may take these 1000 Choice points and 4 tokens to buy anything you fancy. Every perk, companion or item costs 100 CP and a token can get you the item, perk or companion for free, unless the perk or item has tiers, in which case, you need to use two tokens to get all the tiers for free.

The default starting point is assumed to be at the time Raya found Sisu, but you may start at the time of the fateful feast that resulted in the events of the film.

PERKS:

- Take the first step before you're ready: Sometimes you don't feel confident or fear that the result wouldn't be something you'd like. But you need to kick these insecurities to the curb and take the first step. Now, anytime you feel insecure or generally unsure about your chances of victory, if you take that first step towards doing that, your chances would improve significantly. (It's around a 25% more chance of gaining victory.)
- Everybody knows kung fu : Since you're entering a world that's based on South East Asia it's assumed that everyone knows some amount of martial arts. Now, you do too. You're not going to be mowing through armies but you can take on at least a dozen relatively experienced people at the same time and defeat them without any injuries.
- Everyone loves a gift : Who doesn't like gifts, maybe Sheldon but let's forget about that guy. Now you know the exact thing to gift a person so that they will help you with your plans. You can also easily gather information about where you can find the gift. You can use this perk to give gifts without any ulterior motive, but where's the fun in that?
- Yer a dragon, Harry: Congrats, now you're a dragon. Not the fire breathing winged lizard, but the rain giving floating furry one. As a dragon you're a creature that symbolises rain and life. You have a long lifespan (measured in millenia) but can be killed by a normal crossbow bolt. You can move through the air by making magic footholds and have a special magic unique to you. Most of the magics seen here are linked to water and light. So, you may choose one based on the ones shown in the

movie. Once a jump, you may be revived after dying. You can also tie yourself to the water of the world, so that if you die, all the water in the world ends up disappearing.

- Con baby: You're great at running a con. It maybe your adorable looks or generally harmless demeanor but people believe you until you pull the rug out from under their legs. Also gives you great athletic skills to run away once the jig is up.
- Jumper the harmless : You're the kindest looking person in the world. You know how to appear harmless and kind so that anyone would mistake you to be a saint. But secretly you may be the most ruthless person the world has ever seen.
- I'm the chef, sailor and the owner: You know all the skills necessary to run a business single-handedly. For example if it's a houseboat, you know how to cook, how to sail the boat and how to make the best deals you can with the customer.
- Virtual plans: Most of the time when you're planning, people need to visualise the situation to make sense of the plan. But this perk gives you the ability to project your plan as a video so that people can see and understand it. You may share this perk with others.
- Trust people and they'll come through: Trusting people is hard when you're burned too many times. But, just give them a chance and maybe they'll come through. From now on, if you trust someone, they'll never betray your trust and strive to be better. If you trust someone to do something, they'll do it. This perk makes it so that if you trust someone, they too will trust you back.This perk also makes it easier for you to trust anyone and see the best in everyone (only when you want to).
- Strategically placed city: You know how to best create a city or a home that protects the people inside from a threat. Like, building an artificial canal around your city to protect the population from monsters that fear water. This perk is entirely mundane. But you can build a mean mountain city armed to the teeth with weapons, that makes it almost impossible to assault, unless they use magic.
- Trap dungeon : You can create traps, you can create all the traps. Infact, you can trap a place so that it's impossible even for you, the person who made the traps, to escape from that place, unless you use magic or teleport. But even then, you can combine those things into your traps to create even more insidious stuff. Take care so that you don't end up like the tail chief and die in your trapped house.
- I Druun wanna be a dragon: Now you're a Druun, a rolling ball of purple darkness that turns living beings into statues and take their souls. Anytime you turn one person into a statue, the amount of Druun multiply. They maybe your Offspring or they maybe you dividing into a hive mind. But Druun share a weakness to water and the dragon gem. I hope you like deserts.
- In jumper we trust : Sometimes the situation truly seems dire, but as long as you don't lose hope, things can become alright. Now, whenever there's an apocalypse or any other fun end of the world as we know it scenario, if people trust you to solve the situation, then you will do it, no matter what. (Basically this is a miracle masquerading as a perk. You'll do impossible things when everything and everyone is at stake, but people need to believe in you, that you can solve it, no matter how impossible it is. This perk doesn't need logic, just emotions).

ITEMS:

- Chain sword: A sword that can extend into a chain. You can use this sword as a hook to swing from one place to another, but you need something for this sword to sink into.

- Safe House/City: A mansion that can survive whatever condition majority of the world is facing, things like monster attacks, storms, etc; so, you don't have to worry about your house collapsing due to the storms on roshar. A second purchase gives you a city that's similarly protected.

- Houseboat: A boat big enough to house half a dozen people and with enough supplies to cook for them. It's a row boat.

- Soup of peace: The soul cooked by chief Benja to create peace between the warring tribes. It has ingredients from all of the five tribes' lands.

- A place of your own: You have a home in one of the kingdoms. The house is in the richer part of the kingdom and is well protected. A second purchase gives you a village near a canal, you can surround the village by a moat filled with water, to protect it from the druun. A third and final purchase gives you a kingdom like one of the five kingdoms shown in the movie, you have your own standing army and population, but take care so that the kingdom isn't destroyed by the Druun. You may take any of the existing kingdoms, at which point, you'd become a prince/princess of that kingdom.

- Cookbook of Kumandra : All the recipes for the food cooked in Kumandra. It's mostly South East Asian delicacies. But the food made using this book has a calming effect on people.

- A gift for you: This bag has a gift for every occasion. The gifts produced by this bag are simple but tasteful. This item synergizes with the gift perk to give the exact item needed to win over someone, cutting down on the time needed to procure the item. Any really unique item (infinity stone or something that's only one in the world or setting) may take more time to be reproduced (ten years or the jump duration, whichever is more).

- Dragon gem : A gem made out of dragon magic, it wards the world from evil spirits and monsters. You can kill monsters and spirits by touching them with the gem. Your gem maybe a replica of the original but it has enough power to save an entire world, but it's fragile enough to be destroyed by an arrow or falling from the top of a house. If it's destroyed, you get a second gem after 10 years or the next jump, whichever comes earlier.

COMPANIONS:

- You can pick any named companion to travel with you.

- Toot 'n' boom: You get a never ending supply of toot'n'boom beetles. These glowing beetles can fart a colourful smoke that explodes immediately. The explosion is not that harmful but is disorienting

- Faithful friend: You get an animal companion that's as smart as an adult human. Can be bought multiple times for bigger companions like tuk tuk or the cats used by the fang tribe. For smaller animals like ongi, you can get three for one purchase. You can even combine different species to get something like tuk tuk (he's part pill bug, part armadillo and part pug).

- Dragons : One purchase gives you five Dragons, the second purchase gives you twenty and the third and final purchase gives you five hundred dragons, each with their unique magic.

DRAWBACKS:

- End credits : (+0 CP). Leave as soon as the movie is over.

- Extended stay: (+100 CP) : Extend the stay for 10 more years. Can be taken multiple times.

- Too trusting (+200 CP) : Now, people backstab you any chance they get. And you don't learn your lesson, trusting someone again after getting burned.

- From the beginning (+200 CP): Start 500 years before the movie, during the war the Dragons had with the Druun.

- No powers (+200 CP): Self evident, you don't have any powers except those bought in this jump.

- No items (+200 CP): Except those bought here.

- No companions (+200 CP): Once again, except those bought here.

- Fumbling words : (+200 CP) Most of the time you fumbled your words or say something insensitive.

- Lobotomy hairstyle (+100 CP) : You have the hairstyle of strong women, that awful style where you don't have half the hair on one side of your head.

- Strong women being strong and making strong decisions (+100 CP, needs lobotomy hairstyle): You're a strong woman who don't need no man to help her. You can defeat anyone and decide your own destiny. This gives you great confidence, some may say over confidence and a really low opinion on anyone not a strong woman with a hairstyle like yours or a man. You constantly get into dick measuring contests with

anyone who's looking down on you, and you think everyone's looking down on you.

Final choice:

- Stay here: It's a nice place to retire to.
- Move on: The next adventure awaits.
- Go home: Your home calls you.