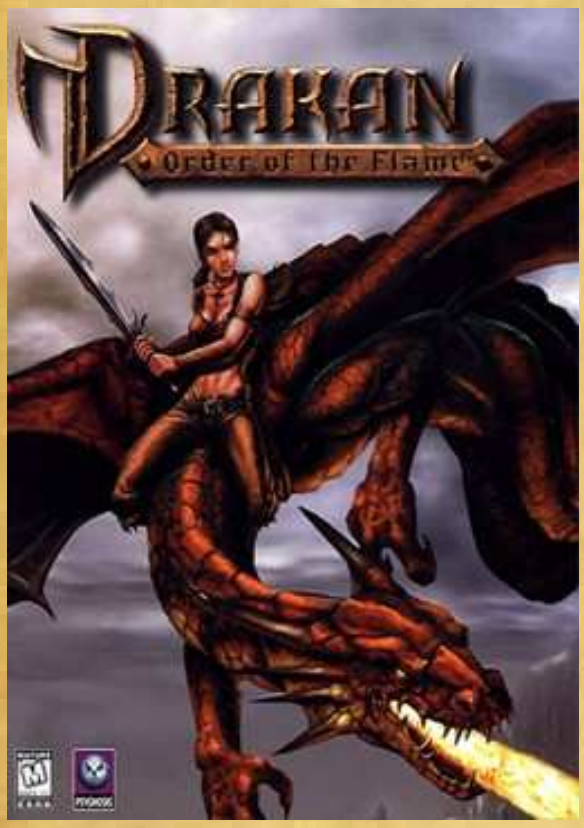
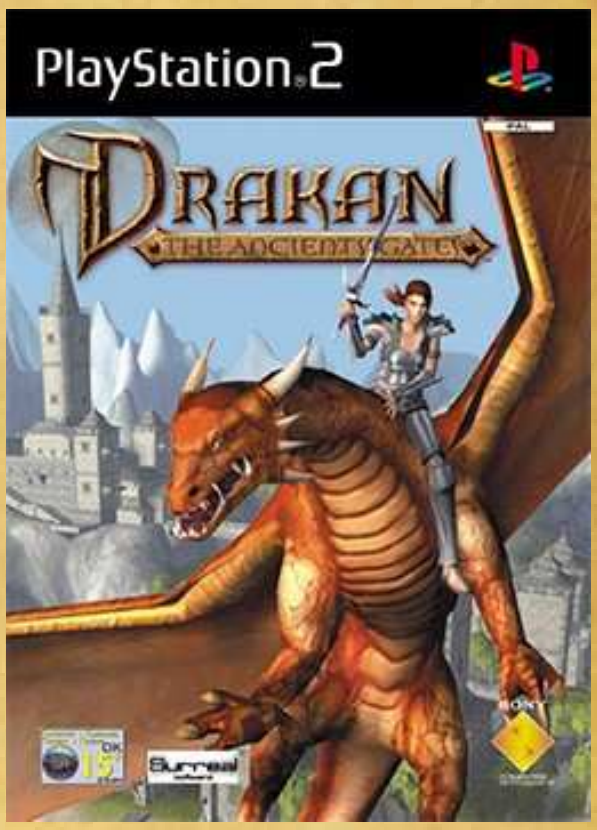
Welcome to the world of Drakan!




There are legends of a time long past, of an age without kings, when the world was united by an alliance between dragon and man. These are the legends of the Order of the Flame, when noble warriors soared on the winds, and great wonders were worked on the world.

Though the Order held strong for centuries, it was destroyed at last from within, brought to its knees by the traitors of the Dark Union. War engulfed the world and civilization crumbled. By the time the madness had ended, all had been laid to waste. The dragons of the Order, wounded in spirit, withdrew into timeless slumber to await a time when the virtues of the Order were honored once more. For mankind, the Fallen Age had begun.

Centuries wore on. Evil grew ever stronger, until the vile banner of the Dark Union was raised once more.

It was then…

...Ah, how odd. It seems the tale has not yet been finished.

This world of Drakan is a broken place, torn asunder by a cataclysmic war and the centuries of societal deterioration that followed. What human survivors have managed to eke out a living here huddle together in remote villages, praying for the roving bands of wartoks and packs of flying blackwings to pass them by. Day-to-day life is a constant struggle and the memory of better days is known only to the few historians who yet remain.

But worse is yet to come.

There are terrifying rumors that the Dark Union is stirring once more. Those who know what that means pray it is simply a foolish imitation by sycophants and glory seekers. More strange are the stories filtering from the north, where the city of Surdana once stood. They speak of sorcerers from another world who have come to enslave or destroy what remains of this one. Dark times abound and yet it seems things may yet become darker still….

This is where you come in. You arrive at the break of dawn. You will be in this world for the next year. Tonight, a young woman's village will be pillaged, her friends murdered and her brother abducted. This tragedy will bring forth the greatest ray of hope that Drakan has seen for many centuries.

Will you stand back and let things fall as they will? Will you try to ease the burden on others by taking some the weight of this broken world onto your own shoulders? Or will you seek out your own health and wealth above all else?

Take these +1,000 CP to buy a few things to protect yourself in this most dangerous place.

Good luck, Jumper.

# Species

The world of Drakan is a wide and wild place. There are a plethora of races that call it home. Which one are you?



Human – Even with the purges, starvation and plagues that have wracked the humans of the world over the last 600 years, these are still the most common people to be found on Drakan. Choose an age between 16 and 30 years, and you may pick your sex and appearance.



Dragon (Elder Breed) – You are one of the most powerful beings to be found on the planet. There is no set body type for you, so you can choose anything that would fit the definition of dragon. One thing that your kind does collectively possess is a type of breath weapon. Fire, ice, lightning, poison, magma, sound – the list is long and varied. Additionally, you should be at least big enough to carry around one human. Choose an age between 20 and 100 years, then add 600 more years to get your final age. You can choose your sex.



Wartok – The age of man is ending and the age of the wartok has begun. With the end of the Order of the Flame came the freedom for your kind to spread across the globe and so you did. You are a massive brute, but a cunning one as well. Gathering a war band and rampaging your way across the continent could end in your death or in being the first to unite all the beastmen under one banner. Choose an age between 16 and 30 years, and you may pick your sex and appearance.



Succubus – For many long centuries, you and your sisters have ruled the Eastern Archipelago. Your wings, your magic and your… charms have ensured that there is no opposition. Now your queen is calling you, all of you, to her banner. Old obligations have been called in and the chance for more territory, more power, has come to your door. There is danger, yes, but when has something worth having ever been without it? Choose an age between 50 and 800 years. Succubi must be female, but you can choose your appearance.



Desert Lord – A native of the demon world Sessool, you have arrived with your brethren in this strange world of Drakan and you will make it your own. The natives resist, but you are above them all and your victory is all but assured. Choose whatever age and appearance you wish, but remember that you have three faces and one must be a skull. The nipple rings are a requirement. Desert Lords are mono-gendered.

Well, that’s out of the way. Now, what about your….

# Background

Choose one.

Hero – The world is broken, but that just means you need to start fixing it. You are the sort of person who slays spiders in your neighbor's basement and hunts down giant chickens for their fabled golden eggs.

Villain – You've a dark path to follow and a dark heart to guide you down it. Whatever nasty deed is required to give yourself a bit more power, you are ready, willing and able.

Independent – You're just worried about yourself. Good or evil? Not a factor. You'll do whatever you have to do with whoever is necessary to achieve your goals.

## Location

Roll 1d8 to figure out where you are going to start your year here and earn yourself +100 CP. If you wish, you can instead pick your starting location yourself and keep your current CP balance as it is.

1. Rynn's Village – A small rural community hidden away in the mountains. Very soon, this hamlet will come under attack and send the one remaining survivor on a desperate quest to save the others. Humans of all kinds can blend in here.

2. Eastern Archipelago – A tropical paradise, if not for the flying succubi legions. Ancient secrets abound in this area and, if you look hard enough, you may even find a haven of the Order of the Flame that has endured over the centuries. This is a good place for a succubus, wartok or villainous human to begin.

3. Surdana – The last remaining human city in the known world. Ruled by the Lady Myschala and guarded by the sorceress Jade, this is a bastion of civilization in the darkness of Drakan. Surdana is probably the safest place on Drakan to start for a heroic or independent human.

4. Stratos – The floating city of the Desert Lords. Transplanted from the demon world of swirling sands, this home away from home is teeming with Desert Lords and their sorcerous creations. Desert Lords of all kinds will blend in here.

5. The Andrellian Isles – A small collection of islands between Ravenshold and Surdana. It is currently being contested between humans and wartoks. No matter your race and allegiance, you could find allies or minions here.

6. Ravenshold – A frigid fortress town in the northern tundra. The men here are hard and sharp, and outsiders are viewed with suspicion. Humans of any kind could make a start here, but villainous folk would be better off leaving in a hurry.

7. The Rift – Black and silence and black and silence and black and silence and black and silence and black and silence and black and silence doesiteverendwhereareyouhelphelphelp oh, there’s a dragon coming and it looks angry.

8. Your Choice – Take your pick. Just… maybe not the Rift? Endless voids aren’t fun.

# Perks

All Perks that are linked to a certain species/background will be discounted to those who choose that species/background by 50%. All 100 CP discounted Perks are FREE. Any FREE Perks are not required to be taken if you do not want them.

Magic (FREE) – This gives you the potential to use the magic system of Drakan. You gain a supply of mana, but nothing else.

Degradation Disposal (300 CP) – By your will, your possessions do not break or wear down any longer. Neither damage nor wear nor time itself will mar them in the slightest, unless you so choose to let them.

Magical Training (300 CP) – This gives you the knowledge necessary to be a skilled magic user in all categories in the world of Drakan, albeit not the absolute best. You can conjure the elements, enchant objects, create potions and summon up spirits with a solid level of competency. This will update with each future setting to give you a similar level of understanding with each new magic system.

Magical Master (200 CP, Requires Magical Training) – You can now call yourself the equal of Jade, Zeggoro and even Navaros with your magical knowledge. In this and all future worlds, you can call yourself a peer of the very best, at least in terms of sheer know-how. There is no magical recipe, spell or ritual that you are not familiar with.

Forsake (500 CP) – The Bond was the greatest union possible between two souls, but even that was not unbreakable. During the war, there were those who grew to disdain their partners and their insistence on living virtuously. Desperate to free themselves, their Bonds shattered. How exactly they managed this remains a great mystery, but the ‘how’ does not matter so much with you. You now have the ability to sever any bonds between souls with a touch. Those who undergo this will suffer no damage or trauma, unless you so wish it.

Combat Training (Weapons) [100 CP/Discounted for Humans, Wartoks, Heroes] – You gain the body conditioning, instincts and experience of a seasoned warrior with one melee weapon and armor type of your choice.

Combat Training (Unarmed) [100 CP/Discounted for Dragons, Independents] – You need no weapon when you are a weapon. Your fangs, claws, tail, wings, horns, fists, feet, whatever are all you need and you are adept at slaying your enemies with them.

Combat Training (Magical) [100 CP/Discounted for Succubi, Desert Lords, Villains] – You have a basic understanding of the spells needed to fling bolts of energy at your enemies and teleport short distances to evade enemy fire. You can cast spells under stress without fumbling them.

Survival Training [200 CP/Discounted for Humans, Independents] – The world is a dangerous place and you don't want to get squashed. You now have a good working knowledge of the most common dangers in your surroundings, whatever they may be. Additionally, you know how to use your surroundings for shelter, how to find food and water and what nearby resources can be used for medicinal purposes. This will help you know when it's a good idea to relax, to run, to hide or to fight.

A Fearsome Reputation [200 CP/Discounted for Wartoks, Villains] – You could burn this whole village to the ground to get what you want, but why bother when you can just ask… menacingly? You have a terrifying aura that can cause hardened soldiers to quake in their boots when you turn your gaze on them. People who are afraid of you will be more inclined to answer your questions or give you what you want. Finally, any evil deeds you commit will grow more horrific in the telling.

3-D Combat [200 CP/Discounted for Dragons, Succubi] – Being able to fly is great and all, but you should make sure you won't hit a mountain. Your body is now quite flexible and your agility in the air is the peak of what your body can preform. More importantly, you have an easy time keeping track of all three dimensions as you move. No amount of swirling, twirling or diving will

disorient you and all of your attacks will be just as easy to use in the sky as they are on the ground.

More Magical Might [200 CP/Discounted for Desert Lords, Heroes] – Whether you are an out-of-context problem or solution, having more 'oomph' is never a bad thing. This Perk quintuples your base amount of magical energy, allowing you to cast more spells before calling it a day.

Honed Instincts [400 CP/Discounted for Dragons, Heroes] – You have a very good sense of danger, to the point where it seems supernatural. You aren't quite sure why or how you know you are about to be speared in the back, dropped from a breaking bridge or poisoned with this fine meal, but you do. Suffice to say that sneak attacks of any kind are very difficult to use on you.

Were You In the Circus? [400 CP/Discounted for Humans, Wartoks] – Backflips, frontflips, somersaults, sideflips, pull ups, rope swinging – the list goes on. The average adventurer on Drakan needs to have some impressive acrobatic skills to get to those hard-to-reach treasure chests. Now you can do it all yourself and as a bonus, you will never again use up stamina while climbing nor will you ever lose your grip.

Minions Aplenty [400 CP/Discounted for Desert Lords, Villains] – Sure, you could just crush the intrepid heroes yourself… but it's just so annoying to have to drop what you're doing to put out every little fire. With this, you will never have any trouble finding hordes of evil, ugly, stupid (yet loyal) minions to do your bidding for vague promises of wealth and power.

What's In It For Me? [400 CP/Discounted for Independents, Succubi] – You have some special talents and certain people want to make use of them. At least now they'll do so nicely. Whenever you are approached by anyone for a job, they will offer fair payment in exchange for your services. If you refuse them completely however, they may still attempt to force you into compliance.

The Bond [600 CP/Discounted for Humans, Dragons] – You now possess the knowledge of forming the lifelong magical link known as the Bond. Use of

this was what helped the Order of the Flame to grow as powerful as it did. One human and one dragon join together via an oath, and their souls are as one forevermore with the use of a soul crystal as talisman to anchor the spell. Each can feel the other, sharing strength between them to grow stronger together. However, there are downsides. The pain one feels is echoed in the other. Even worse, should the dragon die, then the human will be left as a half-souled wretch, doomed to remain as a soul shadow after their own death unless a sacred rite is preformed to release them from this world. Should the human die, the dragon will be locked into a magical stone-encased slumber unless they are awakened and take a new partner.

Of course, this is Jumpchain and so those little nagging details can go cry in a corner.

You will only have to worry about the potential costs of the Bond for this Jump. Post-Jump, your Bond will not cause the participants to share pain, nor will either suffer the horrific backlash that the originals did should one die. Even better, since the Bond works to give each participant the strength of the other, the one you Bond with will now have access to your Perks and you theirs. Convenient, eh? Finally, your Bond allows whoever is on the receiving end to be imported as a Companion for free with the current Jump document's allotment of Companion CP.

You can teach other magically inclined individuals how to preform a Bonding, but theirs will not differ from the original spell.

Beneath My Notice [600 CP/Discounted for Desert Lords, Independents] – Other people's problems are just that – **other people's** problems. Whenever things get to be too much for you, you can utterly erase all emotion until such time as the circumstances that caused you to activate the Perk cease to be. In addition to utterly safeguarding you from forced insanity and mental trauma of all kinds, this will also convince whoever or whatever is attempting to bother you so much that it just isn't worth the effort and they should stop (should they/it be capable of doing so). So, tell that begging parent who wants you to save/spare their child to piss off – you literally cannot care.

Might Makes Right [600 CP/Discounted for Wartoks, Heroes] – Sometimes you just need people to shut up and do what you say. Bashing these idiots' heads together would take too long, so use this instead. From now on, your charisma is directly proportional to how many of your enemies have died by your own hands. The better a killer you are, the more people will trust you and follow you.

*What's* that? It doesn't sound very heroic? Well, I never said your enemies couldn't exclusively be baby-eating spiders. And really, how many of those old fairy tales end with some schmuck being handed the keys to the kingdom just because he killed a giant? It'll be fine, probably.

Allure [600 CP/Discounted for Succubi, Villains] – You are a jaw-dropping, heartrendingly, astoundingly beautiful person. Even the people who should know better than anyone else how dangerous you are cannot help but be entranced by you. They are incredibly reluctant to mar your beauty and your own worst enemies will try to kill you gently so as to not mar your beauty. Can be toggled on and off to avoid causing a Helen of Troy reaction in everyone you meet.

Than again, maybe you would want to.

# Items

The following Items are discounted by 50% for those who signed on under the associated background. Any discounted 100 CP Items are FREE.

If any of these are lost, destroyed or stolen, they will vanish and respawn good as new in a location of your choice 24 hours later. Willingly giving something away will not count as losing it. The exceptions are the replenishing Items, which will respawn in a manner listed in their description. Anything still missing from your inventory at the end of the Jump for any reason will respawn at the beginning of the next Jump.

All of these Items are fiat-backed to accept any upgrades/modifications you apply to them and will carry those upgrades/modifications forward into future Jumps. If you have any similar Items you would like to import into your new purchases to give them their qualities, feel free to do so at any time.
All of the properties and facilities will seamlessly integrate into your Warehouse/equivalent if you so wish.

Take these +300 CP for the Item section only to help you make your purchases.

Basic Weapon/Armor [FREE] – This small dagger and plain leather armor set sized for you are not exactly glamorous or powerful, but they have one unique feature that you might enjoy – they will never wear out or break. As long as you do not lose either of them, you will have some protection in this world.

Gold [100 CP] – 50,000 gold coins. Enough to live on for a very long time in this world, assuming you live in a place that has a functioning economy. Might induce others to rob you, so be careful who you show this to. Comes in a small leather wallet that holds all the coins without bulging or weighing you down. The wallet will not hold anything but coinage.

Decent Weapons/Armor [100 CP] – A higher quality set of gear. You get a full set of chainmail armor, a bow, a quiver with 50 arrows, a mace, an axe

and a longsword. None of these are magical, but they are finely made and should serve you well in your time to come here.

Magical Crystals [100 CP] – For those who want to cast a spell, but lack the know-how. These crystals are enchanted to hold a single use spell that activates upon smashing them. A fire crystal will engulf the target in an incendiary explosion that pulses out in a circle. A lightning crystal will spray streams of lightning in all directions, frying your enemies to death. An ice crystal will wrap a protective sphere of cold magic around you for 30 seconds, causing anyone or anything that attempts to pierce it to freeze solid. You receive 5 of each and your supply restocks monthly.

Dungeon Maps [100 CP] – This hand crafted book contains not only maps of the various dungeons, caves and fortresses that you will be ~~looting~~ freeing from enemy hands, but also maps of the entire world showing where those places of interest are. Strangely, it never seems to run out of space for maps, even though it surely should have a limit to how much it can hold. Will update based on your current setting.

History of the Order of the Flame [100 CP] – A complete set of history books, detailing the rise and fall of the Order of the Flame. These are something of a collector's item these days, but do not sell them. Unique to these copies are the appendices in the back, telling of those dragons who survived the final days and where their lairs may be found in the current era. Useful, if you should seek to recreate an ancient order or ensure that it never rises again.

Potions [200 CP] – One dozen health potions with another dozen mana potions to match. These will restock once a month. Keep them handy for when you need a pick-me-up and you can pull through most fights without a (visible) scratch on you.

Grimstone [200 CP] – Green, glowing and poisonous, grimstone is worked by slaves who have no one to raise a fuss when they die. This magical stone rots the brain of any human who is exposed to it, though beastmen seem to do just fine in its presence. It also breeds a desperate dependency in those who

have their minds addled, causing them to crave the very thing that is killing them. Why would you want this nasty stone? Well, aside from the various qualities already mentioned, it serves as a potent magical reagent. Just don't touch it with your bare hands. You get ten pounds of the stuff in a sealed lead crate. It restocks every time it is used up.

Spellbooks [200 CP] – These will teach you the basics of all the magical schools to be found in the world of Drakan – summoning, necromancy, enchanting, conjuration, illusions and more. Additionally, you will be given easy instruction on how to cast the following basic spells: Fireball, Ice Blast, Lightning Blast, Combust, Impale, Rejuvenate, Time Slow, Clone, Fear and Soul Steal. All of your magical workings will start out clumsy and weak, but with practice you will surely improve.

Runestone [200 CP] – A simple runestone that has the very beneficial effect of functioning as a sort of skeleton key for any lock or seal that requires a runestone to open.

House [200 CP] – This is nothing fancy, being a one room cabin with a loft, but it's still something. Comes fully furnished with the bare necessities for life and can be placed where you wish at the start of each Jump. When a night under the stars runs the very real risk of you waking up to find a scavenger gnawing on your leg, think twice before turning your nose up at anything that has a solid roof and a locking door.

Magical Weapons/Armor [300 CP] – This is the good stuff. A complete set of dragonscale-mail and a set of enchanted weapons. You get the same weapons as can be found with the Weapons/Armor set, but these are all enchanted with certain spells to aid you. Any arrow shot with the longbow will curve to track its target, the mace is imbued with a frost spell to freeze solid what it touches, the axe will summon a bolt of lightning to strike a single foe and the longsword will wreathe you in rings of fire.

Runecage [300 CP] – A restraining device for a dragon. Locks and releases via a runestone. Could be useful for negotiations, provided you can get them in there somehow.

Soul Crystal [300 CP, One FREE For A Purchase of ‘The Bond’] – A talisman meant to hold two souls together until death parts them. You receive one of these treasures and instructions on how to make more.

Ancient Gates [500 CP] – A set of large, ornate circles that magically link together to create a network of transportation portals. The originals were sealed against unwanted use and tampering, but your copies are working just fine. When open, you could use them to travel great distances. More impressively, the main gate – the Mother’s Eye – can also open into to the spirit world, allowing spiritual entities to walk the physical plane without the use of a summoning spell and vice versa. You gain a set of one dozen gates, including one main Mother’s Eye-type gate, to be placed where you wish, as well as a control runestone to ensure only those you wish can have access to their use.

Runeblade [500 CP] – The weapon that slew Navaros and ended the war with the Dark Union. Consists of an always sharp blade and a rift crystal which in combination are capable of cutting through any barrier, even the barrier between dimensions. Take care not to let anything nasty follow you through. Naturally, this blade can pierce any armor and is utterly indestructible. The rifts it opens will seal themselves shut in time.

Mournbringer [500 CP] – This vampiric longsword may or may not be a poorly disguised tribute to another black blade that devours souls, but that does not matter. What matters is that this sword can pierce all armor and for each enemy it slays, it will transfer a portion of their lifeforce to its wielder, healing them with each kill. This blade is always sharp and completely indestructable.

Fortress [500 CP] – A remnant from the days of the Order, this stone fortress has survived things you probably cannot even imagine. It comes fully furnished for both humans and dragons, but is unmanned. You can place it where you wish at the start of each Jump. If you did find enough people to man this location, you could make a start at becoming a real power in this world.

## Companions

Import [100 CP] – Bring in your full roster of Companions. Each of them will receive a +600 CP stipend to make their own purchases and they can each take up to +400 CP worth of Drawbacks.

Export [100 CP] – Pay now to take anyone you want with you when you leave as long as they agree to it. Rynn would certainly appreciate a chance to find something that could bring back her brother and neighbors without turning them into undead monsters, Arokh would be down for anything that lets him bring some order back to the world, Jade would probably like anything that lets her kill more Desert Lords… the opportunities are almost endless.

Create [100 CP] – Pay this 100 CP price now and you can create a custom Companion from the options given above. They will have +600 CP to spend on their build and you can inflict up to +400 CP worth of in-Jump Drawbacks on them.

Ready Made Companions – The following may not be canon to the games, but that does not mean they are any less eager to join on with you for their own reasons.

- Visaella [200 CP/FREE for Dragons] – With her name, silver hair, purple eyes and inclination towards dragons, this young woman seems like she belongs in a different series. She is an independent human who has managed to survive the wilds of Drakan on her own for the last few years. Still, she has grown lonely and there is safety in numbers. She is more in it for herself at the moment, but perhaps you could give her something else to do with her life beyond day-to-day survival. Visaella comes with the 100 and 200 CP Perks for an Independent Human, as well as the Decent Weapons/Armor and Potions items.

- Fehlok [200 CP/FREE for Humans] – A holdover from ancient days, this small blue and grey Dragon of the Elder Breed has recently hatched from a long forgotten egg. While younger and smaller then most

(although still able to carry a human sized individual), Fehlok has managed to down opponents many times his size by a combination of his stunning air speed and his cyclone breath, a vortex of cutting winds that he can breath at his enemies. This heroic dragon wants to make the world a better place. Maybe you could help him with that. Fehlok comes with the 100 and 200 CP Perks for a Heroic Dragon, as well as the History Of The Order Of The Flame and Soul Crystal items.

- Shattertooth [200 CP/FREE for Desert Lords] – An ambitious, villainous wartok who wants Drakan under his hoof, you under his banner and a meal that never ends. He has risen to become the head of his pack through bloody violence and low cunning. Now he seeks to add your power to his and if that involves taking orders from you for now, so be it. He can wait until the time is right to turn the tables. Shattertooth comes with the 100 and 200 CP Perks for a Villainous Wartok, as well as the Grimstone and Dungeon Maps items.

- Niraak [200 CP/FREE for Wartoks] – An arrogant sorcerer who found himself in debt to you. By a combination of good timing and quick thinking, you managed to save his life and that happens to be just about the only thing a Desert Lord holds dear. He has something of a sense of honor in spite of his villainous nature, so he decided to follow you until the favor is returned. Niraak comes with the 100 and 200 CP Perks for a Villainous Desert Lord, as well as the Spellbooks and Magical Crystals items.

- Shiera [200 CP/FREE for Succubi] – This independent young succubus wants to travel the world, seduce everyone and eat fine food. Flighty and more than a bit shallow, but do not make the mistake of thinking she is an empty-headed fool. She has over a century of life experience to draw from and her magic can make for a devastating attack if need be. She thinks following you might lead to interesting times. One wonders what her definition of ‘interesting’ is…. Shiera comes with the Runecage and Gold items.

- Spider [100 CP/Discounted for Villains] – Follows you around and eats your enemies alive. This arachnid the size of a large hound is not what you would call cute, but he… uh, she… it? It is a loyal little monster and the combination of its venom, agility and webs mean that it can take down opponents much bigger than you would think. Will obey basic commands, but do not expect much in the way of intellect or memory.

- Blackwing Dragon [100 CP/Discounted for Independents] – Raised from an egg by you and as such it follows you loyally. This feral creature is called a dragon, but it is in truth no real dragonkin. A result of the Dark Union's long ago experiments, this flying abomination born of bird and lizard is covered in razor sharp feathers and has a breath attack resembling a sonic boom in projectile form. If you could safely mount it, perhaps it could be ridden. Will obey basic commands, but do not expect much in the way of intellect or memory.

- Giant Chicken [100 CP/Discounted for Heroes] – Fierce, powerful, brave, stunning – what's not to like? Well, she's still a chicken. A bloodthirsty, giant chicken at that. She is loyal to you so you are safe, but she can and will attack anyone else she deems a threat. What constitutes a threat? That is a long and varied list, but the biggest no-no is trying to touch her eggs. Ah yes, the eggs. Here's the real reason why you might want this ferocious fowl – she lays enormous eggs with solid gold shells. They are quite valuable as you may imagine and you can safely take them from her if you wish. Aside from that, she will obey basic commands, but do not expect much in the way of intellect or memory.

## Drawbacks

You can take up to +1,000 CP worth of Drawbacks. If you want to take still more after that you certainly can, but you will receive no more CP for doing so.

While your own Benefactor's house rules will certainly trump whatever this document says, for those who prefer to follow local law we have the following – these Drawbacks are not insurmountable. They are intended as challenges, not stumbling blocks. Unless you have something that ensures your efforts to mitigate and work against Drawbacks fail (such as the Everything Is Worse! Drawback from the Universal Drawback Supplement), these can be at least managed.

All of these Drawbacks will vanish at the end of the Jump.

Supplement Mode [+0 CP] – Use this to use the Drakan Jump as a Supplement to another Jump.

Extended Stay [+100 CP] – Take this to extend your stay to a full decade. Can be taken multiple times, each time adding another decade to your stay here.

Low Magical Capacity [+100 CP] – You have a minuscule amount of magic to cast spells with. Additionally, any other supernatural powers seem to have taken a severe dive in potency. Come to think of it, are you stupider? Ah well, your body works just fine. Any non-physical abilities, skills or Perks you have are now stunted. You should adjust your adventuring style accordingly.

Weak [+100 CP] – You have very little strength, speed or stamina. Your mind and magic function just fine, but your body and any abilities that rely on it are much weaker than before. Any physical abilities, skills or Perks you have are now stunted. You should adjust your adventuring style accordingly.

Bad Reputation [+100 CP] – The people of your chosen species and moral alignment despise you on sight. You've done something terrible in the past…

or at least, they think you have. You will never have a good first impression with those that should be your allies while this is active, but their dislike and distrust can be worn down with time and effort.

Lost [+100 CP] – You arrive in the middle of the wilderness with no sign of any people anywhere. I hope you like hiking.

Injured [+200 CP] – You begin with a painful, but not debilitating injury. It has been given appropriate medical treatment, but you will be weeks in recovering. For a lesser +100 CP, it is already healed but some pain will linger for the rest of the Jump.

Selfish [+200 CP] – You make stupid, short-sighted decisions to sate your own wants and needs. In a world where most communities only survive by banding together, expect this to win you a lot more than just mild irritation.

Enhanced Equipment Degradation [+200 CP] – All of your gear breaks down twice as fast. Expect frequent stops at the blacksmith to repair things.

Undead [+200/500 CP] – Well, seems you're D.O.A., Jumper. How embarrassing. The semi-good thing is, this is Drakan. Shake the nearest tree and you've got a 50/50 chance of some flavor of necromancer dropping out. Seems that must have happened to you since you are now a reanimated skeleton. The bane of adventurers everywhere, you can't go through a human town without being attacked and you are more than a bit brittle. Still, you can hold a weapon, wear armor and maybe even cast some spells. No more need to eat, drink or sleep either. For +200 CP, you still have free will.

For +500 CP, you're stuck obeying the necromancer's orders and they are an absolute twat. In either case, you must protect your master, as his spell is the only thing holding you to this semblance of life and it ends with his final death. Any 1-ups or resurrection guarantees you had are now void and dying in this Jump means failing this Jump.

Flipped Morals [+300 CP] – Whatever moral alignment you picked, it now changes thus = hero => villain => hero. Your old comrades know you betrayed them and they hate you for it. Expect armed and organized

resistance from any hero strongholds and factions if you become a villain and the same from any villain strongholds and factions if you become a hero. Cannot be taken by independent.

Press-ganged [+300 CP] – You have been forced to work for one of the factions against your will and must escape. They somehow have half of your soul trapped inside of a soul crystal as a means of leverage and it must be recovered before you dare escape. Cannot be taken by a hero or villain.

Powers Removed [+300 CP] – All out-of-setting Perks and abilities are completely disabled. You must have out-of-setting Perks or abilities to lose in order to take this.

Companions Removed [+300 CP] – All of your out-of-setting personnel are forbidden from entering this setting, although they can still make their purchases to get Perks and items if you are still willing to pay the importation fee. You must have out-of-setting personnel to lose in order to take this.

Items And Warehouse Removed [+300 CP] – All of your out-of-setting Items are banned for the duration of the Jump. You cannot access your Cosmic Warehouse or any of its equivalents until the Jump has ended. You must have out-of-setting Items and/or a Warehouse/equivalent to lose in order to take this.

Crippled [+400 CP] – You begin with a debilitating injury. It will permanently impact your life here. Blind, deaf, missing a limb, missing an organ – your choice. It has been given appropriate immediate medical treatment, but you will be months in healing and adjusting. For a lesser +300 CP, it has already healed and you must simply learn to live with it.

Duthane's Ire [+500 CP] – Jassad Duthane, ruler of the Desert Lords, has it out for you. He has marked you, not Rynn and Arokh, out as the greatest threat to his intentions and unlike the Bonded pair, he is not willing to let you come to him on your own time. Expect constant assassination attempts that will start off as nothing more than small bands of grull and wartoks, but will eventually escalate to weekly attacks by the aforementioned, as well as

undead, necromancers, half-men, feral dragons, the Flesh Mage and Desert Lords. Duthane has made alliances far and wide and he will bring all of it to bear on you. Should you last until the end of the year, then wherever you may be you can expect a final visit from both Jassad Duthane and his Pain Golem. Should you manage to kill both Duthane and the monstrosity he commands, then the attacks will end.

As You Were [+1,000 CP] – You enter this Jump with nothing but the guarantee of a healthy body that can be found on any average human on mundane 21st century Earth, whatever purchases you make here and your memories of previous adventures. No previously obtained Perks, Items, Companions, skills you've picked up along the way, supernatural powers you've been granted since leaving home, nothing, zilch, nada. How resourceful a person can you be with just a regular body, your memories of Jumps past and what you buy here, Jumper? You can only take this if you have something to lose from taking it, even if it is just the Body Mod.

Priority Target [+1,000 CP] – **POSSIBLE CHAIN FAIL –** Well, the one good bit of news here is that Delon was sent to the Grimstone mines with the rest of the children and Rynn managed to save all of them there. The bad news is everything else. The reason those kids were all passed over by the bad guys? They found someone better for Navaros to possess when he exits the Rift – you. Now the only woman and dragon in a position to help you against the Dark Union are heading back into the mountains to hide the children and you are a captive of the Dark Union in the Eastern Archipelago. If Navaros does manage to get you in place for the ritual, then he will have your body, your powers and – mostly horrible of all – your Jumpchain. Wearing your skin as he is, your Benefactor might not notice quick enough to cut him off from leaping to further worlds. You would be unleashing a soul devouring monster upon both Drakan and the greater omniverse. And as for you? Navaros does not destroy the souls he consumes. Rather, he draws power from them for as long as he can, a process as painful as it is irreversible. You would be his slowly digested meal, suffering for every moment you existed as a prisoner in your own body, until the moment you finally cease to be when he takes the last of your soul.

Upon taking this Drawback, all of your abilities, items, Perks and Companions are lost to you for the next six hours. You are left with your Body Mod, the guarantee of a healthy mind and body, and nothing else. You must find a way to delay the ritual for at least that long. If you can, then the restrictions will lift, your powers/equipment/allies will be restored and you will have a chance to fight back properly. The Dark Union will never stop hunting for you, however. Given a few months, their magics will even find a way into your Warehouse or its equivalent if you choose to hide in there. They will never run out of members, new minions and captains rising to take the place of the old should you imprison or kill those chasing you. With all organized resistance to them gone, it will be you against the combined forces of darkness on Drakan for a very interesting year. Should you make it to the end, expect Navaros himself to rip free from the black abyss of his prison and make directly for you.

Should you manage to kill Navaros, then the attacks will cease and the Dark Union will breath its last as an organization.

Of course, you could try hunting down Rynn and Arokh, opening the Mother's Eye, reviving all the dragons of the world and restoring the Order of The Flame to give the Dark Union something else to worry about… but even that will only slow them down somewhat.

Good luck.

## Scenarios

### Defeat the Dark Union

- Exactly what it says. The greatest threat ever produced on the world of Drakan is getting its act together for round two and it's now on you to make sure they do not manage to drag the world under their tyranny. Just leaving Rynn and Arokh to do their thing will not cut it. Although they manage to cut the head off the snake, the middle managers and grunts managed to scatter by the time of The Ancient Gates. You have to remove every trace of the Dark Union to call it a done deal. Every individual who swore to them, every hoarded artifact and guarded base, every record of their intentions and how they meant to carry them out – you can leave **nothing** for them to rebuild from for a third time. Burn it to the ground and salt the earth, Jumper. Good luck.

  Should you succeed, take the Magic Perk for your Body Mod, as well as any one of the Hero Perks.

### Glory To Darkness

- Through whispers and rumors, you have found your way to the Dark Union and sworn to it your loyalty. Now, your job is to ensure its success. All of Drakan must be under your heel by Jump's end. The most pressing matter is Rynn and Arokh, the Bonded pair chasing the heels of your wartok raiding parties. Once they are out of the way, the upstart Desert Lords must be dealt with, as must Surdana. A human fortification that endured the Fallen Age could be used as a rallying point for resistance and you cannot have that, no. Finally, Navaros. Your lord and master is mighty, of course…. But he is also trapped within the Rift. Maybe he should stay there and let someone who was not struck down by a desperate gamble lead the Dark Union. Maybe someone like you. Good luck.

Should you succeed, take the Magic Perk for your Body Mod, as well as any one of the Villain Perks.

Operation: Desert Storm

- It is time to build up your strength in this foreign land of Drakan and bring it to heel. The Dark Union will be struck by a deadly blow soon enough in the form of a Bonded pair, but they do not exactly do a thorough job of it. Perhaps you should step in and take a firmer hand while the most troublesome pieces are all gathered together. Or you can take your time and hunt down the scraps later. Perhaps using them for yourself would be a better decision. Aside from that, Surdana is proving to be a thorn in Duthane's side, with the Lady Myschala and the Sorceress Jade stymieing any attempts at destroying or subverting the populace. Zola Dane may prove useful in the coming days or he may not. Really, all of those humans may be better off uniting under your rule. Or should they die? It remains to be seen. The carrot or the stick? If you can manage to get all of the surviving intelligent peoples of Drakan and Sessool working under your hand by Jump's end, you will have succeeded.

  Should you succeed, take the Magic Perk for your Body Mod, as well as any one of the Independent Perks.

## Final Choice

Your year hear has come to an end. What will you do now?

Stay – Take a further +1,000 CP to make your final purchases and enjoy this place you have come to call home.

Go Home – A place where necromancers do not live in the sewers under the city may be more to your tastes. Take what you have gained so far and return to your starting point.

Continue – The chain beckons further and the next Jump has arrived.

## Notes

V1.0 finished 12/18/2023.
Spelling, grammar and wording corrected on 01/04/2023

V1.1 – 04/28/2025 – Added +1,000 CP at the beginning of the Jump (oops) and changed the Jump Length (one year). Changed the font style-size to bring it more in line with my other Jumps. Added some Drawbacks. Added the exit option (oops).