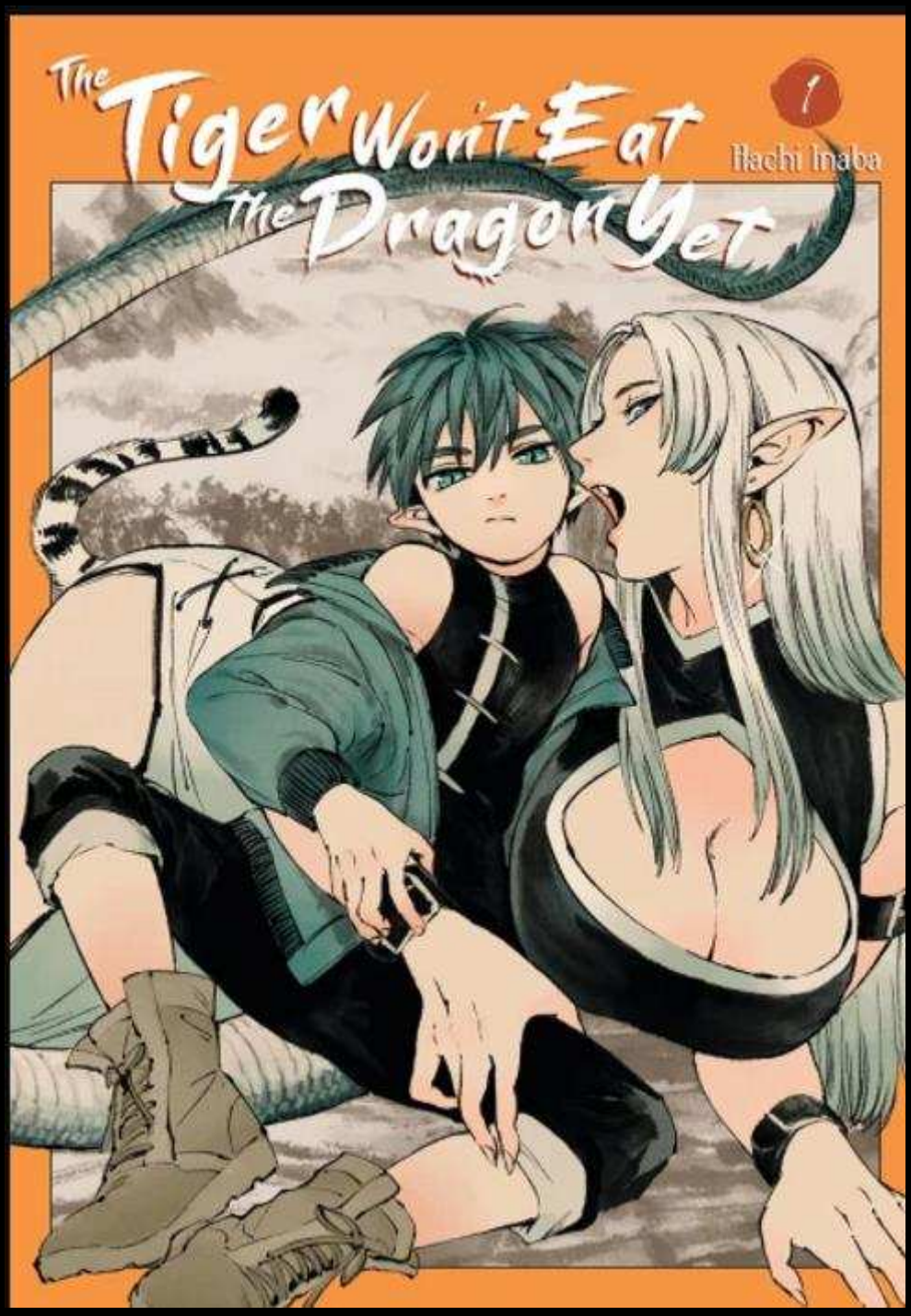
The Tiger won't eat the Dragon yet jump.



Before man ever set foot upon the land, when the Beasts of the land and sky lived in perpetual hunt, when dragons still roamed the land, lived a dragon and a tiger. The world was then divided into west and east by the dragons, and the creatures still possessed mystical properties. Despite a life of eternal hunger and predation, the creatures were divided into meat-eaters or plant-eaters; the tiger still won't eat the dragon. Take these **1000 Choice Points.**

Origins

ALL Origins can be taken as a drop-in; age and gender are up to you.

Yang [Free/100CP]

Your nature is of yang, of pure strength, of the sun and the wild; you are the most common of predators. By default, you are a white tiger, but by paying 100 CP, you are instead on the level of a Mammoth or elephant.

Yin [Free/100CP]

Your nature is of Yin, of poison and cunning, of the moon and of the sea; you are the most unusual of predators. By default, you are a giant snake, but by paying 100 CP, you may become a dragon.

Time and Location

You only have two choices: either in the West or in the East. The West is ruled by the dragons of Fire and of the Savana, where lions, cheetahs, gorillas, giant crocodiles, and hippos reside. The East, meanwhile, is ruled by the dragons of Water and of the forests; here you will find bears, tigers, snakes, and snow leopards. The time is approximately a month, before tiger and dragon meet.

Perks

Origins get their 100CP perks for free, and the rest are discounted to 50%. All Perks are toggleable.

General [Undiscounted]

Before Humanity [Free]

You live in mystical times, this has seeped into your soul, this allow three things, first is transformation into a human form, this apply to any future forms and transformation, and it come with appropriate stylish clothes, second the ability to eat anything not heavily poisoned, so long as it is meat for a meat eater and plants for a plant eater, with omnivore becoming true omnivores. Lastly, the ability to talk with and understand all animals, with no restrictions.

Gender: This parity [Free]

This is the world of the jungle and the wild, here unfairness is expected as the law of survival rule supreme over any chance of equality or strength, here difference between species and specifically genders happen, but this doesn't need to be, now whatever specie you are you gain the advantages of all the genders and none of the weaknesses, this include any future or past race you ever become, this is reflected also in your form, able to manifest characteristics of both genders, like a tail hook of a female dragon or the ability to gain power as a witch.

Yang

Brute Strength [100 CP]

You are one with brute, direct strength; you are strong and possess excellent fighting instinct. Even if your hunting ones leave much to be desired, you are patient but can especially manifest 100% of your strength at a moment's notice. This also strangely makes you very beautiful in a raw, savage yet fascinating way.

Cooperation [200 CP]

The ability to cooperate is one cruelly unexplored in this world, one you make full use of, able to convince and successfully work in a team with others, including from wildly different races, like birds, dragons, crocodiles, and even plant eaters like gazelles.

Impossible Drive [400 CP]

Tenacity is a core trait in predators and prey, and yours eclipse them all, allowing you to fight on against a stronger opponent without flinching, survive seemingly fatal wounds, travel mindboggling distances and terrains, and perform feats of strength while starved and parched to near death; this also makes you fascinating in a primal sort of way, replacing some attractiveness with tenacity.

Great Elder [600 CP]

You are a True chosen Elder, meaning you are both flora and fauna, able to fuse with forests in a symbiotic relationship, giving you extreme longevity at least thousand times your lifespan, the ability to manipulate plant life and share their floral network, in exchange of using your blood to allow rapid regeneration, expansion, and flexibility of the plants living in the forest, you can of course stop this symbiosis at any time, but the benefits leave and you age normally again. And unlike that false elder, you will never be possessed by parasitic plant life ever.

Yin

Cunning Mind and Tongue [100 CP]

There is more to fight than brute strength; you have a quick and cunning mind, enough to plan to fight stronger but dumb beasts and use your surroundings to your advantage, and a cunning enough mind to manipulate an enemy into your protector and play with their simple emotions.

It's Instinct [200 CP]

Instincts are lessons carved in blood, ways to increase your chances of survival, and as a creature of yin, of grace and beauty, male dragons have developed a unique strategy, one you copy as well; from the way you move to the way smell, from your pheromone to your movement to you voice, everything about you can arouse both maternal/paternal and protective desires and instincts, you fascinate them, and this is especially strong on stronger members of the desired gender, this work regardless of race, orientation and whatever else.

Dragon Heart [400 CP]

To be of Yin is to be poisonous. Yours is a step above that, as the peak of your race in term of poison, even when not form a poisonous race, your blood contain terrible poison or inject venom, as a poisonous race, your poison is equal to eating a dragon's heart, and you have control over how it act anytime anywhere, meaning it may be immediate or manifest every full moon, painful or deadly, but as a poison of yin it is at its peak at night under the full moon, and only extreme magical cures can defeat it or the best medical care to suppress it for some time, but only your own blood is a true suppressant, which work also as an aphrodisiac and is absurdly addictive and give extreme feeling of pleasure, love and submission enough to get creatures to genuinely follow you, and only extreme abuse, casual murder of all kin, years of cruelty and the responsibility of a wife and kid will counteract this binding, and that's rarely, if you have nothing left or no extreme attachment, then its over for you as you might even forgive your own murder and eternal torture.

Of Water/Of Fire [600 CP]

This world doesn't just rely on physical rules; it seems, why should you be different? The yin is the mystical side after all; grant you mystical powers; now, like the dragons, you have two sides to choose: Fire or Water.

Fire: allows you to survive extreme heat and even be immune to regular flames, making you comfortable in even active volcano zones, without ever needing extra hydration, as well as the ability to breathe fire. Your blood also has explosive properties, and your scales are flammable (this doesn't burn them or destroy them but cloaks you in flames); you can ignite on command.

Water: allows you to control water, create currents around you, breathe underwater, survive extreme cold and pressure comfortably, and even be capable of calling rain and storms; your blood has healing properties and acts as a coagulant.

For an extra 300 CP, you may take both.

Items

No discount

Dragon Venom Sac [100 CP]

This is an extremely potent yet undetectable poison, capable of killing a tiger with a single dose; it comes with an antidote. The sac can regenerate new doses every week.

Waterfall cave [200 CP]

This cave is hidden by a giant waterfall; it masks all your scent and traces, and seems to deter predators from approaching, and nothing else.

Great Forest [400 CP]

A remnant of a draconic creature, this one isn't parasitic but truly symbiotic, protected by its own guardians and elders; it needs nothing but soil, water, and sunlight, and the fruits will grow every day. It also contains meat fruits, allowing predators and prey to live in total harmony without ever hunting again.

The immortal Herb [600 CP]

This is the tale realized, this mystical herb, in the shape of a dragon's heart, extend lifespan, it need little to grow and reproduce, beside soil and water, and is divided into two parts, eating the bottom part will give you the lifespan of whoever eat the top parts, while fully eating it makes you ageless, even nibbling a small piece is enough to extend your life by a century or so.

Companions

Companion Import [100 CP]

Import a single companion into any origin for 100cp each; they gain 600 CP.

Companion export [100 CP]

So, you want to bring others? Sure, just pay the price.

Scenario

Save The Tiger

This world is bound by the red law of fangs and claw, as well as age, some live for centuries, other for a few years, some are mistreated by their own race due to disparity others by streght and necessity, a savage land, but it doesn't have to, all you have to do is finally bring a seed of change, one where their place is not determined by birth, a true haven for consciousness rather than brutal savagery, it's time to bring the light of civilization.

Reward:1500 CP .

Drawbacks

Take as many as you want

Insertion [+0 CP]

Be the Dragon or the Tiger or someone else; if the origin matches the character, feel free to insert yourself.

Extended Stay [+100 CP]

For each purchase of this, your time here is extended by 10 years. Only the first 10 give you points. Careful with aging.

Proud Creature [+200 CP]

Like dragons, you are a proud and cruel creature, driving lesser creatures from your territory and toy with lesser species; try to keep your cruelty in check.

Why? [+200 CP]

You live in a primitive age, one where compassion, mercy, and aspiration exist but haven't been discovered yet. You will struggle to learn why two species seem to match so well.

Destined one [+400 CP]

You will be cursed, cursed by a fascination, a love between two races, yet regardless of that, events and creatures will conspire to ever take you apart, to say nothing of the difference in lifespan: as short life creature, your partner will live for centuries, as a long one, barely a few decades. Good luck.

Instinct [+400 CP]

Much of the world is dictated by instinct, but all of it is good for you in the long term: the instinct to hunt, to devour, to submit and to mate. It is very hard for you to tune out those instincts, not without a very good reason.

Lockdown [+600 CP]

You have no **Out of Context** items, powers, or warehouse.

It is said [+600 CP]

The legend tells that the birds, eager to get their rightful place in the sky, told all creatures of the world that eating a dragon's heart make one immortal, and despite the poisonous nature of dragon blood, all of them believed and the story spread, now a similar tale is told about you, and you specifically, prepare to be hunted down by every living thing.

Decisions

You have three choices …

Go to next Jump

Continue onto the new mysteries.

Stay

Stay and enjoy your current life.

Go back

Tired? Take this and go home.

Change Log

v1.0

Initial Template Creation