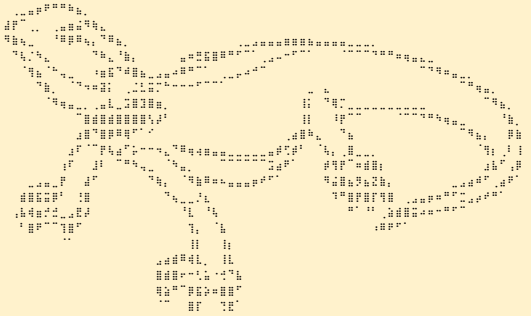
Tales of Lizard (and Dragon) Jumpchain



by Faucheusestar

Welcome to a world populated only by scaly creatures of all types and shapes, from the normal to the most extraordinary. This land is filled with tales and legends about its cute creatures.

Take **1000 Choice Points** to fund your adventures.



Starting Location

*Roll a **1d6** to determine where you start, otherwise pay 100 CP to choose your Starting Location.*

1• A ruin
Warm stone walls and no problems in sight, perfect for lounging (lizardé) in the sun and taking a good nap!

2• A swamp
Also call a pool for cute lizard

3• forest
A seemingly normal forest... Or is it really?

4• Cozy pile of logs
It's really warm in here... Maybe a little too warm, you're in a cozy pile of logs in a fireplace you should probably get out of here quickly!

5• Land of tales
Maybe there's a place in a fairytale/a game/story or any media related to lizards that particularly speaks to you. If that's the case, you'll appear there. What's more, at the end of the jump you can add it and all its contents to your warehouse.

Free Pick.
You are free to choose where you choose from the available options.

Age and Gender

Freely choose your own age or gender.

Origins

Drop-In [Free]
You are dropped in this new universe with no background , memories, or documentation.

Lizards tales [Free]
You are an inhabitant of this world full of legend and myth, and the magic of this place has endowed you with the ability to use the power of tales and stories.

Legendary Lizard [Free]
You are a strange lizard with lizard-like powers considered by most of the world's inhabitants to be mere rumors, cryptids and legends in their own right.

Race

Jumper isn't reduced to the lifespan of a normal lizard

Lizard [+200 CP]
You're a little lizard. If you couldn't talk, it would be hard to tell you apart from a normal lizard. If you want to take a bigger like Komodo dragon or something similar you can but you don't get the +200 CP

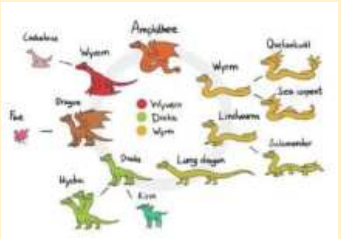
Anthropomorphic lizard [free]
You may stand on your feet, you may look like an anthropomorphic lizard or maybe it's just your head with a human body the size of an adult human... What is a human? Maybe it is a cryptid.



Lizard girl/boy [free]
Whether you're a tiny Lizard girl the size of a small lizard standing on her feet or a human-sized lizard girl, or maybe you prefer girls/boys with just cute tail? This option is for you



Strange Lizard/dragon [200 CP]
You are a supernatural Lizard can be a dragon, salamander or other from another media/tale/video games and have its power and weakness, if the lizard you choose has perk associated with him on this jumpdoc you can take them for free



Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General

Stealthy Lizard: 100 CP
You can freely change the colors of yourself like chameleons and other objects. Furthermore, you are much stealthier and like geckos. You can walk on the ceiling and walls as if it were as ordinary as walking normally.

Jesus lizard: 100 CP
You can run freely on water and any other liquid without any danger!

Regeneration 300 CP:
You now regenerate faster and at a clearly visible rate. This does not only apply to your tail, although it regenerates much faster.

Drop in

Yoshi [100 CP | Free for Drop in]

You can create eggs to throw, breathe fire, and use the other powers of the Yoshis that appear in the games… As well as commit all kinds of tax fraud against anyone or anything without any consequences.

Crocodile tear [200 CP | Discounted for Drop in]

Aww, poor little sad jumper… When you pretend to cry or act sad, people will let their guard down and be easier to convince.

Sewer alligator [200 CP | Discounted for Drop in]

You can make alligators appear from any manhole cover or similar object.

Reptilien [400 CP | Discounted for Drop in]

You can take on anyone's appearance. What's more, you have a team of reptilians infiltrating governments around the world.

The treasure must be protected! [400 CP | Discounted for Drop in]
When you protect your pile of shiny stuff, you become much more formidable, and few dare to cross a dragon's wrath. It works on princesses and friends, after all, wasn't the real treasure the friends we made along the way?

Lizard's tail [400 CP | Discounted for Drop in]

When you take a hit that would normally injure you, you can redirect the blow to a different body part: a strike that would have decapitated you might instead just cause you to lose your tail or another limb. Furthermore, when you lose your tail, your speed while running away from the enemy increases dramatically, allowing you to escape more easily.

The Dragon [600 CP | Discounted for Drop in]
Oh, you weren't talking about the strongest minion worthy of being your right-hand man or your second-in-command, but a real dragon? Well, I suppose one doesn't preclude the other! You can choose one person from among your subordinates: this person will progress much faster (even more so in the dark arts) and will quickly become worthy of being your right-hand man. Strangely enough, your other minions will also progress a little faster.

Lizards tales



Partridge Creek Monster [100 CP | Free for Lizards tales]
A dinosaur in the middle of the snow makes sense right? Unbelievable you would say to me, well maybe not so much. You can ignore climate problems and those that will arise from not being in a suitable environment. In addition, with each jump you can add a drawback which gives you 100 CP and will cause the appearance of improbable dangers such as carnivorous dinosaurs or strange references.

Princess [200 CP | Discounted for Lizards tales]
Aww, Jumper, you're so cute, you'd look so good sitting atop a pile of gold coins. Your legendary charm is such that even the most fearsome creatures would think it a shame to destroy you and would instead choose to treasure you.



A sword forged in the breath of a dragon [200 CP | Discounted for Lizards tales]
Just like legendary weapons forged from a dragon's breath, you can now add your breath to any of your creations to give them appropriate supernatural properties.

Sigfried [400 CP | Discounted for Lizards tales]
By defeating your enemies and bathing in their blood or eating them, you gain a portion of their immense power. Furthermore, the birds, dinosaurs, and some lizards will inform you when someone is plotting against you and might harm you.



Hanzaki [400 CP | Discounted for Lizards tales]
You can transform (and revert) any of your forms into a much larger one: Japanese giant salamanders, for example, will become monsters over ten meters long. Furthermore, whether you die with or without a “one-up” in reserve, this will create a ghostly version of yourself, invisible and straight out of a horror story, that will attack your killer and their family. Once revenge is exacted or the ghost is exorcised, it disappears.

Mo'o [400 CP | Discounted for Lizards tales]
You are a shape-shifting lizard capable of taking any form, such as a small fish to escape or anything else. In addition, you can also control the weather.



Tick-Tock the Crocodile [400 CP | Discounted for Lizards tales]
Are the alarm clocks tasty? Certainly! In addition to being able to eat any instrument giving the time without side effects and very easily despite the difference in size. When you do this the time no longer works correctly in the area people will no longer age,items/structures/magic no longer degrade. The growth or not of certain animals and plants in particular is up to you.

Cryptid

Croco [100 CP | Free for Cryptid]

You are a crocodile or some other lizard made of delicious candy, and besides being tasty, everything that comes out of your body can be candy. You are very resistant to blunt force trauma and will regain your shape even after being cuddled a little too much!

Crocodile clip [200 CP | Discounted for Cryptid]
…What do you mean by too many puns?! Besides having a definite knack for making lame jokes worthy of a crocodile that's also a crocodile claw, you possess electrical powers and can transfer energy (electrical or otherwise) from one source to another, whether it's batteries or people.

Nessie [200 CP | Discounted for Cryptid]


Just like that famous cryptid, you don't die of old age and could perfectly well survive an eternity in your bathtub. Furthermore, you can transform into a tree stump, an elephant, or a dog, making all evidence and photos of your existence easily debunkable.

Salamander [400 CP | Discounted for Cryptid]

You are completely immune to fire of any kind, and you are also able to become undetectable by completely hiding in a pile of wood.

Godzilla [600 CP | Discounted for Cryptid]

You can safely absorb radiation while gaining a significant boost, fire nuclear energy beams, and use this kaiju's other iconic powers! Speaking of kaiju, you can transform into a kaiju version of yourself, and your equipment/cybernetics will always be the right size. It may or may not be a silly mascot costume version.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Drop in



Gold! [100 CP | Free for Drop in]
If noble humans... if you can call anything other than a majestic dragon noble, receive money for doing nothing, then so will you! Every month you earn a salary worthy of a nobleman.



Life Finds a Way [200 CP | Discounted for Drop in]
You love Jurassic Park and you want to spend without counting! Well, here it's only 200 CP, but you get the idea! Thanks to this machine connected to an incubator, you can obtain fertilized and viable eggs from any reptile, whether through DNA found in amber, more classic fossils, or any other reptile remains.



Manor [400 CP | Discounted for Drop in]
It's a manor house, or perhaps a castle, or a mix of both. In any case, besides being particularly luxurious, all the positions are held by pretty dragon girls, whether they are the dragon maids from Yu-Gi-Oh!, or other dragons from other series.



It Only Takes One Bullet [400 CP | Discounted for Drop in]
At first glance, it's simply a bullet fired from your chosen weapon, which reappears after each jump following its use. Despite its innocuous appearance, firing this bullet guarantees that, if it doesn't kill your target, it will at least neutralize them thanks to an improbable combination of circumstances, ricochets, and other unpredictable events.



Dragon dungeon [600 CP | Discounted for Drop in]
It's a large room resembling a dungeon, although most of the things here are broken or too old. It contains countless objects, notes, and knowledge related to the dragon: such as notes on the Thu'um written by Parthurnax, etc. You'll have to search extensively and potentially decipher and repair things, but you're bound to find something useful.

Lizards tales

Cursed gold [100 CP | Free for Lizards tales]
Cursed? Really, who wouldn't want to be a dragon?! Each of these ten gold coins transforms its bearer into a dragon. Thanks to an improved enchantment, they can also become dragon monster girls.

Imori hole [200 CP | Discounted for Lizards tales]

This object is a large, portable hole in the ground from which emerges a swarm of small newts carrying small katanas. These newts consider you their general, so you can command them! There can only be ten thousand at a time, but more appear if any are lost.

Storybook [200 CP | Discounted for Lizards tales]
This book is full of dragon stories of all kinds, some famous ones that you may see played out in this jump, some new ones. And illustrate in the style of your choice. You can enter and exit objects/characters, all will be fiat backed. Enough to continue living adventures filled with dragons and other adorable lizards.

The dragon gate [400 CP | Discounted for Lizards tales]

By touching this door you appear in a test which adapts to the person who touched it: a particularly perilous waterfall for a carp, a tower or a dungeon for an adventurer, etc. Arriving at the end and crossing the door at the bottom allows you to evolve your race into a more powerful and potentially dragonic version. Dying here has no consequences with the exception of not being able to do this test again before your next jump/10 years.

Cryptid

Cryptid hunting kit [100 CP | Free for Cryptid]
This cryptid hunting kit contains everything you need for your search, from lizard traps to motion detection cameras. Going through boxes that miniaturize the lizard when you store them inside



Proof of the existence of Mokele-mbembe [200 CP | Discounted for Cryptid]
This is irrefutable proof that "insert a name of your choice" exists… Actually, clearly not: The proof is at best silly and funny, at worst truly kitschy. But every organization will be convinced by this proof and will fund your vacation… I mean your expeditions! You get a new one with every jump.

Ipilja-ipilja's drink [200 CP | Discounted for Cryptid]
A pretty bottle with a particularly colorful pattern, the water it contains is infinite and has a grassy and muddy taste but is perfectly edible. Spitting the water out creates clouds causing a monsoon to control the surrounding area.

Dungavenhooter tail [400 CP | Discounted for Cryptid]
This crocodile creature's tail is equipped with a mace; it is ideal as material for imbuing maces and similar weapons with the ability to pulverize anything it touches much more easily.



Companions

Companions can purchase more companions.

Companion Import [50-200]
Do you want to bring your friends to this adventure? Or can create new friends, this is for you

50 CP/companion, 200 CP/8 companions, each gets 600 CP.

Canon Companion [Free]
You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift

Princess [100]
This pretty dragon girl is a princess... or at least she thinks so, she is convinced that you came for her in this gloomy castle. Maybe you said "Princess I have come for you" and she understood that she was the princess. In any case, she is as clingy as she is adorable and has 800 CP and the Lizards tales origin.



Scenarios

Scenario One [[Search for the mysterious lizard]]

You've gotta catch them all, the Cryptids! Even in places populated by scaly friends and mysteries, cryptids are rare. They live in such remote places that some Lizards doubt their existence.

You also get a list of creatures to find and some clues about their appearance and habitat. Finding the right mysterious lizard will tick the list, good luck!

Reward
You've proved that cryptids exist!

• Firstly, you gain the ability to make animals that are considered cryptids in your other jumps real, albeit a little rare, as well as a zoo/museum where you can store them. There's even a nice souvenir shop filled with cryptid products and lots of plushy which is repeated every week.

• Plus you get a wing of the museum containing live or stuffed versions of every species of Lizard you've seen

• You'll also get 600 CP

Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Supplement [+0 CP]
You can use this Jumpdoc as a supplement

Dragon ball [+0 CP]
The seven crystal balls were scattered in this world using this not very precise radar, you must collect them when you have the seven you can make a wish within the limits of Shenron's capacity. (In case of failure there are no consequences other than not obtaining the wish you can even keep the dragon balls that you have found.)

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years

Thick tail [+100 CP]
Your tail is particularly big and in addition to making you feel maybe a little self-conscious, you will be stuck more often at the door and other cramped places!

Dragons hunt princesses [+100 CP]
You have to have some princesses! Otherwise, it'll be a disgrace to imagine Jumper, the great dragon, princessless. No! That would be horrible, so capture at least one or two princesses… Otherwise, maybe you could dress up your companions, especially the most reluctant ones, in these pretty princess costumes!

The Enemy [+300 CP]
In this world filled with treasure and dragons, there is a dracoliche so vile and corrupt that it has made it its mission to turn all the gold in the world into lead… Indeed, for the dragons who have fainted in the room, this abomination must be slain! Oh, brave Jumper, defeat it and save this world from being tarnished.

You are a strange lizard [+400 CP]
In this world populated by lizard and dragon friends... Well, maybe not! You're not a lizard, in fact you're just your old self in a very poor quality, albeit strangely cute and funny, lizard or dragon costume. The problem is that you can't let anyone notice otherwise you'll have to wear a really stupid bee costume for the next ten jumps!

Dragon mantle [+400 CP]
You have a lizard/dragon mantle that looks exactly like yours in your lizard form, so you have to be careful that no-one steals it from you, so that you burn it, otherwise at the end of the jump you won't have your current form as alt form, imagine doing a jump on scaly friends and not even being one at the end!

Partial Lockdown [+400 CP]
You have no warehouse and the only items you own are the ones you're carrying. What's more, your powers are adapted to the level of power in this world

Princess ecology [+400 CP]
Princesses are dragons' favorite pets. Unfortunately, they have to be set free so that more princesses can be born. And the dragons are hunting them far too intensely. Your role, with the help of a dragon paladin and his teacher, is to find a solution before the princesses become an extinct species.

Lockdown [+600]
You have no **Out Of Context** items, powers, or warehouse. Incompatible with **Partial Lockdown [+400 CP]**

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.