DREAMWORKS

HOW TO TRAIN YOUR DRAGON



by Faucheusestar

The Viking village of Berk is frequently attacked by dragons that steal livestock and endanger the villagers. Hiccup, the son of the village chieftain, Stoick the Vast, is deemed too weak to fight. Instead, he creates mechanical devices under apprenticeship with Gobber, the village blacksmith. Hiccup uses a bolas launcher to shoot down a Night Fury… or maybe not you start this fateful night maybe you can change the fate of the dragons and this village for better or worse

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

Starting Location

You appear on an island of your choice (like Berk or other)



Age and Gender

Freely choose your own age or gender.

Origins

Drop-In [Free]
You open your eyes to unfamiliar lands alongside your dragon, with no memories or links to weigh you down.

Scholar Craftsman [Free]
The sound of striking metal and sparks dancing before your eyes, you're in a familiar forge sharpening an axe.

Jarl [Free]
A familiar sound echoes in the distance, ‘Night Fury!’ around you the dragons attack and with your weapons in hand you are ready to cover yourself in glory.

Race

Human [Free]
You're a Viking, living in a world full of dragons

Dragon [variable]
You want to be a cute little dragon (+200 CP) or maybe a powerful Night Fury or similar (200 CP), or even a dragon of titanic size (400 CP). You can choose perk in the dragon category for yourself, plus you get a discounted for each price category (one 50 and 100 are free)

Perks

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

General

Gravity is strange [Free]:
Gravity is a strange thing, you can fall from a height that would easily break all your bones without injuring yourself, although you shouldn't jump from a mountain either, otherwise you'd only reduce your injuries from the fall.

Speak Dragonese [100 CP]:
You are perfectly spoken in dragon language and Nordic and in your next jump you can add a new language.

Drop in

Explorer [100 CP | Free for Drop in]
The Vikings weren't just fierce warriors, they were also great explorers, and whether on a ship or on the back of your dragon friends, you'll more than match them! You know how to use maps and make them, as well as how to draw, find your way by the stars and drive ships.

The Trader [200 CP | Discounted for Drop in]
You're a genius trader, always managing to barter things in your favor. Strangely enough, whatever you can sell in your cargo, you'll always find someone to buy it at a fair price.

Saga [200 CP | Discounted for Drop in]
This perk gives you supernatural luck when it comes to stumbling across lively, adventurous and interesting situations. Maybe that umpteenth empty island holds treasures, dragons and all manner of adventure, maybe that calm sea will bring you across a convoy you'd like to plunder or confront. You can turn it on and off whenever you like.

Dragon Tamer [400 CP | Discounted for Drop in]
You're a master in the art of dragon training who can easily teach a dragon to aim perfectly or retrieve specific objects in a single day, and being stealthy is a whole lot more.

Sniper [400 CP | Discounted for Drop in]
To hit a nocturnal fury in full flight and at night, no matter what the Vikings say, is a legendary feat that you could reproduce. Your accuracy with any projectile weapon is equal to Hiccup's that fateful night.

Dragon Riders [600 CP | Discounted for Drop in]
Anyone with the right method can ride a dragon, but how many can enable him to greatly exceed his abilities and defeat those who he alone could never have conquered? Well, you're one of them! When you ride a creature, it's as if you were a single person, your cooperation surpasses that of multi-headed dragons! And your powers and those of your mount seem to rub off a little on each other: Your Skrill rides lightning with you on it? No problem, you'll become lightning like him. You'll use powers that can hurt him? It won't affect him.



Scholar Craftsman

Blacksmith [100 CP | Free for Scholar Craftsman]
You've been a blacksmith since you were a child and where others throw axes, you make them, and it shows. You have the experience of a Berk blacksmith who learned under Gobber for fifteen years.

Hiccup [200 CP | Discounted for Scholar Craftsman]
You may be stronger than one, but you certainly have the intelligence and tactical ability.

Doctor [200 CP | Discounted for Scholar Craftsman]
Like Gothi, you possess ancient wisdom that enables you to know about remedies and all sorts of old things handed down in tradition. Everyone will be glad to have you in case of eel flu.

Dragon Expert [400 CP | Discounted for Scholar Craftsman]
You've read the manual so many times and seen the behavior of so many dragons that you've mastered the art of finding their weaknesses, anticipating them and, why not, curing them. Each time you jump, you can choose a new creature to become an expert on.

You are the manual [400 CP | Discounted for Scholar Craftsman]
You may not be the strongest Viking, but what all your comrades know is that what goes into your head never comes out. It's as if you had every textbook you ever read with you, and on the right page!

Master Blacksmith [600 CP | Discounted for Scholar Craftsman]
You're an exceptional craftsman who can easily imagine and create items similar to a shield containing a crossbow, grappling hook, bolas launcher and catapult. But it doesn't stop there: you can also use dragon materials to copy their properties and abilities.

Jarl

Almost the Vast [100 CP | Free for Jarl]
You've survived the harsh climate of these islands and the relentless dragon attacks, and it shows. You're physically much stronger than a normal human, and you know how to fight, and dragons won't say otherwise!

It's in your blood [200 CP | Discounted for Jarl]
You'll never rust, you could stop being a dragon slayer for years and your skills will be the same as when you stopped, and that works for any domain.

Pirate [200 CP | Discounted for Jarl]
You're really good at stealing things and making diversions and all kinds of escapes.

Dragon Hunter [400 CP | Discounted for Jarl]
Where some have studied dragons for their fascination, you've studied them to hunt and capture them. All your attacks will now have the dragon slayer ability to aim around their scales, and you'll be an expert at throwing bolas, trapping and capturing dragons in general.

Intimidation [400 CP | Discounted for Jarl]
It's not just your name that strikes fear into the hearts of your enemies your walk and presence exudes a sense of terror and dominance. Given enough time, you could, like Drago Bludvist, bend dragons to your will.

The Jarl [600 CP | Discounted for Jarl]
You're the chief, and it's not just because of your heritage that you know how to make yourself respected and always find a way to get your men to do even the most hesitant of things... perhaps without even mentioning guarding Hiccup! What's more, as chief you're expected to lead by example, which is why you'll always be the best of your tribe in the skills that are emblematic of it.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.
As a Viking, you've brought back plenty of booty from your adventures in the form of 400 CP of items.

Drop in

Chiken [100 CP | Free for Drop in]
Those three chicken thighs you get every day aren't just any huge chicken thigh, because any dragon eating them will go faster all at once! Eating it regularly increases your dragon's permanent speed. It can be any other food your dragon prefers.

Fireworm's lantern [200 CP | Discounted for Drop in]
It's a lantern filled with adorable dragons that see you as their queen. Not only does it never go out and make an excellent hot water bottle, but it glows brighter when you get close to large groups of fireworms or those you're looking for.

Langskip [200 CP | Discounted for Drop in]
It's a viking ship, with a slightly larger hold than would normally be possible and which repairs itself over time.

A Saddle [400 CP | Discounted for Drop in]
This custom-made saddle for your dragon is anything but ordinary, having been created with the finest materials in mind, making it light, strong and aerodynamic. It's full of pockets that can store much more inside than normal, not quite as much as a ship's hold, but close.

Jumper's emblem [400 CP | Discounted for Drop in]
A stamp with your emblem any object that is imposed by this seal becomes fiat backed and in your colors, including islands that will get an authentic stele demonstrating your rights to these lands.

The Conqueror II [600 CP | Discounted for Drop in]
It's a gigantic ship (even bigger than Drago's), repairing itself over time. It's more of a mobile base than you'd expect from a ship of this era. Filled with siege weapons and everything else you'll need that can easily be obtained in a Viking store in this world (bolas, ammunition, fish...) in large quantities that recharge every month. What's more, you'll have a crew of your choice to pilot it, whether they're Vikings or clever little dragons.

Scholar Craftsman

Dragon food supply [100 CP | Free for Scholar Craftsman]
Tasty food for your dragon(s) maybe it's a pasture with tasty sheep appearing every day, maybe it's a pond growing some kind of phosphorescent algae, or why not a mountain of delicious chicken?

Egg box [200 CP | Discounted for Scholar Craftsman]
A monthly box of random dragon eggs (although less rare dragons are more common) from this world makes a delicious omelet, or you can breed your own dragons. You'll notice that the eggs can only hatch if you take them out of the box.



A blacksmith's shop [200 CP | Discounted for Scholar Craftsman]
This technologically advanced forge has everything you'd expect from a modern forge, albeit replaced by dragon-based technology and retaining a Viking look. What's more, it's always supplied with fuel.

Dragon Fight Arena [400 CP | Discounted for Scholar Craftsman]
This is the emblematic arena of the village of Berk, and serves as a school for dragon hunting and taming. Several hunters and riders will obey your orders, as will an instructor with the same level of dragon knowledge as Gobber.

Dragon Manual [600 CP | Discounted for Scholar Craftsman]
It's the legendary dragons' handbook! But not only that, it will always contain all the information obtained by those who have fought and researched a particular type of creature and at each jump you can add a new.

Jarl

Viking weapon [100 CP | Free for Jarl]
Your Viking weapon and shield, which can be anything from a sword to an axe or mace, will be made from gronckle iron.

Dragon skin cloak [200 CP | Discounted for Jarl]
This Drago-like fireproof cloak made from dragon skin protects you from dragon flames and other breaths of fire, no matter how intense.

Berk [400 CP | Discounted for Jarl]
Or perhaps a similar island, you're the ruler of a Viking island. You've got a few ships and a couple of hundred Vikings at your command, although not enough bread making Vikings or small home repair Vikings!

Dragon Eyes [400 CP | Discounted for Jarl]
It's the same dragon eye from the series, delivered with Snow Wraith's tooth. And it works the same, being filled with dragon knowledge and treasure maps leading to new lenses, so you can go on many adventures while gaining valuable information. In the following jump you can choose a new type of creature.

Armada [600 CP | Discounted for Jarl]
What Viking chieftain doesn't have his own fleet? Not you, in any case: you have a huge fleet comparable to Dagur's, or even close to Drago's, made up of langskips and filled with Viking warriors at your command, as well as catapults and other dragon-hunting gear.



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 like the chicken! then this option and for you if you manage to convince the latter he will be able to follow you (with is dragon, the two for one slot)on your adventures and obtain 300 CP as a gift

Twin [400]
A dumber copy of you with a diminished version of your perks, this can be a twin or a female twin and can also be chosen if you are a dragon.





Dragon

That's why you're here, after all, to ride these dragons or maybe hunt them! The first dragon is free and comes with a saddle (the others cost 200 DP) except night fury or similar, in which case add 200 DP or 400 DP if it's a more colossal dragon. You can converted 1 CP in 1 DP

Import +100 DP ᛁᛉᛒᚾᚱᛏ**:**
If you already have a dragon, you can import it here for a bonus of 100 DP.



Baby/Egg +200 DP ᛏᚱᚾᚴᚾᚾ ᛁᚴᚴ**:**
It looks like your dragon is in the process of hatching. It'll be a few years before you can ride him, but at least he's particularly adorable!

The Legend +300 DP [required Scenario One] ᛏᚷᛁ ᛚᛁᚴᛁᚾᛏ**:**
Do you want to stop dragons disappearing? Then here's something to make the dragon who accomplishes this feat a legend! (Can only be taken once and on a single dragon)

Custom Dragon +200 DP ᚴᚢᛋᛏᚾᛉ ᛏᚱᚾᚴᚾᚾ**:**
Would you rather create a new dragon species? Well, you can. You won't get the perks linked to your dragon species for free, but you can choose everything from its appearance to its breath type.

Small Dragon 200 DP ᛋᛉᚾᛚᛚ ᛏᚱᚾᚴᚾᚾ **:**
Hey, it's not the size that counts: a small night fury can defeat even a red death, but let's face it, it helps. With this, your dragon is the size of a small dragon and its titan wing form will be the size of a Skrill at most.



Colors [Free] ᚴᚾᛚᚾᚱᛋ**:**
You can choose the colors of your dragon, as well as the design, whether it's from the movie, concept art, the book or fanart.

Bone/ Metal Armor 50 DP ᛒᚾᚾᛁ ᚾᚱᛉᚾᚱ**:**
Like the Boneknapper, your dragon can wear armor made of bone or, like the Armorwing, metal. This will not affect its abilities or slow it down.





Speed and mobility 50 DP ᛋᛒᛁᛁᛏ ᚾᚾᛏ ᛉᚾᛒᛁᛚᛁᛏᛁ**:**
With this your dragon is faster than the usual speed of its species and maneuvers much more easily if you take it twice you can reach the speed of a night fury or the maneuverability of the most maneuverable dragon if you take it three times you have both. May or may not add a pair of wings if you wish.



Dragon Breath 100 DP ᛏᚱᚾᚴᛊᚾ ᛒᚱᚾᚦ:
There is a breath of a dragon that you like, perhaps the amber of death song or the plasma of night fury? With this, your dragon can use a breath of your choice in addition to the normal one (you can also choose the number of heads your dragon has).

Alpha? Can you eat it? 100 DP ᚾᛚᛒᚼᚾ:
Your dragon has clearly kept its childlike spirit because he doesn't hear sounds that can affect dragons, such as the mental control abilities of alpha dragons or the singing of Deathsongs. In fact, it doesn't even realize that something is trying to control it and this spreads to its pack if it has one.



Camouflage 100 DP ᚲᚨᛗᛟᚣᚠᛚᚨᚷᛗ:
Like the Changewing, your dragon is expert at blending in with its surroundings, even changing color to match the objects around it.

Foundry 150 DP ᚠᚾᚣᚾᛏᚱᛁ:
Would you like some more of these delicious stones? Thanks to this, your dragon can feed on any type of rock and, like a Gronckle, its stomach is a veritable foundry capable of spitting out lava and other alloys depending on what it eats, such as the famous Gronckle iron. What's more, the alloys have your dragon's characteristics.

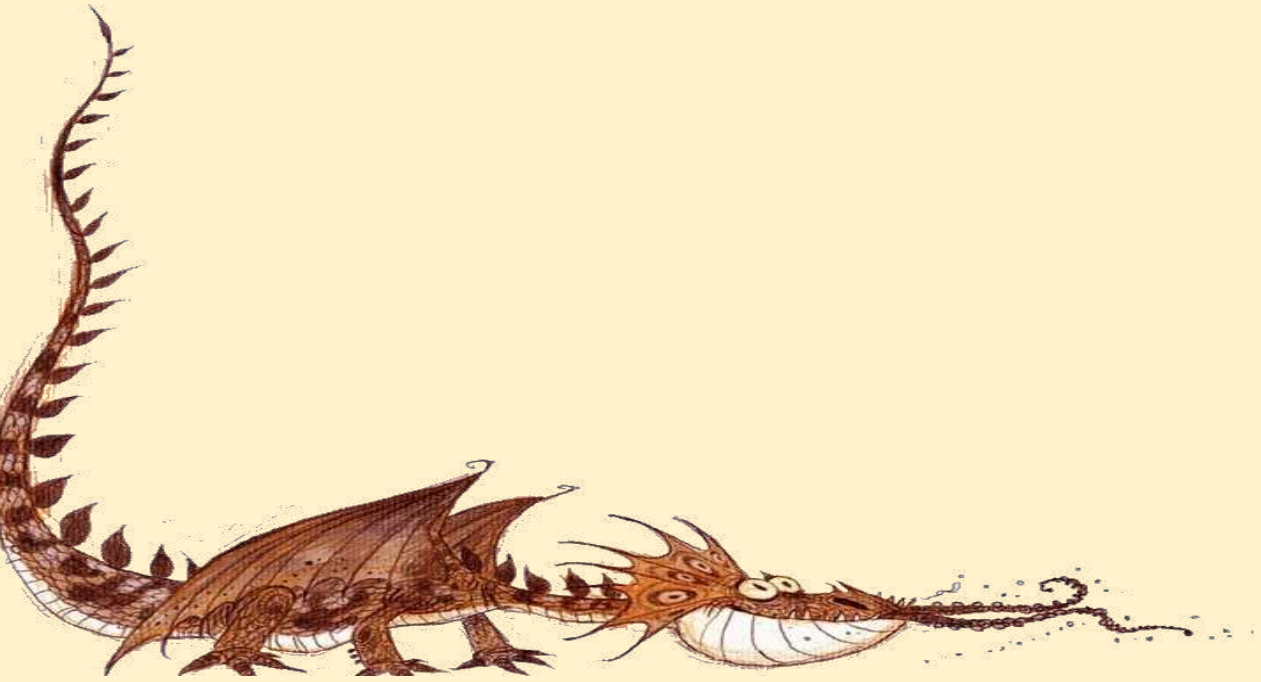




Hybrid 200 DP ᚼᛁᛒᚱᛁᛏ:
You like two dragon species and you don't know which one to choose so with this you can combine two and get all their traits. You can re-buy this perk to hybridize it with yet another dragon.

Pack (50/200/600 DP) ᛒᚾᚴᚴ :
You or your dragon to a small pack of dragons for 50 it's about ten small dragons like Smothering Smokebreath for example, for 200, its six more classic dragons and for 600, its four Night Furies or similar. (Dragons obtained in this way cannot benefit from perks from the Dragon list). You can take as many of each option as you can afford.





Scenarios

Scenario One [dragons not disappear] *requires the drawback A life in this world or six extended stay*

The dragons will have to go, we can't protect them... That's what these Vikings think. But you don't! The memories of your battles with your dragons come flooding back, united humans and dragons will prosper, and by Thor you'll prove it!

Every six years after the events of the third film and this ten times, an armada will come to take your dragons or kill them. Why? Mostly to conquer the world, of course! These fleets won't magically learn your weaknesses or tactics, but they'll become ever more powerful and prepared.

You'll have to push them back all your life in this jump, and you can use any method to do so. These fleets are supplied by bases and countries in more or less distant lands, which you can locate by patrolling.

Reward

• These constant battles have sharpened you and your dragons as you prove that you are more than the sum of your strength. As long as there is at least one dragon and one person, human or otherwise, fighting side by side under your banner, the abilities of both are doubled (yourself included).

• Dragons and entities linked to the fact that magic continues to exist from the next jumps know what you have done and will start as friendly even if it should be impossible

• Of course, you get your base, which has enabled you to defeat all his armadas and all the dragons and humans who have joined you, each of whom can be grouped together to take just one slot (and the dragon you fought for takes none and can import for free).

• In the next few jumps, if the magic has faded or disappeared in a world, you can decide that this battle has also decided its fate.

Scenario Two [The extinction of the Alpha]

As long as evil men and evil dragons control dragons there will never be peace... Or maybe you want to be that man?

For this scenario you're going to have to channel your inner Grimmel and hunt to extinction all the dragons naturally born as Alpha: like the Bewilderbeast and the Red death.

But these dragons won't let you steal their slaves and overthrow their throne, so every five years an alpha and his hive will come and attack you.

However, kill an alpha by you or your allies and their hive will recognise you as their saviour and will no longer be controllable by the alphas. This doesn't give you mental control over them, but they'll be very grateful and happy to fight to free all the dragons... Or, failing that, to follow the only last king...

Reward:

• Firstly, for freeing all the dragons in the world from being poor puppets, you have their gratitude and they can all follow you on your next adventure. They come with a vast environment filled with everything they need. You can think of this environment as a pocket dimension that you can summon as you wish, it's the territory you've usurped from the tyrant, after all.

• You've mastered the art of defeating rulers and now have an advantage over them (slayer effect), and your aura inspires freedom and revolt in the hearts of your enemies' subordinates.

• And here are 400 CPs to celebrate your triumph

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

Extended Stay [+50 CP]
For each purchase of this your time here is extended 10 years (max five)

"This is Berk. It snows nine months of the year, and hails the other three." [+100 CP]
That's not quite true, but yes, it will snow and hail most of the time and no, it won't bother the dragons or the locals, everyone will act as this Hiccup's words had always been true.

Jumper the Deranged [+100 CP]
You're a bit disturbed and unstable in fact you behave a lot like Dagur. Of course, you don't have to do everything he does, but you still resemble a member of the Berserker tribe or a particular pair of twins.

Delicious [+100 CP]
You must have been delicious, because the dragons ate one of your limbs. you can take this several times

Lycanwing [+100 CP]
What a strange bite mark you've got Jumper, you don't remember what you did at the last full moon either, or the next one for that matter, because you've become a Lycanwing!

"The unholy offspring of lightning and death" [+200 CP]
The dragons are indeed dragons, and the cripples in the village won't have been harmed by a weekly session of cuddling adorable dragons after all... But you have to admit, they're still super cute! If you take this, the atmosphere of this jump will be more mysterious and gloomy and the dragons much less easy to tame except from eggs.

Dragonless[+200 CP]
Are you Mildew to dislike dragons like that? In any case, no free dragons in the dragon session for you!

Mildew [+200 CP]
The Dragons of all types to a lesser extent, but mainly small dragons: if they're going to annoy anyone, it'll be you!

Thor's curse [+200 CP]
Thor doesn't like metal and you seem to be reminding him of that! Strangely, natural lightning always seems to want to target you, falling much closer to your position than it should, or even on you if you have metal.

Partial Lockdown [+200 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

A life in this world [+300 CP]:
You start at the moment of your birth (or child for drop in) and Go to the next Jump from the day you die. For this drawback your lifespan is that of a normal Berk viking in view of Mildew that's a lot anyway (or a dragon if you are one)! If you take the first scenario then if you die of old age it will be some time after the end of the battle that will decide whether the dragons stay in the world or not and although you won't remember taking this drawback. (The death in question won't end your chain.) Incompatible with Extended Stay

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

Jumper the Grisly [+400]
Like Grimmel, you're really up against a particular species of dragon, whether it's the night fury or a similarly powerful species, and you'll have to hunt them to extinction. Finding them won't be impossible, because as long as you make a real effort to track them down and hunt them down, you won't run out of time. Although surviving all these confrontations won't be guaranteed.

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.