Legend of Spyro JumpChain by SpyroAnon

v6.1

BEGINNING:

Do you like dragons? It's an innocent question, really. No reason for asking at all. Except there is, for you're going to be spending the next ten years in the Legends of Spyro. That's right, you will live life among the dragons.

There will be peace, followed by conflict, in turn followed by peace, before finally descending into conflict once more. It's a very 'up and down' sort of location. It would be unwise to underestimate this world, however, as the villains found here have great powers beyond the reach of most people. But you're not most people, are you?
Let's give you a little something to make things more interesting.

You have 1000CP to spend. All items, skills, and abilities from prior jumps come with you.

STORY:

Your adventure will begin just after Spyro departs the Dragonfly village to discover his destiny as the purple dragon, an especially rare breed here. Of course dragons of any kind are no slouches, especially here. This is why you will have one year to prepare while the plot gets rolling. After that time is up, you'll have five years of problems as Malefor breaks free and begins terrorizing the world. Malefor himself is a dragon of immense size and power, able to take tremendous beatings that almost seem godlike in durability. His corrupting essence can taint the land and given cause, can shake the world into pieces. He is the main villain of this plot, and though he may not be present everywhere his actions and influence ripples throughout the planet.
Humans are actually quite rare here (As in non-existent, at least at first), with the indigenous population being comprised of dragons, cheetahs, moles, and apes. Dragons in particular are quite dangerous beings, able to grow to impressive sizes and wield the elements themselves. Malefor has dominion over some of the Apes which are skilled with melding magic and technology, further complicating things.

STARTING LOCATION:

Roll a 1d8 to determine your starting point, or pay 100CP to choose:

1&2: Refugee Camp- A decent sized group of tents scattered about a forest clearing, this small settlement is home to various races of all kinds. This place is filled with people displaced by conflict, and is moderately guarded by various able-bodied adults, war-veterans, and fresh soldiers stationed there from Dragon City. Attacks are frequent and will get worse as time goes on. Apes are few and distrusted here.
3: Dragon City- A heavily guarded city of stone, this place was forged over the course of centuries by a collective of Moles and Dragons. Expect easy access to good supplies. It remains well defended for quite a while despite the conflict, though it may not stay that way...
4: Abandoned Temple- An old temple covered in overgrowth and lost to the nature of time. It has a small group of adult dragons that have accepted you under their wing, and will provide you with food and bed. It's hidden away from the rest of the world just on the outskirts of the swamplands, so don't expect to be attacked often. Expect for the temple to reach a crisis in the form of the earth nearly blowing up in the future, but until then there's bound to be secrets hidden away.
5: Warfang- Located in the high mountains, this is a refuge for warriors and military personnel. You'll have easy access to weapons and armor (which can be refitted for you). You will likely be trained in the art of war and sent to many battles, but it would be wise to make sure you don't get in over your head. Expect to be in the thick of things here.
6: Cheetah Village- Located in the the valley of Avalar, this spacious village is home to a group of hunter gatherers. Food is plentiful and you'll easily learn the ways of stealth and scouting. The head village chief Prowlus is exceedingly stubborn and strict, so your actions may have to be hidden from his eyes.
7: Ape Settlement- A small gathering of apes who remained neutral in this conflict. This place is very well hidden away from the hateful eye of the Dark Masters. You can be trained in the art of magitech and blacksmithing here should you choose, and Dragon Crystals grow everywhere near this settlement. It is not completely safe from other evils, however.
8: Free Choice- Hrm. You have a unique opportunity to pick any of the choices listed above. Fortune smiles on you this day.

ORIGIN:

Roll 1d8+15 to determine your age, while keeping your gender. You can pay 50CP each to specify either of these.
You can choose to remain as a human, or change your species for Free:
-Dragon: One of the most common races in this setting. They control a wide array of elemental attacks and are walking tanks of energy. They can both channel and absorb various magical energies, as well as restore their magic easier.
-Ape: This species is supernaturally tough and take a magical grenade to the face without suffering too much damage. They are quite strong and with time and training, they can reach sizes rivaling even a young adult dragon. They experience prejudice due to most of their race siding with Malefor and becoming addicted to arcane energies as a result, but if you prove yourself to the natives they will likely accept you.
-Mole: A race of small anthropomorphic mole people. They tend to be small, growing no bigger than a ten year old dragon at their oldest. They tend to be technical geniuses, and don't need magic to build great machines and architecture. The Dragons owe many of their monuments to the moles.
-Cheetah: A race of anthropomorphic cheetah-folk, they are fast and agile with higher senses than any of the other races. They also happen to be quite dextrous, which makes them excellent hunters. They try to remain peaceful despite the conflict brewing, but when push comes to shove they will fight.

Background:

What is your role in this world? Are you a new arrival, with no history in Avalar? A soldier trained or training for the conflicts looming ever closer? A palace born socialite, of royal stock? Maybe you just want to get away from it all and live in the woods? Whatever you choose, it is free:

-Drop-In
+No memories or instincts affecting your judgement
-No natural knowledge of this land
-No starting allies
You awake in the location you have selected, with your items packed away and your abilities at the ready. No friendly person knows you, but neither do your enemies know you either. Humans must take this background.

-Soldier
+Trained in combat
+Allies on your side
-Not a lot of free time

-Fairly rigid lifestyle

Whether you're a fresh recruit or an experienced soldier, you're in the army now, and with war on the horizon and raids happening regularly you are very likely to see a whole lot of action during your time here. At your discretion, you have either been selected to join the army and defend your starting location due to a sudden decrease in able-bodied defenders, or you can be an old hand at war, experienced to the point you are seeking a challenge in the conflicts to come.

-Noble
+Plenty of connections and riches to utilize
+Charismatic and have a way with words
-Not very experienced with battle
Even in a world with dragons, there are riches and nobility. You yourself are from a royal family with this background, on business for social relations between different areas. You are good with providing supplies and a line of communication to make things easier on everyone. You may get easily scared when conflict sparks, however.

-Outsider
+Comes with extensive knowledge of Avalar and its secret hideaways, including specialized knowledge of your location and surroundings
+Good survival skills and a sense of direction
+/-Little in the way of direction, just the road and your pack
+/-Little social contact
-Things can get dangerous in the wilderness
-The bad guys won't take it easy on you, because they're the bad guys
Perhaps you are a modest traveler with a strong desire to explore the world; there's a multitude of trails and ruins and other such things, and you want to see it all. If this is you, then you're currently taking a pit-stop with the locals, deciding it would make for a good base of operations before you move on. Maybe you just want to be away from the hustle and bustle of the cities, or just people in general - that's fine too. A quiet cottage in the wilderness close enough to your starting location that you don't need to worry *too* much about bandits, but far enough that you'll rarely see another living soul is now yours. Either way, you enjoy your solitude, and just getting away from it all.

Background Perks:

A world of dragons and magic is undoubtedly a dangerous place indeed. You might want a look at some of these skills to help out.

-Flight Training (Rated Free: For Everyone): Flight can make things much easier! With this you have gained the knowledge to skillfully maneuver in the air upon your wings as though you were a natural. Should you use a machine instead, this increases your proficiency in piloting to let you keep up with said winged beings.

-Medical Knowledge (100CP) (Free: Drop-In): You know how to knit wounds, and keep them closed. This also means based on race you can heal your own kind and one other race to an immense degree. You know how they tick, tock and snap. With the right tools you could heal someone on the brink of death.

-Crystal rewiring (200CP) (Free: Drop-in): Jury rigging anything with a power source to run off of dragon crystals is surprisingly simple and quick for you. Granted it's a rush job and not the most optimal but it only takes a couple minutes and some tools. With more understanding of magitech you could spruce up any device to run off of dragon crystals. Doing so will enhance the functionality of the device somewhat depending on the crystals used. You will be able to run it for longer on green crystals, and you'll find it is far more durable and longer lasting when powered by red crystals, it will even function more efficiently if you use blue crystals.

-Narrative Causality (300CP) (50% off: Drop-in): Every story has a narrative, genre, and philosophy to follow. You gain an instinctive understanding of narrative constructs and conventions. Making you great at making up stories and tales. But it also makes you very aware of how other worlds treat consequences compared to your own world making it much easier to blend in and spot when the genre and philosophy has changed. This helps prevent you from making terrible decisions.

-History Buff (100CP) (50% off: Outsider): In a world of ruins and temples, a world with magic at its very core... there are bound to be things lost to history. With this, they are not lost to you. Ancient technology and magic are just waiting for you to find them, whether they be beneficial or detrimental. You'll find it much easier to dig through records for ancient legends, and sniff out the snippets of truth from the volumes of lies. Finding those long forgotten secrets once out in the field will also be easier than it otherwise might have been.

-Navigator (200CP) (50% off: Outsider): Avalar is a big place, but you're exceptionally good at finding your way around it. Whether trekking across snow capped mountains or odious swamps you'll almost never get lost, only something intentionally designed to mislead or confuse people such as a maze could even hope to impede your sense of direction. Even in a maze you'll be able to flawlessly remember the way you've been, including knowing for certain that this wall wasn't here last time. As an added bonus so long as you work on it while you travel, you can draw some quite accurate maps of rather good quality.

-Shamans and Witches (300CP) (50% off: Outsider): Dragon Magic and Magitech aren't the only thing in this world. Rituals, Alchemy, and Spirit talking. Cast curses, and blessings, create

love potions, and deadly poisons, as well as make charms to ward off evil. With preparation you can have a contingency plan for just about any occasion. At its most powerful you can Seal away great evils, or curse entire armies into being magical vampire spirits. You might even be able to reach ancient spirits to impart invaluable knowledge as well as predict the future. With proper prep time, power and ingenuity you could do a great deal of things.

-Motor Mouth (100CP) (Free: Noble): Sometimes it's not the one who draws their weapon fastest that wins, but the one who can finish their points soonest, and the vast majority of the time, that's going to be you. You can speak several hundred words per minute with ease, and approach world record speeds if you actually try to speak quickly. Even at these high speeds you can maintain your verbal eloquence and your verbose vocabulary, always articulate and never getting tongue tied.

-Profiteer (200CP) (50% off: Noble): The ancient art of spotting a chance to make deals and contracts is not lost on you. Your haggling skills become quite sharp, and have a 6th sense for scams or bad deals. You read the fine prints, fine print on a contract and no amount of legal jargon and flowery distracting prose never sways you. This also extends to gauging the value and price for people, things, and services with frightening accuracy.

-A Matter of Perspective (300CP) (50% off: Noble): Time, in its entirety, is very, very, *very* long. When you operate on that sort of scale it can be hard to keep track of the little picture, and when you don't it can be hard to keep track of the big picture. Fortunately for you, you can easily keep both in mind, and your ability to plan now effortlessly takes both into account. This means all your short term plans will help with your long term plans, even if it's a very minimal effect, and all your long term plans will include steps to help out a good deal of your short term plans.

-Does this look like the face of mercy? (100CP) (Free: Soldier): Why are you even in combat with a face like that? People tend to underestimate your threat level to such a degree that your enemy might even ignore you out of pity. You can put up quite the ditzy, innocent act quite well, so well that others might dole out information, possibly even helpful advice or items. When you let out your true nature/power you give even the most fearsome foe hesitate in shock. Don't expect to pull this facade twice once you do however.

-Martial Training (200CP) (50% off: Soldier): Regardless of what form you take, the art of war transcends all species. You now have at least a basic proficiency at combat in any form you take, and with only a bit of effort you'll be able to translate fighting styles across between forms. Sure it may be a bit harder to use a sword style without hands, but you're resourceful, I'm sure you'll figure something out.

-Beginners Luck(300CP) (50% off: Soldier): We all make mistakes when learning new things. It's only natural. But for you it's a blessing. When learning something new your mistakes turn into astounding bounds of insight or success. Your luck even extends to anything you're

learning about. The more clueless the better these helpful stumbling blocks become. It would practically be plot armor if you somehow managed to forget everything.

Racial Perks:

So you wish to have the power this world has to offer, hrm? Provided you're willing to pay the price, there's many roads to power here.

-Shape Customization (Rated Free: For Everyone)
Unsatisfied with the vague descriptions and what being a dragon (or otherwise) in this Jump means? Don't worry you gain a couple of much needed perks to improve your alternate form in the world. Didn't choose dragon? Doesn't matter it can still benefit you. This will guarantee your survival if you were dumb enough to choose this place first [barring extreme drawbacks of course]. All your options will be explain in the LoSS supplement.

-Elementalism (200CP) (Free: Dragons*) (50% off: Human): The power of the elements flows through you! This can differ depending on which species you are, but the results are bound to be quite destructive regardless of what you do. You can choose out of a list of elements and can take this perk up to three times. Aether sidesteps this rule in that you can purchase both halves of it even if you reach the maximum of 3 elements. But you must pay 200cp for each half if Aether light and dark don't fill those first 3 slots. The Aether is split in half Dark and Light and must be purchased twice to gain the full benefit.

*Dragons get one element for free, but must pay 100CP for their second element and 200CP for their third element.

-Unbreakable Will (200CP) (Free: Dragon) (50% off: Ape): Your resolve is stronger than steel. It is next to impossible to break your will with words, and the overwhelming odds are just a greater challenge in the face of your fighting spirit. So long as you have a working body, it's extremely difficult to impair you mentally or spiritually.

-Dragon Time (300CP) (50% off Dragon): Time slows to a crawl but not your thoughts. This can grant much needed time to think and contemplate a solution in a tight situation. Think of this as the draconic equivalent to bullet time. It only lasts for a rough estimate of 3 minutes with a half-hour cool down time. With time and effort you can cut cooldown in half and triple the effective time.

-Elemental Training (300CP) (Free: Dragon) (50% off: Human) *Requires Elementalism: You have taken to the manipulation of forces beyond the self, and you have proven your affinity in them. You gain additional skills and methods to utilizing your chosen elements, including a Fury move that can affect the world around you. This can either be beneficial or harmful to your surroundings depending on your choice, but Fury moves are quite draining and exhausting to use regardless.

-Elemental Synergy (600CP) (50% off: Dragon, Human): With this, the elements become as natural to you as breathing. Mastering the elements you have chosen is much less difficult, and with training you can even combine chosen elements or unlock new uses for them. It may be possible to mix any prior powers you have with chosen elements using this perk, but it will take a great deal of time and effort. When it comes to spiritual abilities, however, you'll find it extremely easy to combine your elements with such powers.

-Dexterity (100CP) (Free: Mole) (50% off: Ape, Cheetah): A new form is bound to have complications regarding hands; not so much with this. Gain a large boost in their balance and hand-eye coordination.

-Perception (100CP) (50% off: Ape): Forewarned is forearmed. You've got a keen eye for things, and your attentiveness to detail lets you read the body language of others enough to have a fairly accurate guess of what they plan to do. This attentiveness also lets you see through most illusions... most.

-Meditation (100CP) (50% off: Ape, Human): A powerful mind can mean all the difference out there. This allows you to enter a trance and clear yourself of inner distractions. For every hour you meditate, you gain increased healing and vitality for five hours.

-Supernatural Senses (100CP) (50% off: Ape, Cheetah): There is more to the world than the physical. You have attuned yourself to the other side of things, allowing you to sense the magic in the air, and even discern between different elements of magic by their scent and taste.

-Magitech Training (200CP) (50% off: Ape, Human, Mole): In a world of magic, someone was bound to meld it to technology eventually. You gain training on how to use magic as a power source for machines, and should you train your ability to make powerful variants will only rise. This grants formal training in the field allowing you to build wonderful little trinkets and tools with wonderful convenient effects. Adjusting something to run on magic takes a little bit of setup, and a few minutes with some tools, and will be stable and effective. More importantly, you can make fantastical devices such as lightning blasting cannons, platform/puzzling traps and locks, and simple machines out of wood and stone that perform as good or better than their metal counterparts.

-Warriors Pinch (600CP) (50% off: Ape): An Apes life is filled with war and strife. But it molds them into dangerously competent warriors. Even if an opponent has a clear advantage you

never falter or hesitate your senses, awareness, processing speed, reflexes, endurance and pain tolerance are dramatically increased when fighting. The tighter the pinch the bigger the boost. This effect extends to up to 20 other people within a 15 mile radius around you. This can indeed allow you to withstand damage far beyond what is normal for you.

-Silver Tongue (100CP) (50% off: Human): Words are an art to some people, and you happen to be an artisan. Social interaction and words come naturally to you, letting you come off as more trustworthy. This can also be used to make you harder to read and conceal your intentions.

-Quick Reflexes (100CP) (Free: Cheetah): You're fast. Real fast. Your reaction time and how fast you can respond to an action is dramatically increased.

-Heart of the Wilds (600CP) (50% off: Cheetah): You have lived alongside nature all your life, and have learned how to sooth its savage soul. No matter how wild or chaotic you are, you can seamlessly blend into forests, brush, and just about any other natural environment with just a little prep work and effort. You also know how to read the world around you, and your success at avoiding natural dangers, and finding the bountiful secrets and reclaimed ancient locales comes easily to you. You'll never have to worry overmuch about surviving in the wilds. By combining your abilities to understand and pacify nature you can also help calm things such as nature spirits or other entities that rule over nature, and will be far more successful than most at freeing nature from those that would control it and restoring it to its natural state.

-Architect's Eye (600CP) (50% off: Mole): Every structure has a purpose, a reason for being. When it comes to buildings you know exactly what to do and how to do it. This makes building stable, good looking, and comfortable buildings. This also extends to being able to know the who, what, when, where, and why of any non-weaponized structure. This expands the more you learn about other cultures, places, science, and technology. Eventually learn to build things to withstand black holes or places with non-euclidian geometry etc and not compromise your end goal [allowing something to survive in it]. This also lets you spot weak points, flaws, and exploits in design as well.

ELEMENTS OF MAGIC:

This world has an unusual set of rules when it comes to magic. Branches of magic become elements, bound to a particular affinity. If you're in a position to choose one, I suggest you read on your options:

-Fire: A common element, this allows you to regulate your internal temperature to a degree beyond normal limits. Heat resistance becomes impressive and you cannot be burned by non-magical fire unless it is extreme temperatures; placing oneself in magma is a possibility for

you. Magical fire is also resisted to an extent. You can coat yourself in fire to enhance your attacks, fire off explosive fireballs, and breath fire[obviously].The Fury Attack for fire involves a massive area of effect explosion lighting everything around them ablaze.

-Water: A once-rare element, it is now making a curious comeback. Users of this element can create high-pressure water jets and create adrenaline by forcing their blood to pump much faster. It is impossible for users of this element to drown, and they can withstand tremendous water pressure. The Fury Move for water involves absorbing the moisture from their surroundings and creating a land-borne whirlpool of water.

-Ice: A common element, they have the ability to regulate their internal body temperature much like fire, only in the opposite spectrum. They are incredibly resistant to the cold, and are extremely difficult to imprison within ice. Magical ice is also resisted to an extent. With training, their tolerance to the cold only increases and they have access to ice manipulation such as freezing foes on the spot and creating ice armor, or pillars. As a Fury Move, they can generate a sudden blizzard with pillars of ice forming around them.

-Wind: This element is unusual, seeing very little use until about half-way during your stay. It allows the user to fly at speeds up to Mach 2, and with training the flight can be made soundless. Air pressure becomes trivial and their body is altered so they need very little oxygen to survive. It is also through this element that users can bypass the issues of air friction and wind drag given enough training, allowing the use of dangerous high speed attacks. The element of wind is easily manipulated and controlled to do more than just enhance flight. The Fury Move for Wind creates a massive whirlwind which the air itself is capable of slicing things around them.

-Earth: Another common element. The nature of this element allows the user to become harder to knock off-balance, and can even become as durable as the earth itself. Users can also burrow through the ground for movement and gain enhanced physical strength. However, the true strength of this element lies in its ability to create constructs in their hands [or mouth] and fire concussive energy attacks. A curious application of this ability is using the element to naturally improve their durability. You could easily be mistaken for a rock golem if taken to the extreme. The Fury Move for Earth creates intense seismic activity in order to shape their surroundings to their whim, to an extent.

-Lightning: A common element, this allows the user to withstand and absorb electrical attacks of the non-magical variety, even redirecting them should the user train. This means they are immune to having their nervous system damaged from excess electricity, and with training can use this to speed their thought processes and reflexes tenfold. If they train themselves enough, they can learn to invoke certain conditions in others by exposing them to magical lightning. Their Fury Move creates sudden thunderstorms, bringing down bolts of lightning powerful enough to disintegrate those unable to withstand the voltage.

-Shadow: An element that has seen use with the rise of Malefor, Shadow allows the user to muffle any sound they make and meld with the shadows around them to blend in and remain stealthy. This has a side effect of making them more agile and capable of dodging faster attacks, and with training they can learn to generate more shadows around them. They can also learn to coat themselves in shadow to become selectively intangible or create their own short-range portals by traveling through coated objects. Their Fury Move generates a massive implosion of dark energy.

-Fear: Another element which has its origins with Malefor's rise. This allows the user to effectively weaponize the emotion of fear, creating subsonic screams capable of overwhelming all but those of strong will with crippling fear. Users become naturally intimidating, and can increase this with an aura of fear that can be toggled. With training, they can make their fear deadly by causing the body to shut down in fright, and become incredibly resilient to any effects of fear themselves. Their Fury Move involves a pillar of energy with swirling faces, causing those who look upon it without the right willpower to experience their worst fears over and over.

-Poison: The last Element to see prominence with Malefor's return. Despite being called poison it is mastery over the corrosion of the world around them. Users become a producer of poisons, venoms, and acids of all kinds. Doesn't matter what the material is a Poison user can weaken it. But truly adept users can give positive effects to others and curing deadly toxins. Eventually they have their very body become natural producers of deadly toxins at will, making them very unappetizing to many creatures that seek to feast on them. They also develop an immunity to various bodily impurities. Their fury move is a toxic cloud capable of decaying anything.

-Aether (200CP): Aether is a fundamental force in this universe it powers the cosmic forces of this universe and the creatures that inhabit it. While it's true that having access to both would grant immense almost reality warping power, that power only works in this setting: if you wish to keep it you must choose to stay. Beyond that, and beyond this jump, it lets you manipulate the inherent magic in yourself and others. It lets you manipulate the raw force of mana itself. Projecting it, moving it, transforming it into something else. Just note it cannot be used to destroy energy. Merely move it around. There are two halves to Aether Light and Dark. Normally this is reserved for a purple dragon who's truly mastered the terrestrial elements. But that's boring and this place needs a little shake up. So these powers I'll shortcut to you...for a price of course.

As another note Light and Dark Aether are specialize aspects of a whole. To truly master it one must have both. Pick one per purchase:

Light Aether: The power to heal, restore, and purify. This grants you insight into the healing arts. Restoring mana flow to those who have lost it, and purifying tainted mana. Using it offensively on innocent beings or indiscriminate destruction may be beyond you, but using it to create protective barriers is second nature to you. You can counteract corrupting forces and are very effective at destroying evil. Being a paragon of good however has rendered you almost

incapable of comprehending or understanding evil and negativity in general. Take the “Too pure” drawback for no extra points.

Dark Aether: The power to destroy, unmake, and corrupt. If you desire pure destructive power this is the way to go. With this you may twist those with inner dark desires to your whims. You can also unmake things, your beams of raw corrupted mana can break down the bonds that holds things together on an atomic level. Granted objects of higher density are harder to unravel. Destruction knows no friend only victims to its power. Using the very force of your will to crush the weak beneath your corrupted might. But such a boon is without its drawbacks. Without its other half to balance it out your emotions become harder to tame and your lust for power will remain unquenchable and this force is quick to take hold should your will slip. Take the “Drunk on power” for no extra points.

However should you take both the drawbacks cancel each other out as a testament to your inherent gift with Aether itself. But that comes with a distinct new problem. Powerful forces representing both light and dark will now have a distinct notice of your presence, take “The Call”, “Malicious Curiosity” and “Malicious Interest” for no extra points. This does not prohibit you from gaining the drawback cap boost from taking the full line of Malicious drawbacks.

Both Light and Dark can access a state of immense power gaining a huge physical boost to ability. Strength, speed, agility, regeneration and durability all gain a large enough boost to let even an 10 year old take on a small armada of armed experienced grown adults without much of a scratch. At first such a state would put you in a practical coma for days and that's after constantly fighting the urge to go crazy with the influx of power, But with some training from an experienced teacher or intense constant self training for hundreds of years you can be in this state permanently with little drawbacks.

GEAR:

Of course, what kind of world would this be if there were no items or equipment to help things out? Power does not make the person, after all. [Free items are free once. If a freebie and a discount are on one item then it is free once with a discount on second purchase, double discount means that item is free for that combination of race and background]

Any item marked with a * means they are 50% for Apes.

-Armor (100CP) (Free: Soldier) (50% off: Outsider): A standard set of tough armor that can help with normal attacks. This armor will grow as you do, and even adjust to fit your other forms if you change while wearing it or attempt to put it on after changing.

-Aether Cannon* (200CP) (Free: Drop-in): A magitech cannon that can be carried by hand. Enough power to sear a hole through 3 solid feet of concrete. As of now you can at best expect 3 shots before having to reload. The recoil on it is insane too. Powered by a Spirit Crystal.

-Basic Melee Weapon (50CP) (Free: Ape, Soldier): A weapon that does not have any inherent properties. Regardless, it is tough and will serve you well. With enough force, you may be able to break normal armor or tough scales.

-Not-So-Basic Upgrade (100CP): It looks like your melee weapon is a bit special now, as it will adjust it's size and grip to suit your form, either as you transform, or when you pick it up to use it. This includes forming a harness should you lack the manual dexterity to properly wield it.

-Basic Ranged Weapon (50CP) (Free: Cheetah, Soldier): A lightweight ranged weapon that possesses no outstanding features. Enough aimed shots can break most armor or scales, however.

-Not-So-Basic Upgrade (100CP): It looks like your ranged weapon is a bit special now, as it will adjust it's size and grip to suit your form, either as you transform, or when you pick it up to use it. This includes forming a harness and an aiming/firing mechanism should you lack the manual dexterity to properly wield it. It's ammunition will also adjust in size under the same circumstances.

-Enchanted Armor* (300CP) (50% off: Human, Soldier): When picking this armor, select one element. This armor now becomes immune to all elements but the one you have chosen, which affects you with no defenses. This armor will grow as you do, and even adjust to fit your other forms if you change while wearing it, or attempt to put it on after changing.

-Enchanted Weapons* (300CP) (50% off: Human, Soldier): A ranged or melee weapon that has been altered to channel the elements. With enough focus, one can utilize attacks of pure magic with it. It will adjust it's size and grip to suit your form, either as you transform, or when you pick it up to use it. This includes forming a harness and an aiming/firing mechanism should you lack the manual dexterity to properly wield it. If you wish, you can apply this benefit to any one melee weapon or a ranged weapon no larger than a rifle or longsword.

-Dragon Armor (300CP) (50% off: Dragon, Soldier): This set of three armor pieces cover your head, limbs, and tail/spine, and each piece has a special magical buff that will boost something by a reasonable amount. When you wear the full set you'll get another, extra buff, on top of the individual pieces enhancements. All three pieces will adjust it's size and grip to suit your form, either as you transform, or when you pick them up to use them. For each set of armor you purchase you can pick one of the following stat buffs for each piece, and one of the set bonuses to gain when wearing the entire set. You cannot wear multiple pieces from any of these armour categories at once.

Parts - Pick 3 per purchase:		
Boosts the damage dealt with physical attacks such as claws or bow and arrows	Skill at disarming foes is improved considerably	Slightly extends the duration of negative effects upon enemies
Improved durability of your entire body	Visible recovery of wounds - can't help with missing limbs	Causes enemies to take a small amount of damage after every hit
Increased potency of elemental effects, doing more damage and working more efficiently	Increased mana regeneration	Improved twitch reflexes, letting you block and dodge noticeably faster

Set Bonuses - pick one per purchase:
Allows the wearer to unleash a large blast hurting only the enemies around them
Wearer cannot be stunned or dazed
Attacks can poison enemies, doing damage over time

-Steam Gun (100CP) (50% off: Mole, Cheetah): Get your steampunk on with this item! This grants you access to a steam- powered pistol with various types of ammo. Needs regular recharging, but you will look classy with this. It will adjust it's size and grip to suit your form, including forming a harness should you lack the manual dexterity to properly wield it.

-Bag of Gold (50CP) (Free Three Purchases: Noble): Money! Currency rarely hurts in starting out. This item grants you a bag of 300 gold. That's enough to keep you going for a fair while, but not a fortune or anything.

-Survival Kit (100CP) (Free: Outsider) (50% off: Soldier): It's a dangerous world out there, and you may not always be near civilization. This pack carries all the basic tools needed to survive in the wilderness.

-Ruck Sack (100CP) (Free: Outsider): IT'S A BAG. Not just any bag. A bag that has far bigger carrying capacity than it should. It's also magically insular so that things don't get damaged from the bag catching fire, freezing, or being wet. Despite it carrying the capacity equivalent of 5 full grown human adults. The weight is cut to a 1/3rd as far as carry weight is concerned. It even comes in stylish garnish or dirt ugly potato bag if you like.

-Medical Kit (100CP) (Free: Drop-In): This medical kit has supplies to heal just about anyone of nearly any injury or common disease. The size and capacity of the kit is determined according to your race, including a quick reference guide on how to deal with common issues. Don't worry

about restocking it yourself, as it refills daily. It has enough supplies to help up to 12 other people. It comes in a small box and is almost weightless. You can choose the kits visual design, should you wish to.

-Holographic Map (100CP) (Free: Outsider) (50% off: Drop-In):A small cube with a button on the side, this item is capable of giving a map of about 1000 kilometers around the area. It may not be up to date during some events.

-Heirloom (100CP) (50% off: Noble): Being of a proud lineage as you most certainly are, it can be useful to be able to convey your important heritage in some manner. Unfortunately, many cultures use different things to display their status, so you need something that will work across cultural barriers, anywhere across Avalar. This, is just such an item. Whether you want it to be a necklace or a ring, a fancy hat or a shiny cufflink, this item is specially enchanted to make all who gaze upon you aware of your social standing, and by doing so inspire respect and admiration among those who witness you. Do note that although it conveys a minor feeling of importance on its own the effect works best if you actually do have social standing for it to convey.

-Magitech Tool-kit (100CP) (Free: Mole, Human) (50% off: Drop-in): Cross-poly-majigger? Check. Ruby readout rod? Yep. Silicone sand slider? Of Course! This box of fancifully named gizmos and gadgets contains everything you need to get started on your own magical rewiring or crystal based conversions. These tools will make performing any sort of magical engineering, or magical technology jobs so much easier you'll wonder how you ever did anything without them. Or why you didn't have them earlier, at least. For peace of mind they will reappear in the tool box after about an hour if lost or destroyed, and the box itself will wind up in your warehouse after a few hours if anything happens to it.

-Golem (200CP) (Free: Mole): It's a friend in a box! Choosing this option grants you your own non-sapient golem with several command protocols and a manual on how it works. It is capable of taking complex orders from you, provided you make it aware of your intent. It can take simple orders from others, but your command will always override their own. Weapons and utility options are not included, you will have to supply that on your own.

-Green Chains (100CP) (Free: Dragons): Contrary to the name, these are actually a matching pair of snakes made out of what seems to be jade, but is in fact solid magic. At your command they will come to life and wrap around the necks of two beings, and then resolidify. Once this has happened, it would require immense magical might, or godly physical might, to remove. More than a fashion accessory though, these two necklaces will form a glowing green energy linking the two held by them, stopping them from moving more than a few meters away from each other. You, or whoever places them on someone, can tell them to come off, which will make them come to life and slither back to you. Should they be broken or lost you'll find them in your warehouse the next day. Also comes with the knowledge on how to make a tether, a fragile

magical object that will create a black energy that latches onto the green energy chain and stops those wearing them from moving too far away until it is broken.

-Steam V2.0 (200CP) (50% off: Ape): Based on a deadly locomotive, this suped up death train is a mechanical marvel. Armed with a burning charge, and fiery side exhausts, this upgraded version of the Conductor's vehicle is capable of off-road travel, and is covered in spikes and metal blades. A terror on wheels, it is capable of extremely fast acceleration, and surprisingly sharp turns. Although you need to shovel coal into the engine for it to run, it comes with an effectively limitless box of it, which is to say any coal burned in Steam V2.0's engine will almost instantly be replaced, while coal taken for other reasons won't be back for a day or two. You could fit two or three people in the engine room.

-Carriage (50CP): Purchasable multiple times, each one gets you an extra off-roads train carriage, capable of holding around a dozen people. Each one comes with three small cabins, and you can have one come with an untended bar/cafe which will restock with generic food and drinks every few hours. Each carriage also comes with an enchanted toilet cubicle.

Comfy Carriage (50CP): Although this type of carriage cuts down on the carrying capacity of each individual carriage from a dozen down to three, each of those three now get a (very) small room to themselves, with a bed, desk, and a small lounge seat. Alternatively it can have a single cabin, complete with double bed, cupboards and dressers, study space, and a seating area.

-Cargo Carriage (50CP): Rather than seating, you can have the inside rigged to safely transport cargo even at the rather unsafe and sometimes unstable speeds Steam V2.0 can go. Once secured, things held in these carriages will stay still until the train stops, or someone opens or breaks the bindings holding it down. Perishable goods stored here will last a supernaturally long time before they even begin to spoil.

-Gunnery Carriage (100CP) (50% off: Soldier): Armed with several cannons, or a pair of catapults or ballistas, this carriage is more an open air military platform than a traditional carriage.

-Soarboat (100CP) (50% off: Mole)*:That's Literally what it is a finely crafted wooden Sailboat. It's incredibly Fast if primitive since it still largely relies on air currents to Go anywhere within a reasonable timeframe. However with a little tinkering it could easily rely on other propulsion and power sources. It can occupy one fully grown Dragon. Did I forget to mention this sails through the air and the water? Forgot to mention that it's pretty normal here. Being a fishing ship and all it doesn't have any offensive capabilities whatsoever but it makes up for it with its impressive agility and above average top speed from its sleek design.

-Soaring Galleon (200CP)*: Wanting to travel in style eh? This flying ship is of the top quality and comes with full furnishings and living rooms for up to 200 occupants individually and is accommodating enough to house a little more than double that with a little fiddling. Just like the Soarboat it can be easily modified to do far more. Magically or otherwise. It's not designed to fight so much as transport materials and people across large distances. Think a luxury cruise

liner. It's designed for comfort and transport so it's the most balanced of the 3 ships. It has a little bit of offensive power, a little bit of speed, and a little bit of agility.

-Soaring Frigate (300CP)*: Much larger than the Soaring Galleon it is outfitted with a variety of cannons, gunpowder etc. It's Designed with a metal reinforced hull and can stay in the air despite taking holes you can drive a car through. It's less accommodating and comfortable but can hold up to 300 crew members the rest of the space is reserved for weapons and repair materials. It's the least agile of the 3 ships but amazing top speed and unparalleled offensive power able to take on a small fleet and come out relatively unscathed, provided it's manned by a good crew.

[*Note: Purchasing either ship grants you knowledge on how to build, repair, and maintain 19th century Ships of their respective types and the secret to allowing them to fly.]

-Training Room (200CP): Installed into your warehouse is a large square room. This is a standard training ground for creatures of all shapes and sizes. This greatly helps with training mundane abilities and techniques. Comes with a 3 dozen indestructible training dummies that can come to life and simulate nearly any enemy you've previously faced, from kaiju to bugs.

> -Dreamscape Training (200CP, Requires Training Room): This greatly expands the possibilities of your training and it also improves magical, or supernatural abilities. It can unlock deeper aspects of your mind and spirit by making you confront personal demons and fears. It even simulates dungeon crawling and enemies more accurately. It can also be accessed remotely through your dreams. Very useful when something tries to invade or corrupt you in your dreams as you can literally fight them off. This extends to your companions as well.

-Pool of visions (600CP) (50% off: Drop-in): You gain a replica of the pool of visions installed into your warehouse. It's primary function is to remotely show locations of interest and the path to get there. But it has a secondary function. You can use it to see the strings of fate for yourself or others. The more important to the plot you become the more accurate it gets at predicting the future. At peak performance it can detail important events as far as half a year. Don't rely on it too much as it can be screwed up if you sit outside the hands of fate.

FRIENDSHIP:

Lonely? Don't fret your little heart. For you have garnered some friends in this world willing and eager to travel the world(and beyond) with you! If they live long enough throughout this whole ordeal, they can join you on your quest for adventure. As a note they can learn new things given time and effort. On their own or through you they will grow and change with time.

-Companion Import (300CP): You may create or import up to 8 companions who each get 300CP, a background, race and use of the racial supplement (the LoS Supplement is free). If you want them to get something outside of that you can pay 100 more CP to give all of them an extra 300CP to work with.

-Fairy or Dragonfly (50CP): These chipper little fellows will follow you around and give advice. While not the most powerful they can light the darkness and can help keep your head clear and focused. They are immune to the effects of mind alterations. Learning new magics is second nature to them, and have a strong hidden reserve of magic within themselves.

-Mole (100CP): Smart, resourceful, and diligent they can be quite the inventors if you give them the right materials. While they don't offer much in the way of battle they make up for it with their amazing trinkets and devices. They are explorers at heart and work best when adventuring. Expect them to learn at a surprisingly great pace when it comes to learning non-lethal tech. But they have a hard time grasping the art of combat.

-Apes (100CP): Gruff, focused, and stoic these guys focus on finding new ways to kill things. Their tech is entirely combat focused. Relaxation is difficult for them after having seen war most of their life. Given time they can learn how to adapt anything magic based into their weapons. Trust your tech with them they will make it near immune to magical influence heck even powered by it. As war veterans and ostracized for their past mistakes they find it hard to fully trust you if you're a Dragon. But that just means you'll have a stronger bond in the end right?

-Cheetahs(100CP): Clever, Secretive, and loyal these guys focus on stealth and hunting tactics to get things done. While they lack tech and dragon magic they make up for it in their superior learning ability. They can be taught damn near anything. Give them enough time they can cast spells, or wield a gun, or learn biochemistry. Also if you get stuck in a situation needed for survival they will always know exactly what to do. They hold a "small" grudge with the apes and don't find dragons all that trustworthy but they have a strong respect for humans and moles.

-Dragon (150CP): Noble, naïve, and head strong is a blank slate in terms of specializations. They come in a huge variety of powers and abilities and come with two and only two elements. While not on par with you and cannot learn more elements (This is mildly negated with the purchase of the full Dragon racial tree if you gave them CP to spend) they are still capable of growing and changing as you do. Though without the template they are barebones in terms of power. Though they are far more experienced than you are in terms of their respective elemental usage. If your elements fall in line they'll teach you to the best of their ability. They hate apes with a burning passion, find cheetahs annoying and have a strong kinship with Moles. They are unruly when it comes to shifting forms. Good luck convincing them otherwise.

-Canon Companion (100CP): Wanna take a friend on adventures across the cosmos? Well HAVE NO FEAR! To prevent weirdness of trashing the canon too much they don't get access to

perks, items, or shape customization here but the option is actually quite cheap as a trade off. Save for the big bad (see drawbacks on how to obtain him) you can choose anyone within the canon to drag them along with you for adventures. As a bonus you are almost guaranteed to run into them and hit it off. Even if it doesn't make much sense don't worry jumper it'll work out, I'll make sure of it.

COMPLICATIONS:

Not enough power? Well more power can be yours provided you're willing to take on complications as a result. 800CP worth of drawbacks BUT if you take tiers of drawbacks you can gain up to 1000cp if you take up the chain fully. Mandatory Drawbacks don't contribute to the CP total.

-Suspicion (+100CP): There is something off about you, and it has not gone unnoticed. Most feel uncomfortable around you, making you appear untrustworthy in their eyes. You will not have an easy time asking them to assist you, and things can get far worse if they realize you're not from around here.

-Unnatural (+100CP):That air of distrust is strengthened to the point that anyone you meet instinctively knows you’re not from here, even animals dislike you. Companions, and those with strong willpower aren’t affected by this.

-Blindsight (+100CP): Your arrival in this world has gone a bit awry. Your eyesight has suffered for the worse, and while you can obtain corrective lenses for them your eyesight will never recover fully in your time here.

-Bound Together (+100CP): Sometimes you just want to be close to someone. Other times you want some time apart. Both are perfect normal. Unfortunately for you, you’re in for ten years of the former, ten whole years without the latter. You and one companion have both received a fancy new necklace that is both irremovable and unbreakable. For your ten years here you’ll find it extremely hard to move these two necklaces more than three meters from each other When you are three meters away from each other you’ll find a glowing green energy forms between the necklaces, stopping them from going any further except with extreme effort, which will only get you up to another two meters at the absolute limit, and only then if you really put your all into it. Hope you can get along with this companion, because you’re stuck together for ten whole years.

-Amnesia (+200CP): Things are REALLY odd now. You have no memory of this world whatsoever, regardless of your background and origin. Expect to be confused and in danger a lot of times from having a lack of understanding.

-Gritty Realism (+200CP): Something is rather off about this world. Everything is so...dark and gritty. The edge is strong with characters and it'll be a lot more brutal and gory about how it handles combat. Heroes are a tad less heroic and villains are a lot more ruthless. Though the plot surprisingly remains on rails, just don't expect sunshine and rainbows along this journey. Instead of a happy, friendly purple dragon, Spyro is a serious, no-nonsense kinda guy, and even Sparx has picked up a rather dark sense of humour. Take care jumper for ow the edge has never been more appropriate than it is now.

> -Spyro's Kingdom (+300CP, Requires Gritty Realism): Have mercy on yourself jumper for you're entering a realm of hurt. Instead of your standard timeline you shall end up in an alternate very gritty future. Here Spyro and Cynder rule over dragon kind side by side as King and Queen. Their peaceful kingdom is in grave danger, as soon an ancient evil long forgotten will reawaken and the world will feel its wrath. You will have only one year's time to get your bearings in this new world before the Dark Master makes his first appearance, an event you cannot prevent. Spyro is far more competent in his abilities than he may otherwise have been, but so is the enemy and their corrupted armies, as the centuries incubating have caused them to become far more dangerous than before. This war will be long and terrible with a very high death count, and you won't be leaving until the war has officially ended and peace has reigned for a year and a day. Although Spyro and Cynder's kingdom is the primary target of the forces of darkness, you'll quickly find yourself rocketing up to the second spot, due to continuously stumbling upon the Dark Masters soldiers, or due to them stumbling upon you and attacking.

-The Call (+300CP): When you arrived in this world, beings of power took notice. These very beings have sought fit to arrange for you to meet Spyro himself, to go where he goes and to engage in his adventures with him. Your time in this world becomes much more dangerous as the forces of evil see you as the easier target, and the Chronicler more often than not will see you as a means to an end for Spyro's journey. Do not expect an easy time at all. Also if Spyro is killed you fail this chain and go home.

-Drunk on Power (+300CP): The magic... it's so intoxicating. You feel like you can do anything. ANYTHING. The influx of magic has made you quite reckless and full of yourself, leading you to make actions you would not normally make. You become over-reliant on magic and eager to boost your own power, making you far more susceptible to arcane corruption as a result.

-Too Pure (+300CP): You seem to have lost your edge somewhere. The world seems bright and vibrant, full of wonderful goodness and life just waiting to be tapped. It just needs a hug and words of encouragement! Your positivity is bright and shining willing to look on the bright side and trusting others on blind faith. You also tend to be self-sacrificing often to a dangerous degree. Take care others of more dubious intentions takes advantage of your unwavering innocence.

-Malicious Curiosity (+300CP): Your entrance into this world did not go unnoticed. The Dark Master, Malefor has taken an interest in you, expect to be the target of many coordinated

attacks from his minions attempting to bring you to him. And if you manage to evade him long enough he WILL come to you personally if he ever escapes his imprisonment. Luckily for you he doesn't know the full scope of your abilities he just knows you're not from around here and it piqued his scientific interests. He's exceedingly arrogant, manipulative, and selfish if you play your cards right you just might escape with your life.

-Malicious Interest(+300CP requires Curiosity): The Dark Master has managed to glean more specific info on your foreign nature and knows you possess power. He doesn't know exactly what just that you do. He will use far more resources to bring you in. He wants absolute control and having an unpredictable source just won't do especially if this source may be more powerful than him. He won't be nearly as lax as before and considers you a threat to his plans. He'll let you live if you become his underling. If you know what you're doing you could backstab him before he backstabs you.

-Malicious Obsession(+300CP Requires Interest): He knows with absolute certainty that you have the power to jump and that your powers are not of this world. He wants it and he wants it BAD. You officially are a big enough threat to warrant him to try and corrupt and subjugate you by force. If he succeeds and you don't break free of his control in 10 years then it counts as staying, and if you both get sealed away then it counts as death. He still will prioritize destroying and remaking avalar over you however. The plot being your only source of defense, and he doesn't know the full extent of your foreign abilities.

-Malicious Nemesis(+100CP): This guy just doesn't know when to stay down! Either the ancestors underestimated his ingenuity or if they're just incompetent. Malefor is still a persistent threat even after his imprisonment with new evils wanting to bring back the Dark Dragon in exchange for power. If taken with the other 'Malicious' drawbacks he will have almost completely lost his mind to the power of Dark Aether becoming a feral monster only concerned with power and...you. It's the only thing that kept him from fading his desire to obliterate you. Expect to be targeted constantly. On the last day he will attempt a last ditch effort to destroy you, just him vs you and your companion(s). If you lose he takes your place in the chain and you get sent home. Don't worry he doesn't know where you live… at least not yet.
*Note: If you manage to weather 7 years worth of Malefor's wrath(Take Malicious Curiosity, Interest, Obsession, and Nemesis) then you gain him as a companion. Despite being a shadow of his former self in terms of power he still is a fountain of ancient knowledge on metaphysics, magic, and technology. He still hates your guts but having his pride, power, and purpose stripped of him has deeply humbled him. He has been given a second chance knowing his ironic fate of being forever bound to another who will always be stronger. Will you be the one to show him what it means to be a hero or at least less of a dick? (He shall be given a new body via the shape customization to your specifications)

-Beyond the darkness (+600CP): The realm that the Dark Master was sealed in? He wasn't the only one locked away. And the events of his escape and other near earth shattering events has weakened the barrier between worlds to the point that other powerful otherworldly horrors has

begun to slip in between the cracks. And it will only get worse ultimately ending in reality falling apart. Surely there must be someway to fix this problem

-Crisis of Two Jumps (+400CP requires Beyond the darkness): As a foreign entity yourself your entry into this world has opened a tear not only to the realm of convexity but the last world you've been to. The two worlds are ever so slowly collapsing into another. Even if this is your starting jump the last world rule still counts. If either world gets wiped it's game over and you go home. If your home world happens to get wiped? Then this will become your new home.

*Note: If you succeed in preventing the end then this world and your home world will forever be linked should at any point your Jumpchain end prematurely. This realm will remain accessible to you and anyone you wish to cross with you forever. A nice consolation prize just in case. Should you die and be sent home while your home was the drawback target. You still lose the chain but the drawback will continue until you fix it and still gain its bonus should you succeed. Other than that special case standard loss conditions still apply.

-Imperfect Specimen (+300CP): Not everyone is born perfect, or even normal. You unfortunately had gotten the short end of the stick when it came to your race. Dependent on what race you chose you gain something that severely handicaps your niche.

Ape: Apes are born hardy, strong, and large. You on the other hand got the short end of the stick. Not very tall, strong, or tough, You can't even compete with the smallest of your fellow brethren. Expect to be ridiculed by essentially everyone ESPECIALLY your own kind.

Cheetah: To a Cheetah stealth, speed and precision is a matter of life or death in their world. For you however you can't seem to do any of the three right. Any attempts at being sneaky fails miserably, you tire easily and your legs constantly cramp, your eyesight is just laughable having to work nearly twice as hard to make up for your terrible eyesight.

Dragon: Many dragons take considerable pride in their wings it's many take it for granted going so far as to believe it is the one thing that separates them from the common lizard. You never had wings to lose and that just doesn't sit well with many. Expect for the more prideful Dragons to jeer and mock you about your condition and most others to keep their distance.

Mole: Moles are the master architects of Avalar praised and respected for their amazing creations. The same cannot be said for you, as everything you attempt to build becomes a health hazard, the curse of your creations always bursting into flames even if they have no business doing so. Expect to be avoided like the plague and causing mass hysteria whenever you attempt to even help on any project.

Human(unchanged): Being the only human in a world full of supernatural monstrosities must be tough. But you never seem to catch a break as creatures seem eager to know who and what you are even though you are utterly unremarkable. This problem compounds when a second

human enters the picture and he’s evil. Making the other races to distrust you immensely, some might attempt to end you ‘before it becomes a problem’. Even if you’ve proven otherwise constantly.

END CHOICE:

Should you manage to survive these ten exciting years here, you will have one of three choices:

1. Go Home: You've had enough excitement, and opt to return home. You wake up with all your powers, skills, and equipment. Let the world quake in your presence.

1. Stay Here: Perhaps the magic calls to you. Or maybe you just feel at home in this world. Regardless, you opt to spend the rest of your days in this world.

1. Move On: Ready for the next journey? Collect what you've gained so far, and prepare for whatever lies ahead...

-As a nice farewell gift you gain a new section to your warehouse. A Crystal Garden. These crystals will regrow within 5 days of being used. And are an impressive light show of colors. While they don't grow outside of the warehouse they can be used however you see fit otherwise. There's enough here for you to experiment on and use to your hearts content. Given time you can seed the earth with new energies and grow new varieties of Dragon Crystal.

NOTES:

-When this is over, you are capable of shifting between human and your non- human form from this jump, if applicable.
-The Crystal Garden rewarded at the end of the jump grant 100 hand sized units of crystals each. The energy contained in each can power a small town for 3 months. Provided no power is wasted and the energy efficiency is maximized. Yes they are more powerful than most in setting dragon crystals. But Spirit crystals [Blue crystals] are Aether straight from the source. You could accidentally heal (Red dragon crystals) or restore energy (Green dragon crystals) to something if you power a weapon with the other two without something to convert their energy function into something else. This only applies to the initial Clusters already there. You're going to have to

provide a potent concentration of said energy for it to grow an appropriately sized Crystal. Remember it synergizes better with magical or spiritual energies than more scientifically sound ones. So Radiation would take far longer and more energy than Chi would comparatively to provide Crystal clusters roughly on par with the ones that come default to the garden.

-Should you select dragon, your draconic form's "real age" is determined by how much time you have spent in dragon form. This time starts when this jump begins begins.
-Remember Dragon elements are incredibly flexible and are capable of far more than what's listed in their description with proper training and experimentation.
-Dragons from across all walks of life and time periods have made their marks on history besides the purple dragon from good old fashioned hard work and creativity. You can too jumper.
-The Chronicler is a being of immense wisdom having access to the life stories of countless creatures from around the world. When they live, when they die, when a major event occurs. This being exists on an island that only enters this reality from its dream like pocket dimension when the world is in grave danger so the main heroes of the age can come and seek guidance and shelter. The Chronicler is more of a position passed down to those who are worthy (Mainly those who are deeply positively connected to the purple dragon in the first place). If you go drop-in your book won't be recorded. Only through your interactions with others will you be noticed. However if you have chosen a background then expect to have a rather odd entry in the books.
-Malefor is the big bad of the setting, with all the evil that entails. Although generic and lacking in overall flavor. He's the purple dragon of the last era, and inventor of several new elements never before seen. (Poison, Fear, Wind, and Fear)AND taught a race of stone age era Apes to fight on par with the dragon race using dragon crystals in less than a 100 years (And curse them with ghost skeletal magic based vampirism once they outlived their usefulness for a better artificial dark dragon crystal army). Outplay fate, create his own purple dragon equivalent, survive a mountain falling onto him, and for a brief moment successfully blew up the world with his inventions. While you can get on his good side he will inevitably betray you (And he WILL blow up the world). All the while a master manipulator who only lost due to his own hubris, master of Dark Aether which grants him the ability to corrupt others obliterate objects on an atomic scale and manipulate/corrupt nearly anything he desires. Also if you have any Evil companions and you intend on fighting him You better hope they have immunity to his influence as he will draw them to his service. You included jumper of possible evil alignment.
-Seriously don't let him have his way. You won't lose the chain if he wins. Just remember by default, barring interference from you or drawback shenanigans, will lose.

Change log:
Updated info for Crystal Garden
Updated Ice, Fire, Earth, and Electricity descriptions
Updated Convexity and is now Aether Light and Dark
Corrected some formatting and grammar errors
Updated/beefed Medical kit and Aether Cannon

Beefed dragon time slightly
Changed the age/gender purchase slightly to not charge you for both if you only intend on changing one aspect
Aether Cannon now free to Drop-in instead of Wanderer. Wanderer's now gain a new background appropriate item “Rucksack”.
Added a “Too Pure” drawback
Added a loss condition to “The Call”
Removed any references to Skylanders
Updated Malefor's notes with the new lore
Added details on light/dark/Aether mode
Clarified Elementalism when it comes to Light and Dark Aether

6.0 changes
Fixed the header
Elemental Synergy now finds it easier to combine elements with spiritual abilities.
Clarified Malicious Interest being separate from the other Malicious drawbacks, but with a benefit for taking all of them.
Renamed Aristocrats to Noble.
Clarified Bag of Gold is free *three times* for Noble.
Some Gear now adjusts sizes and slightly changes shape to suit your alt-forms. Upgrades added to some items to let them do the same with an additional purchase.
Merged New Recruit and War Veteran/Warrior into Soldier background.
Merged Hermit and Wanderer into Outsider background.
Reworded Crystal Rewiring and Magitech training to be more distinct from each other.
Drop-In no longer gets Magitech Training Free, as it is now considered a Racial Perk.
Added new drawbacks, Spyro’s Kingdom, Gritty Realism, and Bound Together.
Dropped the price of the Pool of Visions.
Reduced price on Training Room and Dreamscape Training, clarified the latter requires the former. Training Room is now discounted for Drop-Ins.
Changed Skills and Abilities sections to Background Perks and Racial Perks.
Reworded and expanded upon the ‘Heart of the Wilds’ Cheetah capstone.
Medical Kit and its upgrade have been combined into one item, which is now free to Drop-Ins.
Expanded on the History Buff perk.
Changed Profiteer to be discounted to Noble only, and dropped the price to 200CP.
Added new perks ‘Motor Mouth’ and ‘A Matter of Perspective’ for Noble background.
Added new perk ‘Navigator’ for Outsider background.
New items: Steam V2.0, Green Chains, Magi-Tech Tool Kit, Dragon Armor, Heirloom, Upgrades to the Basic Weapons and Armor.
Added discounts and freebies to a number of items to slightly improve balance.
Re-organised a lot of the perks and items to make the jump easier to navigate.

6.1 Changes

Fixed a couple of errors dealing with companions gaining something that's now free already for free and giving them 900cp instead of the intended 600. Thanks Bancho for catching that.

Thanks to Red, TopHat and everyone for helping me proofread, edit, and balance this jump!