Loss Shape Customization Supplement ver. 1.4

Here is something to help you along the way with your alternate (or current) form! Choose 6

Draconic good looks** – Despite what it says you can apply this is more of a general improvement to your overall looks draconic or otherwise. You can customize your dimensions and specifics to your dragon form to your liking. It just has to be 'normal' for a dragon of this setting. Or you can be more nasty or cutesy looking. Since this is a purely cosmetic thing it's offered free for everyone who chooses to use this supplement.

Doubled growth rate – the time it takes to reach maximum size is halved

Halved growth rate – the time it takes to reach maximum size is doubled

Heavy-set (Muscle head) – You're twice as heavy as before. This makes you much thicker and muscular than other dragons. Improving defense and raw lifting strength.

Lightweight (Agile athlete) – Your weight is halved and you become more agile, with better endurance, and reducing overall mass. This makes you lithe but still noticeably muscular.

Stunted growth – Your growth stops at whatever size you choose. Though your power still grows.

Tough hide – Expect weapons to bounce off of your scales, this transfers to your native form as being nearly impossible to de-limb

Metal implants – Your claws/ horns/spikes are now metallic in nature. They still grow like normal so...good luck with trimming them

True Elemental Affinity – you naturally exude your elemental nature. Expect what normally requires training to come with ease. Only has to be purchased once to affect all purchased elements.

Unnatural Size – You are unusually big/small for your age expect to have a much bigger/smaller maximum size than normal can be purchased twice for a more dramatic increase in size.

Opposable claws –Turns your 'paws' into hands...sort of. It allows you to grip and manipulate things like any normal human.

Colossal Grace - You don't seem at all hampered by your immense size. Never lose your grace and agility no matter how massive you might be.

Bloody Magical - Your whole body is laced with magical power even when pieces of it are taken. Expect to be using yourself as an ingredient for a wide variety of things.

High magic output - The amount of energy you can release at once before you burn out is greatly improved. Keep that magical fuck off beam at max and keep going before your fatigue catches up with you

Agile Wings – Your wings are unnaturally aerodynamic maximizing flight speed and minimizing drag. This also makes you more agile in the air. Able to make daring tricks and manuevers while at practically max speed. When stacked with Wyvern it moves up to Mach 6 in max speed.

Magical Sustenance – You don't need to eat much since you somehow can live off of magical moon beams or something. Point is you can eat magic. Of course this also allows you to no longer need as much food to survive. You can even 'taste' magic allowing you to identify which magic is what. Even down to an individual if you're familiar enough with it.

Magic Eye - You can actually see magic of any and all kinds. This can help greatly if your blind in some magical land. Not so much in the more mundane ones. This does however also grant you a natural sense when magical or supernatural phenomena take place. Think of it as a sonar pulse to your senses.
Wyvern – Don't like having those tiny little things some call wings? Well how about you further your aerial max speed. Prepare to break Mach 4 in air speed if you stack this. The cost? Your forearms. Good compromise right? Expect to be treated like a common animal often though considering Wyverns in this setting are common (violent) animals.
Unusual Tail blade- Expect to have some look at you funny for this one. Your tail blade can be damn near anything even a bludgeon. (Hammers, axe, scythe, sword, knife, scissors , etc). Though it could be rather cumbersome compared to the more common, lightweight variety.
Light Sleeper- Sleep is not nearly as needed as before cutting your over-all sleep time in half.
Selective Weight - Defy all logic and reason by being able to be lifted by things that has no business carrying something of your size. This grants control over when and how much your weight actually matters. It takes a little concentration and it requires magic to keep the effects going.

Clarifications:

-Double growth can be chosen by the other racial choices allows that form to grow at the standard dragon rate up to the size of a 2 story building. (yes you can be a 2 story mole, no I have no idea why you would).
-Unnatural size applies to your base form (adds up to an additional 4ft in height if you desire) AND your alternate form (for dragons they go from mountain to mountain range size). Unnatural size Minus subtracts up to 4ft from your base form and your max size is of the Empire State building. Non-dragons only gain the initial size boost.(If you REALLY want the alt form benefits but don't want to be a dragon you can just make all those bonuses apply to your alternate form of choice [freak])
-Dragons growth rate slows to a crawl once they reach a max height of 2 stories tall (1 story if you chose unnatural size minus and 4 stories if you chose unnatural size Plus)
-You can choose Wyvern and Opposable claws which will grant winged arms not nearly as good as a dragon that straight up chose Opposable claws alone but good enough to get by.
-Unusual tail blade can be taken with metal implants and yes can be transmuted into stronger/weaker materials
-Choosing Wyvern won't affect your dashing good looks at all just replace your forearms.
-Don't be retarded and choose blatantly contradicting choices just because you can
-Your muscle density with Heavyweight keeps scaling up along with growth size. Eventually you might gain a gravitational pull. Careful you don't become a celestial body.
-The Standard time it takes for a dragon to reach full size 30 years. Give or take any unnatural factors.
-Dragons have been known to grow bigger beyond their max size (and artificially advance their age to their peak) when exposed to dangerous levels of magic for extended periods (generally limited to 7 to 10 years).

Granted this also makes them crazy with power, and usually it was with corruptive forces, makes this kinda dangerous unless you have anti-corruption and sanity retention perks. (With Magical Sustenance it shortens to 5 to 6 years of exposer for such effects to take place.)

-Bloody magical makes yourself a potent magical regent producer. The magical properties inherent to your body is made to last far longer than normal. You're still potent no matter what. It's just that Bloody magical boosts the potency and time it takes before it fades (barring natural decay) . Normally it takes about a week or two before its magical properties fade. But with Bloody Magical it takes upwards to 5 years before it fades. Naturally your potency will go up with age, but Bloody magical makes you naturally highly potent and preserved. The magical effects it can cause reflect your elemental alignment(s) and other magical or supernatural properties dependent on what is harvested. Exactly what is up for you to determine. But Bloody magical theoretically can let you craft potions of [Insert element here] resistance of 30% resistance vs 10%.

- Double Purchasing Unusual Size plus Grants you mountain range sized for your max height. Around the size of 3 Old Rag Mountains put side to side if you want an earthly comparison. Two purchases of Unusual Size minus grants you about the max size of a 30 story building. So pretty even footing with most mid-sized Kaiju. A single purchase of Unusual size Plus puts you at Old Rag Mountain size.

-**The extent of size customization is limited to largely flesh and blood. No steam golem dragon forms or anything like that. The dragons in this setting are quite skiddish to unnatural phenomena (for good reason even if it's ironic). So nothing too out there. Oh and no purple as your base color you can have hints of it. For good reason as most unnatural looking dragons tend to nearly drive them to extermination. Expect to get distrustful glares and outright confrontation from the higher ups if you do luckily it's not drawback induced so it's manageable.