The Legend of Spyro

An Adventure Jumpchain

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Version 2.0



All is not well one night in the Dragon Realms as the evil dragon, Malefor, sends his Dark Armies to lay siege to the Dragon Temple. Upon breaking into the innermost sanctum they smash the eggs to prevent the prophesied birth of the new purple dragon, but are thwarted by the Fire Guardian, Ignitus. Setting the egg adrift on the Silver River, it eventually comes to rest in a nook where a clan of dragonflies discover it. Two of their number adopt the little hatchling and raise him alongside his insect brother, Sparx. The hatchling's name is Spyro, who grows up believing himself to be a dragonfly, just like his parents, despite his...physique.

Meanwhile, the Dragon Temple is left in ruins as a black dragon egg is stolen and raised by apes to become Cynder, General of the Dark Armies. Corrupted by Malefor's darkness, she hunts down the Guardians one by one and imprisons them until only Ignitus remains in hiding. Years later, he would meet the soon to be savior of the realms, Spyro, and guide him into becoming a hero strong enough to counter the long shadow cast by his predecessor, Malefor.

This is the world you will be entering for ten years, Jumper. From the time that Spyro and Ignitus first meet you will have roughly three years before Malefor attempts to destroy the world. While events will play out just fine without your interference, it's always possible for you to ensure the heroes succeed with a great deal more ease at the end. Or perhaps you want Malefor to win and enact his vision for the realms, whatever that may be. The choice is yours, Jumper.

Here's **1000 CP** to help you on your journey.

Age and Gender

Free choice. Expect shenanigans to keep you alive if you decide to be a baby dragon on the night of the massacre.

Origin

Pick what you'll be in this world. Any choice other than human will become an alt-form after the Jump completes.

Human (Drop-in) Humans are not numerous in this setting, Jumper. In fact they might not even exist in this version of the Dragon Realms. How that happened is up to you, perhaps a calamity wiped them out, or they simply never were to begin with, but your uniqueness is going to be noticed which may make you a target of interest to certain factions. On top of that, as a human you have no inherent magical ability, just your skills to adapt to your surroundings, although it also means you have no real obligations towards the world you're going to. But maybe being considered by others to be an exotic creature appeals to you.

Mole - Don't let their diminutive size fool you, Jumper, the Mole people are great masons, builders and smiths responsible for constructing the city of Warfang to commemorate their friendship with the dragons. They are excellent at forging mystical locks and are courageous enough to defend the battlements of their city with large cannons they call 'catapults'. There's just two downsides, they are terrified of fire and aren't physically strong enough to defend themselves from Malefor's minions.

Cheetah - The Cheetah are fast and agile tribes people whose existences revolve around subsistence living in the Valley of Avalar. They are great survivalists, trackers, and hunters, as well as handy with bows and short swords, and quite adept at being sneaky. While they prefer to keep to themselves they are a proud people and will defend the realms from destruction…after getting past their own stubbornness of course. The only problem being a Cheetah might bring you is remembering that cats can't eat the same things as a human. Fyi, avoid citrus-y things, Jumper.

Ape - The small soldier baboons and the larger mandrills make up the forces of the Dark Armies in the first two games which hold a vast array of territory and resources in the name of the Dark Master, Malefor, whom these creatures serve out of ambition and greed. Led primarily by the Ape King, Gaul, these simians harness the crystals that dot the world and which are the source of life for dragons. It's no surprise the two races are opposed and their reputation as mercenary soldiers doesn't endear them to the other beings in the Dragon Realms either. They are

physically strong and the largest of them is enough to contend with a dragon, but their shorter legs make them easier to knock down. There's also the small matter of the fate that awaits the apes when Malefor returns to the world…

Roll a 1d4 for your size/rank.
1. Soldier, baboons as large as Spyro, or sheep if that's easier to visualize.
2. Leader, Mandrills as tall as a man anywhere from 6 to 7 feet in height or larger.
3. Commanders, Mandrills as tall as a dragon something like 8 to 10 feet.
4. Gaul's height, a Mandrill 11 to 12 feet tall (yes really, Ignitus is 10 or 10 ½ feet and Gaul is clearly bigger than his commanders.)

Dragonfly - These insectoid creatures live in isolated clans across the world protected by their own warriors and have the ability to glow like fireflies. Possessing two arms gives them more versatility in everyday tasks and strength enough to punch a bird roughly their size, or carry things like metal keys, and they can keep up with a dragon in flight. But at just under a foot long they have trouble with anything vastly bigger than them and their firefly-like glow makes them targets of dubious beings that use them as lanterns. Although small and holding rivalries with other clans, dragonflies have big hearts and can set aside their pettiness to unite against a common problem.

Dragon - The most magical of all the races, a dragon can master a single element and can possess more esoteric talents at birth. They are naturally aligned to good with darker energies being required to corrupt them and are both scholars and the main defenders of the realms. They enjoy longer lifespans than most beings though their mightiest Fury attacks become more difficult to use in their twilight years. Their scales are tough, their wings durable enough to serve as shields, and of course they can fly. Once every ten generations a special purple dragon is born who can master all the elements and especially the element of Aether in both it's dark and light forms…

Roll a 1d4 for your element, you can only have one. All elements can do what they did in the games.
1. Fire, shoot explosive fireballs and breathe the classic dragon breath.
2. Electricity, breathe a stream of electricity that can act as a tether whipping enemies off of cliffs, or a ball that explodes and flings enemies sky high, even spin on the tip of your tail like a top shocking mooks that you pass by.
3. Ice, a spike shot from the mouth or a breath to instantly freeze pesky foes into ice or snowballs.
4. Earth or Wind, combined in the first game but separated by the third, you must pick one. You can fire earth spikes, breathe devastating force blasts, or wrap yourself in an earth powered green shield. Alternatively, with wind you get a powerful mini tornado that can spin enemies round and round until they’re dizzy, a breath that can push them away, or tailspin inside your own vortex.

Time and Place

Each race, except humans, have a default starting point but you can roll a 1D6 or pick a different starting point for free. Humans may start anywhere as their default.

1. **Dragon Temple Massacre, Twelve Years Before Canon** - You arrive on the night of the massacre before the Apes begin their raid on this sacred place, perhaps if you hurry you can save a few more eggs. This is a free starting choice for all races.

2. **Swamp Beginnings, Canon Start** - The default starting point for dragons. The Swamp features enormous towering mushrooms, water pools and muddy runoffs, and dangerous fauna such as the Bulb Spiders, weird bellflower like Frogweeds, and plant golems called Growths. It is also the place where you can find the Dragon Temple near the northern mouth of the Silver River.

3. **The Mainland, Time Unknown** - The Dragonfly starting point. From the time Malefor was trained by the Guardians in his younger days to after the third game epilogue, you have your choice of where and when you arrive on this continent. It hosts both the Cheetah and Mole locations as well as the Mountain of Malefor, or the Well of Souls as it's known by those who live in darkness. There's also a truly enormous volcano, along with a dam, and plenty of other sights to see.

4. **Concurrent Skies, A Few Weeks Before Canon** - The great black fortress occupied by Cynder and her Ape forces, surrounded by a land of crystal. You appear here if you picked Ape.

5. **Valley of Avalar, Three Years Before Third Game** - Cheetahs begin here, the second game has already ended with Spyro, Sparx, and Cynder frozen in a time crystal as Malefor rises from the Well of Souls and begins amassing his new Grublin army.

6. **Warfang, End of The First Game** - Cynder has just been defeated, Spyro temporarily loses his powers, and the two dragons plus four Guardians have ensconced themselves in the tenuous safety of their temple. At some point in the interim, Gaul will place a bounty on all dragons as he makes plans for a second raid. If successful he will drive the Guardians out of their temple and to the city as Spyro begins his second journey to meet The Chronicler and save Cynder. You will find yourself in this city if you are a Mole and will likely have three months plus three years before Malefor attacks your home in his bid to end it all.

Perks

Gonna need these to see you through this trip. **100 CP** perks are free with their origin and 50% discount on the rest, as normal.

General

Introduction Packet (Free) A mental pamphlet of general information about the world you'll be living in, from factions to the who's who of important players, the local currency, as well as geographical locations. You'll know everything about the setting that a well traveled local would even if you end up as a resident who's never left their home region.

Trained Warrior (Free) You are well trained in the art of your race's style of combat and can handle yourself when faced with multiple enemies. From the guerilla quantity tactics of the Apes to the tail whipping and slashing claws of the Dragons, you are experienced enough to maneuver around the battlefield and keep track of your opponents.

Xenobiology (100 CP) Living in a world with many different races requires an extraordinary amount of basic first aid knowledge. This perk will make you more than proficient at giving basic and common medical care to many different creatures both sapient and not. Also, even if they are foreign to your world you'll be experienced enough to have a good read on what you can give them for small wounds and common ailments with just under a week's observation.

Administrative Diplomacy (100 CP) In a world with only humans, dealing with various cultures is difficult enough so it can be even more vital to have the skill where the natives are divided by more than just culture. The dragons may not rule here but they are involved in a great deal of administrative jobs vital to the protection of the realms, thus it benefits them as well to be diplomatic when needed. In whatever origin you find yourself, you'll have the capacity to be an excellent representative for your people and possess the ability to take a leadership role when others falter as well as the knowledge required to help your society run smoothly and develop new helpful projects such as schools, hospitals, defense forces, research, etc.

Flight (200 CP Excludes Winged Races) If you feel the Dragon Realms are a little hard to navigate with just your feet you can take this to really go places. How your flight manifests is up to you, you have your pick of wing varieties or unassisted flying, but you may want to be careful who sees you take off. Most of the local races don't fly, after all, although it's a tossup for humans depending on how much knowledge the residents have of them. Wings are not constrained by clothes, are fully retractable, and cannot be broken as they are more like solid projections, some types can even be used as a shield in a pinch. You're quite fast in the air too, you could easily compete with the fliers of this world for top spot if you tried.

Human

1. Stat Pro (100 CP) Whatever a human can do the locals of this reality can do better. It's hard to compete with anthropomorphic cats who can leap a story or three in height, or simians that regularly shoot their fellows out of canons without serious harm, to say nothing of the dragons that can tank being blasted into stone towers and live. If you're not quick on your feet out there you're likely to get caught by something you could have avoided. However, with this perk you are physically at peak human in everything, strength, speed, flexibility, reflexes and a little beyond. You'll still be at a physical disadvantage in one way or another to the various other races but now you'll have an edge against anyone that doesn't take you seriously.

2. Environmental Resistance (100 CP) You have an easier time withstanding extreme temperatures and take no fall damage if landing on your feet. You can walk around in volcanic areas or frozen places for hours before the heat starts to get to you or you even start to shiver. It also takes you longer to get burned, dehydrated, and frostbitten as a result of such exposure, or catch a cold.

The Envy of Sun Tzu (200 CP) You are a tactical genius in any arena from one on one fights, to politics, to full scale war. Your talents in strategy could put the greatest of your race to shame as you are capable both of performing within limits, such as low resources or rules, and outside of them. You can come up with brilliant moves on the fly and can mount a counter attack even when your enemy is knocking down your door. From simple to complicated plans within plans within plans within plans, you can do it and keep it all straight in your head too. As a side effect you're good at coming up with code names for all your schemes.

Guardian Spirit (400 CP) There’s an odd spiritual force following you that protects you from extreme harm for any situation you find yourself in, whether surrounded and outmatched or about to be crushed by falling stones. This guardian spirit could be your literal guardian angel or a nature being that’s taken a liking to you; regardless, you have one and it takes its job seriously. They are invisible and also intangible until they need to interact with the world in some capacity, they are very handy against other spirits and undead creatures. Eventually, with practice, you’ll be able to commune with this being. If you want, one of your companions can be your spiritual protector for this Jump for free, with subsequent Jumps requiring you to import them into the role as normal, or it can be one of your alt-forms.

Gift Of The Platformer (600 CP) Is Stat Pro not enough for you? Want some powers to even or dominate the odds? Fine, then buy this perk and choose a 2D platforming game with abilities that can be translated into a 3D platformer like Spyro, you now have the endgame powers and skills of the protagonist from that game, nonessential items beyond their basic weapon and armor not included. How some of the energy sources of these powers integrate with your host reality is up to you but you'll know the basics of each ability. You'll have to practice if you want to ‘git gud’ though, I’ll even throw in an alt-form when you purchase this based on whatever non

human character you pick. You may buy this perk multiple times, first purchase for humans is discounted - subsequent purchases are not

Here's a list of suggestions if you can't think of any:

Hollow Knight, Ori and the Blind Forest, La Mulana, Megaman, Castlevania, Shovel Knight, Celeste, Super Mario, Metroid, Sonic the Hedgehog, Ninja Gaiden, Guacamelee, Child of Light, Mark of the Ninja, Dead Cells...

Mole

3. Bland As Water (100 CP) Is that you among the crowd, Jumper? I can't tell when you're just another stranger on the street. You blend in with the background extremely well, you don't even look interesting among other Moles despite the bikini you're wearing. If you do something noteworthy, like something illegal or becoming a celebrity, people don't forget that it was you but it still takes them time to pick your face in particular out from the others of your species. This doesn't work as well with those who know you but it can still take them longer to notice you than they should.

4. Stones and Metal (100 CP) Normally a Mole would have basic and solid foundational knowledge of your craft to build off of in your new life. Now you are a master mason and metalsmith. You could carve out architectural wonders from stone that are perfectly defensible and pleasing to look upon. You can also work metal into your structures to enhance their features, create advanced locks requiring an element like fire to activate, or strange weighted orbs of light placed in the palm of a statue to open gates, and many types of puzzles besides. As a result of this knowledge you are better able to pick out and strike at weak points in defenses as well as pick or circumvent most types of physical locks.

Jailbreaker artist (200 CP) Found yourself in a pickle, ey? Have no fear, if you've been bound or imprisoned you can escape from your shackles like a Houdini magician. With your background in smithing there aren't many physical materials or cells that can hold you as you'll always find some weak spot in the construction or a handy pin will be lying around to help you pick the lock. If you find yourself on soft ground you could always dig yourself out; you are a Mole after all.

Mineral Ore Sense? (400 CP) You are gifted at finding more useful things in the ground than normal, whether that's treasure, raw ores, or minerals; you can find it with ease and in abundance. You tend to find things up to three times more in amount than anyone else and it doesn't take you long or digging too deep to do so, almost like finding buried chests in a game, you even find better goodies at night. You can toggle this effect on and off if you need to.

Dig and Slash (600 CP) Your digging ability is now increased massively. You can dig faster and navigate underground like you were merely swimming through water without causing the structural collapse of the ground above you if you don't want to. Any tunnels you dig and don't fill in behind you will hold up even when heavy things move across them that should make the passages unsafe. You have no trouble keeping track of where you are relative to the things above ground, can go longer without air, and have no problem avoiding things that could make digging dangerous such as underground critters, water springs, and lava flows. In addition your claws are extremely sharp when you need them to be as you can slash through any type of hardened stone, wood, metal, or mineral. This makes you quite a bit more of a threat when cornered as you can imagine. The effects of this perk carry over to your alt-forms as long as they have claws; it'd be hard to dig with fins after all.

Cheetah

5. Experienced Woodsman (100 CP) Since the day you were weaned you've learned and mastered the skills you need to thrive in the wild. You can build shelters, hunt, track, fire a bow, use a knife, maintain your clothing and equipment, and generally look after yourself. You also have the stamina to match such a lifestyle as you can climb mountains and still have energy left over to fight. Knowledge of common dangers, plants, and animals are included in this packet to round out your ability to live off the land.

6. Ten Point Landing (100 CP) They say cats always land on their feet, now you do too. Barring physical exhaustion where you're much too tired to concentrate, you will always land on your feet. You also have an easy time of flipping when flung through the air to land feet first on a wall, negating much of the force.

Fast As A… (200 CP) Cheetah are quite fast as it is but you can always be faster and you're so fast you're a blur to most people. You're not Flash levels of bullcrap, more on the low end of blurry, like a Jedi, but in this setting that's all you need. You can run and fight at heightened speeds with reflexes to match and a mind to keep up, you could even use this for ordinary tasks if you wish. As a result you think faster than your opponent and are usually several steps ahead of them, at times literally, when using your enhanced swiftness. You'll win every grounded racing contest you enter in this world, Jumper.

Bargain Hunter (400 CP) Sometimes subsistence living can't get you everything you need as cities or larger towns will carry goods that can ease the backbreaking work of the lifestyle. Such things require you to deal with merchants who'll attempt to fleece you for every bit of coin you have just because you're a 'country bumpkin'. This perk will not only give you the skills and chutzpah to bargain your coin and goods against such cutthroats but also be a good merchant yourself as well as have better luck finding sweet deals. Anything you are needing to buy you'll have a sixth sense of where to go to get good quality stuff for affordable prices that'll save you money. You have impeccable business savvy as a merchant, knowing what prices and goods

will attract customers, make a decent profit, and force your competition to compete or go out of business. When haggling you can talk sellers into lowering their prices far lower than they would for most people while still being able to break even themselves. You'll walk away feeling like every purchase was a steal and every sale a fair deal, that is if you want to be fair. You can convince a rich idiot that that bit of pottery your grandma gave you was from an ancient empire and is worth more than the price of dirt.

Must've Been The Wind (600 CP) If you thought Cheetah were naturally sneaky before, well now you can dress yourself up like a Khajiit with 100 stealth from The Elder Scrolls. When you hide you seemingly vanish and become difficult to spot even in broad daylight. You know how to pull off ninja vanishing tricks and can perform them when your enemies are right on your heels. You may as well be a living shadow as you are in the peak of your element among them, attacking, terrifying, distracting, and slipping past people peacefully without them ever being aware of your presence.

Ape

7. Knock Back Stun Null (100 CP) You are harder to knock down or stun unlike most Apes. If you're a soldier or leader and Spyro charges you you'll be able to keep your feet, if you're a commander and Ignitus charges you you'll move back a step but hold your ground. You also have an easier time gritting your teeth and moving after being electrically shocked as you're able to make a running charge of your own while your fellow Apes are still paralyzed.

8. Kablooey To Kaboom (100 CP) Apes are known to use explosives when they fight and you're not half bad at it yourself. You're very familiar with black powder recipes and all the ways you can tweak them to get a bigger boom. You also know how to build explosives in specific ways to direct the blast, or create grenades and mines as opposed to just dynamite, and make explosive traps in general.

Crystal Working (200 CP) You know all the theories behind crystal crafting and how to work with magic gems. From crafting barriers and magic staffs to running machines or flying boats off of crystal power. Crystals come in five colors; red to heal, green to restore energy, blue to impart knowledge, black to siphon power, and the rare purple gems of unknown ability. There may be more types, but you know how to utilize each of the existing qualities of these gems to their full potential at double the efficiency. As such you use far less power from each crystal requiring you to mine them less often. And if you should find any new magic gems you won't have much trouble integrating the information on their abilities with just a bit of testing.

Elemental Possession (400 CP) You can inhabit an element as a spirit, forming a body from it to run around in with some limited control over the element like throwing small fireballs. Why is this effect a thing? Oh, just in case you're feeling a bit ghoulish later. Why complain, Jumper?

You can finally be that fire daedra you've always wanted to emulate, or ice, or earth. I don't judge.

Apesh$# (600 CP) Apes are fearsome enough with their claws and monkey growls as well as their imposing size, now you're scarier than all of that. You have your own sort of Fury attack, a berserker state in which you get suddenly, massively bigger than an Ape your size should, with soldiers growing to a commander's stature and commanders towering over Gaul. An Ape beyond Gaul's size could give that small golem in the third game a good fight. You can direct your attacks towards your intended target but for the most part you'll break and smash anything in your way.

Dragonfly

9. Navigator (100 CP) You have an uncanny sense of direction, especially in twisting underground mazes. Whether flying over an ocean expanse or around towering mushrooms you have no problem finding your way while out and about. You're also good at finding the best ways to lead a group through difficult terrain they can't easily pass, as well as safe places for them to rest. You also need very little to navigate by; while others rely on known landmarks and the stars, you could find your way based on a chink in a stone, a notch on a tree, or the direction of the wind.

10. Dungeon Sense (100 CP) You're very good at finding things. Lost items, secret places, hidden artifacts, forgotten ruins, alternate paths, and collectables, you can find them all and more. Like a magic compass pointing to what you desire, locating salvageable, interesting, or important things is as easy as collecting glinting treasure in a game.

Flashbug (200 CP) Dragonflies can only get so bright and unlike previous versions only have a golden glow that's not blinding enough unless they fly right into someone's face; this perk fixes that. You can turn up your glow to flashbang grenade brightness in effect, momentarily disorienting those around you, which is very effective in the dark. You can also change the color of your illumination and cause further confusion by blinking your light in a strobe pattern that's hard on the eyes. Just make sure to warn your friends first.

Herbologist (400 CP) Medicine, poison, they aren't too different from each other. Tweak one or the other in a certain way and you could get them to do the other's job and naturally too much medicine becomes a poison all it's own. You now know these nuances intimately as you can craft both from the plant life around you. Because of this any poison or medicine you make is now doubled in potency requiring less of your brew to get the result you want. You also know how to apply it, both to administer to creatures or coat objects with it, even make gaseous versions if you want to risk that. Just be careful you don't make your world's equivalent of RAID.

Buffed to Shine (600 CP) Your firefly glow can now buff your allies and debuff your enemies simultaneously depending on the color and shade you use. Red colors can cast regen and slowed regen in its brighter shades or berserk and fear in the darker shades, greens can boost stamina and cast sleep or float and heavy, etc. Typically the effect cast on friends will be the exact opposite on enemies. These are not weak buffs either as regen can heal fast enough to keep up with new wounds even if your friend is getting stabbed on all sides by a group, which means those mooks will die faster as a result.

Dragon

11. Pouch Dimension (100 CP) Dragons are able to carry limited items in a small hammer space, things like keys, books, and coins. You've got one of your own that's even larger that can hold more items of decent size and preserve them. Use it to store food and other useful things, even crystals if you need some on hand.

12. Vision Quest (100 CP) Dragons can have rare esoteric gifts unrelated to their elements. Thus far we've seen them be capable of seeing visions in special pools, speak through another dragon's dreams, possibly communicate across vast distances telepathically, and lift objects telekinetically. You also have these abilities if you desire or you can choose another esoteric gift a dragon might have.

Enhanced Elemental Manipulation (200 CP) Do you not like being restricted to breath attacks and ranged secondary abilities? Taking this perk significantly improves and increases your ability to manipulate your element. Instead of a green earth powered barrier now you can produce thorns to bite your enemy when they strike, make temporary golems to fight and take the heat off you, or double the strength of your attacks.

Breath of Four Elements (400 CP) Dragons are normally wielders of one element; Fire, Ice, Electricity, Earth, and Wind, with an additional three that can only be obtained by exposure to Malefor's tainted power; Darkness, Poison, and Fear, and one final special element; Time. Yet you are different, you have your pick of any four elements to use as your magic attack set.

The Sacred Aether (600 CP) It is said that this is the true element of the Purple Dragon. It is a magic of cosmic feats and of spirit. Dark Aether is what was beamed into the Well of Souls during the Eternal Night and is corruptive in nature, whereas Light Aether is what allowed Spyro to defeat Cynder and what was ultimately Malefor's undoing. It is mysterious, and powerful enough to piece a planet back together with a large enough focus. Now it is yours. Somehow you wield this element with the same ease as a Purple Dragon. But you can't be a Purple Dragon, can you?

Items

Having some tools is a good idea if you plan a long trip. 50 CP items are free with their origins, 50% discounts for other items with their origins. Everything is fiat backed to appear in your warehouse if destroyed or lost unless otherwise stated. Except for the freebies all items will remember any upgrades you make to them.

Souvenir Candy (Free!) You get free Spyro themed candy in a little variety bag in flavors and candy types you are guaranteed to like. In all future Jumps you will get appropriately themed candies. Hope you have a sweet tooth, Jumper.

Aesthetic Architecture (Free!) You get a theme based on the Warfang City architecture for your warehouse and all properties you own. In each future Jump you will get another theme of your choice, related to the Jump, to decorate with. You can cycle through your theme collection at any point.

Human

Armored Shield (50 CP, Free Human) This round, wooden, spartan inspired shield has a metal covering and is durable enough to take a horn charge from an adult Dragon. It can be worn across the back, used to bash and knock down opponents, and creatively used for sledding or other things. Despite its size, it's as light as a rock that fits in your hand and repairs itself from damage.

Thief Armor (50 CP, Free Human) A set of enchanted leather armor made to make you more stealthy, dexterous, and nimble. The armor won't cause discomfort from chafing or from wearing it in different conditions such as hot summers and whatnot as it's perfectly tailored to your form and keeps you comfortable in any weather. You also won't need to worry about maintenance or the armor degrading, and it also repairs itself when damaged. It can take some pretty hefty hits from enemies too with half the damage being absorbed. You may import an existing armor you own and that is fiat backed to gain these traits.

Fantasy Style Utility Pouches (100 CP, Discount Human) A set of four pouches plus a tool knife and a long knife that don't rust and stay sharp. Pouch one contains four health potions, three cure potions, and two stamina vials that restock every twelve hours. The second has some food from your current world that is safe for you to eat, is kept preserved, and restocks every day. The third possesses a compass that always points to true north, infinite rope that doesn't fray or chafe your hands, and a map that shows where you are and fills in as you explore revealing hidden rooms or sections you can't see. The fourth pouch is for currency and has enough to let you rent a room for two weeks plus buy some common supplies; this pouch will not get heavy from all the money you put in it and is protected against thieves. Each pouch

keeps their respective items safe from getting crushed or broken, won't tear or cut, and is proofed against fire, water, and electricity.

Cloak of Elemental Immunity (400 CP, Discount Human) This stylish dark cloak protects its wearer from the elements both natural and mystically manipulated. So long as you wear it you are immune to harm from these things, as well as their subgroups like heat for fire, and wearing the hood up keeps your features concealed without interfering with your own vision and can also distort your voice at will. As a bonus it will billow dramatically when appropriate, won't snag on things, becomes like flowing water when your enemies attempt to grab it, repairs itself and is self maintaining. It also doesn't get in your way when fighting or sneaking around and won't cause any noises from rustling while you're in stealth mode. You may import any existing cloak you own and is fiat backed to gain these traits.

Vision Goggles (600 CP, Discount Human) These specialized goggles will perfectly fit you when you wear them no matter what form you're in and have quite a few different effects. Firstly, they can protect your eyes from the wind, rain, snow, etc. as well as from bright lights like the arcs from welding. Secondly, you read and process data much faster by about ten times when viewing it through the lenses. Thirdly, you can see in total darkness, both of the natural and artificial kind, through fog, as well as zoom in to see distant objects better. Fourthly, the goggles can scan things (items, vehicles, structures, etc.) and discover where the subject needs fixing or replacement parts, from the concerning to the critical. And fifthly, they are imbued with an Aura Sight type enchantment which can detect the living, the dead, and the machine or magical golems. The goggles and lenses cannot be destroyed and the lenses are also gifted with an imperviousness to fogging up or obscuring vision.

Mole

Tool Harness (50 CP, Free Mole) Here's a harness worn around the waist with a set of mason and smithing tools to help you out on creative projects. All tools are sturdy, with many of them able to be used as a weapon in a pinch, and they'll never fall out of the harness even if you're hung upside down by your ankle. All tools return to the harness if lost or stolen, the harness itself returns to the warehouse after 24 hours.

Lantern Wisp (50 CP, Free Mole) A little light wisp you can call forth to light your way at night or in underground caves. It will either lead you to interesting places or to your destination on the safest path it can find. Alternatively it can lead you down the quickest path if you're willing to risk the danger that might be waiting. Note: danger is not a guarantee, but if you take a shorter path where danger is known to be present (bandits, difficult terrain, etc.) you're more likely to run into it.

Warding Wisp (100 CP, Discount Mole) An upgraded Lantern Wisp that can detect contaminated air and ward it off as well as give you an atmospheric pocket to breathe in for times you find yourself in need of one. The wisp will remain for as long as you need breathable air.

The Great Forge (400 CP, Discount Mole) You get a blacksmithing setup around an enormous outdoor forge. This includes racks, tables, advanced tools, a smelter that can make your ingots instantly and at top quality even if you use subpar materials, and whatever else you need to make your metallic art. The forging process itself is very quick with you being able to shape your creations in seconds to mere hours depending on complexity. Each of your moldings are guaranteed to come out exactly as you envisioned and mixing your metals or making new ones is not beyond your forge's capabilities. You are protected from the heat of your forge no matter how hot it gets.

The Skeleton Key (600 CP, Discount Mole) It seems like when you need to get places you're always encountering locked doors that require quests or puzzle solving to get the key. Not anymore, as this is the only key you need to unlock any door, even ones that don't have a keyhole, or a physical door. That's right, Jumper, you could use this to access other realms or dimensions if you want, whether the multiverse or the afterlife, nothing can bar your way except guards. This key is bound to you and will appear whenever you want it to.

Cheetah

Sword Bow (50 CP, Free Cheetah) You can now moonlight as Kid Icarus with this pair of long daggers that form a bow. They are perfectly balanced and aligned so a master bowman will not miss a shot due to faulty sights. Comes with a quiver of 150 master crafted arrows and the swords themselves are unbreakable.

Quiver of Everfull Arrows (50 CP, Free Cheetah) An upgraded quiver that never runs out of those master crafted arrows. Both the quiver and strap won't wear out or break and cannot be cut, arrows won't fall out as you go about your activities.

Enchanted Gear (100 CP, Discount Cheetah) Your sword bow and arrows get a magical upgrade. Your daggers are now overlayed with a cutting aura that extends the length of the blade inches from the tip; it can now emit sword beams when slashing as well. Your arrows likewise have greater piercing power, can explode, or be empowered with an element. If you were to examine one, you would see what effects you can activate at will painted on the wooden shaft, with each fletching color coded to the effect. You may import an existing weapon you own that is fiat backed to gain these traits and a new form.

Magic Shackles (400 CP, Discount Cheetah) A set of magic green shackles to deal with ruffians. The being bound cannot break these chains themselves and the key for them is always somewhere on your person, just in case you get tied up by them yourself. In fact the key for these will work for any type of shackle from handcuffs, to other magic shackles, and high tech slave collars.

Chain Lock Trap (600 CP, Discount Cheetah) In the Cheetah village is a device that can magically bind intruders to a lookout post and in the late game stages of *Dawn of the Dragon* enemies use chain lock devices anchored in place to hamper your movements by shortening the length your magic shackle can reach. This device is a combination of the two. You can deploy a trap that will bind several opponents in place, by one of their limbs or neck, severely hampering their ability to use ambush tactics like burrowing underground or fighting in general. While they can damage the device, it takes several mighty blows to completely free themselves allowing you breathing room to deal with them. Like the Magic Shackle, they cannot break the chains, and the device itself when damaged will repair as good as new and otherwise requires no maintenance. You can recall the device to you which will deactivate it.

Ape

Crystal Staff (50 CP, Free Ape) One of the staples of Ape technology gifted to commanders of their forces. This magic staff will let you fire bolts of energy, or send it out in a ground wave, and charge power conduits or barriers with it.

Bag of Explosive Goodies (50 CP, Free Ape) A bag stuffed full of dynamite. All explosives within are protected from water, fire, and electricity to prevent sudden death by mushroom cloud. Refills after 24 hours.

Laser Eye (100 CP, Discount Ape) This green crystal is fashioned much like the one Gaul used in his fight against Spyro. Like the name suggests it shoots a powerful and painful laser beam that can carve lines in the ground and may have other effects. If you don't want your existing eye replaced by this, you can instead have it installed as an eyepatch monocle, which will protect your covered eye in case using your item this way could cause damage when fired. After the Jump you can choose to have the crystal become an actual eye you can see with that fires green lasers.

Skye Boat (400 CP, Discount Ape) Your very own flying wooden ship, this model will net you a schooner type in size and is decently fast. It will not run out of fuel, never needs maintenance, and will repair itself when damaged or destroyed. Most importantly it is immune to fire and comes with a skill book to teach you how to pilot it as well as cannons to fend off enemies which never need reloading.

Bigger Boat (600 CP, Discount Ape) The Skavengers have an enormous fleet of well over fifty ships, but Skaab's pride and joy was the massive city ship upon whose Crow's Nest, Spyro and he fought. Now you have your very own with a crew to help you run it. It has all the benefits of the Skye Boat and is armed to the teeth as well as fully furnished in a pirate theme. Best of all, when you bring it to other universes you can assign companions to crew it instead of the usual staff and see the new world without taking up slots in your party.

Dragonfly

Needle (50 CP, Free Dragonfly) A long, steel sewing needle that a dragonfly could use as a weapon. It will not break no matter what pressure is applied to it and comes with an unbreakable bright red thread to give it range and keep it close by. The thread will never tangle and you cannot be tied up with it.

Lucky Walnut Helm (50 CP, Free Dragonfly) A nut shell that you wear as a helmet which makes you more lucky in the survival way not in the treasure way. You are a great deal more likely to avoid taking lethal damage and deathblows. Other races get a scaled up version of this, just assume that somewhere are trees that grow massive nuts.

Band of the Protector (100 CP, Discount Dragonfly) A metal wristband sized to fit your form that can produce a spherical barrier to protect from heavy blows and allow you to charge up and fire a ball of energy every five seconds.

Porcupine Coat (400 CP, Discount Dragonfly) Most creatures that are small have defenses or traits of some sort that dissuade predators or curious giants from grabbing them. This coat will sprout quill-like spikes at will if you're conscious or automatically if conked out should something hostile to you try to grab or eat you. You may even apply a poisonous concoction to it to cause them further irritation or death. It also fits seamlessly on your form without obstructing your wings or other movement, is fire and water and electrically resistant, requires no maintenance, and repairs itself when damaged. You may import an existing coat or armor you possess and is fiat backed to gain these traits.

Sash of Invincibility (600 CP, Discount Dragonfly) Throughout many of the Spyro games Sparx is a little bug who's oddly durable against all harm. This sash will make you just like him. It doesn't matter if you're squashed, eaten, or set on fire, this ribbon will keep you safe from all harm. Once equipped it becomes impossible to remove by anyone else and won't snag on things nor cause problems for you while fighting or traveling. It is also comfy, the texture feeling just right to the touch. While wearing it you are immune to physical harm and energies like fire or magic, but not to mental attacks or starvation, don't get cocky.

Dragon

Magic Armor (50 CP, Free Dragon) A complete set of armor with three pieces; tail, bracers, and helm. Each individual piece will do only one of eleven things; heal, restore energy, increase attack speed, increase melee damage, increase elemental attack damage, increase defense, increase chance to combo, increase chance to disarm, increase Fury power, increase Fury duration, and cause enemies attacking you to be wounded. Wearing a set in the right combination gives you one of four extra bonuses, immunity to stun, elemental attack infusion, syphon, and increased Fury damage. You can only have one bonus per armor and only the first set is free for Dragons.

Crystal Baskets (50 CP, Free Dragon) A set of small dual baskets filled with green and red crystals that hold the equivalent of three full size crystals. Refills after 24 hours.

Cloaking Collar (100 CP, Discount Dragon) A collar with a light-refracting chameleon enchantment so you can hide in plain sight at will. It'll adjust to any change in size from growing up or shifting form and won't cause chafing allowing you to wear it indefinitely.

Improved Magic Armor (400 CP, Discount Dragon) The original dragon armor sets from the game tended to really drop the ball for certain effects. Health and Mana regen for instance was a mere pittance of 2 per minute in real life, not enough to survive certain enemies without kiting tactics when playing, whereas attack speed boosts made your characters 1/4 faster. You could decide to put up with the in-story equivalent of that, or take this armor set with each piece boosted to triple their effect's potency. You can decide which effects you want instead of a bonus, just remember you might not get a bonus with mismatched pieces. You may import an armor that you own and is fiat backed to gain any three traits plus the bonus from a successful combination.

The Chronicler's Pendant (600 CP, Discount Dragon) The Chronicler is an ancient dragon millenia old, a lifespan far extended from normal dragons. This is done through the use of Time magic locking his body into an ageless state, and now you can benefit from the same. Normally you'd need a huge hourglass to help power the pendant but you're getting a fiat backed version and outside of the pendant being taken there is no known method that can affect your agelessness. Don't worry, if the pendant is taken it'll appear in your pocket (or hand if you lack those) when you want it to; you also won't disappear after long periods of wearing the pendant, just hope you don't mind being a tad blue in color while you use it.

Companions

Everyone could use a bit of help. Or maybe there's some people you'd like to take with you when you leave. You can choose all but the last option multiple times.

Import (50 CP) Choose one friend to come with you on your trip. They get all **100 CP** perks and **freebies** for free plus **800 CP** to spend.

Creature (50/100 CP) The world in the Legend series is host to some unique critters that you might get attached to. For **50 CP** you can take some small to minor iconic ones with you, creatures like small reptiles and mammals on up to the Apes' snail and Dreadwing steeds. For **100 CP** you can take beasts that might be smarter than your average animal as well as larger ones with you, creatures like Growths and the massive Golems Malefor summons.

World Resident (50/100 CP) Did you meet a no name average Joe unimportant to the game's original story? Or a canon character you really liked? For **50 CP** you get the first and **100 CP** you get the second, so long as they agree to accompany you of course. Their skills and abilities will be Fiat Backed and they receive **600 CP** to spend on this Jump.

The Gang's All Here (400 CP) You can import 8 of your companions who all get the same benefits as the regular Import option.

Drawbacks

Not everything you want can be gained without some risks. Or maybe you're just looking for a challenge. Whatever the case, feel free to pick some downsides to your stay for extra CP.

Sony Mascots (+0 CP) Beyond the Dragon world are other realms said to be filled with darkness. By taking this Toggle you make the Crash Bandicoot world a cosmic neighbor to the Legend trilogy. The nature of your host reality will affect Crash's realm, so don't expect the happy go lucky chaos from the games, he might even be on his own epic hero's journey quest. A portal to this realm will be placed somewhere in the world, you'll have to find it if you want to visit.

Fanfic Toggle Fun (+0 CP) So you don’t want to experience the canon events eh? I can understand wanting to take a romp through fanon and shake things up a bit. You may choose any Spyro fanfic to start your Jump in instead of the normal story. Have fun!

Hero’s Story (+0 CP) Here is your option to play as Spyro himself if you choose, locking your location to The Swamp regardless of your choice. Just know that this excludes **Darkest Master**, **Sealed Cage**, and **Where’s The Plot** drawbacks. However, if you take this with **The Sky’s The Limit** you get an extra 200 CP out of pity.

The End (+0 CP) Taking this drawback requires you to begin your Jump at the beginning of the first game when Spyro leaves the Dragonfly village and end your Jump when the third game

finishes. If you took **Hero's Story** you will start your Jump in the Swamp regardless of your location choice. If you took **The Sky's The Limit** alongside **Hero's Story** you get an extra 300 CP because you'll also be required to live through the Skylander games. I really pity you, Jumper.

The Sky's The Limit (+100 CP) Taking this drawback makes the Skylanders series canon to the Legend Trilogy. Unfortunately this means you're not getting the regular Spyro from Legend, no, you'll be getting gremlin Spyro. Ugh. As compensation for having to look at that...thing, here's some pity CP to spend. You have my condolences, Jumper.

Extended Stay (+100 CP) Your stay in this jump will be extended by five additional years for each time you select this Drawback. You may select this Drawback a maximum of six times for 100 CP each.

Locked (+100 CP) No warehouse, it's locked and you're not getting the keys back until your Jump is done.

Items In Exile (+100 CP) All your special gear is also locked in your warehouse. Does not include items bought this Jump.

I Have A Mouth But I Can't Scream (+100 CP) You're mute for the duration of this Jump. That's all.

Trollish Behavior (+100 CP) You have a companion who is annoying, or alternatively one of your companions is hit by the 'annoying personality' beam. Their personality is unchangeable for this Jump and they will grate on your other associates' nerves. They are impervious to all harm including your own powers and no matter what you do you can't get rid of them. If you do not import or purchase any companions you will quickly encounter an annoying comrade to fill the role.

Orange on Camouflage (+100 CP) Eh, you might not want to wear that bikini on the city streets, Jumper, because your 'I'm just an NPC, nothing to see here' perks? Yeah, problem, they're not working and I wouldn't want to see you humiliate yourself...okay, I might be lying about that. Bland as Water and similar perks are shut down for this Jump.

Amnesia (+200 CP) Start your Jump off with no memories of your past. You'll get them back, slowly, but not fast enough to prevent whatever mess you find yourself in. If you're human you're going to be very confused.

Where's The Plot? (+200 CP) So you want to be involved in the canon story and meet the characters do you? Well too bad! You take this and you'll never see a hint of canon or the canon characters until Malefor is defeated. If you try to get involved, some other thing will pop up demanding that you fix it and fix it now! Or you'll have just missed the canon characters when

you go to meet them and if you do successfully meet them they won't remember you clearly, just as 'that guy who did this thing for us'. So, if you were thinking of going to kick Malefor's backside for being an evil conniver just know it would happen off screen to the heroes and he would temporarily gain powers to counter you, kick your ass, and then return back to normal and to his plotting without acknowledging ever having those powers or that the event ever took place.

Magic Shackle (+200 CP, Companion Required) You and a friend have been shackled together much like Spyro and Cynder were. The green chain is indestructible and cannot be removed except by the one who made it. There are certain objects that can tether you both in place shortening your reach even further and enemies are likely to come equipped with these devices. On the upside the chain is usually invisible and intangible in that state until you try to go beyond its reach or summon it into visibility and it never gets tangled, allowing you and your friend to fight smoothly within your limits. Unless you can track down the one who chained you two together and defeat them, you'll both be tied together for the duration of your Jump.

Creative Obstacles (+200 CP) All those projects you've got planned for introducing new tech to this world? Yeah, you're gonna suffer setbacks with them. You'll find black powder blowing up in your face from static shocks, or forget to cut an angle in a bit of wood, and you'll burn through prototype after prototype before you've worked out all the kinks. These inconveniences are never lethal to you just annoyances every entrepreneur has to put up with.

Graceful as a Newborn Pup (+200 CP) You are normally a sure footed efficient little munchkin, but not this time. You're a klutz and a ditz, if you're walking down a city street you'll be likely to trip over a pot as you daydream. You bump into people a lot as you space out and forget to do simple tasks as well as get turned around easily. When the danger is on you're as smooth as you are normally but in all low risk situations people shake their heads wondering how you've looked after yourself till now.

Slow Bloom (+400 CP) Your powers went all glitchy when you arrived, as a result they haven’t yet integrated properly and are slow to return as well as get back up to full power. If you are used to casting forest destroying flamethrowers expect to only light the tip of your finger after two weeks even with all those learning boosters.

Bounty (+400 CP, Human Only) At some point during your stay someone will place a bounty for your capture. Perhaps the Skavengers want you as an exclusive fighter for their arena on the Fellmuth, Cynder as a gift for the Dark Master, or the Apes as more forced labor for their war machine. However it happens, as soon as word spreads of your existence someone, somewhere, will want you and will do anything to get you.

Elite Enemy Troubles (+400 CP) Throughout *Dawn of the Dragon* there were eight optional extremely tough versions of normal enemies that could be fought. For the first half of those fights they wore special masks matching a certain breath attack and could only be damaged by that attack until the mask popped off. Taking this drawback makes these elite adversaries a

reality in the world and each one would like nothing more than to kill you, Jumper. Lucky for you they don't show up until Malefor has been back for two years and won't outright assault you in the city until the big battle to defend it occurs. For each enemy you defeat you'll get to keep the mask which will grant you the same toughness and immunity against everything but the corresponding element.

Secret Masked Elite (+400 CP Elite Enemy Troubles Required) Instead of 8 elite foes, there's a secret 9th one waiting to hunt you as soon as you leave the safety of your starting location. Even if you picked a time before canon, this 9th foe will be present serving as a prototype to the rest that will follow. This enemy is persistent but won't follow you into certain locations until they're attacked, such as the Dragon Temple, Concurrent Skies, the White Isle, and Warfang. The mask of this elite is the Aether element requiring you to either buy that element or cozy up to Spyro the first chance you get.

Smol Chibi (+400 CP Dragonfly Excluded) Okay how did this happen, Jumper? You are way smaller than you should be, like Mario Mini Mushroom small, you're a lot faster in this form, somehow, but yeah you're really friggin small and nothing you do will change that. At least you're cute? Does not scale with racial size, you're gonna be a smol bean.

Perk Shuffle (+400 CP) Those 100 CP perks you thought you were getting with your origin got mixed up and replaced by different ones. Unfortunately finding the error that caused this will take the entire length of your stay so you're stuck with them. On the plus side, Jumpchan will let you keep those perks and the ones you lost as a consolation prize. Until then you'll have to work with what you got.

Too Much Plot (+600 CP, Excludes Where's The Plot) The plot loves you, Jumper, unlike its opposite which runs from you by comparison, this one loves you so much you'll be up to your eyeballs in it. You'll be dragged into the Dragon Realm's problems without fail. Either there'll be an issue only you can solve or you'll run into a canon character first thing and end up tagging along for reasons. And once you're involved you're deeply involved, if say you picked Mole you'll be that Mole operating the catapult Spyro and Cynder protect during the siege of Warfang and after that you'll be one of the people helping hold the main gates shut. If you picked Dragon you'll face Malefor himself. The plot will drag you into its narrative grip by hook or by crook. Hope you're prepared to do some fighting.

Oh, Brother, Where Art Thou? (+600 CP) Your companions cannot come with you on this Jump. Considering your other choice of drawbacks this may indeed be risky to take, but I suppose everyone needs time to themselves.

Who's The Darkest Master of Them All? (+600 CP) Welp, if you picked this you are now Malefor at the start of the first game. You have no body, your powers are sealed away in an air pocket dimension in space called Convexity, and your spirit resides in the Well of Souls. You'll have to wait for your minion Cynder to gather the Guardian's powers to break your own out of

the seal, then you'll further have to wait for Spyro to chase Cynder's trail to the super scary mountain named after you and become a conduit to return those powers so you can make a break from that afterlife jail of yours. After that, you can do what you want but you are Malefor, the big bad of the setting. Certain things will be expected of you, so don't expect to get a warm welcome of tea and biscuits by anyone. You'll also have to be wary of the Apes you're employing who are just waiting for the time they won't be reliant on your power and will betray you when they've reached that point, or you prove yourself weak. And it goes without saying that your reception by the good guys of the world will be violent as they make plans to deal with you. If you survive your Jump like this you get to keep Malefor as an alt-form and all the powers and knowledge he possesses. Who knows, maybe to you that's worth the downside.

Sealed Cage (+600 CP, Excludes Darkest Master) Malefor's not the only one sealed in the Well of Souls now you're in there with him! And your pre-Jump powers are stuck in Convexity with his essence, joy. You'll still have your perks, mostly, they're a bit nerfed at the moment. So you'll have to deal with being in close proximity to an evil dragon who will try to corrupt you while waiting to get out. At least he can't kill you in this state but don't expect him to leave you alone once you're both out, and you'll get your powers back if a little bit Aether touched. And Jumper? If he succeeds in his corruption, well, I hope you've got companions to bail you out. If not, you'll have to put up with being an evil slave until those perks get back to full strength (if you have anti mind control ones that is) which could take long enough for you to derail things. I suggest you take Amnesia so you don't flub things further.

End

Glad you made it here, Jumper. You've been restored from any undesirable state of mental and physical unhealthiness and injury. Now all you need to decide is what everyone does when they get to the end.

Stay?

Go Home?

On to the next world?

In any path you take, may the Ancestors watch over you.

Notes:
Thank you all for reading. As always, please fanwank responsibly, and embrace the cheese!

Thank you to Mac Ibach for proofreading, suggestions, and feedback!

Getting turned into a ghoul as an Ape is NOT a Jump or Chain fail. It would be a pretty shitty deal for Young Jumpers to get stuck in an unavoidable scenario and auto-fail. So, have fun running around as a weird skeletal ghost Ape that attacks from the shadows and probably hates sunlight. Also, you'll get two alt-forms out of it, Ape and ghoul Ape.

Guardian Spirit does allow you to import one extra companion for free for this Jump only.

Gift of the Platformer includes any 2D platformer with powers that can translate to 3D, so yes that does mean you could get Spyro's abilities from any of his 2D games, ~~although his glide skill likely wouldn't work too well for you since he uses wings. Hollow Knight's Crystal Heart on the other hand…~~

On nonessential items for GotP, these would be items like consumable potions, the Charms from HK, and endgame gear. Any item that is needed to grant a power or is basically permanently consumed by the main character to enhance them like heart containers do, are your essentials and you will have them. Whether they are fiat backed is narratively up to you to decide.

If it wasn't clear from the treasure perks, Moles find valuables underground but not in caverns unless they dig for them, while Dragonflies find treasure aboveground including in caverns. So both of these together will net you the full package.

About the Flight perk, by types of wings I mean that you're not limited to feathered wings as you could have Diablo type angel wings, bat or dragon wings, anime type wings, wings made to look like an element. The design is up to you, go nuts!

Armor Bonus:

For Increased Fury Damage = Increased Melee Damage + Increased Attack Speed + Increased Chance To Disarm.

For Immunity To Stun = Increased Defense + Enemies Wounded + Heal/Regenerating Health.

For Syphon = Increased Elemental Attack Damage + Increased Attack Speed + Restore Energy/Regenerating Mana.

For Elemental Attack Infusion = Increased Chance To Combo + Increased Fury Duration + Increased Fury Power.

Increased Fury Damage is Spyro's Nuclear Hit, Syphon is Cynder's Poison Hit, and Elemental Attack Infusion is Unlock Fury Breath, which is a dumb thing as Spyro could freely use his Fury Breath Attacks in the previous two games. They nerfed it for the co-op play in Dawn of the

Dragon but it's useless to a Jumper who doesn't have Fury Attacks and you don't need armor to unlock them if you do, so it got changed for the Jump.

Change Log:

2/7/2025

Removed the pay requirement for location and time.
Added the free and 50% pricing discounts to the Item Section description.
Added proper item sections for each Origin.
Changed **20 CP** items to **50 CP**.
Removed the more nonsensical text from certain items to streamline and bring them up to date with current Jumpchain standards.
Changed the 10 second charge on **Band of the Protector** to 5 seconds, I counted out loud and ten felt too long.
Added fire, water, and electricity resistance to the **Porcupine Coat**.
Added Fiat Backing to **World Resident** description and a **600 CP** stipend for this Jump.
Clarified what happens if you try to stop Malefor while under the effects of the **Where's The Plot** Drawback, he doesn't keep the powers he gains to kick your butt he just turns into an unkillable boss for you specifically, he'll still lose to Spyro, assuming you didn't do something to make that impossible somehow.
Changed **300 CP** drawbacks to **400 CP**.
Added the restoration effect to the End Jump description.
Added Armor Bonus table to Notes.
General neatening.

6/3/2020

General neatening.
Numbers added to the 100 CP Origin Perks so people can roll for new ones after taking the **Perk Shuffle** Drawback.

2/17/2020

Adjusted **50 CP** prices, instead of Discounted they are now Free with their origin.

Added numbers to location/time choices so people can roll a 1d6 after paying 50cp.
Added the ability to purchase **Gift of the Platformer** multiple times as well as an alt-form option for certain choices.
Added Sonic the Hedgehog to list of suggestions for GotP.
Added fiat description to items.
Added fiat clarification to **Tool Harness**.
Added indestructibility to **Swordbow blades**.
Changed durability of **Armored Shield** from 'can take a horn charge from Spyro' to 'a horn charge from an adult dragon', also added self repairing and lighter weight effects to it.
Clarified **Lantern Wisp's** description regarding taking shorter paths.

Added refill time to **Bag of Explosive Goodies**.
Added import option to **Thief Armor**.
Clarified the duration for **Warding Wisp** while active.
Added color coded fletching to **Enchanted Gear** as well as an import option.
Added the option to activate **Porcupine Coat** at will and automatically depending on state of consciousness as well as an import option.
Added import option for **Improved Magic Armor**.
Added a voice distortion option to **Cloak of Elemental Immunity** as well as an import option.
Clarified what constitutes as ‘harm’ for **Sash of Invincibility**.
Added the ability to see through fog with the **Vision Goggles** as well as general clarifications.
Added note about **Flight** perk.