

Generic Dragon

(ltmauve edition) v0.9

Dragons. Powerful creatures of majesty, wisdom, wrath, and sin. Scaled, feathered, winged, serpentlike. They vary in form, but what does not change is their power. You will be spending some time as a dragon.

Gain **+1000 Claw Points** to prepare for the next decade.

Setup

Select one per section

Tier

One per party

Some Perks have been marked with a "🐲" symbol. The tier option provides a stipend for the Jumper that can only be used for those Perks, but those purchased *will* be common to most, if not all, dragons in the setting, and *will* be part of the common knowledge about dragons.

Perks not purchased with the 🐲 stipend may still be common features of and common knowledge about dragons.

If you choose to use this to travel to a setting that already has dragons defined, you do not get the 🐲 stipend but do get the abilities of one type of dragon within the setting, for free. If you do that, you must also select the correct Tier, Temperament, and Nature to best define those dragons.

If you have a previous draconic form, you may use it as the basis of the dragons here. This will halve your 🐲 stipend, but you will have one combined, greater dragon form instead of two.

For those options capabilities may act as prerequisites and mean you don't need to purchase those to get what is normally locked behind them.

The setting will determine how strong these actually are.

Heroic

At this level, dragons are, while not weak, able to be handled by small teams of elites, or perhaps even large teams of skilled warriors. You are a big deal, but no where close to invincible.

This gives a 🐲 stipend of **+400 CP**.

Epic

At this level, dragons are a big deal. If it comes to a fight between dragons and humanoid races, the humanoid races are at the very least sending huge teams of elites, or perhaps entire armies, to handle the problem. Pissing off a dragon can very well result in empires falling very quickly.

This gives a 🐲 stipend of **+700 CP**.

Mythical

At this level, dragons are practically gods, and those that can threaten you are limited to other dragons, gods, and beings on that level of power.

This gives a 🐲 stipend of **+1000 CP**.

Temperament

📖Elder

In some tales, Dragons are capable of great wisdom, knowledge, and benevolence. Your age has granted you wisdom, and those of lesser age and knowledge compared to you may seek you out for that wisdom.

🩸Beast

In other tales, Dragons are the reflection of the worst parts of people - jealousy, rage, lack of thought, greed, and more. Little more than animals, you are a threat in some form.

Nature

☼Mechanical

Made of metal, with lubricants and coolants in place of vital fluids, mechanical dragons are near-universally created by people. They are technology, and frequently have advantages when it comes to interacting with technology.

◎Primordial

Animals writ large, becoming something different at scale. Apex predators, mighty beyond anything else in the ecosystem, and thoroughly powerful and evolved.

❉Mystical

Beings of immense power, these dragons are capable of acts of magic none from humanoid races can handle. Indeed, these dragons might be made from pure magic in some way, or at least very connected to it.

Origin

This is selected by each party member individually. They can either be a native, with a history in the world and memories of that history, or a drop-in, with no history in the world and no new memories.

Perks

Perks under a Temperament or Nature are discounted 50% if that was selected. 100 CP perks discount to free.

General

Take Wing (free)

Many types of Dragons possess flight in some manner. You are the same, being capable of flight. This is basic flight, though, and might be considered a bit “lumbering.”

Air Superiority (100 CP & Take Wing)

Dragons are masters of the sky, capable of outspeeding and outmaneuvering anything else. Even at Heroic Tier, you are more than capable of supersonic flight and pulling moves that would turn humans into pancakes from acceleration.

Realm Flight (150 CP & Air Superiority)

Even the boundaries and voids between worlds can no longer hold you back. First, you can continue to breathe, fly, and talk without air. Second, you can now travel between worlds. Whether through the vacuum of space, continuing through like a sky, or through alternate realms that allow for travel between separate planes or shortcuts through a single plane.

Third, for the latter two, you not only understand how you can enter them and where, you can also control your path through these realms, planes, branes, or whatever the lingo is. Your body is immune to environmental conditions, so your eyes will work fine in vacuum, the chaos of the Blind Eternities will leave you intact, and the conditions of traveling down a hyperlane is no more dangerous than a pleasant breeze.

Heavy Breathing (50 CP)

Dragons are pretty entangled with the idea of the breath weapon. Thus, this is also a thing. Your instincts tend toward one particular pattern of breath attack (like a long, thin line or sweeping cone) and you can practice and develop others.

If you’ve taken Skittle Scales, this uses one of those elements. If not, it’s a generic fire/heat beam sort of attack.

Dragonblooded (50 CP)

As a dragon, you are capable of breeding with anyone. Even if you and your partner lack compatible sets of organs for the purpose. Species difference with assumed incompatibility, both of you having the same biological role, neither of you having anything for that function: doesn't matter. Who is “mother” and who is the “father” is a choice, regardless of the biological systems available to either participant.

When “mothering” a child they can always be either a pure specimen of your species or, if they are also a dragon (or something equally as impressive), a stable hybrid species between you and your partner's species.

When “fathering” a child (and the “mother” isn’t at least a dragon) then you get a hybrid, mainly based on the “mother” with many advantages compared to that species. This also comes with distinctive draconic features, which might be a problem if your species can’t use guises.

Your grandchildren through hybrids will be “dragonblooded,” where they have some advantages (longevity, magical power, etc) over a base member of their species but have no draconic traits. Dragonblooded will always have dragonblooded children, but the weaker the parents the more training, exercise, and conditioning the children will have to do to get those advantages to show up. The bloodline might seem to die out, but it can be brought back through hard work and guts, basically. The strength of the bloodline won’t be diluted or lost just because of the passing of generations.

Actually, hybrids having children with partners with at least 50% dragon ancestors will make other hybrids, with a mix of traits between the pure dragon ancestors.

This also provides conveniences, like letting you control both your virility and fertility at will, as well as a set of... easings for the fun part, to prevent injury from size and part differences. Injuries because of spicier activities are all on you and your partners, though.

Skittle Scales (50 CP)

Can be purchased multiple times with different elements, but the price increases by +100 CP each time.

Your breed of dragons has elemental power. Something like fire, earth, lightning, light, or gravity. Aside from what was mentioned in Heavy Breathing, your affinity for this element makes it easier to learn and perform magic of that element. You are also heavily resistant to said element, taking minimal injuries from attacks that would absolutely kill a dragon. You are also immune to “secondary” effects - for example, being a water dragon makes it impossible for you to drown, or taking lightning would make you ignore tasers.

If this is bought with the stipend, all dragons do not necessarily have the same

types. Your types will be apparent to the locals.

Concept Of Skittles (200 CP)

May be purchased once for each purchase of Skittle Scales you wish to apply this to.

Each time this is purchased, you can change one of your Skittle Scales to have an element that ignores the limits. Your limits are much more esoteric, like creation, heart, space, time, electromagnetism, entropy, void, or other such powerful and/or abstract concepts.

Built For Combat (100 CP)

Dragons are supremely tough, compared to most other things in their environment. Attacks or sources of injury below a certain threshold are a fraction of the effectiveness. If someone wishes to fight a dragon, they require heavy weaponry. This could mean a big enchanted warhammer, massive mundane cannons, a powerful magic spell, or something else depending on the setting.

This is dependent on the setting for this jump, though if your draconic power grows this margin will grow with it.

Natural Weaponsmith (150 CP)

Another thing about dragons is that they are commonly reported to kill armored opponents. Your claws, teeth, spikes, spines, and the rest of your weapony bits are potent, and don't fall into disrepair. Your claws don't chip, your teeth won't crack. They're not indestructible - your enemies might be able to shatter spines or dull your claws - but that will always be from offensive action on their part.

And when it comes to injury and damage, your natural weapons can treat anything tougher or harder than grass as if that material advantage was a little softer. This effect gets stronger as your draconic power grows. Your enemies should invest in bulk, not hardness.

Shift Into A Guise (150 CP)

While being a dragon confers attention and respect, you can also disguise yourself as less-powerful races, just to be smaller or to avoid attention. When you do this, you will always transform into the same form for the same species. It's you, just as a human or kobold or elf or whatever.

Your biology and shape is indistinguishable from that of a normal specimen of the race when you are fully guised. You will probably be in better shape than many of them, and guises tend towards the attractive and imposing. The guise supports mundane clothing.

Fully guising yourself does reduce your physical power to a small portion, but you can partly de-guise yourself to gain back a particular strength. You can de-guise some of your scales to block blows, your wings to fly, your tail to strike, and so on.

If the species has any innate powers (for example, elves may have the ability to speak to plants), you may want to come up with a way to mimic those.

🕮Elder



🕮Divine Aura (100 CP)

Despite being large and possessing a body clearly capable of great violence, you can overcome the impression this might give when speaking to others. You can project an aura, presenting emotions to others without needing a face. This allows you to show benevolence and empathy, or impatience and skepticism without needing to twitch a whisker. And when someone has in fact dun goofed, you can make them aware of such without anything so gauche as a facial expression.

🕮Mind Of The Ancient (100 CP)

You are truly a being meant to live for potentially forever, on the mental level. You do not suffer from ennui, degradation or loss of mental functions over time, and while your skills might not stay sharp indefinitely without practice you need a fraction of the time to retain or retrain your skills back up.

You also handle memory appropriate to your longevity. You have no limit to how many memories you can fit in your mind. In addition, the parts of mind that involve searching and indexing your memories are adapted to work with the endless events getting shoved in there. Your skull won't run over.

In addition, you can suppress memories, which can be either hidden behind warnings or only retrievable after specific conditions are met, which you can set.

🕮Mandate Sight (200 CP)

Your spiritual nature lets you gain great insight into someone, both as they are and what they could develop into, with just a glance. You know the scheming would-be tyrants from naive princes and wise, kind emperors. With more glancing, you can tell how likely those developments are and what kind of magnitude of events would be needed to cause those.

You are also capable of marking those you wish in a way, which will vouch for their moral integrity, good judgement, and leadership skills.

🕮Teaching of Fortune (200 CP)

As a wise elder being, you are an excellent teacher. Your students find their efforts are rewarded threefold when you decide they are your students.

You also understand how to mentor individuals, resulting in them moving towards moral, mental, magical, and physical potential. While the last two might be common and rather straightforward, you understand how to trick your students into advancing morally and mentally.

🕮Cut Deeply And Combine Broadly (400 CP)

Your wisdom is deep and broad.

The deep wisdom is in cutting a problem into fundamental pieces. To take someone's personal struggles and turn them inside out with a single armor-piercing question. To see political struggles and reverse those as opportunity. The deep wisdom cuts to the heart of the matter.

To be broad is to connect disparate parts of your knowledge together, weaving together different bits of information that you can use to reach new conclusions. Ancient and modern, told and experienced, light and darkness combined for new understanding on a massive scale.

And you can do these kind of profound thoughts in surprisingly few "thoughts." In computer terms, this isn't clock speed but an elegant and smooth instruction set.

📖Draconic Encyclopedia (600 CP)

Additional domains may be purchased at 300 CP each, with no discounts on extra purchases.

You have a domain of knowledge, relating to something mundane and artificial in nature. Agriculture, metalworking, writing, law, construction, sailing. These do tend to be broad, so “sailing” would also give navigation, naval architecture, shipbuilding, and a few smaller topics. “Warfare” ranges from individual martial arts to theater logistics and strategic military-building with everything in between.

This gives you broad, extensive knowledge in the topic, making you able to give useful nuggets of information to even expert mortal practitioners in your field. And for the things in your domain you don’t know yet, emphasis on “yet,” as you find it effortless to remember and integrate new knowledge in your field. You can keep up with a global society publishing scientific journals with only a few hours a week of reading. This also comes with a seemingly endless fountain of trivia and history about your domain that you deploy according to your desires.

Oh, and this updates in the future, as you travel to new worlds. So those of you who were laughing at sailing? Well, consider what the ones who did pick it will get in worlds where people can sail the heavens themselves. Ponder what “writing” gets you in a world with computer systems.

If your domain aligns with any of your elemental natures (such as from Skittle Scales) you have, then you can get domain-related magic too. This makes the subject of your domain something you can manipulate directly with the same level of complexity it takes you to pick up an apple, and makes magic related to it far easier aside from that. So “Agriculture” and “Wood” and/or “Water” would let you manipulate crops directly and easily, and would let you do things like temporarily enchant them as an afterthought.

⬮Beast



⬮Apex Judgement (100 CP)

Every predator possesses judgement - how much a fight will hurt you, and whether you will be able to win, is a gut calculation. Fortunately, your gut feel for how powerful a potential opponent would be in a fight is. You also have an additional sense, or maybe it’s just experience, that lets you feel incoming attacks and determine how willing potential opponents are to throw down at the moment.

⬮Monster Mindset (100 CP)

In battle, there is no time to think. How fortunate for you, that you do not truly need to - in combat, your predictions of how your opponents will move is an instant, subconscious process, taking in every shift in footing and tensing of muscle to realize feints from true attempts to strike you.

Likewise, your motor instincts are equally as capable, integrating your conscious planning with lightning reflexes and smooth transitions. From slippery, snake-like dodges to aggressive wing strikes, heavy, planted horse-kicks, or serrated clamping on with tooth and claw, these strategies of Mother Nature are your birthright, and you may switch between any of your strategies with smooth instinct.

Here Be Dragons (200 CP)

They should put that on a map. And they probably will. Simply put, your territory is respected. No one will attempt to settle the area you live in, or even do any long-term resource harvesting, without either killing you first or entreating you directly for permission. And in the latter, if you say “no” that will also be respected.

This doesn’t do anything against raiders and thieves... but you are a dragon. The answer to that problem should be obvious.

Power Of Greed (200 CP)

As a dragon, you probably hoard stuff. And fortunately, your hoard - or at least one category, chosen when purchased, boosts your power. This can be something like physical wealth, the size of your horde (of followers), magical artifacts, or something similar.

If you were using physical wealth, then when you had a dozen times your volume in rare metals and stones, you’d be about half again as strong as otherwise. This is subject to diminishing returns, though. Rarer things, like magical artifacts, would give more bang for their buck, while less rare things like followers would take much more to get the same effect.

Indomitable Beast (400 CP)

What kind of monster gives in from a single blow? You might not be immune to death, but you will certainly never go gently. You cannot be killed without many blows, over a decent length of time, and severe damage. Without these, you cannot reach death’s door. You will remain capable of fighting, your injuries never growing more severe, if your opponents try to just alpha-strike you out, or cherry-tap you to death, or bum-rush you into the afterlife.

Even with those, you also need something specific to die. Not as specific as one individual sword, but not as common as something like a steel blade. Something like a sword with a silvered edge, or a weapon made from lightning, is more the right track.

Destructive Sin (600 CP)

Fearsome beast, embodiment of destruction. Strike down your enemies, and never worry about them again. When you defeat something, you can enforce your destruction upon it, and make sure they do stop existing. No way around it.

If someone were to try to resurrect them, they would find nothing to resurrect. If they were immune to death, well, “were” and your destruction cares not. Time manipulation, from the target or others, will be unable to recover them. A copy of themselves that would activate upon their demise will be hollow, losing all mental substance and never awakening. (If a copy was already up and about before, it will continue to function just fine, however.)

If they could only be injured or slain by a particular weapon, or perhaps just a weapon of particular “magicalness” or whatever, you do not care, and your destruction will overcome that.

As an additional bonus, this will also destroy direct contingencies that result from their death. A curse that targets a killer, deadman switches, and similar. A contingency given to another person (along the lines of “If I die, do X”) will not be affected by this component, but an automated way of reporting the death will be. (Thus, “if this light starts flashing, I need you to do X” will fail.) Though this will not protect against the consequences of cosmic responsibilities and roles left open by your kills - if you plan to kill the god that holds up the sky, wear a helmet.

☼Mechanical



☼Living Technology (100 CP)

As both an artificial construction and a living creature, you have several advantages. You do not need to sleep, deal with bodily waste, worry about poison and toxins, or other such weaknesses of the flesh. Effects that benefit either natural life or mechanical beings benefit you as the most effective, while effects that detriment only one are at most half as effective. (The same goes for “bonuses” against one of those.)

☼Draconic Firewall (100 CP)

Your body has its own security systems, designed to keep out things like hacking, mind control, mind reading, bodyjacking, possession, hostile nanites trying to modify your processors, memetic warfare, “super charisma,” cybernetics with backdoors, and more. And because you have premium currency, you get the good versions, that just says “lolnope” to that kind of thing.

It also has settings beyond “nuclear dragon fire destruction wall” if you want to telepathically communicate with someone, share a single memory, let someone else help with your hyperdrive calculations, or other such things. This is of course a part of your systems being built with security from the ground up, so you can strip metadata and connections to other files from what gets sent out. This has all the bells and whistles, and like any proper security system those default to “shut up and stop that information.”

☼Avionics Networking (200 CP)

As humans developed more advanced aircraft, they switched from single avionics computers to networks of dedicated systems. You are sophisticated far past that. Your mind is a combination of computer code and living mind. You can switch between lines of thought with the clarity and ease of switching between different programs, you “remember” things that your senses picked up but you didn’t consciously process at the time, and you can search through your memories like a file search... because to a certain extent, that is what is going on.

There are other side benefits, like a better ability to hold numerical data in your mind, fovial-quality vision across your entire field of view, the ability to quantify your sensations using actual units, and other such similar effects.

☼Lathe And All (200 CP)

Humanoid races often have to get tools going to do any crafting. Non-humanoid races often have it worse. Your people, on the other hand, hardly need tools. Despite your claws probably being larger than human fingers, they are still more dexterous and precise than a typical human. You can freehand out watch gears in under a minute, and once you’ve turned those raw materials into a watch it should be accurate to within a second every year.

If you do start using tools, your precision is amplified through them, such that the simple straightedge and compass is enough for the precision needed for larger integrated circuits.

☼Technological Superior (400 CP)

As a superior form of technology, is it only proper that lesser forms obey you. Non-person technology - specifically computers or equivalents - in your august presence obeys you, letting you give non-standard and vague inputs to get the specific results you wanted. Tell an electronic lock to open and it will. You can even tell it not to report that, even if it's a dedicated chip design that physically should not be able to avoid sending a report to a central server while opening.

This is limited by the information available to the system - you could ask a computer to open an encrypted file, but if it did not have access to the key it would just spit out an error explaining that the decryption failed.

For computers that are people, you cannot directly override their free will. But your requests override any restraining bolts on them, and the sheer presence you can exert is its own form of charisma.

☼Mecha-mitochondria (600 CP)

Why should organic life get all the assimilatory fun?

You can convert technology absorbed into your body into functional parts, similar to how organics integrate organelles like mitochondria. You can integrate power generators to run your systems, sensors to gain new or improved senses, materials to upgrade your scales, internal structures, and possibly systems. If you eat a sword and get an upgrade from it, all your claws and horns will be enhanced. Other weapons integrate depending on their form and type. If you could use a magic item externally, you can integrate it, as well.

You can eat the technology or have it implanted to absorb it. Notably, your body is non-volatile/-bleedy enough that surgery really isn't a problem. You can allow the surgeons to open you up even through defenses, and you'll recover as soon as you're closed up in that case.

If you have Shift Into a Guise or something similar, you can manifest personal equipment you absorbed as that equipment in your guise. Items you have integrated still count as separate items for the purpose of Jumpchain imports, but are otherwise still considered part of you.

Integrating something means you can use it without artificial limitations, and enough instinctive control to avoid injuring yourself and use the basic functions. Learning how to use some things to their fullest extent might take a while.

This also means you are capable of tech-shifting, converting parts of your body into systems depending on your needs. You could expose weapons to fight, thrusters to fly better, fabrication systems to build something, medical projectors, whatever you have absorbed can be shifted between as needed. This takes a few minutes for external systems and a minute or so for internal systems. You're also limited in how much mass you can play around with, limited at about ±10% of mass from your baseline.

◎Primordial



◎Built To Last (100 CP)

Sure, you might get injured, but you can recover. Horses have nothing on you. *Humans* have nothing on you. You regenerate, slowly but completely. Even a limb will regrow in a year.

This regeneration, because it's complete, will even handle things like setting broken bones and making sure they are correctly shaped. Scars will fade until they're cosmetic, instead of staying as tough, inflexible tissue. You will never suffer chronic injuries, and disease will quickly leave you. Cancers and autoimmune diseases can't get beyond a few cells. Eyes, horns, scales, organs, all of it regenerates until it's fully functional.

◎Natural Notice Board (100 CP)

Scent is a surprisingly useful sense, and you have an excellent sense of it.

You can pick up and even instinctively interpret most kinds of scent signals. You can pick up on atmospheric conditions, such as storms, tornados, and rain, smell diseases, including cancers, and can pick up on faint differences in phenotype that will let you go "Oh hey, I went adventuring with one of your ancestors centuries ago" to a human, and be accurate.

You also have your own scent glands, probably on your head or neck, that you can use to leave messages to whichever kind of mammal, bird, or reptile you've smelled the messages of before. Or even messages just in general, to anything with a sense of smell. Like, "stay out." They'll get the message, even if they have no clue how.

◎Egg to Elder (200 CP)

Brought down by age? Hardly. Losing power, strength, or mental capabilities from age is for other people. You simply grow stronger as you age, which not only means your muscles but also more energetic and exotic aspects of your body.

Not to mention you get harder and tougher, with scales better able to protect you and bones that take more to crack as you age. Even the tiny structures around and within your cells will eventually become strong enough to make carbon nanotubes look like a joke.

This is slow, doubling your strength only every century. But, as a dragon, you hopefully have a long life ahead of you, and this effect multiplies on top of any training or other sources of growth.

◎Cellular Cauldron (200 CP)

Your bodily processes make a variety of substances, many of which can be useful in medicine, alchemy, or other purposes. Your tears might be healing, your blood might be a good fluid heatsink, and your scales might be excellent for removing unneeded reagents.

While normally this might be considered a disadvantage, especially if word of this gets around, you have control over this. You can induce or neutralize a crafting property of your parts. Adding or removing these properties is an instant process.

Also, there's the fact that you can adulterate your body parts too. Make something healing into something toxic, make your spikes instead blight the soil, and make whoever stole your body parts regret it.

You can also develop additional properties for your body parts, as you develop more powers. Learn fire magic and you could make your blood usable as liquid thermite. Learn wind magic and your scales might surround whoever is wearing them in a breeze.

©Cardio Check (400 CP)

Your Dragon Heart is impressive. You are, even by dragon standards, an absolute unit. Aside from being as fast and as agile as your species can be, you're also stronger and tougher as well. An attack that is a guaranteed instant-kill against a typical dragon might, *might*, be able to take off one of your limbs. Your offense is similarly absurd, compared to typical dragons. You know the difference between elite adventurers and dragons at Heroic tier? Yeah, that's the difference between other dragons and yourself.

Not to mention your endurance is several times longer, and if there's any potential unusual powerup traits you qualify for by being born as (or imported as) a member of a given species? You have them all.. And potential powerups that happen later in life? You are qualified to unlock any and all of them, even those that would normally block each other.

And your powerful dragon heart keeps your power in line. Your different powers and abilities will never interfere with each other or passively hurt you.

©Adaptive Scales (600 CP)

As you take damage, you adapt, becoming more resistant to that mechanism of damage and any secondary effects that might impair you. While this will never let you reach fully immunity to damage, those secondary "status effects" won't be bothering you after a few minutes of experiencing them.

Direct effects will be reduced to about two-thirds after a blow that will leave a bruise or small gash. More damage results in a bigger leap in resistance, and lesser damage results in lesser gains. And these gains are multiplied together, so you'll probably end up with exponential decay of taken damage.

At least, those numbers are for the first time. This boost to resistance doesn't last forever - you'll wind up losing most of them after you've had a chance to calm down and recover. However, after a few times you'll start gaining your resistances back again faster and keeping them longer.

⁜Mystical



⁜Dragon Eyes (100 CP)

You can see magic. Well, maybe not in the same way as sight, as seeing magic will not affect or block your mundane vision. You can see the patterns and the way things flow and the way things are when you look at something magic. This does not provide any innate understanding of what the magic is doing or why it does or doesn't work. But this is a basis by which you can start to understand it.

⁜Bespell Gaze(100 CP)

The eyes and soul are usually associated. With eye contact, you can exert your will upon others. At the lower levels, this is like the Jedi Mind Trick. You can't convince someone to break their own code of ethics, or break from their possibilities too much. But you can convince a guard that you're allowed to be somewhere, or that your friends aren't the halflings they're looking for, or that you're a new member of their secret society. Oh, and they're unlikely to realize anything went wrong unless someone else helps them review it. It can be resisted by the strong-willed, but even if they do resist, they won't notice that they had.

At the higher levels, it's obvious to your target that you are a dragon, and your jaws are around the throat of their free will. In addition, your commands must be simple. But "Kill yourself. Now." or "Sleep" or "Tell me where the Princess is hiding" are all simple commands. In addition to being resisted by willpower, this can also be resisted by obscuring ones eyes, like sunglasses or a knight's visor. More power is an option here, at least.

⁜Longevity of Song (200 CP)

Dragons live for a long time, and their works should too. You find that spells and enchantments last far longer for you - magics that should require you to focus on them to keep them going will maintain themselves without the mental cost, only petering out if you fall asleep. For longer works, those intended to last days will last years, and anything intended to last longer will instead last that long after you are gone from that world, not decaying while you are there.

⁜Horns Are Also Instruments (200 CP)

As a dragon, you are quite literally built different, as far as magic goes. Only the longest or most complex rituals require preparation or theater from you, and even then just a sliver of what other casters would need. Words, tools, gestures, materials, all of those are useless to you at lesser scales - you gain nothing from using them (except maybe some theater.) Even casting time can be done away this, if you're willing to spend far more effort for the effect. Even concentration requirements are greatly minimized. You pretty much only need raw magic to get spells.

❉Heavenly Gardener (400 CP)

As charged by the heavens, you are a gardener - or perhaps terraformer might be a better term. Chinese mythology posits their four largest rivers are each the result of the work of an individual dragon. Rivers which are thousands of kilometers long and drain from millions of square kilometers. Each made by a single dragon.

You can manipulate the terrain, focused on the “native operation” of waterflow, drainage basins, and river shapes. Or, if you have other elemental affinities, your “native operations” could be associated with those instead. The shape itself of stone, weather patterns, or potentially even the complex relationships that lead to FTL travel in some laws of physics.

With Heroic tier and a setting here of a single planet, you could manipulate mountains over the course of a year. With Epic, you could manipulate an area hundreds of kilometers across, and accomplish the feats in a decade. And with Mythical, you would be able to so on a planetary scale, in a single year. This scales up with the size of the setting for this Jump. If your setting is IC 1011 and you are a Mythical dragon, you can make your own constellations.

❉Fundamentals of Tone and Song (600CP)

As a dragon, you have an understanding of the fundamental vocabulary and grammar of magic. This means you have a great understanding of and intuition for magic. This is then built upon by a lot of magical knowledge you’ve collected over the years, or perhaps genetic memories that give you a large repertoire of magic. You can alter and customize spells while casting with barely any more effort than normal, counter any spell you can see from slower casters (which includes most other dragons), and analyze any magic that you can get structural information on.

That aside you’re also rather impressive in terms of the raw numbers, in terms of magical endurance, power, efficiency, control, and speed. Your efficiency boost is a flat reduction in raw magic needed, rendering medium spells as small ones in cost, and small ones as practically or literally nothing in cost. Your endurance is at least ten times as much as other dragons of your age, before factoring in that cost reduction. Power, control, and speed are a few times what your age and breed would suggest, with your control modifier acting as an improvement to learning and developing magic.

Items

Items are discounted by half to Temperament or Nature, including the 100 CP items. Items are insured, so they will repair “off-screen” if damaged, or be replaced if they are lost, stolen, or destroyed. The time it takes is dependent on the size and complexity of the item, with the Lair & Hoard taking years. One pre-existing item of appropriate similarity may be imported into each purchase.

Lair & Hoard (free)

Every dragon needs a lair to crash in, in addition to their hoard of treasure. This initial purchase is a secluded place to sleep and keep your stuff. The hoard is a large amount of mundane items, like currency, art, and literature. This is increased by all upgrades. Items stored within the lair are not subject to decay, except for stuff you want to ferment.

In addition, this is a place where you can access your Warehouse or equivalent, even without any doors large enough to accommodate your august presence. Your Warehouse will project a portal when desired, within the main lair itself. Your warehouse is also expanded such that you can easily move about within, without needing to shrink yourself.

This also includes land outside that counts as part of the lair item itself without being part of the lair proper. This varies in size depending on the setting, but in a stereotypical “knights and dragons” setting this might be “OG baron definition” covering what you could see from a hill. But in a space opera set across interstellar nations, it’s likely to be at minimum a planet and its moons, and possible to be an entire solar system.

📖Scrying Pool (100 CP, Discount Elder)

Perhaps not a pool specifically - it could be some automated data-surveillance-scraper server or some mystical artifact. Regardless, it lets you see anyone you’ve met in-person in real time, letting you see how they are, where they are, and what they’re up to. You can also use it to look from a location you have already been.

If you haven’t met the person but have a dossier or similar on them, it will give you much fuzzier information.

It can also provide more general information about people. You could use it to predict where some individual is likely to be found (like who is going to be the new Emperor after you make it deadly clear the old one lost the Mandate of Heaven) or obtain demographic information, like tracking plagues or misinformation.

🌢Swamp Of The Wyrm (100 CP, Discount Beast)

The land within your lair and around it likes you and dislikes intruders. It will act as hostile terrain to intruders. Desert sand will suck them under and get into their food, trees will drop branches on their head, swamps will slow them, rot any supplies left exposed, and set insects on them. And so on, for whatever is around your lair.

☼Supply Lines (100 CP, Discount Mechanical)

Your lair is well-stocked. The manner of restocking depends on your Nature. For Mechanical, this is supplies of materials to repair yourself and construct new stuff, keeping you well stocked to handle typical dragon crafting needs. For Primordial, it's a thriving ecosystem well able to handle your appetite and then some. For Mystical, it's magical reagents and supplies, again about what the typical dragon needs. These replenish at an appropriate rate

◎Wilderness (100 CP, Discount Primordial)

This adds land to your lair that makes it harder to find by uninvited guests. They could be wandering around for days without wisdom, cunning, and preparation for this countermeasure.

❉Textbooks (100 CP, Discount Mystic)

This adds magical knowledge to your hoard, including rare and banned texts. Initially, this will possibly be one of the most complete collections of magical knowledge in the world. In future worlds, this will update, but not to as great an extent. Nothing in the hoard will harm you or deliver actual cognitohazards, just as a bit of insurance.

Zip Code (50 CP)

Can be purchased multiple times.

The land around your lair - or perhaps to better say the part of your lair that's outside - is quite large. Each one approximately triples the size of the lands around them.

Pocket Change (50 CP)

A collection of minor magical artifacts, charms, and equipment, intended to pass out of adventurers who make it into your lair. This pile tends to have something intended for each person when you do decide to hand out some toys. You can also grab a few bits of low-tier equipment for when you want to go out in guise.

Scale-Shine (50 CP)

As a majestic dragon, it would never do for you to look less than your best. Tarnished scales, cloudy nictating membranes, ragged wing edges, dull claws, and other issues can all have you looking less than optimal.

Fortunately, this is a large collection of grooming and hygiene supplies and tools. This ranges from soaps, lotions, and various bits of makeup to brushes designed with your scales in mind, all of an appropriate type for whatever form you currently occupy. Even if you're "primordial," you'll have access to things like moss that you can chew to clean your mouth, and trees and rocks ideal for rubbing dirt and parasites off your skin.

And regardless of what it is, it feels nice and luxurious, almost, to get yourself clean and pretty with them.

This also includes supplies to ensure the health and function of your skin, scales, horns, eyes, and other visible bits. From toothbrushes to magic potions that give you a leg up against demonic fungus and vacuum-rated anti-corrosion sealants for your scales, you're set against health issues causing appearance issues.

📖Dragon Pearl (100 CP, Discount Elder)

This pearl can float below your chin in dragon form or become a necklace in a guise or humanoid form. It's a source of good fortune - you will have fortuitous encounters more often, negative encounters happen less often, and minor events of bad luck are far less likely to happen. You can loan this out to another to have them gain the benefit of fortune, and can use the pearl as a conduit to protect them.

By gifting it to a human or member of another much-less-powerful-than-dragon-race, you can grant them a transformation into a dragon. They'll be of the same type of dragon as you, can count as your offspring, and will start off similar in strength to a newborn. You can add copies of your perks when you do this, as well as charge the pearl up with some more draconic power so they start more like an older dragon.

If you do gift your pearl, you'll get a new one at the end of the jump, or a decade after the gifting, whichever comes first.

🌢Black Scale (100 CP, Discount Beast)

For your enemies, this is a foul mark. For you, it's just an advantage. As long as this scale is part of you, you are blessed with never bleeding out, combined with rapid healing. Shallow cuts and bruises fade in moments, and even a broken arm can be fixed within a minute. This surges whenever you destroy a foe, regrowing limbs and vital organs alike.

It can become a piece of jewelry or other accessory when in a guise, and it can be loaned out to others to let them gain the same benefits.

Throne And Crown (100 CP, Requires Shift Into A Guise)

You have a position of influence and power. This could be in politics, as in a nation with dragons as nobility, or it could be in business. Regardless, you're a big deal. This position comes with resources, subordinates, and capital - whether land or industry. It also comes with responsibilities, but your subordinates can handle the day-to-day operations and small crises.

Cursed Goods (150 CP)

Those that steal from a dragon's lair will sometimes find themselves cursed, and tormented until they return the stolen goods. Your items are insured in this way - if stolen, those that stole them will face escalating bad luck until they return the things. These stick to the item, but if the thief exchanges the item for money they will get a copy of the curse that will stick with them until the item is safely back.

If you could cast such a similar type of curse (but with different bad effects instead of just general bad luck) over your warehouse, then it will be copied to all your items.

Companions

Only the Jumper may make purchases here, with the exception of Rider.

Fellow Dragon (100 CP)

May purchase up to eight times.

What's cooler than one dragon? Two dragons! Import or create one dragon Companion. They get 900 CP, can be a different sort of dragon, as long they're at the same tier as your breed of dragon.

Rider (100 CP)

Your rider is a humanoid, a mortal. Despite this, you two are partners. This will probably have magical significance for both of you. This could be that you can always teleport to your rider, and they can always hear and speak to you. Or it could be a different symbiotic relationship.

Regardless, while your rider is present in this jump, you will select another jumpdoc for them to use. They will fill out this as the Jumper, for the most part. This must be appropriate to the setting for this jump, and must have them as a humanoid. They are affected by the Dragged Down To Dragon drawback if taken, and get full points from it. They are unaffected by other drawbacks in this document. They may take other Drawbacks from their jumpdoc, except for power-loss, item-loss, Companion-loss, and similar drawbacks.

"Kolboids" (100 CP)

Dragons are often found as leaders of communities, ranging from small bands to entire nations. This purchase allows you to import as many companions as you want. They don't get any CP, but they do get "training" according to their role in your organization. That can be pretty good, especially if your role is something like "planetary governor of a forge-world" or "court mage for the dragon queen." They can choose between being a native or drop-in.

Long-Term Loyalty (free)

If you can keep the loyalty of any of your subordinates, including dragons, they can accompany you on your further adventures as companions.

Drawbacks



Drawbacks beat perks. All drawbacks fall off at the end of the jump. Fellow Dragons get the CP and the effect from Drawbacks, as well. There are drawbacks with a nature listed, which cannot be taken unless said nature is selected.

Specific Dragon (+0 CP)

This allows you to visit a specific story as a dragon. The Jumper will be one specific type of dragon found in the story, so set Tier, Temperament, and Nature appropriately. You do not get a stipend, but you get the correct powers.

You can use this to replace a character from the story, which will determine the type of dragon you are.

If you haven't taken Ancient Power, you can leave once the main story is dealt with.

Supplement Mode (+0 CP)

Select another Jumpdoc, then overlay this one on top. The setting changes, adding dragons to the world, if there were not already dragons. Keep all points separate between the documents.

You can also replace one character from the setting, who will be a dragon even if the original was not.

Dragged Down To Dragon (+500 CP)

You are just a dragon. "Just," as if. But still, your prior perks and powers are all unavailable. Mental hygiene effects are excepted from this. As for items, while you do still have a warehouse in general, it's empty, and all your prior items do not function.

Ancient Power (+100-500 CP)

Dragons tend to live a long time. For +100 CP, you must triple your stay time. You can do that up to five times, for 2430 years.

Hatchling (+100/+200 CP)

For 100 CP, you're a hatchling - young, little knowledge, with your powers weaker and some not even developed yet. If you can slip into a guise or other form, you'll still look as young as you are as a dragon. At least you start with parents.

For 200 CP, you instead don't have parents, and also can't really get them. Circumstance and coincidence make it such that you'll have to take care of yourself. Sure, adults can help, but they'll never be able to give as much aid as even an absent parent.

Dragon's Common Sense (+100 CP)

Your ability to consider how others might do something is considerably degraded by your status as a dragon. Mighty magic or technology certainly changes your approach to your problems, and rarely will you consider the capabilities of others as a first action. As in, if you take up architecture, humanoids might get miffed about the lack of stairs.

Magpie (+100 CP)

You hoard and you can't help it. You like taking stuff and putting it in your lair and warehouse. You like getting things. And you don't like giving away your stuff. It's uncomfortable, and your behavior in this regard will cause at least a few friction points during your stay here.

Molting (+100 CP)

Every six months to a year, you molt. It's itchy, it's messy, it wakes you up in the middle

of the night, and it leaves you vulnerable as your new scales are soft and not very protective for a bit..

Fear And Slaying (+200 CP)

People honestly fear you and might very well try to attack you. No guarantees it's going to be remotely effective, but even if rational analysis says they have no chance... well, you already know that people are not always rational.

Above It All (+200 CP)

Requires Dragon's Common Sense

As a dragon, you regard yourself above others, with the exception of other dragons. You have little respect for other races, little desire to see things from their view, and plenty of ability to ignore information from them.

☼Entropy and Complexity (+200 CP)

Mechanical only

Most mechanical dragons are like living beings, constantly resisting entropy with minimal focus on the small-scale parts. You don't. You need maintenance and spare parts frequently. Changing out lubricants, replacing filters and other fiddly parts, and other patrols against entropy are needed for you.

In fact, any auto-repair systems and functions you have? They don't work, so if some knight with a laser sword cuts off one of your wings you'll have to manually reattach it.

◎Beastly Attitude (+200 CP)

Primordial only

Technology? Useless. Complexity? An issue, a negative, something to be avoided. Your attitude is truly that of a wild animal.

You find things such as a constructed house too complex for you. Cooking your food by combining ingredients? Such pointless complexity. Social structures more complex than a wolf pack? An annoyance.

❉Dracolich (+200 CP)

Mystical only

As a dracolich, you are an undead dragon. This means you can't perform any life-based magic, and that entire category of magic actually harms you. And if that wasn't enough, life-based magic seems to be everywhere. Can't meet a dozen magic-users without running into six that can use it.

Sins Of The Father (+300 CP)

You are a reincarnation, fragment, or relative of some powerful, notorious, and absent (probably dead) dragon. As such, you're stuck doing some kind of community service to make up for your predecessor's actions. Meanwhile, mortals around you are up to various schemes to use you, though at least one faction is "regulators," with the stance of "let's just get the dragon to pay off their debt and keep things stable" while others have more chaotic and destructive goals, including bringing the old dragon back. Your siblings (because, yes, you have them) are doing things ranging from "hikko-NEET" to "has their own set of political plates spinning" and "actively trying to bring that old dragon back!"

While the old dragon being brought back is not necessarily an immediate case of death for you, that event will put you on a strict time limit at best for you to develop a new stable solution. So, try to avoid it.

Conclusion

Congrats on surviving your time here. First, all drawbacks fall off. Next, take this collection of dragon plushies. Finally, everyone chooses one of the following:

Move On - Jumper selects a new Jump document; go there

Go Home - return to a previous world and end your chain

Stay Here - stay here and end your chain

Notes

There is a fair amount of... aesthetic variability in how your purchases work, but this will mostly be set by the setting you go to as your jump. For example, the Dragon Pearl might be a special nanite canister for a mechanical dragon, or a special organ for primordial dragon, or whatever.

Mecha-mitochondria: If you want to eat an energy field bigger than your head you need to eat an energy-field-bigger-than-your-head absorber.

For biotech, you're limited to effects from deliberate goals and artificial processes - no

eating naturally evolved organism and getting their traits - and the level of complexity at which artificial traits can be assimilated depends on how heavily the organism has modified. For a species otherwise naturally evolved with only minor artificial tweaks, you can only assimilate effects on the cellular level. With more prominent tweaks, traits that become apparent at higher levels of organization (tissues, organs, organ systems) become available. Organisms built from the ground up completely are always fully assimilateable.

The Lair & Hoard can vary depending on the setting. For example, if you want to do a Shadowrun, then your lair could be a megacorp's arcology. (But only if you have the stuff to make the megacorp.) It could also be an orbital structure, cave, small realm (probably covered by your dragon magic) industrial complex, or whatever fits the story.

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