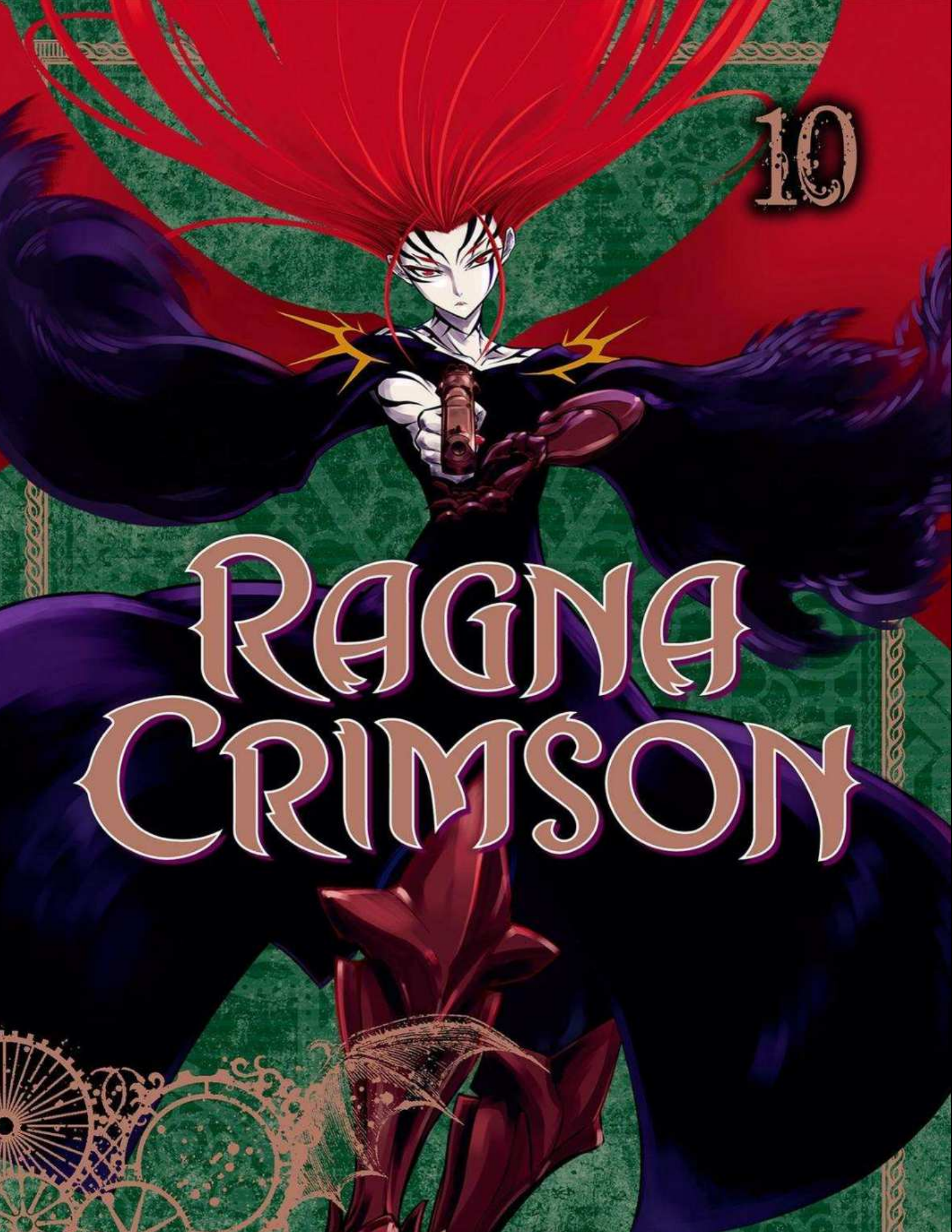

10
RAGNA
CRIMSON

RAGNA CRIMSON

A brief history of the world.

The dragon.

An ancient creature that has existed since ancient times. Weak to sunlight and silver. The natural enemy and predators for mankind.

Your journey will take you to a world besieged by these creatures. A world that has already been destroyed once to be rebuilt again. A world where a cruel god can dictate the destruction of entire countries just because their favorite cake shop was robbed.

But there is still hope for humankind. Ragna, a young boy that has been involved in multiple dragon attacks and is currently unremarkable, is destined to rise as a being that will bring destruction to all dragons.

However, by the time he had reached that level of power after a long and arduous journey, he found that he had lost everything he once cared about in the process. So, together with his companion Crimson, a renegade dragon king, he used the last sparks of his life to send his powers twenty years into the past to his younger self, to the very same moment that he would lose the person that mattered most in the world to him.

To aid you in this dangerous place, you gain 1000 Choice Points (CP). You start the same day that Grumwelt will attack Lonavera, a city in the Leese kingdom. Ragna will soon awaken his powers and start once again his path towards the destruction of the dragons.



LOCATION

You can either roll a 1d4 or freely choose any of these locations to arrive at this world.

1. Lonavera

A city on the outskirts of the Leese kingdom, and the place where Ragna will soon receive his older self's powers.

2. Seresfiera

The capital of the Leese Kingdom, and a city that will soon become the center of the 'painless' extermination plan of the Winged King.

3. Silver Corps Fortress

Located in the North-East of the Leese Kingdom, this former military training ground has become the last bastion of the humans in the Leese Kingdom.

4. Parazan

The capital of Ganaesh, a kingdom neighboring with Leese and a place that for the time being will remain free from the wrath of the Seija.

5. Amen

The fortress city of the Sun Cult that doubles as their headquarters. Possibly the place that it's more secure from dragon attacks due to the Sun Saint.

6. America

The place where the Dragon Kings were born. A terrible continent shrouded in mystery.

7. Japan

The domain of the Full Moon Dragon, a nation of humans controlled by cruel dragons.

8. The Gehenna Hole

A gigantic underground fortress that extends from India to Russia and the home of the Bloodline of Roars.

ORIGINS

Select one of the following origins. Any origin can be taken as Drop-In, giving up your background memories in exchange of having no connections nor history in this world. Your age and gender are up to you to decide, with non-humans being also be able to choose both their real and apparent ages.

Dragon Hunter **(Free)**

Even though humans are below dragons in this world's food chain, that doesn't mean that they cannot fight back. The Dragon Hunter profession is one that allows cities to still exist and have some relative prosperity, hunting down the dragons that may appear around and receiving rewards from the local guilds for the slayed dragons that may threaten the city or their surroundings. You start as a relatively strong Dragon Hunter, if not a match to Leo, you come pretty close.

Silver Corps **(Free)**

A branch of the Leese Kingom's military formed by a group of elite dragon hunters working under the shadow of the Silverware Princess. They benefit from the high-end craftsmanship of the princess, as well as her own leadership skills. Currently the only group capable of putting some resistance in the Leese Kingdom, you start as one of their leading members in terms of strength, even if still far below the power of the Silverware Princess. They will be evacuating it entirely from their fortress in some days from now.

Sun Cult **(-400 CP)**

By far the strongest human faction that fights against the Brethren bloodlines, they are a militaristic and heavily religious nation. Led by the mythical figure of the Sun Saint, they are a heavily armed and hierarchical group that seeks the eradication of the Dragons. Their higher members are known as Saints, the Dragon Slaying Monks that are capable of fighting and winning against high level dragons even if they were born as humans. And now, you have recently joined their ranks as one of humanity's finest.

Defector **(Free)**

A traitor to the Brethren, you were formerly in the service of the previous Winged King, Crimson. Perhaps you are a brethren yourself that followed your previous king, a creation of Crimson or maybe just another pawn of his. Whatever your background is, right now you are one of Crimson's aides in his quest to destroy the Brethren Clans. Depending on your location, you will start already deployed preforming some kind of mission for him.

Brethren (-400 CP)

You are not one of the mere beasts that the Dragon Hunters commonly hunt, but a different kind of being entirely. You are one of the Seija, a member of the Brethren Bloodlines, those who had been blessed with extreme powers from the blood of the powerful being known as the Dragon God. You start as a member of the Winged King's clan, the clan that has been tasked by the Dragon God with the destruction of the Leese Kingdom. You are probably already on the way to the next population center that will serve as your target. Remember your mission: leave no human alive in this kingdom.

RACES

Pick one of the following races.

You gain 200 CP that may be used in either the RACES section, the MAGICS section or to purchase the Magician perk in either of its tiers.

Human (Free)

The standard option, humans generally possess no remarkable qualities or special power besides the magics that they may learn and the techniques that they may train.

Evil Slime (-200 CP)

One of the creations of the dragon king Crimson. A creature entirely made of a sentient corrosive liquid, that can eat and dissolve dragons in an instant, and even quickly absorb a Seija if they are weakened and distracted enough. By consuming more biomass, you can grow in size, although at any moment you can shrink down to the size and shape of a human child, regardless of how large your 'true' self has actually grown into. You can also store things inside of yourself and keep them safe regardless of how much your size changes.

Your shape is not limited to blob or humanoid, you can extend your tentacles for several hundred meters if you have enough mass, and even take complex shapes like a 3D map. This is also aided by the fact that you can 'see' from every part of your body.

Finally, as long as even a drop of your body remains, you will remain alive. Although you will need to be given some extra biomass and mana to be operational again if you are reduced to that state. Unlike the current Evil Slime, you don't lose your 'inconvenient' memories after receiving a strong impact.

Chimera (-200 CP)

Another of Crimson's creations, a being capable of instantly transforming from an almost human appearence into a large black leopard whose tail has been transformed into a snake. This race boasts great agility and stealth, being even capable of outracing the Solar Cannon of the Leese Kingdom and move undetected through highly populated cities, as well as having the ability to move through shadows to teleport from one place to the other.

Other abilities include the creation of poisons from its snake-headed tail and the ability to see the heat emitted by others for a makeshift night vision.

Golem (-200/400 CP)

And the last of the marvelous creations of Crimson that you can choose to become: a completely mechanical lifeform. You have several powerful weapons, enough to damage some of the Seija,

concealed on yourself, and you are also far more resistant than a regular human to damage. After all, your body is made of steel.

Your second ability comes with the fact that you can link yourself to other technologies, such as small fly-shaped drones that you can deploy and produce, and can easily install new upgrades to your body, although you lack the knowledge to produce them just with this.

Your weirdest and final ability is that which allows you to kill humans and 'wear' their bodies as your own, perfectly mimicking any mannerisms and voice. You can even do it in a way that leaves no visible scars that could tip others about your true nature.

If you decide to pay a 200 CP extra CP, you also gain a combat body that is powerful enough to go toe to toe with a powerful Seija in their dragon forms by using Solar Canons and other heavy duty equipment to even survive physical combat with said dragons.

Seija **(Free and Mandatory for Brethren, -400 CP for other origins)**

Contrary to popular belief, the high-tier dragons, known as the Seija, aren't actually evolved dragons. Quite the opposite, the low and mid-tier dragons are born from the blood of the Seija. Now you are one of these beings, ranked around the 10ths in your bloodline, at least without any other perks or powers.

Powerful beyond human belief, the Seija are former humans who were turned into dragons by one of the six Kings of the brethren families, gaining through them the blood of 'god'. Capable of a regeneration that will let them survive even if only a part of their head remains and allowing them to walk during the sunlight without any problem, resistant to all but the most powerful silver auras, these beings are the peak of power in this world. They can kill even the strongest humans with their bare hands without too much effort, at least without accounting for other special powers and magics, and their blood is so rich in mana that they can cast their magics just by imagining the effects without the use of any incantations or hand-gestures. A single Seija would be capable of destroying an entire city on their own and take on hordes of dragon hunters without a problem. And that's only while they are in their 'humanoid' form, as they can transform into large dragons at will just as well, gaining at least a five times increase from their previous humanoid physical and magical power.

Be warned that silver disrupts the magical power that flows through the Seijas's blood. Should some silver weaponry disrupt the blood flow, such as managing to penetrate your impossibly hard skin through enough force or quality of the weapon and destroying your heart with the same weapon, it would cut your regeneration factor and prevent you from casting magic unless you manage to remove it and the frozen parts.

The transformation from human to Seija also adds a curious side-effect: all previous hatred towards dragons is eliminated, and at least a small amount of loyalty towards their King is gained. It is possible to regain or gain a new hatred for dragons, however, and you may even defect your king if you are displeased with their way of acting.

PERKS

All perks are discounted 50% off for their respective origins. 100 CP perks are free for their respective origins.

GENERAL PERKS

*You gain 200 CP that may be used in either the RACES section, the MAGICS section or to purchase the **Magician** perk in either of its tiers.*

Magician (-200/-400 CP, second level free for Sun Cult)

Magic is the manipulation of the world through magical energy, also known as mana. It requires time, dedication, potential and talent, to learn and create the spells, hand gestures, sigils and symbols to create the desired effects. Magicians aren't a common sight in this world, but they remain one of the forces besides the Dragon Hunters that can threaten the dragons.

You are a talented magician yourself, knowing a myriad of spells and gestures for various effects. It doesn't compare to the magic that you can get in the Powers section, but you can consider yourself a decent Jack-of-all-Trades and would be capable of fighting even against magic holding mid-tier dragons, and with some help and preparation, perhaps even fight the weakest of the Seija. Not only that, your talent extends to learning new magics, as well as making a better use of what you have. If you purchase any magic in the powers section, this perk will help you control your magical abilities much better.

If you instead decide to pay an extra of 200 CP, for a total 400 CP, you will have your mage abilities increased to one of the legendary Dragon Slayer Monks of the Sun Cult, of which only appears among humans between one and several decades. This means that your spells, while still working on the same principles than before unless you are a Seija yourself, would be immensely more powerful, as well as the breath of your magical knowledge. You could give battle to even some of the mid ranked Seija and have some chances of winning on your own, let alone assisted by some comrades. If you are a Seija and pick this, your talent and magical reserves are greatly increased, up to the point of a Second Seat.

Kinsmen of Claw (-600 CP)

The Bloodline of Claws is not one necessarily made out of dragons descended from their Monarch, the Severing Dragon Gilzea, but instead they are made out of those she picks as her disciples, be

they human or dragon. Considering that the mere presence of Gilzea is enough to paralyze even high dragons with fears, merely joining her Bloodline is quite the feat. And not only did you join and learned her martial arts, but you managed to pass with flying colors, making Gilzea herself recognize you as one of her Kinsmen of Claws. This means that, whatever your race is, you are clearly one of the strongest individuals in this world, with a personal might that approaches that of the Second Seats of the Bloodlines at the very least. And that it is without taking into account any other magics that you may have.

There is a second boon to be gained from this: you have gained one Gilzea's Claws. Whether you took it from another member in combat or she crafted it for you, this demonic weapon that you can call at your side at any time is one of tremendous power, for it grows alongside you, always making you stronger while you wield it, as well as being a perfect channel for your abilities.

DRAGON HUNTER

House Master (-100 CP)

Cleaning, cooking, sewing… These aren't the skills that you would expect to find in an experienced Dragon Hunter's resume. But not everyone can be the star of the show, and you have taken years of experience of serving others so they can be at their best when they are doing their job at the centerstage to the point that you can be called one of the best (personal attendants).



Just don't try to boast too hard about these skills. You may creep someone out.

The Hunt Isn't Over Yet (-200 CP)

Stopping? Why would you stop now? You have a strong something that drives you out to act, whether it be the love for those dear to you, or the burning hatred to take revenge of your enemies. Whatever it is, it has given you an iron will comparable to that of Ragna's. You won't stop fighting even if your body is a broken mess. You will surpass your fears and crush them under your heel if they stop you from reaching your objective. You could even temporally resist the physical and mental domination of the dragon transformation process by sheer force of will alone. There is probably nothing in this world that can make you give you up and surrender.

Are You Afraid? (-400 CP)

As a hunter, it's not like you to leave some of your prey alive. When you enter a fight, you will usually go for the kill. But when you don't manage to score a kill, either because you intentionally let them go or they manage to escape your fight, you find that your enemies become less of what they were. Their confidence gets utterly shattered by your encounter. You become a recurrent nightmare for them, the mere thought of facing you again leaving them a shaking mess. What's more, they even lose confidence in their own powers, becoming unable to use them to use them from the sheer trauma.

Of course, this effect is not permanent, and the impact that you produce is dependent on how easily you are able to defeat some. After all, an equal or lesser won't scare anyone.

Furthermore, if you target members of a specific organization or race, your reputation as a 'reaper' will quickly start to grow among them and the general public, making the survivors even more afraid and wary of you.

I Love Swords So Much **(-600 CP)**

For a Dragon Hunter, his silver sword is his life. The tool that he can use to freeze dragons and stop their regeneration. But perhaps you took this quite too literally, as you have started to become one with your weapon of choice.

It will take time for this process to start taking place. At least a couple of years of using a weapon constantly will be needed for it to begin, and a few more to finalize. But once you are done, your abilities will fuse together with that of your weapon, allowing you to channel magnified versions of whatever powers your weapon had, infusing other items or weapons with the same powers and even create copies out of thin air of the weapon you fused with, all of an extremely high quality.

Finally, you are able to temporarily bring your body to an existence closer to the weapon you are fused with at will, allowing you to gain increased defensive capabilities, as a sword is harder to break than a human. This however has the drawback of making your articulations stiffer the closer you bring yourself to your absorbed weapon, to the point that you may lose any movement capability until you undo the transformation if you go too close into your 'weapon mode'.

You can only fuse with a single weapon at a time, but unlike Ragna, you can undo the fusion process and choose another weapon to begin fusing with.



SILVER CORPS

Master Swordsman (-100 CP)

What's power without some skill? Unlike the more brutish dragon hunters, you are actually skilled in the use of a weapon of your choosing, having several years of experience behind you and a particular talent for it. Not that skill alone would let you defeat the powerhouses of this world, but with a strong weapon in your hands and provided they didn't use any strong magics, you could give a good battle to even the middle dragons and even hold the weakest Seija for a time. You are also able to recognize the talent or experience in others by exchanging just a single blow with them.



Nobody Can Replace You (-200 CP)

You are the glue that sticks groups together. Even people with vastly different personalities and interests can come to work together under the same goal as long as it is with you. It may be your natural charisma, your personal power, your charming looks or your social standing, or perhaps a combination of all of those, but the thing is that you can make the most unlikely of groups work together under your banner.

Half-Dragon (-400 CP)

While the dragons are the enemies of mankind, it's not unheard of for humans to be born with some dragon traits. This is usually a cause of rejection by most humans, but in the Silver Corps they can appreciate the potential that someone like you who has been born with some dragon traits, such as your eye or some limb being close to that of a dragon's.

First, this means that you have an abnormally high magical potential, putting you close to a low-grade Seija at least in that department. Second, you can heal your wounds by consuming the flesh of dragons, temporally gaining a regeneration factor similar to theirs. In future jumps, you may designate a similar supernatural-race to have a few basic traits, allowing you to similarly regenerate through consuming their flesh and getting some of their supernatural potential.

Aura Eyes (-600 CP)

These are the same eyes as those held by Starlia Leese, the Silverware Princess. They allow the user to see the aura of everything around them, as well as manipulating objects with a strong aura such as silver items in a powerful and precise telekinesis of sorts. This would allow the user to move

several tons of silver at the same time and propel it at bullet-like speeds, as well as twisting it into any shape that you wish. By seeing the aura present in every being, you can make out things such as the emotional state of those in their field or vision, allowing them to discern even when they are being lied to. Those with spiritual manipulation may be able to make changes in their auras to fool your eyes.

If you were to find some strong medium to amplify your vision, such as using the silver items crafted by yourself, you would be able to see the naked truths behind others, seeing the core concepts of their beings and true personalities as if they were open books before you, maybe even getting glimpses of their personal histories.

Unlike the powers found in the later section, these abilities aren't empowered by having stronger magical reserves.



SUN CULT

God's Miracle (-100 CP)

Humans who can fight high class dragons are extremely rare, one appearing only each decade at best. As such, those who reach the status of a Dragon Slayer Monk are treated as a miracle from God by the cult, drawing reverence from the masses. When you demonstrate powerful abilities, it seems that a powerful religious reverence is born among the masses, who will see you as a sort of divine messenger as long as you don't use them to cause destruction against them.



Aura Mastery (-200 CP)

The members of the Sun Cult are experts in controlling the Silver Aura. You too seem to have gained a talent equivalent to the First Class Believers when it comes to using Aura to combat the Dragons, letting you enhance your body to fight equally against even the weaker High Class Dragons with ease.

Too Valuable To Be Lost (-400 CP)

Humanity is on a slow path to extinction when it comes to their fight against dragons. Even if the Saints can fight some of the High Class Dragons, it is not rare for them to be killed in action. Especially if they were to face their Kings or the Second Seats.

But what if they could keep fighting even after death? You have become adept at the Sun Cult's cloning techniques. These allow you to make weaker clones of those you have genetic materials of. These clones are highly submissive to you and retain a modicum of the abilities of the original. However, if you were to escalate the production, it is possible that with enough clones, you may eventually craft one that retains the personality and full powers of the original.

Pillar of the Sun (-600 CP)

Even if they present themselves as a highly hierarchical group, the Sun Cult is only held together by the presence of their leader, Dula Polo Nello, the Sun Saint. It is his sole presence that prevents infighting and forces the vast personality differences of the powerful Saints to be united into a singular goal. And he does that while being a half-cremated corpse.

And that it is because of his power: the ability to project a powerful Solar Aura. Beyond the Silver Aura that freezes the magic of the dragons, the Solar Aura burns their magic and their bodies with

extreme ease. In your case, this aura is basically a blazing inferno. You could cremate High Class dragons in presence with extreme ease, and project a blazing image of yourself from your body.

And if you were to combine your own Human Aura, the Solar Aura and the Silver Aura, you could create surprisingly powerful results, amplifying each other's powers to create a devastating attack that could wipe out even Second Seats.



DEFECTOR

Magic is Amazing (-100 CP)



Quite a silver tongue you have, Jumper. You find that you are an adept liar, and the common people are pretty accepting of your bluffs and lies, especially as long as there is something among your lies that they can trace back to something that they know of.

You could sell all of your scientific creations as nothing but magic and that they shouldn't be suspicious of a regular magician like you in a world where magic existed or was believed to exist, or do the opposite in a world where science is more predominant. Maybe disguise your battles as a movie set. As long as you have something familiar for the masses to identify the things you are trying to hide and they are not too knowledgeable on the subject, you can make them buy any of your bullshit.

Infiltrator (-200 CP)

To survive as an enemy of the Seija requires a certain kind of skill. One to go unnoticed among the masses, to hide oneself in plain sight. You are a master of disguise, acting and subterfuge, allowing you to move through cities undisturbed even if you were among the most wanted criminals in the country, as well as quickly assuming any new roles and 'personas' that you may need to confuse your enemies.

The Perfect Disguise (-400 CP)

Normally, one's clothing, hairstyle and make-up is the limit of what one can change to hide oneself. Not for you, though. You are capable of shapeshifting to change basically all of your bodily traits, and even can shift from one gender to the other in a moment's notice.

Not only that, your mastery over your own form also allows you to selectively seal your own powers, letting go of your inhuman nature into a regular human form, but at the same time losing all the weaknesses of your species and even tricking supernatural senses, to a certain degree, of your true nature.

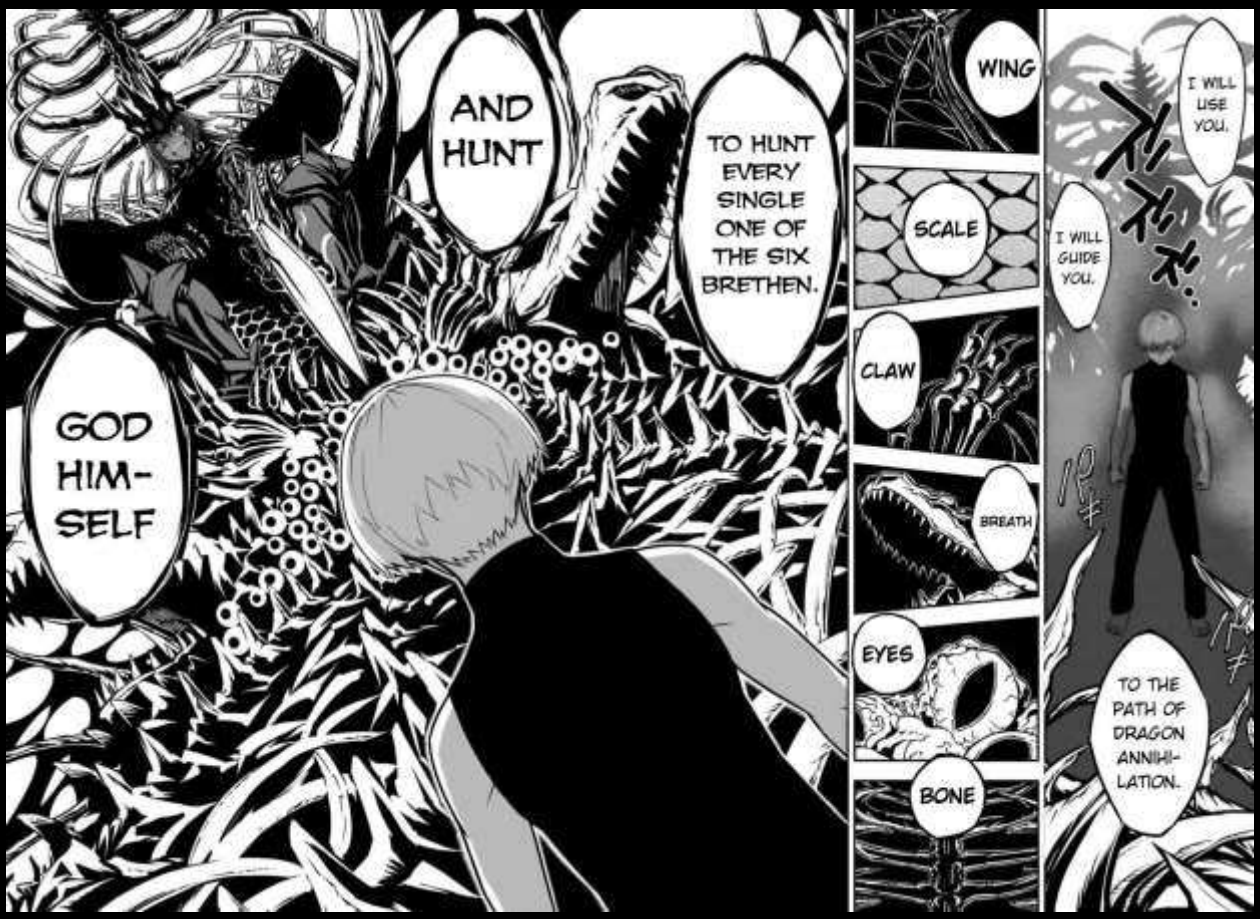
A Relic of the Past (-600 CP)

This world wasn't always so 'primitive'. Many years ago, during a time that only persists in the memories of the oldest beings, civilization flourished and science progressed to the point of making what nowadays would be considered magical wonders.

Whether you were present at that as one of those ancients, or that knowledge was passed onto you, the genius mind that you have been blessed with will surely be able to make great use of those technologies.

You are not only a master of all those ancient technologies, ranging from biotechnology to cybernetics and all fields of engineering, but you are adept at blending magic and science, allowing you create even more impressive creations.

And with time you may even recreate the feats of magic through technological means, such as harnessing the space magic to create artificial pocket dimensions, or studying the time magic to create full time machines. Be warned that such a thing is likely to be a time consuming and expensive endeavor.



BRETHREN



It Doesn't Exist **(-100 CP)**

Contrary to what most humans may think, not all the Seija are devoid of emotions like sympathy or are incapable of feeling empathy towards the humans. But they all know better than letting such things stand in the way of carrying out the orders from their god. When it comes to fulfilling your duty, you can put aside your own emotions and morals to just fulfill the task that you are given. After all, what good are servants if they can't act as the limbs of their lord to carry out his will?

Absolute Power **(-200 CP)**

While you don't possess such a thing just with this, you can surely make it those who are weaker than you think so. Your power radiates from you in the form of what others would call an oppressive aura of fear and awe. This aura makes those who are weaker than you physically feel the difference in your abilities. The higher the difference of power between you, the stronger this effect is, to the point that those would be instantly killed by your attacks would become paralyzed and unable to take any action before your mighty presence.

You did it instantly **(-400 CP)**

The process to turn a human into a member of the Brethren Bloodlines, known by the Winged Brethren as the Thirteen Stages, isn't usually a quick one. The average time is for an individual to take 10 to 15 years to complete their transformation, with some taking even more. Yet this amount of time is of extreme importance for the Seija, for the lesser amount of time spent equals a higher potential in the power of the bloodlines of the Sieja. Your maturation process was instant, a feat only replicated by another Seija in recent history. This translates to you having a greater talent and potency in the powers of the Seija, a greater magical capabilities and physical strength. Although your full potential remains untapped for now, you would still rank among the top 4 dragons in your bloodline. Perhaps more training or some powerful motivator would allow you to unlock your full power and achieve your destiny as the greatest on your bloodline.

If you are not a Seija, your potential in case of being transformed into one remains the same as described, instead applying to whatever race you find yourself as. And this great potential would

extend when it comes to other race transformation processes, allowing you to become one of the highest examples of whatever race you end up becoming with a great potential in their innate abilities, as well as skipping any duration that this transformation process may have had, reaching maturity instantly.

King (-600 CP)

The Seija, the high tier dragons, do not come from the evolution of other dragons. No, they gain their monstrous powers and forms by receiving the blood of the Dragon God and undergoing a transformation. But the Dragon God isn't the one in charge of this process. Instead, this task is delegated to the Dragon Kings who have been granted power by the Dragon God, one for each of the six Bloodlines: Wing, Scale, Claw, Breath, Eyes and Bone. You are now the king of one these bloodlines, even replacing the current Winged King if you wish so.

First, you have the power to bestow the 'blood of god' to others, initiating the transformation into Seija. This will turn even regular humans into the powerful dragons known as Seija, and each individual you turn into a Seija will gaining their own special powers and magical abilities. It's not an ability that you can use often, perhaps you could do it a couple of times per year, and the maturation time to reach the maturity as a Seija varies from individual to individual as explained before, but a single Seija is more than enough to lay waste to armies of dragon hunters and bring ruin to cities.

Secondly, you have an increased potential when it comes to creating lesser dragons, being able to use your blood to spawn tens of thousands in a second in a giant tornado of fire and flesh. Lastly, it seems that the individuals that you remake as a King gain a strong affection towards you. It may be a deep crush, mad love or just a great amount of loyalty.



If you are not a Seija you may still turn others into members of your species and allow them to gain their own special magical powers, but you won't become a king of the Brethren nor will you have the special ability to create more dragons.

MAGICS

You gain 200 CP that may be used in either the RACES section, the MAGICS section or to purchase the Magician perk in either of its tiers

Magic is an unnatural infection to this world. A foreign power that allows individuals to use supernatural abilities and reshape the entire world by using their life force, which in the case of most magicians and dragons is infected with mana.

Your magical powers gained here are influenced by both technique and your innate magical reserves. The higher innate magical power, the larger the effects. Generally, these powers aren't able to be taught, but are inborn traits, grated by the awakening into a Seija or powers gained through experimentation.

The following are divided into different tiers of powers. You may make your own ability as long as it fits the relative power-level of the other tiers, or copy one of the existing ones. You may purchase more than one power if you wish.

Lesser Powers

(100 CP)

These magics are quite weak, usually granting some form of elemental generation.

Blood is Flame **(Free for Seija)**

A very straightforward power, and the magic commonly held by all the Seija. It is the power to create large blasts of fire. As simply as it sounds, this power as its base can be used to demolish entire buildings and melt armored warriors in seconds.

More advanced users of this power, such as a powerful Seija, may use it to concentrate their flames into more destructive fire cannons.



Lesser Seat

(-200 CP)

These powers usually correspond to those of the lesser talent in the Bloodline. These are basic physical powers that have very little potential, but a determined user may still reach great heights with them.

Blood Forest

This power allows one to possess and drain others for energy. By connecting yourself to them via a special blood tentacles that you can summon and replacing one of their limbs with yourself, you can pilot their bodies as if they were puppets, while also gaining the ability to fully conceal yourself inside of them to pass as a regular individual.

By summoning your blood tentacles in large numbers, which can extend for even a few kilometers, you can drain others of their blood and convert it into magical power to enhance your other powers or to replenish your own reserves. The more people and the more magically power they are, the more magical energy the you will get from them.

Your final and most potent ability allows you to drain the blood and life from as many people as you can in order to evolve into a more powerful form, even temporarily reverting your aging to reach a prime younger state, where all your powers would be magnified in proportion of all of those you have drained. An old and weaker Seija could use the blood of five hundred thousand humans to elevate themselves to the power of the strongest Seijas. This boost is however temporary and would leave you exhausted for a long period of time, possibly week or even months.

Impaler

Another pretty straightforward power, it allows you to summon spikes from yourself or any other place you can sense, even creating ‘spike bombs’, balls of mana that will denotate into massive spikes. You can even summon spikes inside of other people and manipulate them as puppets. Optionally, you may instead purchase a different version of this magic, losing the ability of summoning spikes from other’s bodies in exchange of gaining a finer control over them and turning

them into something akin to bladed whips, allowing you to finely control and twist these spikes as if they were your own limbs.

You may purchase this option again to gain the other version of the power, if you wish.



Stone Armor

An ability best suited for those who lack any talent in magic, yet still incredibly deadly in the hands of the proper warrior. This power manifests in two subskills. The first one grants the user the ability to cover themselves into a hard armor made from stone-like scales that makes them almost all kinds of physical and magical damage. Even enhanced swords fail to leave anything but scratches, and that's only for the good ones.

The second, allows the user to increase the power behind their strikes, gaining strength and speed by consuming their magical power, allowing them to punch in a league way above what their body should. As the trump card of this power, the user may concentrate all their magical energy into a single strike. Your average hunter may be able to destroy a building with this, but a Seija may obliterate a large fortress with this strike even if their magical capabilities were low. This will however leave the user unable to use magic for a short time afterwards.

Illusion Mist

This ability allows the user to generate large quantities of a dense mist that carries a powerful hallucinogen. Those who enter the mist are assaulted with differents forms of hallucinations, whether these are dreams of happiness or ones of terror is not up for the user to control. However, the user may choose to grant immunity to selected targets to their miss, allowing those allied with them to strike those weakened by the mist.

A regular human may be able to cover a few city blocks with it, while a prominent dragon may cover hundreds of kilometers with it.

Glacial Aura

Hope you don't enjoy warm climates, because you aren't going to be able to enjoy them much further. This is the ability to generate ice in large quantities, as well as freeze any targets within the area of effect of the user instantly. Using this magic may lower the temperature of the area as far as -80º C.

Not to be confused with the Silver Aura, as it may even freeze this magic further still.

Regular Seat

(-400 CP)

The average abilities that you may expect to see in a bloodline, allowing one to raise into the middling ranks with ease. Powerful and incredible destructive, taking care of armies if quite easy with them in mere moments even if one talent is not high.

Warmaster

The ideal ability for those who lead from the rearguard. You have access to the 'drug magic', which allows for the creation and use of drugs with a myriad of uses. Most importantly for you is that they be used to hypnotize others, putting them under your complete control. Not only that, you can also create drugs that send your own troops into a violent frenzy, allowing you to basically multiply the war potential of your troops by five. These drugs would get more powerful if they are mixed with a strong magical substance, such as the blood of a Seija.

But you wouldn't be a commander suited for the title of Warmaster if you didn't have the best awareness of the battlefield. You have two tools for that, first your power allows you to share the vision with those that are under one's command and telepathically communicate with them or with other allies.

Second, you can extend your 'eyes' over surfaces in a large area, over a few dozen square kilometers at least, for even better battlefield control. This of course wouldn't be complete without the ability multitasking when you activate this ability.

Lord of the Labyrinth

By spending your magical energy, you may create underground labyrinthian complexes of rock and stone. For a regular Seija, these may eventually extend to be of the size of a country and kilometers deep. You may also fill these Labyrinths with traps of all kinds.

The user is aware of what is happening in one of their labyrinths as long as they are attuned to it, as well as being able to track those inside of it. You gain an ability for multitasking similar to the Warmaster magic.

Forest God

The power to become the apex predator, taking traits of animals into yourself, such as camouflage or large dented mouths, as well as manipulating plant life, turning trees into magical monsters capable of using their roots as powerful and fast tentacles capable of easily crushing humans, as well as quickly moving around. These trees count as creatures of magic, and thus they will be

damaged by the silver aura, although they aren't harmed by the sun. And obviously, these trees are under your control and you can telepathically order them, even delegating the command for them to others. At the base level, this would only allow to control a few dozens of trees.

At the level of a Seija, the user would be able to dominate and move an entire forest, even partly fusing with it to create trees several dozen meters in diameter and tens of meters in height.

Wind Prison

Mastery over the wind is the ability that you will gain through this magic. At its most basic level, the user can control the winds to make themselves or others fly, as well as communicate with the winds, whether they are wind spirits or wind elementals, to gain information of their surroundings, allowing them to be prepared for attacks that come even from several kilometers away. Not only that, the wind may also inform you of the emotions of others, and even their surface thoughts.



But that's not the end of its use. For the wind is a mighty tool of destruction if your hand. Creating air blades that can cleave through armored men and even buildings is easy, as well as creating large tornadoes around oneself to both destroy large areas and shield oneself from most attacks. A powerful brethren would be able to create several of these at the same time if they were using their full power.

Psychokinesis

The power to control inanimate matter. A simple and straightforward power, it allows you to control the world around you. As simple as it may sound, the ability to turn the rocks and stones from buildings and the ground itself into massive projectiles is no laughing matter. The speeds and force that you can launch these at your enemies is also enough to turn most humans into red paste instantly.

Cursed

You have been 'cursed' by the great Dragon God, Jumper. Or so you say. Whatever the case is, you are capable of extracting your heart from your body. By doing so, you become unable to truly die. Any time your body would be destroyed, another one would pop up instantly next to it with your consciousness moving into that one.

Taking your heart out also allows you to seal some of your abilities, if you wish to. This may allow you to pass as a regular human if you were to be a dragon, as well as granting you a form of shapeshifting.

By later restoring your heart to your body, you gain a temporal boost to your abilities. You may also send back your heart again to its previous place by just willing it in order to be able to generate new bodies again, but you will lose your power boost.

Imprisonment

This magic allows the user to instantly form cages of various sizes around any targeted area within the user's sight. These cages may remain static in place if the user so wishes, and it is not possible to escape them without first destroying them, even if they seem to have a consistent shape that would allow some to slip between its bars.

Once something it's trapped inside your cages, you may also teleport them in a large area as you please.

Second Seat

(-600 CP)

The abilities of those who stand near to the top of their bloodline. Incredibly versatile, destructive and powerful abilities, that if fully mastered may propel one into a power comparable to that of the Kings of the Bloodlines.

Lightning, Come Forth

You have gained the power to control and command lightning. The lightning that the user commands with this magic can also be used to fast travel from one place to the other by entering a lightning bolt and exit from another several hundreds of kilometers after a second.

The destructive power of this magic is also no laughing matter, as the user can call forth large lightning bolts that can pulverize entire buildings and conjure lightning storms capable of destroying cities in seconds, and it would do even more if the user were to be something more powerful like a Seija.

But this is not the end of this magic. With enough experience, the user may also learn to move their bodies with the properties of lightning, allowing them to showcase an speed that is that of lightning with their every movement, moving so fast that people may have their heads cut and their bodies not even notice that if the head were to be reattached. Finally, it also grants some form of control over magnetism.

Barrier Master

An incredibly powerful and versatile magic, it allows for the construction and control of 'barriers'. These barriers aren't merely 'shields' that protect you from enemy attacks, they can also be deployed in any space you want for a myriad of effects to apply over the beings trapped in them. A barrier that periodically 'erases' a certain amount of people from the world. A barrier that stops the movement from those inside of it. Those are just some of its uses, and perhaps with time you may even discover more.



Not only that, but the Barrier Magic also allows for dominion over space, allowing you to teleport and create your personal dimensions by putting barriers around the 'space'. It allows you to detect space anomalies such as other pocket dimensions and breaching through others' barriers, including the ones that shield such pocket dimensions.

Heavy Armor

A magic that grants the user control over the primal force of gravity. The user may decrease their own gravity or that of others quite easily, allowing the float freely. However, the most relevant usage of this ability is to increase the gravity of one area, or the gravity that a certain target is subjected to. For most, they will be easily crushed once the gravity is increased a hundred times, but others may require a larger effort.

This also may be turned into gravitational spheres or beams that destroy everything around their path by forcibly compressing them upon contact. The user may even create a large area where their maximum gravity increase slowly expands to consume everything.

A Seija before dragonizing may go as far as increasing the gravity of an area or a target up to a thousandfold, instantly crushing most targets. A more powerful dragonized Sieja may use it up to thousands of times.



Darkness Magic

In its initial form, this magic grants the user the ability to control shadows. By using the shadow of the user or any other shadow around them, the user may create shadowy snakes or tentacles that allow them to carry heavy objects, immobilize targets or even attack those same targets. The user may also use the shadows around them to freely move without being detected, either hiding in someone's shadow, or even in the shadows of others.

With mastery and sufficient magical power, another ability arises: World Collapse. This technique allows the user to completely crush a target area with their shadows, ignoring most defenses and even crushing in sealed spaces. However, using this technique may also damage the body of the user.

King Ranked

(-1000 CP)

The abilities of the kings of the Bloodlines, or abilities that might seem one to stand on that same level. They are incredibly powerful and strange magics that seem to manipulate the very laws of this world. They all also seem to provide some form of immortality and ways to avoid death.

Time Control

Perhaps one of the mightiest magic, and paradoxically, more commonly seen magics that you may find here. By taking this, you have gained the power to control time itself. You can both stop time entirely for everyone but yourself and those who you 'whitelist' or just freeze in time certain

individual beings or locations, while still being able freely interact with the world yourself. The second power that you have is that of rewinding time, undoing damage or even bringing back the death. Like with your ability to stop time, your power allows you to both rewind time on individual objects or beings, specific locations, or even travel yourself back in time entirely, albeit that last ability will be much more energy consuming, to the point that you may only travel a few minutes back in time once a day even with the magical energy of a powerful Seija.

The user may even cheat death by rewinding their own time, undoing even their death or healing deadly wounds, a power that activates automatically in the event of catastrophic damage.



It would do you some good to not get too overconfident with this power, because it has three major weaknesses that the top warriors of this world may still exploit: first, you cannot rewind and stop time at the same time. Second, the time stop requires a small window of time, equal to the speed of thought of the user, to activate. Lastly, whenever time is rewind, either for the user or the world, the magical energy consumed to do such an act doesn't get restored. This means that you can only avoid true death as long as you have enough magical energy to keep restoring yourself.

Death Itself

The power of The Severing Dragon, which allows the user to manipulate Causality itself. By reversing cause and effect, any attacks dealt on the user may be redirected into the attack. If the user were to be cut, the attacker would be instead cut by the user.

The only weakness of this ability is that the user needs to be able to perceive the attack in order for the inversion to take place, albeit if it is an attack that falls under what the user would perceive, it is instantly reversed whether it is intended as a surprise attack or not. Only an attack faster than the user's senses can penetrate this defense.

Eternal Undying Paradise

The power of the King of Bones, one which warps reality around the user, or any fragment of the user's body. Any space around either of those gets dragged into a different plane made out of flesh and bone, that counts as both the domain and body of the user. This may be multiple spaces in the case of fragments instead of the main body.

Anything that dies inside of this realm becomes also a part of the user's body, turning undying puppets from which the user can speak and attack other targets, as well as using their own abilities.

No matter the attack, as long as the user or the fragment remains, they will keep regenerating. It is possible, with extremely powerful attacks, to breach these sealed dimensions.

As the user always counts as being inside of themselves, they always count as unable to die. Unless their entire realm is destroyed, they will remain undying forever.

If the user grows powerful enough, their main body may be able to eventually engulf the entire world and replace it with themselves.

Truth



A fearsome magic. By merely speaking and imbuing one's words with this magic, reality itself is forced to change in order to comply with the user's words. Telling space to shift may deviate a powerful attack from its intended target. Telling some to die or disappear would inflict them with grave damage and push them hundreds of kilometers.

Those with magical power greater than the user, or with similar abilities that let them resist magical abilities, may be able to at least partially avoid the effects of the user. Another weakness is that the user may only affect those targets that are around him, so it is not the best of magics for long ranged combat.

The area and targets that one can affect increases with magical power.

Silver Arts **(Seija cannot purchase this)**

A miraculous ability achieved by the man who would become the pinnacle of dragon hunting. The fusion of a human and a silver sword due to continuous use, and maybe some other freakish modifications and coincidences. The Silver Arts are not properly a magical ability, but rather an ability that exists to combat magic. They confer the user a physical power and speed nigh unrivaled, on the same realm of those that even only a handful Seija can hope to reach. Destroying large castle wards with a punch and sending someone flying kilometers away with a kick, just to get near them again in less than a tenth of a second is just some of one starting to grasp the potential of the Silver Arts could accomplish.

Your touch is deadly to any dragons, being instantly frozen the moment you extend your hand towards them. You can even do this with several dragons in a large area, freezing dozens of them by releasing your silver aura. The same goes for their magical power, which either gets completely frozen and broken by your touch, or at least makes you highly resistant to them. In future worlds, this would extend to all sorts of magic-based creatures, although the strongest of them may be able

to resist this power, needing to combine it with your strength and speed to break through their defenses before being able to use your silver aura on their cores.

The fusion within your Silver Sword has granted you the ability of summoning silver swords from thin air, all an extreme quality, as well as infusing other silver swords or weapons with your potent silver aura power.

And that's just the tip of the iceberg of what you can do with this power, as even more uses could be mastered with enough battle experience and training.

Normally this power would possess a deathly toll onto the body, with continuous use probably killing you in over a year, but you find that it is merely physically draining instead of life threatening. Unless you really wish to go beyond that this would grant you and extract even more power from the sword fused to yourself, in which case it can still potentially harm you.

Finally, this grants you a form of quick regeneration, letting you recover quite fast from heavy wounds, and it may even let you reattach something as a cut head if you do it quickly enough with your incredible speed.



ITEMS

All items are discounted 50% off for their respective origins. 100 CP items are free for their respective origins. Lost and destroyed items get retrieved or restored after a month. You may import items you already own into the ones offered here at no cost, provided they are similar enough.

GENERAL ITEMS

Dragon Throne **(-50 CP)**

A throne made out of the bones of dead dragons, or perhaps replicas of such bones, seeing that they don't burn in the sunlight. It's pretty tall and you can summon it below or behind yourself at any moment for a great dramatic effect, as well as unsummoning it. But besides that, it has no special properties.

DRAGON HUNTER

A Silver Sword (-100 CP)

You wouldn't be able to be a Dragon Hunter without one of these: a high-quality silver sword, probably crafted by one of the big figures of the time seeing its general quality and design. This kind of sword is good enough that it won't break when making contact with a Seija, but unlike the weapons that Ragna makes, it's not good enough to easily kill them.

Dragon Meat (-300 CP)

The fruits of your hunts, you have a large supply of dragon corpses. They have a multitude of uses, from being used as rations to use their mana rich blood as components for magical rituals. Also, you could just showcase these corpses to make you look as an efficient Dragon Hunter.

A Noble Title (-600 CP)

Similar to Saix from the Syaruruk Clan, you are the main heir from an influential family of merchants. Mind you, your family is closer to those megacorps that you would see in other kinds of worlds, having properties, riches and all kinds of companies over several countries, allowing you to get basically what amounts for unlimited funds and luxury properties no matter where you go.

In future worlds, you will become the heir of a similar international conglomerate.



SILVER CORPS

Silver Armaments (-100 CP)

Unlike regular Dragon Hunters, the weapons of the Silver Corps are a bit less standardized. Ranging from silver infused fists to guns that use silver ammunition, you have gained one of these items crafted by the Silver Princess herself.

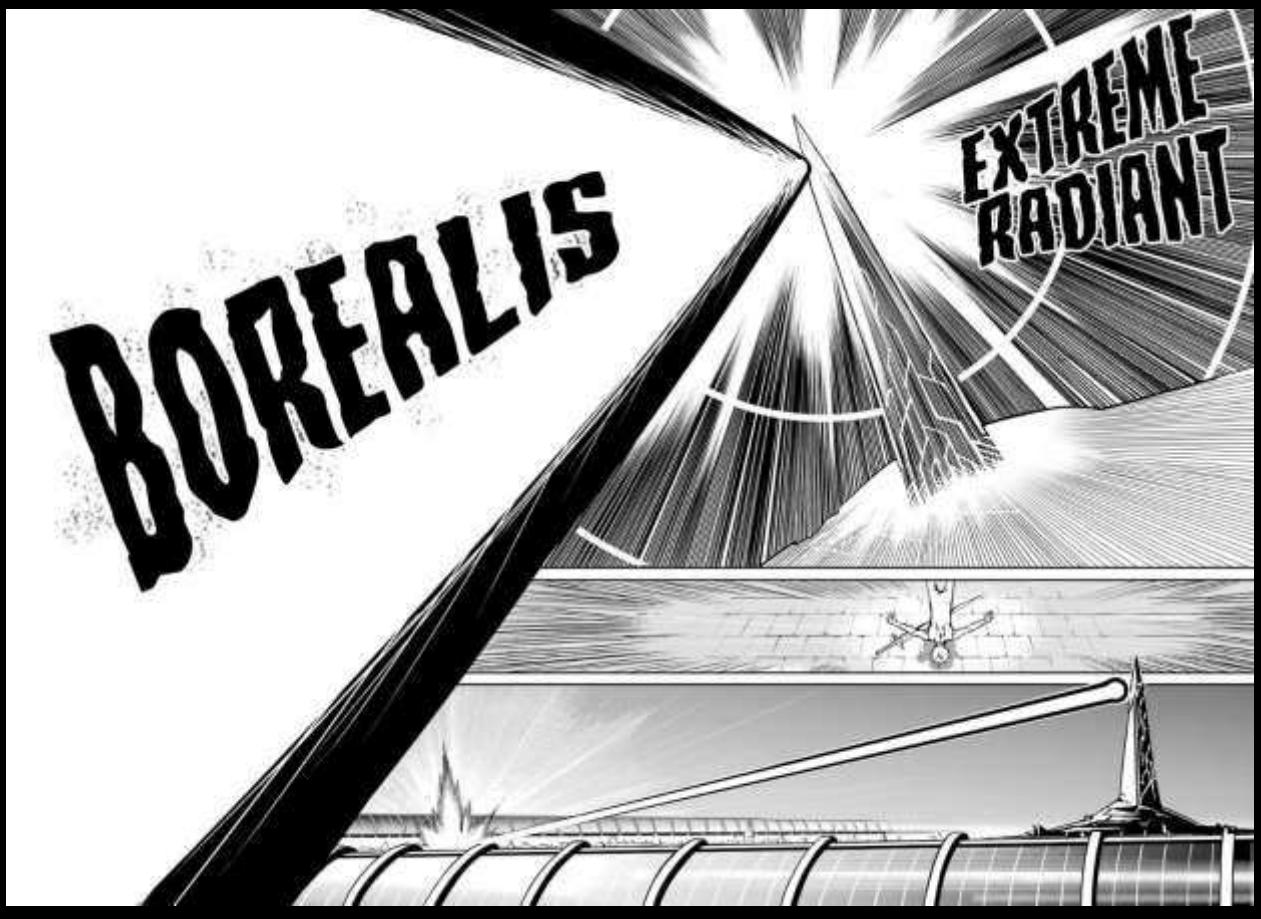
Teleportation Circle (-300 CP)

A large-scale teleportation circle that can be used to move around the globe, even allowing for multiple people and objects to be transported in one go, provided enough magic is fed to it to activate it. Rather than this being a stationary item, you gain the blueprints and resources to deploy one of these per month. Its quality is similar to the ones that Crimson makes.

Solar Cannon (-600 CP)

A marvel of magitech and remotely controlled by a ring that you now own, this weapon allows you to call down artillery strikes that function by concentrating solar energy into one point to create a deadly laser.

It's highly stationary, but its power can even damage or even kill the Seija and it has a considerable range, at least a few dozen kilometers. It's just that it's pretty slow in its charging, so you better have some way to restrain those powerful enemies if you want to use it in a fight.



SUN CULT

Residence (-100 CP)

As one of the Saints of the Sun Cult, you have been granted a large and luxurious mansion inside of the tower presiding over the city of Amen. The specifications of this mansion and its surroundings are up to you. In the following worlds, it will appear in a location of your choosing, or you may decide to gain a similarly luxurious residence in a city near your entry point.

Carlas Detachment (-300 CP)

A group of twenty clones of the Time Saint, Carla, has been assigned to follow and assist you, as is tradition with the Saints of the Sun Cult. These clones have very little personality of their own, accepting any order or task that you give them. They all have Time Magic, but they are much weaker than the Dragon King Ultimatia, and as such, they will generally be spending their own lifeforce in order to use it to support you, whether it is healing you or others you point them to by using Time Reverse or Time Acceleration, or immobilizing targets for a moment by consuming their lifeforce in exchange of a short time stop for them.



If one of them days, you will get a replacement in your Warehouse or a property of your choosing after twenty-four hours. They count as Followers, unless later imported as a Companion.

Crusade (-600 CP)

You are now the leader and commander of an army of dragon slayers from the Sun Cult. It consists of around a few dozens of Second-Class Believers, thousands of lesser members as well as Corpse Soldiers and dozens of combat vehicles from the Sun Cult. It is also headed by a couple First Class Believers, who have the potential of becoming Dragon Slaying Monks.

While it is not a force that can take on the Bloodlines on their own, it is certainly capable of taking care of thinning their weaker ranks, as well as providing support to any Dragon Slayer Monk while they face the High Class Dragons.

They count as followers, and if they perish, they will be replaced within a few weeks from either the local population, or just appearing in a property that you own.

DEFECTOR

Motorized Transport (-100 CP)

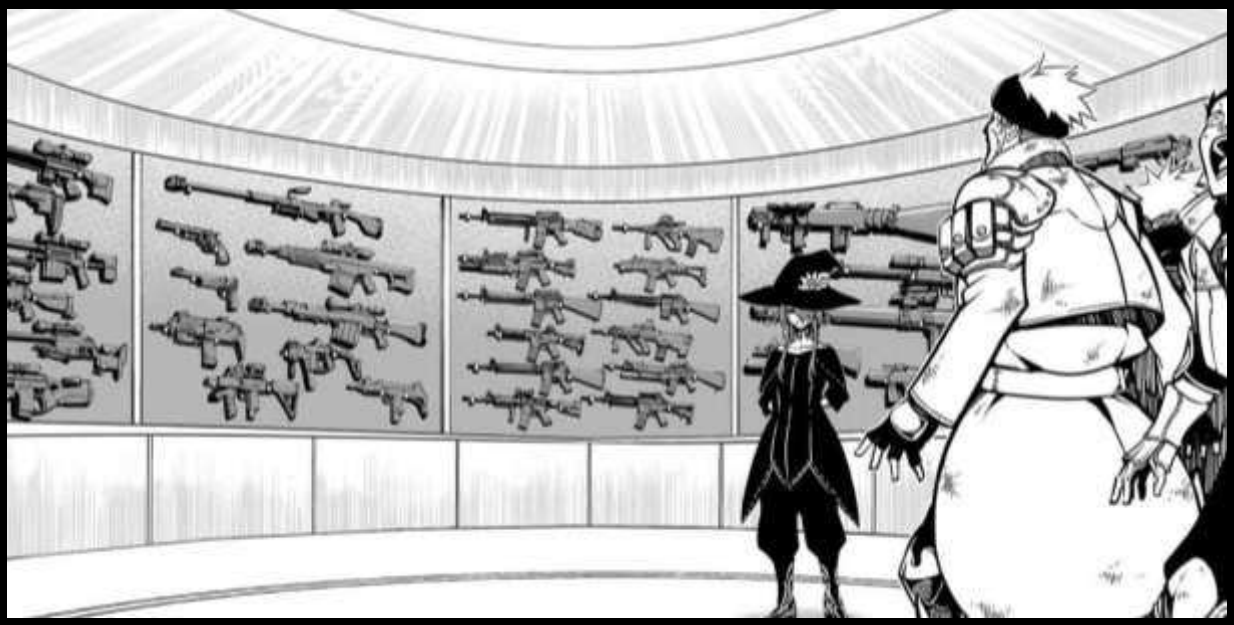
A standard military truck that you can use to move around without relying on trains or horses. Whatever substance that it uses as fuel is supplied to you on a regular weekly basis. It's quite sturdy, but don't expect it to survive the fury of a Seija if they manage to catch it.

'Futuristic' Armory (-300 CP)

A pocket dimension that you can access at any time by sticking a special magical key in any door's key hole that you find around. It's always full of guns, similar to those that you would find in the early 21th century, except these ones have been all infused with a silver aura. But besides that, they really don't have any special traits. In future jumps these weapons will still be as effective as they are to dragons with other creatures of magic.

Globe's Void (-600 CP)

A hidden base similar to the one created by Crimson, it is a complex of interconnected pocket dimensions created with space magic. The pocket dimensions can be accessed by entering a central hub and teleporting from there. Each pocket dimension is distributed to be close to different points of the globe, having a physical exit in basically any major location of the planet, as well as having a larger base on the Moon. These pocket dimensions are now empty and range vastly in size, ones being small store rooms, while others being large warehouses with several rooms. In your future jumps, these pocket dimensions will similarly be distributed through the planet, with one of them being at least in the planet's moon if such a satellite exists. Much like the previous item, the central hub can be accessed via any door using a special key imbued with space magic.



BRETHREN

To The Bloodlines (-100 CP)

Several bottles of a very expensive wine are delivered to you on a weekly basis. The brewage is good enough to be enjoyed even by the Seija, and it seems to taste even better when you consume it in the middle of a rampage. Who would have thought that wine would go well with stomping the innocent masses under the might of your draconic power?

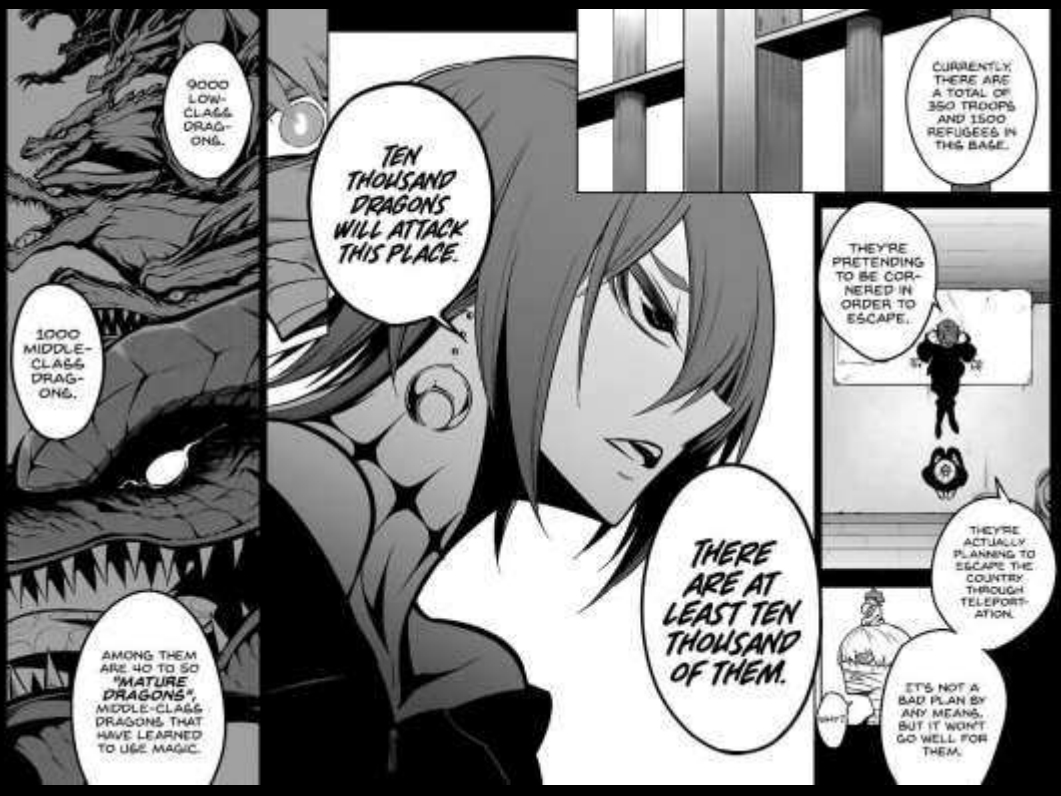
Silver Chick (-300 CP)

A cake shop renown for making some of the best cakes and sweets around is now owned by you. You will get new staff each world you visit, but the quality of the products will remain the same as it was in your previous instance. Quite curiously, among your regular visitors you will often find powerful beings from the world you are in who seem to find the cakes baked in this shop among their favorite sweet treats. They will often extend their favor to the shop and the city it is in.

Punitive Expedition (-600 CP)

9000 low class dragons. 1000 middle class dragons, among which there are 40 mature dragons, who are capable of using magic. This large force has now been put under your command, probably to end some fools who tried to oppose your Bloodline. These dragons are all loyal to you, but besides the middle-class dragons, their intelligence is fairly low bordering on the animalistic. And even among the middle-class dragons, they aren't really that bright.

If any of them get killed, they will get replaced in a month. All of these dragons count as followers and will come with you in future worlds. Keep in mind that they are still weak to sunlight, so you probably will need to find something or some place to shield them from it.



COMPANIONS

Jumper Clan (-50 CP per): By paying 50 CP, you may import a previous companion or create a new one of your design. They get 800 CP to spend here and an origin and race of their choosing, although they will still need to pay the CP for the priced race and origin. Your first two companions are free. You may transfer your own CP to your companions at a 1:1 ratio, on an individual basis.

Arms and Legs (Free or -50 CP per): Want to take someone with you? Well, you certainly don't need to resort to the methods of the Dragon Kings. If you manage to convince them, you may take them with you as a Companion for free. If you decide to pay 50 CP per individual, you will also be granted favorable conditions and many opportunities to have them grow close to you, increasing your chances of them accepting to become a Companion significantly.

My Blood (-400/800 CP): The Seija are the arms and legs of their Kings, who elevated them from lowly humans into powerful Seija. It wouldn't be fair to just leave your comrades behind, would it? With this, you can take the members of your Bloodline, King included, into another world. If you aren't a Seija, you are instead just a very close associate of the Bloodline and, strangely, a respected member of their circle. If you are a Seija and a King, but aren't a King of the Winged Brethren, you may instead create your own custom circle of Seija, having 12 of them to design their aspects and history as you see fit. Nine of them will have 400 CP to spend on powers from the POWER section on top of their Seija race, while three of them will have instead 800 CP to spend powers. These guys will not count as companions, merely accompanying you into your future worlds as Followers.

Furthermore, those who have been turned into Seija by your own blood may also join your merry band as Followers. Of course, this means that they can't be imported in future worlds as Companions and they don't get any other protections associated with Companions besides being able to follow their King from world to world.

This costs 400 CP for those with the King perk, and 800 CP for the rest.



DRAWBACKS

You may take as many drawbacks as you want for extra CP.

The Arduous Road **(+0 CP)**

Instead of spending merely 10 years in this world, you may extend your stay for up to twenty years. Maybe you are in need more time to hunt all the dragons.

He Is a Lolicon **(+100 CP)**

It seems that those important to you always seem to reach the worst conclusions about you. Those who you admire, who you want to protect or stay with, always seem to draw the most unfortunate ideas about you. Misunderstandings are commonplace around you, and actually getting others to trust you requires disproportionate efforts compared to what it should otherwise.

Not Good With Crowds **(+100 CP)**

What a pathetic excuse for a warrior you must be if you can't handle a little concentration of people. Any place that starts being too crowded with people will make you start puking and feeling dizzy until someone helps you to get to a more open and empty space. You won't be able to concentrate about much else during these times.

Punch Line **(+100 CP)**

It seems that those from these lands are extremely violent folk, even to their allies. Or at least that's the impression that you are getting from how they treat you. Your own allies seem to be fond of using extremely violent responses whenever you step out of line or inconvenience them in the slightest, as if you were some sort of universal punching bag. Hope you can take such hits, because these will go from strong punches to stabs to even decapitation attempts. But they aren't actively trying to kill you, so don't expect more than one 'response' from each offense, and they will rarely use attacks or weapons that would directly stop you from healing such wounds.



I Won't Lose Another Master (+100 CP)

You have experienced it already, the pain of losing a leader, a figure dear to you. But now you have a new master. Who this new master is will vary depending on your background. Be it your party's leader, the country's royalty or the king of your Bloodline, you are extremely loyal to this person and will go to see that all their goals are fulfilled and their safety is guaranteed, even to your personal detriment or that of your friends and family.

Leaving Me Alone (+100 CP, cannot be taken with 'Thank You For Being Alive')

What a cursed existence yours is. Whether it is due to your personality, your destiny is to remain alone in this world. Your allies will inevitably abandon you, or you will flee from them, either out of personal problems or to protect them. Don't expect to form any sort of lasting relationship during your time here besides some temporal cooperation.

Let Me Handle It (+200 CP)

It seems that you are no longer in control of your body. Instead, you are hiding inside of your own shadow, a passenger for a more inept and weaker version of you. This version of you has a very degraded form of your powers, no stronger than a Seija, and may only vaguely listen to you.

In times of extreme peril, you may switch back with them. However, any abilities that would make you stronger than a powerful Seija in their dragon form will severely damage your body, possibly even killing you depending on how much power you use. You may take your new personality and form as a separate companion in future jumps, or instead just keep them as an alt-form

Creature of Darkness (+200 CP)

Regular dragons are burned and eventually killed by the sunlight, and now you too suffer from this curse. Even as a Seija you find the sun to be deadly for you, burning you after a few dozen seconds

of exposure, as this drawback makes so that any immunities and regeneration abilities that you may possess become sealed when it comes to the effects of sunlight.

Thank You for Being Alive **(+200 CP)**



There is a person that means the world to you, like Leo does to Ragna. Sadly, they are only at the level of a mildly strong dragon hunter, which in this world where the Seija threaten to destroy entire countries, doesn't really say much. It doesn't help that they constantly throw themselves to danger to protect you or others. And unlike Ragna, you won't have the heart to leave them behind in safety. Their death would leave you extremely emotionally distressed, and it would also end your chain. But if they survive this ordeal, you may take them as a companion free of charge.

Jumper Took 25 Years **(+200 CP)**

In this world, there are those with an incredible talent with the various supernatural magics and powers, capable of logic defying feats and capable of reaching heights unthinkable for their peers in their use of these. You are not one of them. Instead, you would be at the bottom when it comes to the talent of using any magical abilities. Your magical energy pool is ridiculously low for whatever race you are here, and you can't just figure out how to use any supernatural abilities, whether they are from previous worlds or from this one, nor learn new magics. At least you still have your own body.

Negative-SAN-type Jumper **(+300 CP)**

Something about you is extremely freaky. It seems that people cannot help but to lose their minds when around you, as if they were always getting a bad sanity roll. Only those with the most extreme wills, such as very powerful high-level dragons, will be able to withstand your presence without



going mad with fear. And even those will be extremely disgusted with your presence, wanting to strike you down as soon as they see you.

Died Smiling (+300 CP)

For such might that you wield, you didn't think that there would be no price to pay, did you? Any use of any supernatural ability will put a heavy strain on your body, shortening your lifespan by months and years over the course of a single fight. If you get involved in regular conflicts, it won't be long before your own powers end up killing you, and no regenerative powers or healing magic and technology will be able to stop this process. The only way to escape this fate is to not use your powers at all. But will you be able to keep yourself from using your powers to protect those you care about?

We Already Did It (+300 CP)

It seems that even 'before' entering here you already had made some scary enemies. A warrior from another timeline who grew to despise you with all his heart, has managed to send back in time his own powers and skills to his younger self. Why should you be afraid of this, I hear you ask. You see, this warrior already killed you in the future, developing powers that can end up with any immortality or regeneration method that you have, being heavily resistant or outright immune to your powers and creating an aura that quickly proves deadly to you. And this younger self also seems to share his older self's hatred towards you and will quickly start hunting for you and any of your companions after inheriting such will of power. He can't be convinced to stop, your only way to survive is to either outrun him or end him in battle.

It Must Be Erased (+600 CP)

The worst-case scenario. You have managed to draw the attention of the Six Bloodlines at the same time. Whether they have received a message from their 'God', or due to some of your early actions, the Bloodlines will be constantly hunting you, even collaborating if needed to strike you down.

Their personalities and powers may make this alliance an uneasy one, but this will ensure that you will be chased by at least one Bloodline during your time here.

If you were to wipe out all the Bloodlines, the 'God' of the dragons would proceed to create new Kings to chase as well.



ENDING

Ten years have already passed, so you have three options before you.

Go Back Home

Did you die for good? Or perhaps you just want to go back to your old and safe world? Whatever the cause, you will be going back to your original world, along with everything you have earned during your travels.

Stay Here

Tired of your journey already? Well, I'm sure there are some people that will relate to that feeling. You may take an additional 1000 CP to aid you in your retirement.

Move On

You can't just stop now. There are many other worlds out there to explore, so choose your next jump and begin a new adventure out of this world.



NOTES

For 'You Did It Instantly', while you will need to unlock the final boost in power by some kind of trigger or training, it still provides a substantial boost in your racial capabilities anyways.

If you take 'King' as a Brethren and choose an appropriate tiered magic, you may chose to replace the king of one of the existing bloodlines.

The powers listed in the MAGICS section aren't entirely individual powers, at times being entire or different powersets put together because they belong to the same character. So, if those characters those purchases are based on are capable of doing something, assume that you could replicate the same feats with enough time. Here is a list with the equivalences:

-Blood Forest contains the powers of Borgius.

-Impaler contains the powers of Dornia for the first version and Grumwert for the second.

-Stone Armor contains the powers of Tratektora.

-Warmaster contains the powers of Ortho-zora.

-Forest God contains the powers of Melgubde.

-Wind Prison contains the powers of Disaster Thrower.

-Lightning, Come Forth contains the powers of Woltekamui.

-Barrier Magic contains the powers of Nephilim.

-Silver Arts contains the powers of Ragna.

This is with the exception of Artemisia's Time Magic and Psychokinesis, which is split into two power purchases, Cursed, which only includes Crimson's immortality and not the rest of his knowledge and powers, and the Blood is Flame, which it is its own purchase and isn't included in any of the others. Although the same applies in that if they do something with those powers, by purchasing them you would eventually be able to do the same.

This also applies to the three races created by Crimson: Evil Slime, Chimera and Golem, which will also grant any abilities that the characters with the same names can perform.