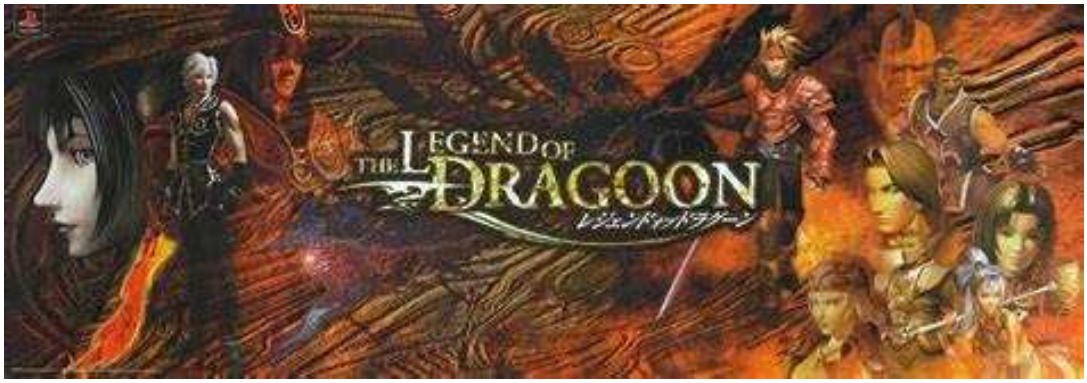


Legend of Dragoon Jumpchain Version 0.5

By Suikofan

"As if they were gods, Winglies ruled over all living creatures, and used them as slaves. The enslaved suffered a terrible domination and injustice. Their anger turned to a flame of fury; then, a gust of wind blew throughout the lands, spreading the flame to a blazing fire. The wind was Emperor Diaz. Seven incarnations Dragons served the emperor. Their bravery inspired people to take up arms. Thus began the Dragon Campaign. It was a harsh war. Both people and Winglies suffered countless injuries and fatalities. After a long period of suffering, it was the humans who acquired the future.

The age of humans had begun."

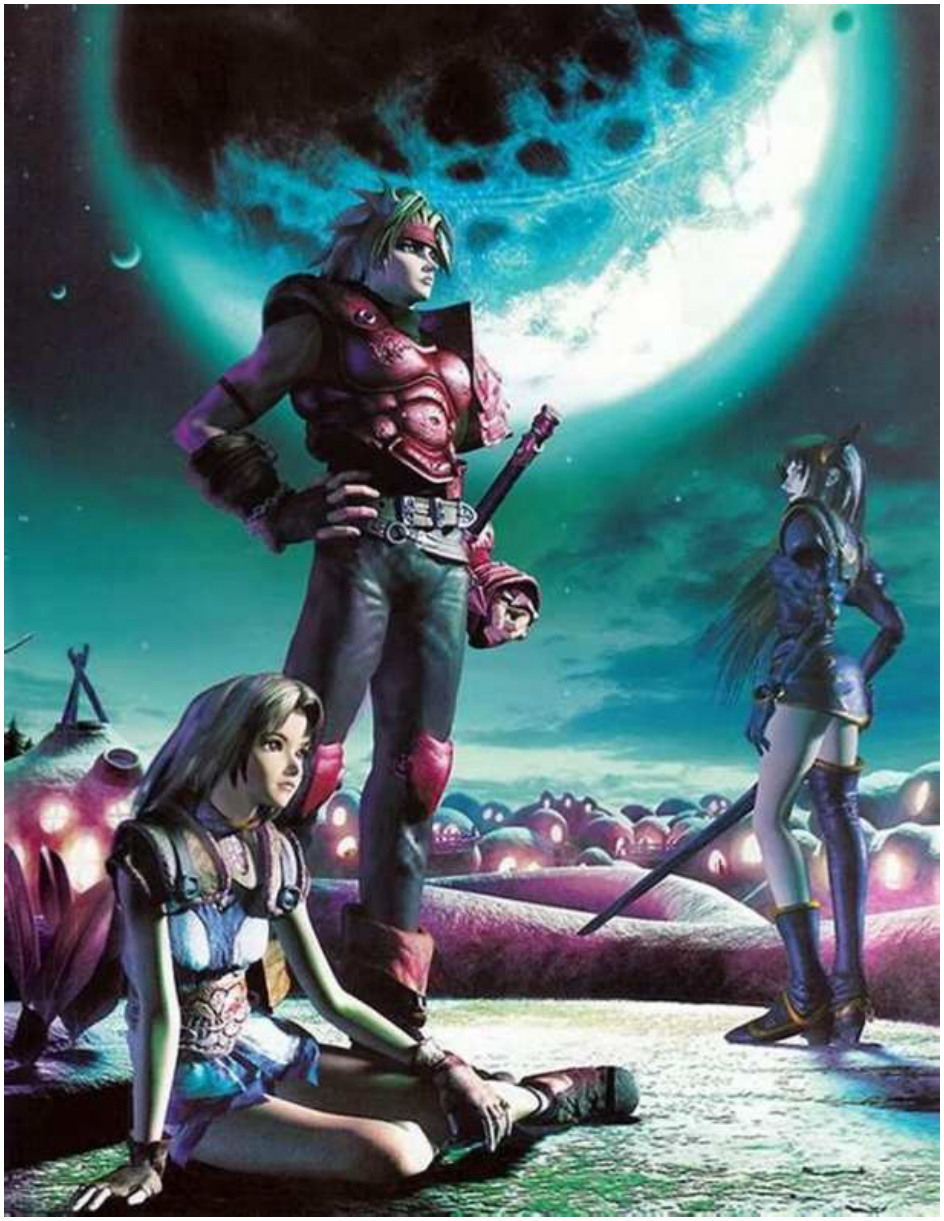
It has been 11,000 years since the Dragon Campaign sent the Wingly cities falling to earth and freeing all other species. As we speak Emperor Doel is speaking with a mysterious cloaked figure and fate is in motion.

You have three weeks before canon starts.

+1000 Spirit Points

Age, Race & Gender

Roll 1d8+12 for age. Choose your gender as you please.



Human [Free]
No different from what you know. They now rule the world so feel free to go wherever.

Giganto [-100]
Damn! You Big! Standing between 8 and 9 feet tall, Gigantos are large and bulky. Expect to be slower than those around you, though you make up for it in strength and durability. As the species is nearly extinct you will get wide eyed glances wherever you go.

Wingly [-200]
Much like humans but faster, prettier, with platinum hair, longer lived, and packing magic. You have the ability to fly on wings made of light that you can create from your shoulder blades. As your people once kept all others as slaves you should really keep a low profile. But since 11,000 years have passed since then as long as you don't fly around or cast magic only the most learned will recognize what you are. Add 2d20 to your age.

Other [Free]
There are numerous other species out there such as the Minitos, Mermaids, whatever Fruegel is or even a demon like Zackwell. Not much is known about them but there seems to be some bad blood between humans and mermaids and anyone that recognizes you as a demon will want you dead so keep that in mind.

Backgrounds

Any of the backgrounds can be used as a Drop-In.

Merchant [Free]
You tend to pop up all over the place even and thankfully in exceedingly dangerous places.
Knight [Free]
You are a trained fighter in the service of a Kingdom.

Royalty [-100]
You had the good luck to be born into nobility.

Schemer [-100]
You are… kind of an ass. Going all over plotting and manipulating whoever you can.

Location

Roll 1d8 or pay -50SP to pick



1 *Lohan the Commercial City*
Possibly the largest city in the world. Filled with merchants and entertainers of all kinds you can find lots to do here. Maybe even some legendary items to buy.

2 *Shrine of Shirley*
Few have ever been as beloved as the White-Silver Dragoon. This once thriving shrine was a place for people from all over to come and be healed by the living saint. Then a place of remembrance after her death. It's now a dilapidated forgotten ruin.

3 *Donau the Flower City*
A nice little port town in Tiberoa covered in flowers. Currently has a gang problem but is still one of the nicest places around.

4 *Valley of Corrupted Gravity*
Separating the country of Tiberoa from the Home of the Giganto's this was one of the worst battlefields during the Dragon Campaign. Even now 11,000 years later gravity itself is warped
.
5 *Furni the Water City*
A water filled city in Mille Seseau. You have to get around on small boats through its canals.

6 *Ulara*
An ancient hidden city populated by Winglies who secretly helped the rebellion during the Dragon Campaign. Though their power has waned greatly since they still watch over the world from afar.

7 *Rouge*
An island to the south. The people here tend to live close to the water rather than fight against the jungle.

8 *Free Choice*
Hey congrats you get to pick from anywhere in Endiness.

Perks

As usual 100SP perks are free for their corresponding Backgrounds and Races.



General

Guardings Great! [Free]
A unique feature of this world is guarding yourself from incoming attacks both halves damage and heals you. Not a lot but it's still nice.

Magical Willpower [Free]
When using magical items you can concentrate on their effects to empower them farther than they can go on their own.

Instead, I Will Tell You [Free]
11,000 years ago is a really long time. But somehow people remember it. Not perfectly but there are legends. No matter where you go, or what you are looking for you will be able to find some pertinent information.

Moon Child [-300]
You have potential within you. Able to wield any form of power or artifacts of power no matter the requirements and occasionally letting out blasts of pure destruction when in danger. Given the right set of circumstances you could even undergo apotheosize and become a God.
But that is fairly unlikely a more immediate benefit is that people like you. Anyone that sees you can't help but to love you. Wanting to adopt you, or be your best friend or something else usually decided by how you view them. You won't be able to order them around or anything but life will become much easier.

This works as a **Capstone Booster**

Human

The Green Project [-100]
With time care and a lot of effort you can change the Earth, a piece at a time. You have a greenthumb capable of converting a barren empty wasteland to a flourishing verdant land.

Still Haven't Found What I'm Looking For [-200]
If you go on a worldwide search for a legendary item only spoken of in myth then you have to accept that you probably would find it. But you will find something. When you fail at searching for something you always end up with a consolation prize.

Rouge Style [-400]
You are now a master of the Rouge style of martial arts. Not quite Haschel's equal but most likely far younger than him(in body at least) so you have time to catch up and surpass him.

Capstone you have become one with the War God something only Claire of the Moon and the creator of the Rouge style have ever managed. You now have perfect economy of movement and an innate instinct for battle.

Giganto

Room to Stretch [-100]
No matter how large you are there will always be enough space in say a room on a ship for you to swing a giant axe over your head.

Exploit all Weaknesses [-200]
You can see when your enemy misses a step and are always ready to take advantage of it, changing the flow of battle.

Cinematic Strength [-400]
Your power now grows based on how many people are looking at you and how cool your actions are. Where before you were strong enough to throw a man in armor across a room you can now catch and hold a falling multi-ton statue over your head.

Capstone this boost now lasts for 24 hours at a time. The clock resetting every time the perk is activated.

Wingly

Elegance [-100]
Beautiful, poised, and graceful. You would make an excellent dancer.

Magitech [-200]
You now have the knowledge that allowed Winglies to make hidden cities, teleporters, magic artifacts and some very comfy beds. With enough effort you can make your own flying city.

Magic! [-400]
There are only three sources of magic in this world. Items, being a Dragoon, and just being born lucky enough to be a Wingly. On the other hand not all Winglies are created equal. Nowadays without their eugenics program some can barely throw an energy ball. With this perk you are equal to Charle Frahma in the days of Yore.

Capstone you now rival the Magician Faust!

Other

Anonymity [-100]
Noone really pays attention to you. There are no legends about your people, no one even knows where your home land is. You have a way of blending into the background.

Beast Tamer [-200]
You can tame monsters to fight alongside you. Not instantly but is no more difficult than training a dog.

Environmental Adaptation [-400]
The Blue-Sea Dragoon Damia was part Human and part Mermaid who lived on land but loved the water. Now like her you can learn to be at home in any environment that you can survive in.

Capstone You now adapt to any environmental danger before it can harm you.

Merchant

Monster-Be-Gone [-100]
How is it that merchants can wander through some of the most dangerous places in the world without dying? Maybe it's common sense, maybe it's stealth? Now with this handy dandy monster-be-gone you too can go unnoticed by hostile non-sapient beings so long as you don't aggravate them.

Let me Check in the Back [-200]
You will never run out of what you have up for sale. When you put an item up for sale you'll always have more to sell. But as soon as you start using them the extras will vanish. So don't use your own supply.

Super Bargain [-400]
You are an amazing negotiator some would even call you a swindler. While you don't always get the prince you want eight times out of ten you get more than you should. The other two out of ten? Well some people are intimidating enough that you just give them what they want. And some are stupid enough to pay 3000G for a bottle.

Capstone Now you're so pervasive that you can have an item that could save the world and rather than taking it from you a group of people infinitely stronger than you will give in and pay your exorbitant price for it.

Knight

Wargod's Calling [-100]

Your coordination and sense of timing are highly trained allowing you to strike swiftly and smoothly. Just be careful of counters, they'll throw your whole rhythm off.

Red Moon [-200]
Like the Black Monster you are an unparalleled hunter. Able to track your quarry around the world while only knowing the barest about it like the day it was born. It would take an extremely unlikely situation for you to lose the trail you're following.

Picture of Chivalry [-400]
A true Knight will defend those in need, open his home to strangers and always fulfill his oaths. But more than that he inspires others to do the same. The more heroic you are the better those around you become.

Capstone As I said a knight will ALWAYS fulfill his oaths. If you have made a promise or someone else has made one to you you'll have a sense of how best to see it fulfilled. Even in death.

Royalty

To Important to Kill [-100]
Unless you give cause your enemies will decide that killing you would just cause them more problems. They'll still try to kidnap you and or trick you. But you won't be in immediate danger.

Minister of Loyalty [-200]
Emperor Doel killed his own brother and tried to steal his nephew's throne…for the good of the people. King Carlo was a weak man bowing to the whims of monsters. Somehow King Albert grew to become the very definition of chivalry in spite of being raised by these same men. He then filled his own court with men who could be trusted to run the country without him. You now have the same ability to inspire loyalty and a lack of corruption in those who work for you despite the odds.

Good Sense [-400]
You can actually make good decisions. Hey don't laugh, it happens less than you think. You can set aside personal preference, opinions, prejudices and operate on pure logic.

Capstone With quiet contemplation you can see how your own actions and the actions of those who follow you will affect the future. The longer you spend dwelling on these thoughts the farther reaching your foresight becomes.

Schemer

Man in Hood [-100]
Why do so many people trust you? You don't show your face, or give your name, and you speak of legends with no proof. And yet people just can't bring themselves to notice the obvious backstabbing coming their way.

Unlikely Experimentation [-200]
Emperor Doel gave a few weirdos the corpse of a dragon and they made actual headway into granting magic to humans. Apparently no one else ever studied magic and the first time they did made breakthrough after breakthrough in short order. Now your studies go the same. Bursts of inspiration and success will come easy so long as you put in the work and have the right starting place to build from.

The Strong Take [-400]
Graham betrayed Servi for power Doel took half a country after killing his brother. Now you can take something from those you fell. This only works on one thing at a time so choose what you want from each foe carefully.

Capstone Now like that kill stealing bastard Lloyd you can take from those that die in your vicinity rather than those you kill personally.

Items

As usual 100SP items are free for any category you qualify for and others of the same category are at a discount. Anything lost or destroyed reappears in your Warehouse on the next day. But if anything is stolen from you then you'll have to hunt the thief down like Dart and Rose.



General

Traveller's Bag [Free]
Comes with a hatchet, compass and a map. A full canteen, and a three pound bag of jerky and nuts.

Stardust [-100]
Stardust is a rare miracle stone. If you collect 50 of them it will grant a reasonable wish. Or there are people out there that will trade you one of a kind items for every ten. So go ahead and have nine pieces.

Dragon Buster [-400]
The Ultimate anti-dragon weapon. This dragon head shaped hilt can project a scimitar like blade of energy from it. Apart from being a weapon strong enough to fight a god with, it can cut through a dragon or dragoon like a hot knife through butter. Seems to sink into your arm when not in use.

Capstone The Dragon Buster will gain the same armor piercing ability it has versus dragon against anything you use it against often enough.

Human

Talismen [-100]
A charmed necklace that will stop you from instantly being killed.

Soul Eater [-200]
One of the strongest weapons in this world. It drains the user's blood continuously. Maybe you can use it as a trap?

Timeless Choker [-400]
This choker stops time for the wearer. Instantly becoming ageless and not even noticing the ages go by preventing the insanity that living so long would normally cause.

Capstone The wearer now reverts to their prime after putting the choker on.

Giganto

Magical Greaves [-100]

These increase your speed, physical defense and magical defense. Which I'm sure you can guess simply by stereotypes that the Giganto's are slow and bad at magic so with these you migrate two of your weaknesses just a bit.

Angel Scarf [-200]
A fancy scarf that will help guard you from magic attacks.

Indora's Axe [-400]
The personal axe of the Giganto hero Indora it has a chance to automatically kill whomever it hits. You know if they don't die from being hit by a giant axe in the first place.

Capstone As a axe fit for a Giganto is way too big most of the time it now adjusts to best fit your hand. Strangely seems to still have the same amount of mass to it. Others will notice when a small axe hits them with the force of a wrecking ball.

Wingly

Dragon Blocking Staff [-100]
One of two secret weapons the Winglies of old developed during the war this staff severely weakens any dragon or draconic being in the area.

Divine Tree [-200]
If you plant this on a dead world you will bring life to it…for a time. But if you for some reason plant it on an already living world it will skip a few steps right to the end unleashing a being of pure destruction. I can't see a good reason to do so but maybe there is a world that needs such a thing?

Signet Spheres [-400]
A set of five magic reactors and corresponding relays. These can target and seal away anything no matter how great the power. Whatever you wish to seal must be surrounded by the relays when you engage the signets. You get a new set every jump leaving the old behind to continue to hold the seal.

Cap Boost The relays now home in on the target not needing preparation. And are strong enough that a single one can do the job on its own giving you five separate seals rather than one

Other

Horned Helmet [-100]

A helmet similar to the one worn by Fruegel. Wearing it makes you much more intimidating.

Mirror Portal [-200]
You have a large mirror that works as a portal to your home. No one will even seem to notice it wherever it's placed.

Demon Spear [-400]
A unique and evil weapon. Those that pick it up fall under your thrall.

Capstone This evil spear now does more than let you control people. You can instead become them. Taking over their bodies while your true self is hidden within them. Essentially giving you two lives.

Merchant

Magic Shiny Bag [-100]
Comes with ten random one use healing and attack items. Such as Healing Breezes, Mind Purifiers, and Poison Needles. It refills and changes its inventory daily.

Shop [-200]
You aren't really a merchant unless you have a store. This shop can relocate to anywhere you want. Although people will notice if you put it somewhere public.

Deal of a Lifetime [-400]
All of the really good repeatable items except the Psychdelic Bomb X that aren't included in the *Magic Shiny Bag* are in this new bag. Includes a few key items from the *Goods* list like 'Life Water', 'Magic Oil', and even a 'Vanishing Stone'.

Capstone This now updates with every new Jump gaining items of comparable rarity in whatever new setting you find yourself in.

Knight

Starting Gear [-100]
Basic knight armor chainmail and a sallet. Comes with a basic weapon of your choice.

Therapy Ring [-200]
This is one of the rarest and useful accessories around. It heals you every few seconds for a knight it is worth nearly anything.

Dragoon Spirit [-400 or Free with *The Revolution Will Not Be Televised*]
The soul of a dragon made tangible. Usually a beautiful trinket but for a chosen few it will shine with an inner light. When used it transforms you into a Dragoon. Magical flying armor, matching weapon, and access to elemental magic wielded by the dragon it once was are its basic abilities. You can either choose to have a copy of an existing Dragoon Spirit or design your own so long as it's weaker than the Divine Dragon Spirit.

Capstone You can now have a copy of the Divine Dragoon Spirit or make one its equal.

Royalty

1%[-100]
It's a bit hard to make money in this world, most of it is held by the aristocracy with only the wealthiest of merchants ever making ten thousand before tax. But as part of the highest echelons of said aristocracy I guess you don't have a problem with that. Take 10,000G in pocket change.

Capital City [-200]
You get an empty copy of one of the Capital Cities of this world. Bale, Kazas, Fletz, or Deningrad to take with you. Either as a Warehouse attachment or to drop into a Jump.

Divine Moon Objects [-400]
Ever needed to really break a spell of some kind? Here are three items: a Gem, a Dagger, and a Mirror. You can connect them to an enchantment, ward, or curse then break the item and the spell will end. You get three more every new Jump or in ten years whichever comes first.

Capstone These no longer shatter to break the spells but instead the Gem absorbs, the Dagger cuts, and the Mirror reflects the magic. You get a new Gem after every use.

Schemer

Guide Book [-100]
That is the only explanation for how quickly Zieg and Melbu adjusted and figured out how to manipulate the present day. Now you have one too. It's not very detailed but it has the general information on the world, a list of the who's who and the general location of items that will help your plan. Updates for each Jump.

Psychedelic Bomb X [-200]

A physical manifestation of the courage you and your party have...as a bomb! You, and your Companions now have a reusable bomb that is equal to your collective resolve plus the magic of which ever one of you uses it. Hits with pinpoint accuracy. It's basically a cheat code.

Crystal Sphere [-400]
Ever wanted to consume an energy field bigger than your head but knew you wouldn't survive? Have no fear this handy little crystal orb can trap any amount of energy up to and including the soul of a God. Connecting to it magically will allow you to draw upon the power within. Of Course the crystal can break in some kind of epic battle.

Cap Boost The Crystal Sphere now exists within you as an extra organ. The energy you trap within it will slowly over time integrate into you. Emptying the Crystal for a new source of power. Plus you probably no longer need to fear thieves and are most likely far more durable then the original.

Companions



Bring Your Whole Crew [-100]
Import up to 6 people with 800SP of their own.

Canon [-100]
Recruit anyone you meet along the way, if they are willing to go with you they can leave with you.

Coolon [-100]
This flying Mantaray(?) is an actual Flying Mantaray. It can fly around the world quicker than you can move guaranteed. Now matter how fast you are, Coolon will still be quicker. Although teleporting is probably easier.

Wounded Super Virage [Free or -500]
This creature doesn't seem totally sapient, acting on orders from its masters it will kill any non Wingly creature that comes near it. Except the Moon Child. If you are a Wingly or a Moon Child and heal it you will gain its loyalty for all time. If not, well spend some SP.

Divine Dragon [Free or -700]
The wrathful king of dragons refused to help humans or winglies during the Dragon Campaign. This beast fights Lloyd with the Dragon Buster immediately followed by fighting the heroes armed with the Dragon Blocking Staff and was still one of the strongest things around. If you can free it early and convince it you will let it fly free in numerous worlds it will join you happily.

Drawbacks

Limit of +800SP unless you take *The Revolution Will Not Be Televised* which removes the limit



Lost in Translation [+100]
People can understand you fairly well but there might be a few mix ups or strange looks from people asking if this is your second language.

No Button Mashing [+200]
Unlike others in this world you can no longer make magic items stronger by concentrating on their effect. All attack items just have a flat damage value.

Japanese Edition [+300]
Everything in this world is just a bit stronger than you think it would be. Enemies are hardier, know more attacks and inflict status ailments more often. You'll also find less merchants wandering the world.

ooPARTS [+400]
There is a ooPARTS following you. It's not extremely fast and will only enter town if you stay without leaving for more than a month at a time. But it can track you anywhere. If you manage to kill it another one will appear.

Arm-Blocking [+600]
The God Soa doesn't like outsiders who don't play by his rules.You lose access to your Warehouse and all out of Jump powers barring your Body Mod.

Bad at PR [+800]
You'd think that at some point in 11,000 years Rose and Charle could have told the world the truth about the Moon Child. Now like them your PR sucks no matter what. People will see the worst in your actions and will refuse to listen to your explanations unless its from another.

The Revolution Will Not Be Televised [+1000]
I really don't recommend it but if you wish you can take part in the Dragon Campaign. Not only is this insanely dangerous, but the ripple could change the entire story. Your meta knowledge won't do you much good if Zeig was never turned to stone. Or even worse if it's you that Melbu Frahma takes over and he now has that knowledge. Well if I can't talk you out of this then take *Dragoon Spirit* for free and keep safe Jumper.

The End

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Go On

Congratulations on a successful jump but it’s time for the next world Jumper.

Stay Here

Or perhaps you’ve grown attached to this world and want to stay?

Return Home

Of course maybe you miss your original home and want to return to the life you left behind.