

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Greetings, Portal Master! I am Eon. Welcome to Skylands! Long ago, the Ancients used Mind Magic to create everything in our world, and somehow, this power has been reawakened. But now, someone is using it to create monsters, the likes of which have never been seen. As a Portal Master, you must now use Mind Magic to create heroes of your own, to combat these unstoppable foes. And to help train them, I am sending you the greatest Skylander Senseis of all time! A great adventure awaits you, Portal Master. Behold!

-Master Eon explains the origins of Mind Magic to the Portal Master

You arrive in this world as Spyro waits for the first Imaginator to be summoned forth by the Portal Master. You will be staying here for the next year.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Species-

Skylands is home to a great variety of creatures, and you now have the opportunity to become one of them. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

Humans do not exist within Skylands itself, but on another world called Earth they are plentiful, and indeed the Portal Master is themself a human. You may instead choose to be the same variety of 'human' as Dr. Neo Cortex.

[Free] Humanoid

Although humans do not properly exist within Skylands, many human-like species do. With this option you may design for yourself a humanoid form. It can deviate from a traditional human in various minor ways, such as skin colour, ear shape, or number of fingers, but however you design it, it cannot provide additional advantages not held by a human.

[Free] Crow

Like reformed villain Tae Kwon Crow, you are a crow-like humanoid. You lack wings, instead possessing more mundane arms, so this form does not grant you the ability to fly.

[Free] Mabu

One of the most common species in Skylands, the Mabu are furry, mammal-like bipeds. They are generally a peaceful species. Flynn, Cali, and Hugo are all Mabu.

[Free] Mutant Bandicoot

Like the legendary Crash Bandicoot, you are a genetically modified bandicoot, giving you a humanoid shape. Fortunately, unlike Crash himself, you are still capable of speech.

[Free] Wolf

You are an anthropomorphic wolf. If you like, you may elect for parts of your fur and/or your tail to appear as if they are on fire, taking on an aesthetic closer to the Sensei Flare Wolf. This change is purely aesthetic; your 'flames' are not hot to the touch, and do not set anything on fire.

[100cp] Piñata Monster

Like reformed villain Pain-Yatta, you are a Piñata monster. You possess a bulky frame and are stronger and more durable than one might initially suspect.

[100cp] Werewolf

Like reformed villain Wolfgang, you are a large humanoid wolf. Though referred to as a werewolf, this form is actually permanent; you don't change between human and wolf forms. Your larger frame offers some additional strength, but little else.

[200cp] Living Stone Mummy

You are an odd undead creature. As an undead, you no longer need to eat, drink, or breathe, but destruction of your skull will count as death for the purposes of chain failure. In addition, as you are made of stone, you also have increased strength and durability. Your mid-section and arms are wrapped in bandages, but the removal of these does not harm you.

[200cp] Mystical Tree-Knight

You are a tree-like humanoid, emanating from the Mystical Bamboo Forest. You have the special power to summon forth bamboo trees. Ordinary bamboo trees can be used to push up enemies into the air. You can even create a very large bamboo tree that can serve effectively as a bludgeon.

[200cp] Penguin

Like Master King Pen, you are an anthropomorphic penguin. Interestingly, you seem to have toes instead of webbed feet. You have a large frame, which offers some additional physical power. You also possess a powerful frosty breath, giving you a ranged option in combat.

[200cp/300cp] Robot

You are a robot, of one of the two following models:

For 200cp, you are of a model similar to reformed villain Blaster-Tron. Fortunately, you lack a good/evil switch. You have a large frame which affords additional strength and durability. You also possess a a rocket pack that allows you to charge forward, smashing into enemies.

For 300cp, you are of a model similar to Sensei Ro-Bow. While less bulky, this model offers a variety of functions. You are able to transform into a spiky ball form, rolling around at high speed and crashing into enemies. You are able to fire a laser out of your 'face' and can also transform into a floating orb that can fire an even more powerful laser.

[200cp] Skeleton Ghost

An odd undead creature, your top half is that of a skeleton, whilst your lower body is a ghostly tail. You hover over the ground, and do not need to eat, drink, or breathe to survive. Destruction of your skull will count as death for the purposes of chain failure.

[200cp] Triceratops

Like the Sensei Tri-Tip, you are an anthropomorphic triceratops. Your powerful body affords greater physical strength and durability than most, and you possess horns which can serve as natural weapons. Further, you have the ability to summon fossilized skulls, which rise from the ground and try to trap nearby enemies. Fossil traps last about thirty seconds before disappearing, and you can only have a maximum of three fossil traps out at a time; attempting to summon additional fossil traps beyond this will cause existing fossil traps to vanish, starting from the oldest.

[300cp] Ghoul

You are a ghoul, a humanoid undead creature. As an undead, you no longer need to eat, drink, or breathe, but destruction of your skull will count as death for the purposes of chain failure. Speaking of your skull, you can easily remove it from your body and throw it as an attack. You are able to teleport your skull back to its proper place on your body at any time. Finally, you can create Head Minions, bouncing skulls that will defend you and attack nearby enemies. A Head Minion will last about thirty seconds before vanishing. To begin with, you may only have a single Head Minion out at a time; attempting to create additional Head Minions beyond this will cause existing Head Minions to vanish, starting from the oldest. With time and training, it may be possible to increase the maximum number of Head Minions you can have out at once.

[300cp] Imaginator

Must take the Imaginator Origin.

You are a being brought forth into the world via Mind Magic. You must choose one of three general shapes to take, chosen upon purchase of this species.

The first is a general humanoid shape, which can optionally have a tail. The second is a shorter form, with stubby arms and legs. Again, you can optionally possess a tail. The third is a bit different. It is similar to the first, but instead of legs your body ends in a ‘tail’.

Within these general shapes, you have a large amount of freedom to design your form. As long as it does not provide any additional advantages, you may choose whatever you like. In addition to your form, you may also choose what your voice sounds like, again as long as it does not provide an additional advantage. Lastly, you may choose to radiate a cool-looking aura from your body. This aura provides no benefit beyond the aesthetic.

Should someone possessing Mind Magic acquire your consent, they may change your appearance, voice, and aura, as long as it stays within these same parameters. If you were to acquire Mind Magic for yourself, you could also change these.

Finally, as a being created from Mind Magic, you are more powerful against other beings created with Mind Magic, such as Kaos' Doomlanders. Post-jump, this becomes an advantage against any being created via magic.

[300cp] Mutant Plant

Like the Sensei Boom Bloom, you are a mutated plant that has gained sentience and various plant-based abilities. You possess a spiky vine 'whip' which can grow out of your right hand and retract when not needed. You can cause similar vines to grow out of the ground, pulling at and attacking your enemies. Finally, you can grow 'spore seeds', which cause harm to enemies that get within a few metres of them. These spore seeds last only a short while before vanishing, and you can only maintain up to four at a time; attempting to create additional spore seeds beyond this will cause existing spore seeds to vanish, starting from the oldest.

[300cp] Snake

Like the Sensei Pit Boss, you are an anthropomorphic snake. You stand upright, with two arms, but your lower body ends in a snake-like tail. You have the ability to summon undead snakes of a more traditional variety to attack your enemies. You can also transform into a giant snake, also of a more traditional variety, to attack your foes yourself. Maintaining your giant snake form is severely draining, and you cannot summon the smaller snakes in that state.

[400cp] Alien

You are a strange, unidentified humanoid creature, similar to the Sensei Starcast. You have purple skin, glowing, featureless eyes, and four arms. You have the ability to summon shuriken from some unknown dimension. Of these, you can pull out smaller shuriken that act as you would expect, large shuriken that explode on impact, and even large shuriken that you can ride on top off.

You can also summon a 'decoy' in your likeness to a nearby location. Although it is obviously not you (instead made from some shadowy substance), when you are engaged in combat with others, those fighting you will always mistake it as you, and target it before they target you. You can only maintain a single decoy at a time; attempting to create additional decoys beyond this will cause existing decoys to vanish.

[400cp] Gold Statue

Like reformed villain Golden Queen, you are a living golden statue. You are able to absorb gold into yourself, and expend this gold reserve to use various abilities. You can use it to restore your health, temporarily grow in size, and create guard turrets which fire golden blades. You can also use it to turn people or objects into solid gold. You cannot absorb gold you have created in this way. Being turned into solid gold will not cause any permanent damage, and those turned will eventually be able to break out of this state, reverting to normal. The stronger they are, the easier time they will have with this.

[400cp] Sky-Faun

You are an anthropomorphic goat-like creature, known as a Sky-Faun. Exposure to a strange magical realm has awakened a special power within you. With it, you can create mystical Goat Portals. These are large spheres of energy that connect to each other. You can enter one and instantly teleport to and exit another. Projectiles you fire at a Goat Portal, such as arrows loosed from a bow, will eject from a different Goat Portal, in the direction you would like them to. However, only you will be able to use these portals, and enemies who get too close to them will be zapped by mystical energy.

The Goat Portals last about thirty seconds before vanishing. You can only maintain up to three Goat Portals at a time; attempting to create additional portals beyond this will cause existing portals to vanish, starting from the oldest. With time and training, it may be possible to increase the maximum number of portals you can have out at once.

[400cp] Sphinx

As a Sphinx, you are a cat-like creature, with two arms and four legs. You have various magical abilities. You can fire off beams of magical energy, create magical 'yarn balls' which can be fired off and cause a small magical explosion in impact. You can create 'Copy Cats', mindless magical copies of you as a Sphinx, which attack nearby enemies with their magical energy beams and yarn balls. To begin with, you can only maintain two Copy Cats at a time; attempting to summon additional Copy Cats beyond this will cause existing Copy Cats to vanish, starting from the oldest. With time and training, it may be possible to increase the maximum number of Copy Cats you can have out at once.

Finally, you can turn invisible. Whilst invisible, you can direct any Copy Cats to charge at an enemy and self-destruct, but you cannot attack or use any other powers and abilities without breaking your invisibility.

[800cp] Ancient

You are an Ancient, one of the, well, ancient beings that created Skylands long ago. You are mostly a large floating brain, with a single eye and mouth. Attached are two stubby arms which lack hands, and a 'tail' of sorts. You move around by flying around at a hover.

Although physically weak, your large brain offers you immense mental power. You have a powerful form of telepathy, allowing you to read the surface 'feelings' of everyone on the same planet as you. You are also capable of mass brainwashing on a planetary scale, though you those brainwashed in this manner behave as fairly mindless 'zombies', and will only be able to carry out simple commands. For simple-minded creatures, such as pet birds, you can completely invade their mind, giving you full control over their body, and also allowing you to replace their voice with your own, if they are speech-capable. This degree of control requires your full concentration, and controlling bodies you are not used to in such a manner has a bit of a learning curve. Lastly, your immense mental power will greatly improve the effects of Mind Magic, as well as similar techniques, should you become capable of them.

You do have a weakness however. Your mental abilities will not work on dragons, and the magic of dragons can be used to dispel your control over others.

[Free] Import

None of these options appeal to you? If you've already been to a Skylanders jump, you may elect to carry through the species choice in that jump to this one.

-Species Modifiers-

These are additional modifiers you can apply to your species by purchasing them. You MUST choose an option in the species section first. You may only choose one of the following to apply to your base form. Post-jump, the modifier and the base form become separate alt-forms, and you may also apply the modifier to any alt-form you possess.

[300cp] Dark

At some point in the past, some Skylanders attacked a lair where Kaos was experimenting with Petrified Darkness. Kaos was defeated, but the lair exploded. In order to prevent this darkness from escaping, these Skylanders chose to absorb the energy into their body, becoming Dark Skylanders. Fortunately, Spyro had previously learned to control such power, and with his help these Skylanders were able to control it as well, without losing their sense of self.

Whether you were one of these Skylanders, or have attained this state in some other way, you have transformed into a Dark variant of yourself. You have a taken on a black and silver colour palette, and are slightly more powerful than you otherwise would be. You have also become immune to the effects of similar corruptive energies.

[100cp] Legendary

For centuries, Skylanders have competed in epic gladiatorial events. Those who perform well are immortalised as statues. Through some unknown circumstances, you are one of these statues brought to life. You have acquired a gold and red colour palette that is rare even among Legendary creatures. Other than the colour change, the other difference is that you are slightly more powerful than you ought to be.

[Free] Recolour

You are a variant of your species, coming in a colouration not usually available to them. This provides you no advantage, just a slightly different appearance.

-Background-

You must choose one of the three Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

[400cp] Portal Master

You were born with the ability to wield a Portal, an extremely rare talent. Portal Masters have a massive impact on the fate of this world, for good or ill. Portal Masters working for the good of the world usually form strong bonds with Skylanders, working together to keep Skylands safe from the forces of evil.

If you have already been a Portal Master and acquired the Portal Mastery perk in another Skylanders jump, you may instead take this Origin for free.

[Free] Sensei

A special group of Skylanders, the champions of Skylands. For many years, the Senseis scoured the furthest reaches of Skylands, looking for new Skylander prospects to train and recruit. With the advent of the Imaginators, they have been recalled by Eon, to train this new generation of heroes, and to work with the Portal Master.

Additionally, many Villains of years past have recently fully reformed, and Eon has also assigned them as Senseis. These former Villains each have their own lessons to teach; their insight is sure to be a boon to the Imaginators, as well as the Portal Master.

Though many Skylanders have been sent to Earth in statue form, this is not the case for you, leaving you free to act in Skylands without the assistance of a Portal Master.

[Free*] Imaginator

As an Imaginator, you are a being created wholesale out of Mind Magic. If you take a background in this world, you may have been created by the Portal Master. Alternatively, you may be a Doomlander created by Kaos.

***In order to choose this Origin, you must purchase the Imaginator species.**

-Location-

Roll 1d8, or pay 50cp to choose.

[1] Cradle of Creation

A temple constructed by the Ancients, far, far, in the past. It serves as an excellent training ground for new Senseis and Imaginators. The Skylander, Spyro, awaits the arrival of the Portal Master's first Imaginator. Should events proceed as normal, it is here the Skylanders will battle a Doomlander with the Sorcerer Battle Class. There is a single Water elemental zone in this place.

[2] Skylander Academy

An institution which serves as the base of operations for the Skylanders, as well as trains new recruits. It has just suffered an attack from a Doomlander; however, it is mostly unharmed, and only missing a few books.

[3] Mushroom River

A large river, overrun with bugs. The water is slightly poisonous and ingesting too much of it can make one mildly sick. Should events proceed as normal, it is here the Skylanders will battle a Doomlander with the Brawler Battle Class. Those who possess the Air, Water, Undead, Light, or Life elements will find themselves growing stronger here.

[4] Scholarville

A village inhabited by secretive scientists. It is the hiding place of the Helm of Ultimate Wisdom. Should events proceed as normal, it will come under attack from Kaos' forces, and the Skylanders will battle a Doomlander with the Bazooker Battle Class. Almost all elements are represented here, with only Life and Water of the main ten being absent.

[5] Shellmont Shores

Should events proceed as normal, very soon this place will be engulfed by a giant brainstorm vortex. The Skylanders will arrive and battle a Doomlander with the Swashbuckler Battle Class. It might be wise to get out of here before all that happens. Those with the Water, Light, Earth, Life, and Air elements will receive a boost to their power here.

[6] Sky Fortress

A Sky Baron battleship hangar, that has since been overrun by vultures. Should events proceed as normal, the Skylanders will retake the hangar in order to claim a battleship, and battle a Doomlander with the Knight Battle Class on the bridge of the aforementioned ship. The vast majority of elements have some representation here; of the ten main elements, only Magic and Life do not.

[7] The Lair of Kaos

A rather drab looking castle in the middle of a swamp, which serves as the current headquarters of Kaos. It offers little in the way of protections, or security measures. Should events proceed as normal however, this lair will be massively upgraded using the power of Mind Magic, and many defences will be installed, including a giant forcefield. If you do not wish to work with Kaos, leaving early might be a good idea.

[8] Free Choice

Lucky you! You may choose to begin in any of the above seven locations for free.

-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

Portal Master Perks

[Free and Exclusive to Portal Masters] Portal Mastery

The aptitude to wield a Portal of Power, denoting you as a Portal Master. Utilising the Portal as an intermediary, you may view far away events and areas. You may then teleport others to those areas, as well as recall them. Some beings in temporary sealed states may even return to their true form when summoned in such a manner. Assuming you have other magic at your disposal, you may even cast it through the Portal, providing yourself with extreme amount of range.

Portal Masters may even attempt to summon themselves through their Portal, though doing so puts them at serious risk of electrocution, or worse. They may learn to avoid such things with time and experience.

It is said that space, dimension, and even time are no obstacle to a powerful Portal Master, though messing with time is a feat challenging to even those with centuries of experience.

[100cp, Free to Portal Masters] Creative Mind

With Portal Masters learning to tap into the long dormant Mind Magic, it will help to actually have an idea of what you want to use it for. With this perk, you never seem to run out of inspiration, and are immune to Artist's Block, as well as similar conditions that would impede your creative efforts.

[100cp, Free to Portal Masters] Gamer

You have mad gaming skills, at the upper end of what could achieved by an ordinary human with years of practice. For some reason, it seems like a perfect fit for a Portal Master. Can't imagine why.

[200cp, Discounted for Portal Masters] Loyal Creations

Whether it is a robot you construct, a creature you create with magic, or a child you make the 'old-fashioned way', any being you create will be unshakably loyal to you. Barring outliers such as mind-control, this loyalty will never fade over time either.

[200cp, Discounted for Portal Masters] INSIDE A VIDEOGAME!!

An interesting power. It allows you to enter into a videogame with your physical body. Whilst in the game, you are capable of being harmed by things that would also harm you in the real world. You cannot however, gain any advantage from the videogame. You are also able to forcibly pull others into the game with you, as long as they are close to the machine running the game. They will not be able to leave as long as you also remain in the game, and will be automatically ejected should you leave, or be killed. Like you, they can be harmed in this space, but gain no advantages from the videogame.

If you are also a Portal Master, you gain additional functions with this perk. Firstly, you may summon others through your Portal into this space directly, without a need to also be in the virtual space yourself. The summoned party must also consent in order for this to work. Like you, they can be harmed in this space, but gain no advantages from the videogame. Secondly, you may use a being summoned into this space via your Portal as a proxy for you when others are pulled into this space forcibly. In this case, the being summoned through your Portal must either leave the space or be killed in order for the trapped party to escape.

[400cp, Discounted for Portal Masters] Fairy Magic

A special type of magic, common to fairies. By offering up treasure or other currency, you are able to upgrade a person, their powers, and their skill levels. You are able to target yourself with this magic, as well as those nearby. The only limitations to this magic are that it cannot improve a person beyond a state they could naturally train themself up to, and the further along they get in terms of improvement, the more it will cost to continue upgrading along that path.

If you are also Portal Master, you can cast this magic through your Portal, allowing you to target beings a great deal of distance away, and keep those sent out by you in the action as you improve them.

[400cp, Discounted for Portal Masters] Damage Magnet

A very risky power, best reserved for the strong. Using it, you may designate as many other parties as you like, provided they provide consent. When that party would take damage, you instead take that damage onto yourself. This only applies if the other would actually take damage – if it doesn't hurt them, it would hurt you. Further, the damage will account for any additional durability or resistances you might have – if it wouldn't normally hurt you, it won't hurt you if the other party is hit by it. However, if the other party is sturdier than you, and still would get hurt, you may well be in serious danger.

[600cp, Discounted for Portal Masters] Mind Magic

A long-forgotten power, that has only recently been reawakened. It is extremely versatile, essentially amounting to freeform reality warping, in theory. In practice, it is not nearly as powerful. It depends on the users 'brain juice'; in other words, the creativity and mental strength of the user. By using Imaginite, one can perform higher level Mind Magic with less brain juice.

To begin with, you are capable of creating Skylander-level creatures known as Imaginators with the assistance of high-grade Imaginite referred to as Creation Crystals. With lesser grade Imaginite, you could create various pieces of equipment these Imaginators could use. By developing your mental strength, you can increase your capability with Mind Magic, but it will require exponentially stronger mental power in order to improve further. It should be noted that a being who had the mental ability to brainwash the majority of a planet was still at the point where the guy he was empowering could be defeated by the Skylanders.

Sensei Perks

[100cp, Free to Senseis] Eye For Talent

The Senseis were sent to the far reaches of Skylands, in search of prospects. You too, are well suited for this sort of thing. You have a natural talent for noticing those with the underlying potential to be a great hero or defender of the realm. This applies to general combat ability, as well as attitude, so you don't accidentally pick up bad apples. It fails to apply when the person in question is consciously trying to hide their talent from you.

[100cp, Free to Senseis] Life Experience

As a Sensei, you've likely had plenty of experience, either as a hero or as a villain. As such, you have learned to keep your cool when in combat, or when confronted by the unknown or unexpected.

[200cp, Discounted for Senseis] Guest Star

It seems you have the ability to quickly ingratiate yourself with groups you wish to join. In order for this perk to take effect, you must genuinely wish to join the group for the sake of joining the group, not merely for your own gain, or to undermine it in some way.

Further, like many guest stars, you may not always be able to stick around. In light of this, when you wish to leave a group, the group will allow you to do so, taking no action against you for it unless you choose to act against them in some other way.

[200cp, Discounted for Senseis] Ain't Like That Now

Not everyone has a clean past. When you confess to wrongdoing, then genuinely attempt to atone, including willingly facing any legal consequences, you will find that people around you are willing to forgive and forget your past mistakes. You may even end up facing less of a penalty for your behaviour.

You must genuinely believe that your past actions were wrong in order for this perk to take effect. Attempts to 'game the system' using this perk will automatically fail.

[400cp, Discounted for Senseis] Sensei Means Teacher

Beyond merely scouting potential recruits, the Senseis are responsible for training them; taking newbies and turning them into full-fledged heroes. You are well-equipped for this sort of thing.

As a teacher, you are gifted in tailoring your courses individually to your students, even allowing for a student who was brought up in a completely different style or approach to take something out of your lessons. Further, for each student, you may teach them a Secret Technique. This is one of your existing supernatural abilities, that they would not ordinarily be able to learn on their own. It will begin at an incredibly weak level, but can eventually be trained to the level you were at when you taught them the Technique. Once you have begun to teach a student a Secret Technique, it is set in stone, and they can never learn another Secret Technique from you beyond the first.

[400cp, Discounted for Senseis] The Jumper Battle Class

Why settle for using just one Battle Class, when you can use them all at once? This perk confers all ten effects of the 'Choose a Battle Class!' perk, instead of just the one you would normally be entitled to. You do not get a 'stacking' effect from having both this perk as well as 'Choose a Battle Class!'.

Additionally, you are able to create mental constructs of each of the ten weapon configurations supported by the respective Battle Classes. In the case of ranged weapons (throwing stars, bow, dual-wielding pistols, bazooka), these constructs never run out of ammo. The magic staff construct is capable of firing blasts of magical energy as an attack. Lastly, you have various melee weapon constructs (sword, dual-wield swords, double-bladed staff, dual gauntlets, and a large battle-axe).

These constructs are maintained by draining your energy, so it is wise to switch between them as necessary instead of bringing them all out at once.

[600cp, Discounted for Senseis] Sky-Chi

You have learned to tap into a special power known as Sky-Chi. You have an internal 'meter' of sorts, which fills up gradually over time. Defeating enemies will cause the meter to fill up faster. When the meter is full, you will be able to harness your Sky-Chi. For a few moments, you will grow significantly in power and even more significantly in durability. The meter is then reset.

With training, you may learn to build your meter faster, or to maintain your Sky-Chi for longer periods of time.

Imaginator Perks

[100cp, Free to Imaginators] ORIGINAL CHARACTER DO NOT STEAL

It seems you can get away with 'ripping off' the likenesses of others. When you do so, people will believe you are somehow a wholly original and separate entity, and even when similarities to other likenesses are pointed out, you will still be regarded as doing your own thing with it. This applies strictly to you as an individual. If you were to dress up like a certain superhero, that would be fine. If you were to authorise a comic book based on you dressed up like that superhero, that would also be fine. If the comic were to include rip-offs of that superhero's established rogues' gallery, it would not be fine.

[100cp, Free to Imaginators] Do You Have It In Black?

Whether you equip the best individual pieces of gear, without regard to a cohesive look, or just don't like the colour of your shirt today, this novel power is sure to be a boon.

With it, you may change the colour of any clothing or armour you are wearing to any colour scheme you can think of. This solely changes the colour, not the shape or size in any way. Further, this change only lasts as long as you continue to wear it; when removed, it will revert to the colouration it had prior to your use of this power.

[200cp, Discounted for Imaginators] I Know You!

It can be a pain for those with shifting forms to interact with others. You have to remember which form you took when you interacted with which person, and you have to remember exactly what that form looked like on top of it.

For you, this is far less of an issue. As long as this perk remains active, people will always recognise you, regardless of the form you take. Further, as long as the form you are currently in is one that is in-line with what could be found in your current world, they won't even recognise that you have changed at all. When you are not around, people will remember you in the last form they saw you take.

Of course, you may toggle this perk off whenever you wish, should you not want this recognition.

[200cp, Discounted for Imaginators] Selfie Time!

A curious power, allowing you to mentally take 'photos' of yourself. When activated, time will pause, and then your perspective will change so that you are looking back at yourself, as if you were some kind of camera. You can move this 'camera' around you in a small sphere, provided it remains aimed at you. You can also tilt the 'camera', for a more stylistic shot.

You can store up to 20 mental 'photos' at any one time. Photos stored in this way may be freely copied over to an empty roll of film or data storage device. You can at any time remove photos from your mental storage in order to make room for more.

Additionally, in your travels you will begin to find circles marked on the ground at interesting places that would make for a good 'selfie spot'. These selfie spots will go unnoticed to all but you. The first

time you take a mental photo whilst standing on a selfie spot, a small amount of the local currency will appear nearby.

[400cp, Discounted for Imaginators] Teach Me, Sensei!

When you reach a certain level, it becomes difficult to find suitable teachers. Beyond the scarcity, those capable often have strict entry requirements, or jealously guarded secrets that they won't offer to anyone at all. Fortunately for you, you have an easier time than others. You naturally give off the impression of an ideal apprentice, making those who hadn't even considered teaching stop to entertain the thought. Further, you will find attempts to convince others to take you on as a student are far more successful than they would otherwise be.

The effects of this perk do not apply to those you have already made an enemy of; they must be at least neutral to you before you will get this perk applied to them.

[400cp, Discounted for Imaginators] Never Too Many Cooks

It is said that too many cooks spoil the broth. Likewise, for most, many teachers can muddle the instruction. Not for you, however.

You are able to reconcile vastly opposing schools of thought, synthesising a workable 'style' that incorporates varying approaches in the best way possible. Taking lessons from an additional teacher will at the worst leave you where you were before, and it will never adversely impact past lessons you have ingrained in yourself, or make learning things a new way impossible for you.

[600cp, Discounted for Imaginators] Ever-growing

Imaginators are beings brought forth from the imagination. It is no surprise then, that you are a being of limitless potential.

Any part of you that can be improved with training, be it your body, your mind, or some power or skill, can be improved without limit. As long as you continue to work hard, you will continue to develop. Additionally, you will find this development occurring at about three times the rate that it would otherwise.

General Perks

[Free] Choose an Element!

You have aligned yourself with one of the ten main elements of Skylands: Air, Dark, Earth, Fire, Life, Light, Magic, Tech, Undead, or Water. This must be decided upon purchasing this perk.

Whilst in Skylands, you will find yourself becoming stronger and developing faster when you enter an area strongly aligned with your element. You will be naturally able to determine when you are in such an area. Post-jump, you will gain a minor boost to your powers and abilities that relate to your chosen element.

[Free] Choose a Battle Class!

Choose one of the following ten options:

- Bazooker: Your skill in the use of heavy guns, such as bazookas or cannons, improves at a faster rate than normal.
- Bowslinger: Your skill in archery improves at a faster rate than normal.
- Brawler: Your skill in hand-to-hand combat, as well as the use of gauntlets and knuckles, improves at a faster rate than normal.
- Knight: Your skill in wielding one-handed slashing weapons, such as swords, improves at a faster rate than normal.
- Ninja: Your skill in the use of throwing stars, and similar thrown weapons, improves at a faster rate than normal.
- Quickshot: Your skill in the use of small guns, such as pistols, improves at a faster rate than normal.
- Sentinel: Your skill in the use of double-ended staves or polearms improves at a faster rate than normal.
- Smasher: Your skill in wielding heavy melee weapons, such as two-handed axes or bludgeons, improves at a faster rate than normal.
- Sorcerer: Your skill in channelling magical energies through wands or staves improves at a faster rate than normal.
- Swashbuckler: Your skill in dual-wielding blades improves at a faster rate than normal.

[Free/400cp] Mind Your Mind

Being reduced to a brainwashed zombie is a serious concern in this world, and all but guaranteed to occur should events proceed as normal. As a consideration, you have been made immune to any form of attack upon your mind, be it mind control, brainwashing, or unwanted intrusion into your thoughts or memories.

This is free for the duration of the jump, but you may pay 400cp in order to permanently gain this protection.

[100cp] Black Hole

You are able to create a small ‘black hole’. Although not a true black hole, it will pull nearby enemies in towards it, trapping the smaller and weaker ones there. It will vanish after a few moments. You can only have one black hole out at a time; creating an additional black hole will cause the existing one to automatically vanish.

[100cp] Bubble Bounce

This power allows you to temporarily transform into a bubble of water. Whilst in this form, you can still be harmed, though to a lesser degree than you would in a solid form. You can also move around by bouncing, and damage enemies by running into them. You may not however, use any other powers or abilities in this state. Further still, you may only maintain this state for a few moments at a

time, and will automatically return to your prior physical state when you can no longer remain as a bubble of water.

[100cp] Cyclone Spin

A classic spinning attack made famous by Crash Bandicoot. By spinning in place, you can deliver a powerful close-range blow. Spinning in this manner will never make you dizzy or disoriented. With time and training, you may learn to move as you spin, and to spin for longer periods of time.

[100cp] Earth Fist

Using this power, you create large fists about the size of a person from the earth around you. They rise up from the ground, delivering an 'uppercut', before settling in place for a few moments, then vanishing.

[100cp] Earth Shaker

You have gained the ability to dive into the earth, and tunnel through it quickly, for short bursts of time. You could use it defensively, to hide from enemies or avoid attacks. You could also use it offensively, to ambush opponents and attack from underneath.

[100cp] Element Block

This power allows you to cloak yourself in a Skylands element you possess (defaulting to Light if you possess none), defensively. Whilst blocking you will receive less damage than usual. Additionally, as you block, you will pulse with energy every few seconds. If you are attacked on a pulse, you will automatically create a small explosion of elemental energy around yourself, harming nearby enemies. You will not be able to attack or move whilst you have the elemental block up.

[100cp] Element Buff

This power allows you to temporarily 'buff' yourself using elemental energy, relating to your Skylands element (defaulting to Dark if you possess none). For a short period of time, all of your attacks will be slightly more powerful, but will also be aligned with that element.

[100cp/200cp] Element Dash

This power allows you to cloak yourself in a Skylands element you possess (if you possess no element, you may choose one of the ten main elements for this power to take the energy of), then move at high speed for a short distance, enabling you to charge straight into enemies as an attack.

For an additional 100cp (200cp total), this dash will also leave behind a trail of your element for a few moments. Should you manage to run in a loop before the trail disappears, the area encircled by

your trail will explode into a large column of your element for a brief period of time, causing even more damage than your trail otherwise would. You cannot be harmed by your own trail.

[100cp] Element Explosion

This power allows you to cause a small explosion of elemental energy around your body, relating to your Skylands element (defaulting to Fire if you possess none). The explosion has a decent amount of power, but a poor amount range.

[100cp] Element Mist

This power allows you to temporarily assume a form of elemental mist, relating to your Skylands element (defaulting to Dark if you possess none). Whilst in this form, you can still be harmed, though to a lesser degree than you would in a solid form. You can also move around, and damage enemies by running into them. You may not however, use any other powers or abilities in this state. Further still, you may only maintain this state for a few moments at a time, automatically return to your prior physical state when you can no longer remain as elemental mist.

[100cp] Element Pool

This power allows you to create a 'pool' of elemental energy, relating to your Skylands element (defaulting to Dark if you possess none). This pool travels along the ground for a few metres, before settling in a position. Enemies standing on top of the pool take damage over time. It disperses after a few moments. You can only have a maximum of three 'pools' out at a time; creating additional pools beyond that will cause the existing pools to automatically vanish, starting from the oldest.

[100cp] Element Shot

This power allows you to fire a basic shot of elemental energy, relating to your Skylands element (defaulting to a shot of Light if you possess none). The shot can ricochet off surfaces until it hits an enemy or has travelled a set distance.

[100cp] Falconer

You gain the necessary knowledge and skills necessary to raise and train hawks, falcons, and other similar birds of prey.

[100cp] Flashbang

This power allows you to create a small bomb of magical energy. This bomb deals only a small amount of damage, but its explosion can stun and temporarily blind enemies.

[100cp] Flower Power

You have gained the ability to quickly grow various small plants. These plants will cause damage over time to any enemy that enters within a one metre radius of it. Plants last only about ten seconds before vanishing. You may only have a single plant out at a time; attempting to create an additional plant will cause the existing plant to automatically vanish.

[100cp] Ice Block

This technique allows you to summon a large block of ice, about the size of a human. This block can be used to intercept attacks, or can be pushed along the ground, sliding to act as a ranged attack. You can only have one ice block out at a time; creating an additional ice block will cause the existing one to automatically vanish.

[100cp] Piranha Pets

This power allows you to summon a small pack of piranhas, who will bounce along the ground for a few metres before disappearing. If they encounter an enemy along that path, they will stop and attack them for a few moments before disappearing. You can only have one pack of piranhas out at a time; attempting to summon additional packs whilst one remains out will automatically fail.

[100cp] Storm Clouds

You are able to summon miniature storm clouds, each about the size of a person. These clouds will slowly drift towards enemies. If they get close to an enemy, they will shock them with electricity. The clouds dissipate after about ten seconds. You may only have two clouds summoned at a time; summoning additional clouds will cause the existing clouds to disappear, starting with the oldest.

[100cp] Time Bubble

This magical ability allows you to create a ‘bubble’ with a diameter of a few metres. Enemies who enter the bubble will have their movements somewhat slowed as long as they remain inside it. The bubble will disappear after a few moments. You can only have one time bubble out at a time; creating an additional time bubble will cause the existing one to automatically vanish.

[100cp] Tombstone Timber

With this power, you can cause a tombstone larger than a person to rise up out of the ground nearby. It will then fall forwards, crushing those caught under it, before vanishing.

[100cp] Tri Element

This ability allows you to summon a spinning mass of elemental energy, relating to your Skylands element (defaulting to Fire if you possess none). This mass will appear on the location you are

standing. It will remain spinning in place for a few moments before dissipating. You can only have one spinning mass out at a time; creating an additional spinning mass will cause the existing one to automatically vanish. You cannot be harmed by your own use of this ability.

[100cp] Twisting Tornadoes

You are able to summon twin mini-tornadoes, which seek out nearby enemies, and move fairly quickly. The tornadoes dissipate after about five seconds. You may only have a single pair of tornadoes out at a time; attempting to summon an additional pair will cause the old pair to automatically vanish.

[100cp] Vine Bloom

With this ability, you are able to cause vines to grow out from the ground near your body, travelling a few metres before detonating in small explosions.

[100cp] Wool Over Your Eyes

This technique allows you temporarily transform yourself into a sheep, allowing you to hide in plain sight. The transformation can only last half a minute before automatically ending, though you can choose to end it earlier if you wish.

[200cp] Berserker

With this ability, you can enter a 'berserk' state for short periods of time. Whilst in this state, both your strength and speed increase somewhat, but some of your cognitive ability is impaired.

[200cp] Bounty Hunter

Whenever you defeat an enemy, they will drop a small amount of the local currency, seemingly from nowhere. This will only occur the first time you defeat a specific enemy each day, so in order to make the most of this perk, you will have to defeat many different enemies.

[200cp] Contagion

A close-range burst of negative energy that 'infects' an enemy hit by it. An infected enemy will take damage over time for a few moments before the infection vanishes from the enemy. However, if they are in close proximity to another enemy, it will spread to that enemy as well, making this power ideal for combating large groups of enemies. An enemy cannot be 're-infected' by the same Contagion once it has vanished from their body; in order to re-infect them, you must hit them with a fresh use of this power.

[200cp] Magic Mask

This power allows you to summon and control a magical construct of a mask, in a design of your choosing. The mask can damage enemies, as well as cause a knockback effect, by colliding with them. You can also use it to block projectile attacks. Maintaining and controlling the mask drains your energy, so it is best brought out when necessary, rather than kept out all the time.

[200cp] Meteor Shower

This technique allows you to rain down a set of three moderately sized fireballs on your opponents from above. The power of the fireballs is not quite as high as one might first think, but they cover a relatively wide area, making this a useful technique for clearing out groups of enemies.

[200cp] Poisonous Pestilence

This power allows you to create a small green cloud of a misty substance. The substance is actually a weak poison, that damages enemies over time. The cloud lasts about half a minute before dissipating. You may only have a single poison cloud out at a time; attempting to summon an additional cloud will cause the existing cloud to automatically vanish.

[200cp] Rhino Beetle

With this power, you are able to summon an ancient Rhino Beetle to assist you for a short period of time. About half the size of a human, the Rhino Beetle can attack enemies with its horn, as well as burrow into the earth to get the drop on them. The Rhino Beetle lasts for about thirty seconds before vanishing, and you will not be able to summon another one while one is already out.

[200cp] Soul Stealer

This is a close-range pulse of negative energy, which is harmful to nearby enemies. You will recover health equal to a small portion of the damage done by this attack, allowing it to be used both offensively and defensively.

[200cp] Toucan Zap You

This power allows you to summon a pair of magical toucans, which will soar overhead and drop a few small lightning explosives before vanishing after a couple of seconds. You may only have two pairs of toucans out at a time; attempting to summon an additional pair will cause existing pairs to automatically vanish, starting with the oldest.

[200cp] Whale Tale

This power allows you to summon small whales, each about half the size of a person. They will ‘swim’ through the air for about ten seconds for disappearing. If they approach an enemy, they will

jump up into the air and attempt to body slam them. You may only have three whales out at a time; attempting to summon additional whales will cause existing whales to automatically vanish, starting with the oldest.

[300cp] Excalibur Execution

A risky, yet powerful technique employed by advanced Knights. By sacrificing a portion of your health, you receive a significant increase to your speed and power for a short period of time. Additionally, if you are wielding a sword, energy will cloak the weapon's blade, even extending out quite a bit further, increasing the reach of the sword for the duration of this boon.

[300cp] Extra Lives

When you would be otherwise killed, this power activates. First, you will turn into a ghostly angel, and rise up into the air, before disappearing. Then, a grave will appear in the spot at which you were killed, and you will rise out of it, alive once more. Being revived in this manner will prevent the usual chain-failure that occurs due to death from happening. For a few moments after revival, your speed and durability are increased. However, you will always be revived in state of poor health, so it will be easy for you to die again if you are not careful.

You are able to do this a total of four times, after which you will be finally killed. At the start of each new jump, any of these extra lives you have used up will be restored, bringing you back to the total of four. Post-chain, your extra lives will be restored every ten years.

[400cp] Jumper Junior

You are capable of summoning a child version of yourself. They may be of either gender. They count as a follower and possess lesser versions of all of your powers and abilities, except this one. They will automatically gain powers and abilities as you do, though these new powers will still be lesser versions of what you have. You may 'opt out' of Jumper Junior gaining specific powers or abilities, however once this decision has been made, you will not get another opportunity for them to learn that specific power with that specific Jumper Junior. Your Jumper Juniors are inherently loyal to you, barring outliers such as mind control. You may only have a single Jumper Junior out at a time; you will not be able to summon another one until your existing child is killed.

[400cp] Sorcery

You have learned a variety of magical ability, making you a capable sorcerer.

You are able to hover a little but off the ground with your magic. By channelling magical energy through a staff, you can fire either quick magical shots, or a consistent beam of energy that homes in on enemies. You may call down magical 'lightning' (far slower than real lightning, but effective nonetheless), create temporary copies of your staff in order to set up 'magical grids' to trap and harm enemies, fire a 'sticky orb' of magic that will latch on to an enemy and deal damage over time, and throw nearby enemies directly up into the air with your magic. Finally, you have the ability to

create a Sorcerer's Circle. This magical circle surrounds you, damaging enemies that get too close. You can also fire the circle out as a ranged attack.

-Items-

Discounted items are 50% off, with discounted 100cp items being free for the first purchase.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

Portal Master Items

[Free and Exclusive to Portal Masters] Surplus Portal of Power

Cannot be purchased with Nintendo Switch Portal of Power.

A tool wielded by Portal Masters, Portals have come in many shapes and sizes.

If you're wanting something more traditional, you could take one of these surplus Portals here. You may choose either a Portal that looks like the SWAP Force model, or one that looks like the Rift Engine model, but lacks a Trap Slot. In either case, these Portals only have the basic Portal functionality, and nothing beyond it.

[Free and Exclusive to Portal Masters] Nintendo Switch Portal of Power

Cannot be purchased with Surplus Portal of Power.

A tool wielded by Portal Masters, Portals have come in many shapes and sizes.

If you're wanting something a little unorthodox, you could take this model. It looks just like a Nintendo Switch, and in fact can be used as one, but the screen can act as a Portal when you would like it to. When docking the Switch, the screen ceases to be a Portal, and instead the function is temporarily transferred over to the monitor that the dock is connected to. Other than that, it offers only the standard Portal functionality.

[100cp, Free to Portal Masters] Supply of Snacks

You have an endless supply of a single type of snack food, as well as a single type of drink, decided upon purchase of this item. They must be commonly found on Earth in the year 2016, in order to qualify for selection. You will be able to produce these when desired, no matter how improbable that might be.

[200cp, Discounted for Portal Masters] Arcade Machines

A set of three arcade machines. The first is a claw game, called Egg Rescue. In this game you must collect all three eggs with the claw, whilst fighting off waves of trolls. The second is a tank game,

called Sprocket's Tanktics. In this game you control a tank, and must destroy bases whilst fighting off other tanks. The last game is called Candy Cake Gumdrop Land. This is a low-stress game where you play as a gumdrop, and bounce into balloons and candy for points.

Should any of your arcade machines be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp, Discounted for Portal Masters] Helm of Ultimate Wisdom

A heavy, ornate helmet. When worn, it acts as a communicator of sorts, connecting you with a powerful telepathic mind. If you think about a specific person when you put the helmet on, it will attempt to connect you with them; otherwise it will prioritise someone close to your location. If no person with telepathy exists on the planet you are currently on, it will do nothing. Once the connection is established, it will put the both of you in a neutral mind space, where you can 'talk' to the person without fear of unwanted assaults upon your mind. This connection can be broken by either you or the other party as desired.

Should the helmet be either lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[600cp, Discounted for Portal Masters] Temple of the Ancients

A temple, constructed long ago by the Ancients. It contains a maze, along with various obstacles courses, which can be used both to delay intruders, and to provide some basic training to fledgling Skylanders.

The inner sanctum of the temple is rife with ambient Mind Magic. Should you be able to practice Mind Magic of your own, you will find you perform it at a higher level than normal when you do so here.

The temple has a lot of empty space, which you can do with what you like. It retains any upgrades made to it, and inactive companions are allowed to stay here, provided they do not leave the temple.

In future worlds, you may choose whether the temple appears in an appropriate location, or is attached to your Warehouse by a special gateway.

Sensei Items

[100cp, Free to Senseis] Complete Skystones Creation Clash Collection

This year's version of Skystones is a bit of a throwback to simpler times, and whilst everyone here seems to have a spare deck to lend you, perhaps you'd like to bring the game with you?

You have a full set of one of every single type of Skystones Creation Clash compatible Skystones that can be found in Skylands. With these it will be easy to create a powerful deck capable of crushing all who would play you. Of course, you could always make a weaker deck to challenge yourself. You also have a number of game boards, with various different configurations to spice up your games. Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Senseis] Sensei Armour

A set of black and gold armour, unofficially serving as the uniform for the Senseis. The armour provides a decent amount of protection, yet offers complete freedom of movement.

Should your armour be lost or destroyed, a replacement set will appear in your Warehouse after 24 hours.

[400cp, Discounted for Senseis] Battle Gong

A magical gong. In order to use this gong, it must first be placed at a location where enemies may appear. When rung, it will generate a few waves of enemies, sampled from the local environment. In addition to this opportunity to train, the first time each day you successfully defeat these waves of enemies, you will be rewarded with a decent amount of the local currency, a large amount of Experience Orbs (which may be put towards any levelling system you possess), and a minor magical item appropriate to the current world (in worlds that would not normally have magical items, this does not appear).

Should the gong be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[600cp, Discounted for Senseis] Sensei Shrine

A large floating orb, located either in your Warehouse or on a property you possess. It is protected by an enchanted weapon, or weapons, which corresponds to your chosen Battle Class (see the 'Choose a Battle Class!' perk). If you possess 'The Jumper Battle Class' perk, or opted out of the 'Choose a Battle Class!' perk, you must choose one of the ten Battle Classes for the shrine to correspond to.

You will find that engaging with the enchanted weapons will be an effective way of training the skill boosted by the Battle Class represented by the Shrine. Additionally, should you possess Sky-Chi, this training method will also somehow slowly improve your control over it, including reducing the time needed to 'charge it', and increasing the amount of time you can keep it active for.

In future worlds, you may choose for the shrine to be attached to your Warehouse, or to be placed on a property you own.

Imaginator Items

[100cp, Free to Imaginators] Basic Weaponry

A standard set of weaponry that corresponds to your chosen Battle Class (see the 'Choose a Battle Class!' perk). If you possess 'The Jumper Battle Class' perk, or opted out of the 'Choose a Battle Class!' perk, you must choose one of the ten Battle Classes for the weaponry to correspond to.

The weaponry is serviceable but unremarkable. Should it be lost or destroyed, a replacement set will appear in your Warehouse after 24 hours.

[200cp, Discounted for Imaginators] Legendary Selfie Frames

A set of ten large, golden picture frames, each corresponding to one of the ten Battle Classes. Should you possess the 'Selfie Time!' perk, you may have one of your mental photos automatically fill a frame, by coming into contact with the frame.

When a frame is filled with a photo of someone possessing the Battle Class that matches the frame (those with 'The Jumper Battle Class' perk qualify for all frames), the power of the frame activates. All of your allies that possess the appropriate Battle Class receive a minor power boost. A person can only receive the effect from a single frame, even if they would qualify for the effect of multiple frames.

In order for an individual to qualify for the boon, you must have some personal and specific knowledge of them; merely being some body in a crowd of people will not suffice. They must also be someone you consider an ally. You will always qualify for this boon, should you possess the correct Battle Class. If you wish, you may choose to withhold the boon from specific people, or to limit it to specific people. If so, you can change this at any time by removing the photo from the frame, and adding a new applicable photo.

Should any of the frames be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp, Discounted for Imaginators] Rewards Vault

A special vault that serves as an attachment to your Warehouse. Strangely, it will not allow you to place anything inside it; it automatically ejects objects attempted to be stored in such a way.

Upon completing hidden milestones or objectives, treasure chests will appear inside the vault. These treasure chests will each contain a single minor magic item, piece of equipment, or weapon, relative to the current world you are in (if the world would not normally possess magic, these items will be non-magical). Without clear objectives, it will be difficult to deliberately earn more chests, but if you go out and actively participate in the world at large, you can expect one or two chests each day.

[600cp, Discounted for Imaginators] Pure Imaginite

A slab of pure Imaginite. This Imaginite is at such high-grade that it can even allow those without the ability to normally use Mind Magic, to temporarily perform it. There's enough of it that an Imaginator could change their appearance, voice, and aura once a day for a whole year.

At the start of each new jump, the slab will be completely restored. Post-chain, the slab will be restored every ten years.

General Items

[50cp] Skylanders: Imaginators Game Bundle

Relax with your friends, or perhaps get a glimpse into your immediate future with this bundle. It contains:

- A 2016-era television.
- Either a PlayStation 3, a PlayStation 4, an Xbox 360, an Xbox One, Nintendo Wii U, or Nintendo Switch.
- Two controllers for your chosen console (for the Switch a matching pair of Joy-Con controllers will count as a single controller).
- Any one Skylanders: Imaginators Starter Pack, your preference of edition, for your chosen console.

Your copy of Skylanders: Imaginators is unique in that it will accept any officially released Skylanders toy. Non-Nintendo versions of the game will be able to use the Nintendo exclusive Skylanders and Vehicles. The Nintendo Switch version of the game will correctly read SWAP Force toys. Should any of these be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. You will also be able to play online in any world with an internet connection, even ones where your console does not exist. Who exactly are you playing with, anyway?

[50cp] Complete Skylanders: Imaginators Toy Collection

A set of one of each of every single Skylanders toy released along with Skylanders: Imaginators. These ones are actually just toys, not beings sent from another world. This collection also includes the never released Heartbreaker Buckshot. They come with a handy Skylanders: Imaginators themed carry case, capable of storing all of them. Should any be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Jumplanders: Jumpinators Toy Collection

A set of Skylander style toys of you and your companions. They are somehow compatible with all Skylanders games. For those with the Imaginator Origin, you may decide whether the toy is in the style of a Creation Crystal toy, or is instead a 3D printed likeness toy. Each toy will be capable in-game of what their counterpart purchased in this jump. Should any be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp, First free with the Mind Magic perk] Creation Crystal

A magical vial housing a piece of high-grade Imaginite. Using this, someone possessing Mind Magic could easily create an Imaginator, a Skylander-level creature.

Each Creation Crystal is attuned with a specific element (Air, Dark, Earth, Fire, Life, Light, Magic, Tech, Undead, or Water), chosen upon purchase. An Imaginator created by the crystal will receive the benefits of the ‘Choose an Element!’ perk in relation to the element of the crystal. Upon creation, you may also choose a Battle Class for your Imaginator, giving them the benefits of the ‘Choose a Battle Class!’ perk for the option you have decided.

Your Imaginator will have a selection of powers related to their element and Battle Class, which will put them on the level of an average Skylander. Upon creation, you must decide whether your new Imaginator will act as a companion or follower, with all that entails.

At the start of each new jump, you will receive a new Creation Crytals if you had already used up the last one. The new crystal will always be of the same element as the used one. Post-chain, you receive a new Creation Crystal ten years after using one. Should a crystal be lost or destroyed without being used, a replacement will appear in your Warehouse after 24 hours.

[100cp] Hoverboard

A hoverboard, similar in make to the one used by Dr. Neo Cortex. It is outfitted with a blaster at the front of the board, which can fire bursts of energy at your enemies. The hoverboard will never run out of ammo or fuel.

Should your hoverboard be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Mechanical Microbots

An endless supply of small robots, which you can quickly pull out at any time, no matter how improbable that might be. The small robots act as your personal bodyguards, and attack enemies by punching them. They will stick around for about half a minute before vanishing. You may only have three microbots out at a time; attempting to bring out additional microbots will cause existing turrets to vanish early, starting from the oldest.

[100cp] Mighty Mines

An endless supply of proximity mines, which you can quickly pull out and set up at any time, no matter how improbable that might be. They will stick around for about half a minute before vanishing. You may only have four mines out at a time; attempting to bring out additional mines will cause existing mines to vanish early, starting from the oldest.

[100cp] Storm Sword

A well-made sword. The tip is forked, and the blade can channel any electrical powers you possess in order to fire out a lightning bolt from the top of the sword.

Should your storm sword be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Tactical Turrets

An endless supply of turrets, which you can quickly pull out and set up at any time, no matter how improbable that might be. The turrets have a full 360-degree range of motion, allowing them to cover a wide area. They will run for about half a minute before vanishing. You may only have one turret out at a time; attempting to set up additional turrets will cause the existing turrets to vanish early.

[100cp] TNT Crates

An endless supply of TNT crates, right out of the Crash Bandicoot series, which you can quickly pull out at any time, no matter how improbable that might be. These crates will explode when they come into contact with enemies. You can also jump on top of the crates to manually set them off; doing this will cause the explosion to be larger than normal. You can never be harmed by your own TNT crates.

If you possess the Cyclone Spin perk, spinning close to the crates will allow you to scoop up the crates and 'throw' them, with the force caused by your spin.

[100cp] Vortex Boomerangs

An endless supply of boomerangs, which you can quickly pull out at any time, no matter how improbable that might be. When thrown, these boomerangs will create a small 'vortex' effect where it impacts, which will pull smaller nearby enemies into that spot. These boomerangs can also, somehow, be effectively fired out of a bow.

Should you be a Sky-Faun, these boomerangs have a special interaction with your Goat Portals. A boomerang that hits one of your portals will cause all your Goat Portals to overload and go off in large explosions of mystical energy.

[200cp] Blaster Pistol/Staff

A special blaster pistol, similar in make to the one used by Dr. Neo Cortex. It fires bursts of energy, and you will find that it never runs out of ammo.

A button on the side of the pistol will transform the pistol into a staff, which can channel any type of energy you have access to through it, but cannot fire the normal energy bursts that the pistol form can.

Should the pistol/staff be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Blue Zephyr Falcon

A rare species of falcon, native to Skylands. Once on the verge of extinction, they were taught to defend themselves from predators by Sensei Air Strike, and thus managed to avoid such a fate.

Your Blue Zephyr Falcon has bonded deeply with you and is unshakably loyal. If you chose to take a background in this world, then perhaps you encounter it as an egg, and it imprinted on you after hatching. It has already been properly trained, allowing you to use it in combat. The leading edge of the bird's wings, and well as its talons, are covered in a durable metal, allowing it to attack enemies with some force. Blue Zephyr Falcons possess extremely impressive wing strength. Using this, your falcon can create a vacuum-like effect on take off if it wishes to. This can be used to 'suck in' nearby enemies towards you and can even be used to pull someone up to the size of the person up into the air, allowing them to perform an aerial attack. Lastly, the eggs it produces are special. They can be launched by the bird as small explosives and when they explode, they leave behind small 'prizes',

either very small amounts of experience orbs (which can be put into any levelling system you possess) or the local currency, or very rarely a random piece of food.

Should your Blue Zephyr Falcon unfortunately pass on, the following day you will find a special egg in your Warehouse. The egg will hatch when you are nearby, and fully prepared for it to hatch, producing a baby Blue Zephyr Falcon. It will be just as loyal as the original bird but will need to be trained to serve the same role as the original did.

[200cp] Bow Harp

This musical harp, made from bone, has been modified in order to function as a bow. It can still be played as a harp, and arrows fired from it are charged with 'musical energy', making them slightly more powerful than they would be otherwise. The bow has axe-like installations on the top and bottom, allowing it to also be used as a melee weapon in a pinch.

Should your bow harp be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Chainsaw Combo Set

A set of various chainsaw-inspired weaponry, like that used by the Sensei Chain Reaction.

First, you have a pair of swords, with chainsaw-like blades. These blades also channel electricity when the chainsaws are turned on, making them powerful weapons. Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

Additionally, you have an endless supply of special 'inventions', which you can quickly pull out and set up at any time, no matter how improbable that might be. These are in fact spinning discs, with four chainsaws attached to them. The inventions can spin in place, as well as move along the ground whilst spinning. You may only have one invention out at a time; attempting to set up additional inventions will cause the existing inventions to vanish early.

[200cp] Goo Guns and Hat Bots

A set of equipment, like that used by reformed villain Dr. Krankcase.

You have a pair of pistols, which fire out Goo Blobs that damage enemies. You will never run out of ammo for these. Should either pistol be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

Additionally, you have an endless supply of 'Hat Bots', which you can quickly pull out and set up at any time, no matter how improbable that might be. These robots are shaped like fancy hats, with four spider-like robot legs to walk around on. The Hat Bots can use their legs to 'stab' at enemies and can also cause them to rapidly spin around their body, increasing their movement speed and then crashing into enemies. Your Hat Bots last about half a minute before expiring, at which point they self-destruct and leave behind a puddle of the same goo from your guns. A Hat Bot that is exposed to the goo, whether via puddle or your guns, will become noticeably more powerful, but

will not last any longer. You may only have three Hat Bots out at a time; attempting to set up additional Hat Bots will cause the existing Hat Bots to vanish early, starting from the oldest.

[200cp] Large Lollipop

A large lollipop, big and heavy enough to use as a club. Constant use of the lollipop will see it break. Fortunately, however, this is by design. Breaking the lollipop will cause a special effect to occur, after which a random lollipop type will appear on the top of the stick.

The special effect varies based on the type of lollipop destroyed. Traditional lollipops will create a shockwave that knocks enemies back. Candy cane lollipops will cause nearby enemies to freeze in place for a brief period of time. Cake pops will slow nearby enemies down for a brief period of time. Sour suckers will shock nearby enemies. Finally, rock candies will cause your durability to improve for a brief period of time.

The lollipop can also be enjoyed as normal; even if it was destroyed in such a manner it would not harm you.

Should the stick be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Ninja Teleport Beacons

An endless supply of special beacons, which you can quickly pull out and set up at any time, no matter how improbable that might be. Once set up, you can automatically teleport to the location of a beacon just by thinking about it. After the teleportation, the beacon will disappear. If you fail to use the beacon after a period of thirty seconds, it will disappear. Additionally, if you travel more than ten metres away from the beacon, it will also disappear, making them only useful for short range teleportation. You may only have one beacon out at a time; attempting to set up additional beacons will cause the existing beacons to vanish early.

-Companions-

[Free] Starter Pack

In a world such as this, it seems even the bad guys have someone to pal around with. To get you started, you are entitled to two free purchases of any of the 50cp companion options. A new Portal Master might consider taking Sensei Skylanders King Pen, and the Golden Queen.

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, affording them 600cp to spend on an Origin, perks, items, and their species. They may not purchase companions.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on an Origin, perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may recruit any of the Skylanders which became available to the Portal Master at this time of this adventure, with the sole exception of the Clone of Kaos (listed later in this section). For reference, these Skylanders in their statue forms have a Battle Class symbol on their base. For a complete list of available Skylanders, check the Notes section. You may take multiples of the same Skylander if you wish to. For Skylanders who work as a pair, such as Crash Bandicoot and Aku Aku, or Neo Cortex and Uka Uka, you can acquire both for one purchase of this option, and then decide whether they share one singular companion slot (sharing future purchases between them), or if they each take up a separate companion slot.

Alternatively, still for the price of 50cp each, you may recruit any named non-Skylander character appearing in Skylanders: Imaginators, that is not otherwise listed in the companion section.

You may also choose to have your recruit act as a follower, rather than a companion, with all that entails.

[200cp] Clone of Jumper

A copy of you, created via Mind Magic. They have everything you have purchased in this document, but nothing you have acquired from another jump. They possess the same personality as you. As they possess no baked-in loyalty to you, whether the two of you work well together will come down to your own temperament.

[400cp] Clone of Kaos

A clone of Kaos, created via his Mind Magic. Unfortunately for him, this clone is just as egotistical and has decided to instead team up with you, rather than serve the original.

Like Kaos, this clone is a Portal Master, and has a personal Skylands element covering the first eight (Air, Earth, Fire, Life, Magic, Tech, Undead, and Water). He has learned Mind Magic, but wields to it to a far lesser degree than the original. However, unlike the original, he has learned to tap into Sky-Chi, and has developed a personal Battle Class with the strengths of all ten standard Battle Classes rolled into one.

Like the general Skylander recruitment option, you may purchase multiple Clones of Kaos if you like, and can choose to have them act as followers instead of companions, with all that entails.

[600cp] Super Kaos

Behold! It is I, KAOS!!! Thanks to the power of Mind Magic, I have become Super Awesomely powerful! Eh? Join you? Well, I suppose it is better than working with that lousy Brain.

This is an alternate universe Kaos, who has somehow permanently received the full boost in Mind Magic the Kaos of this world is likely to temporarily get, should things proceed as normal. Super Kaos has grown dramatically larger, as well as bulked up, giving him a massive upgrade to his physical strength and durability. He has also gained a spiky blue hairstyle that is definitely not lifted from an extremely popular fighting anime. Super Kaos has incredibly powerful Mind Magic, allowing him to quickly and effortlessly created hordes of Doomlanders. He can also take damage in place of the Doomlander, enabling them to remain in battle for longer periods of time. This is all on top of Kaos' normal abilities as an experienced Portal Master and skilled magician.

Alternatively, you may use this option to recruit this world's Kaos, provided you can convince him to come with you.

[600cp] Brain

The last of the Ancients, Brain has a polite demeanour, and is well-spoken, but his sense of morals is somewhat suspect.

Brain has immense mental power, granting him both telepathy and mind control of a planetary scale. His powers do not work on, and can be dispelled by, dragons. He possesses Mind Magic, and can also use his impressive mental strength to boost the Mind Magic of another.

He has a great deal of patience, though try not to bring up his lack of thumbs, as it will upset him greatly.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Familiar Faces

Cannot be taken with Shifting Gears.

Perhaps you've met Spyro and his friends before, in a non-Skylanders jump? Although this is a different continuity, by taking this toggle you may carry over those relationships to some extent. They will generally remember your interactions with them in the past, though specific events that are not possible in this continuity may not carry over in their entirety.

[0cp] They Ruined Spyro!

Cannot be taken with Shifting Gears.

Don't like the appearance of Spyro in this world? With this toggle, you can instead have Spyro take on an appearance more in line with his look from his other games.

[0cp] Continuity Synchronization Celebration

Have you interacted with Crash Bandicoot, and/or those from his setting, in another time and place? Although this is a different continuity, by taking this toggle you may carry over those relationships to some extent. They will generally remember your interactions with them in the past, though specific events that are not possible in this continuity may not carry over in their entirety.

[0cp] Shifting Gears

With this toggle, you carry over the events of the Skylanders: Spyro's Adventure, Skylanders: Giants, Skylanders: SWAP Force, Skylanders: Trap Team, and Skylanders: SuperChargers jumps, provided you have taken those jumps prior to this one. You may only carry through a single continuity, so unless you took a continuity toggle in those jumps you will be limited to importing the effects of a single jump.

[0cp] Toys-to-life

Requires the Portal Master Origin.

Instead of arriving in Skylands, you instead arrive on Earth in the year 2016. You will be taking the place of the Portal Master (the Player). You will be provided with a house to live in, with enough food to last the year, and all of the bills are already taken care of. For the duration of the jump, if you purchased the Surplus Portal of Power, it is much smaller, and made of plastic. You will be able to interact with Skylands via a combination of your toy Portal and a television, one of which will be located in your temporary house. The Nintendo Switch Portal of Power, if purchased, is unchanged. For each of your companions, you must decide whether or not they are reduced to a small toy form, capable of speech but not much else. This lasts until the end of the jump. You may only summon the companions you chose to be toys into Skylands via your Portal Master powers. Summoning them to Skylands will restore them to their proper state, but they will be returned to toy form when recalled.

On the plus side, you will be fairly safe during your stay here, and additional Skylanders can be found in statue form by searching local stores, such as the nearby Super Toy Planet. Unfortunately, experiencing the wonder of Skylands in person may be beyond you.

Whilst your Surplus Portal of Power (if purchased) will revert to its larger, normal state at the end of the jump by default, you may instead elect to keep it in this toy-like state, though sending things larger than toys through it may prove challenging.

[+100cp] Snail Challenges

Once per day, when you would acquire a new valuable item or piece of loot, that item will transform into a large snail and begin to run away from you. In order to recover the item, you must follow behind it, collecting all of the special pieces of Imaginite that it leaves behind, within a limited amount of time. The snail travels faster than one might initially suspect, but a human running at a normal speed will be able to keep up with it.

Once all of the pieces of Imaginite are collected, they will disappear, and the snail will turn back into the original item. Should you fail to collect all pieces in time, they will all vanish along with the snail, causing you to permanently lose the item.

[+100cp] I HATE DOORBELLS!!! LIKE ALL CREEPS!!!!

It seems that the sound of a doorbell is a weird trigger for you, causing you to fly into a blind rage for a few minutes of time, losing all sense of reason. Getting a job guarding doors might not be the best career move for you.

[+200cp] Ambush!

Once every few days, you will be ambushed by malicious locals. Their strength will be appropriate to the current area. Should you somehow be on Earth, these will be ordinary humans equipped with blunt instruments at most. You will be required to fight them off in order to proceed, and their ambush will provide them ideal circumstances in fighting you.

[+200cp] Constitution of Crash

Upon arrival, it seems that both your durability and overall vitality have been halved. This will make death in combat far more likely if you aren't careful, so stay on your toes. Perhaps extra lives would be a wise investment?

[+300cp] Clone Jumper's Revolt

A clone of you has sprung into existence via Mind Magic. They have been informed that if they can cause you to chain-fail, they will take your place on the chain.

Your clone possesses your appearance, memories, and all of your powers and abilities. Their personality is mostly the same, but it has been changed where necessary to ensure they will not work with you, and will seek to claim their chain by ending yours.

[+300cp] Nightmare Mode

Anytime you fight an opponent (or a companion or follower fights an opponent on your behalf), they are noticeably stronger than they ought to be. This power boost only persists throughout the specific battle, and you cannot utilise this to empower allies by merely claiming that they are enemies. In

some cases, this power boost can be as high as ten times as strong as the opponent would normally be.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

Continue Game: You choose to remain in this world. If you took the Toys-to-life drawback, you gain the ability to freely move between Earth and Skylands. Your chain ends here.

Next Game: You choose to continue your chain. Proceed to the next jump.

End Game: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On Shifting Gears:

You are not able to take the Familiar Faces or They Ruined Spyro! toggles along with Shifting Gears. This is because Shifting Gears will carry those things over from the prior Skylanders jumps. So, if you took those toggles there, they will count here, and if you didn't, you won't be suddenly changing Spyro's appearance or retconning in a shared history partway through your journey together.

What is Skylands?

From Skylanders: Spyro's Adventure:

Skylands is an endless sea of clouds in which float rocky islands too numerous to count. Some of these islands are as large as an entire kingdom while others overflow with salty seas or are swollen with fiery volcanoes. Each is unique.

Skylands is a magical world, located at the centre of the universe. Magic flows throughout Skylands, both in its landmasses and the flora and fauna that exist there. This magic is comprised of ten different elements. Certain areas are more concentrated on a specific element, and those attuned to that element can grow stronger there. Skylands is also regularly under the threat of various villains and evil-doers. Skylands exists in the same universe as Earth, but how far away they are from each other is difficult to say.

What is a Portal Master?

From Skylanders: Spyro's Adventure:

Neither royal blood nor a sea of gold can make you a Portal Master. Either you are lucky enough to be born with the power to wield a Portal or you are not – it's that simple. What we don't know is why the number of Portal Masters rises and falls over the centuries. Perhaps they simply appear when they are needed most.

Portal Masters are those who are able to wield a Portal, granting them various magical abilities, first among which is the ability to teleport others great distances. During the time of Imaginators, there are two active Portal Masters, they are the Dark Portal Master Kaos, and the Portal Master Eon has taken under his wing. Portal Masters have a strong connection with Skylanders, and good Portal Masters will work together with Skylanders under their command to maintain the peace in Skylands.

Who is the Portal Master?

The Portal Master is in fact the Player of Skylanders: Imaginators. Due to this, information about them is deliberately vague, and you are free to fanwank the details. It is also vague whether or not they are the same Portal Master from the previous games (Spyro's Adventure, Giants, SWAP Force, Trap Team, SuperChargers). The Portal Master is referred to as the new Portal Master, but even if

they were the same one, they would still be the 'newest'. The presence of older Skylanders, that are not under the direct control of the Portal Master, may be an indication that they are not the same Portal Master as before. What is known is that they are a human currently living on Earth, and it is likely that they are a child, or at least relatively young.

What is a Skylander?

Basically, they are the heroes and champions of Skylands. Most are scouted out by Portal Masters and other Skylanders, though occasionally volunteers are accepted as well. Skylanders frequently bond with a Portal Master and take commands from them. These bonds are near unbreakable, but are not Master-Slave relationships.

What is a Sensei?

The Senseis are a special group of Skylanders. Until recently, they were posted out in the far reaches of Skylands, searching for prospective Skylanders to recruit and train. Eon has recalled them now, due to the return of Mind Magic, and advent of the Imaginators.

Addtionally, some former Villains have recently been assigned as Senseis, after proving their desire to do good. Further, Crash Bandicoot and Neo Cortex have been made Sensei Skylanders after their world crossed over with this one.

Senseis have learned the special power of Sky-Chi, allowing them to deliver devastating special moves.

What is an Imaginator?

The Imaginators are a new generation of Skylanders, created by the Portal Master via the use of Mind Magic and Creation Crystals. As their form is drawn from the imagination, they come in vastly different appearances, and employ varying powers and abilities.

Which Skylanders are available?

The following Skylanders are available to recruit: Air Strike, Ambush, Aurora, Bad Juju, Barbella, Blaster-Tron, Boom Bloom, Buckshot, Candy-Coated Chopscotch, Chain Reaction, Chompy Mage, Chopscotch, Crash Bandicoot, Dark Golden Queen, Dark King Pen, Dark Wolfgang, Dr. Krankcase, Dr. Neo Cortex, Egg Bomber Air Strike, Ember, Flare Wolf, Golden Queen, Grave Clobber, Hard-Boiled Flare Wolf, Hood Sickle, Jingle Bell Chompy Mage, King Pen, Legendary Pit Boss, Legendary Tri-Tip, Mystical Bad Juju, Mystical Tae Kwon Crow, Mysticat, Pain-Yatta, Pit Boss, Ro-Bow, Solar Flare Aurora, Starcast, Steel-Plated Hood Sickle, Tae Kwon Crow, Tidepool, Tri-Tip, Wild Storm, and Wolfgang.

Additionally, the clone of Kaos is available, but must be purchased via the specific option for him.

Imaginators are available via Mind Magic and purchasing Creation Crystals.

Wait, isn't this a Spyro game?

Spyro does indeed appear in this game as a Skylander, but the Skylanders series is a separate continuity from other Spyro games. Some elements of his series have been retained, or tweaked slightly, whilst others are ignored.

Wait, Crash Bandicoot and Neo Cortex are here?

Yes, that's right. During the Synchronization Celebration which occurs once every 20 years, the Thumpin' Wumpa Islands are aligned with Skylands, allowing one to travel between them. Both Crash and Neo Cortex join the Skylanders as Senseis, and the Skylanders prevent Fake Crash from messing with the Synchronization and causing Crash and his world to be forgotten for 20 years.

These events were at one point dubiously canon, but the release of Crash Bandicoot 4: It's About Time has made it clear that the Crash stuff here is non-canon to the general Crash timeline. The Crash appearing in Imaginators also considers Spyro 'an old friend' (a reference to crossovers between the two series in the past), which means that they would have had to interacted sometime before the events of Spyro's Adventure.

So, what exactly happens here, anyway?

Spyro and Stealth Elf are having a race at Skylander Academy, when they are interrupted by the appearance of a Doomlander. It steals a book from the library, and has the upper hand against Spyro and Stealth Elf, before the Senseis return, forcing it to flee.

Spyro pursues it to the Cradle of Creation, where he meets up with the Skylanders working with the Portal Master. They encounter Kaos within the temple, who receives the book from the Doomlander. Kaos uses the book to power up the Doomlander, but it is defeated by the Skylanders. Kaos retreats with the book.

Returning to Skylander Academy, the heroes learn that the book that was taken concerned both Imaginite Crystals and the Mushroom River. They head to the Mushroom River.

The Skylanders make their way through Mushroom River, until they encounter another Doomlander. They defeat it, but Kaos is still at large. Back at his lair, Kaos complains about the lack of power in his Doomlanders. After a conversation with Glumshanks, he decides to head to Scholarville to learn secrets of the Ancients, in order to better use Mind Magic.

The Skylanders catch word of this, and head to Scholarville as well. They arrive to find it already under attack by Kaos' forces. They fight their way through, even defeating a Doomlander, as Kaos comes ever closer to finding the Helm of Ultimate Wisdom. Unfortunately, the Skylanders are attacked by an Evil Sea Creature, and Kaos is able to escape with the helm.

Back at his lair, Kaos puts on the helm, and is transported to a mindspace where he encounters Brain. Brain informs him that he is the last of the Ancients, and offers to answer at least one question. Kaos asks how to make even stronger Doomlanders, so Brain blasts him with a brainwave, showing him how to do so.

Jet-Vac arrives at Scholarville to inform the Skylanders of a large brainstorm vortex that has appeared in Shellmont Shores. After a detour to the Academy to build a device capable of dealing

with it, the Skylanders head to Shellmont Shores. At the top of the vortex, the Skylanders battle and defeat another Doomlander, then remove the vortex with the device.

Back at the Academy, Kaos sends the Skylanders a message: that he has created the ultimate Doomlander. He sends a giant guacamole monster after the Skylanders. The Skylanders retake a Sky Baron battleship that was overrun with vultures, and take a battleship to defeat the guacamole monster, then an even bigger guacamole monster.

With his 'ultimate Doomlander' destroyed, Kaos loudly complains about Brain. Brain hijacks the mind of Kaos' pet bird. After Kaos argues with Brain some more, Brain blasts Kaos' mind again, giving him the idea to go to Fizzland in search of Pop Fizz's Beast potion.

Pop Fizz alerts the Skylanders to an attack on Fizzland, so the Skylanders go there to assist. The Skylanders defeat another Doomlander, and Kaos is forced to leave without the formula for the Beast potion.

Once again Kaos argues with Brain. This time Brain convinces Kaos to free his physical body, which is currently locked away in the Golden Arcade. This conversation is eavesdropped on by Stealth Elf, who reports it to the other Skylanders.

The Skylanders defeat Baron von Shellshock in order to learn the location of the Golden Arcade, then head there in order to beat Kaos to Brain. The Skylanders defeat another Doomlander, and find Brain, who is trapped inside a flying jar. Brain however, decides instead to go join Kaos and leaves.

Brain promises to work with Kaos, if Kaos frees him from the jar. Kaos does so, then Brain starts riding on Kaos' head, sharing with him his immense mental powers. Brain mind controls everyone in Skylands, with the sole exceptions of the Skylanders directly working with the Portal Master, and the Dragons. Brain also uses Mind Magic to significantly uprade Kaos' lair, including adding a powerful forcefield.

Spyro reveals that the power cannot work on him due to Brain being weak against Dragon Magic, which was what was used to trap him in the first place.

The Skylanders head to the Dragon Temple in order to get the assistance of the dragons of Skylands. There they discover the sheep have been brainwashed and enhanced with Mind Magic, and captured the dragons. The Skylanders defeat the sheep, as well as another Doomlander, and rescue the dragons. Together with Spyro, the dragons use their magic to dispel the brainwashing.

In order to get past the forcefield around the Lair of Kaos, the Skylanders bake a false cake at the Abandoned Amusement Park, being momentarily delayed by some rats and a Doomlander.

Against the advice of Brain and Glumshanks, Kaos falls for the ruse, allowing the Skylanders past the forcefield. The Skylanders battle their way through the Lair of Kaos, fighting off hordes of Kaos clones. When they reach Kaos, he has Brain augment him with Mind Magic, turning him into Super Kaos. During the fight, Brain eventually has enough of Kaos' insults and rudeness to him, and sides with the Portal Master, temporarily boosting his Imaginators. Kaos is defeated. Brain tries to escape but is caught by the Skylanders, and ultimately accepts responsibility for his actions.

Kaos and Glumshanks are shrunk down, and held captive inside a jar in Skylands Academy, whilst Brain signs on as a new professor.

At some point during or after these events, the Skylanders go on some side adventures. They prevent Stealth Elf's home village from being overrun by mutant plants, stop trolls from poaching

gryphon eggs, return a tiki head to its rightful place, and retrieve a cache of pure Imaginite before it can fall into the wrong hands.

Perhaps most importantly, the Skylanders save the Thumpin' Wumpa Islands, home to Crash Bandicoot, from being forgotten for 20 years due to the actions of Fake Crash.

-Changelog-

0.1
Created the jump.

1.0
(i) For **Jumper Junior**, made JJ loyal by default, and added an option to opt out of certain powers. (ii) Minor typo fixes.