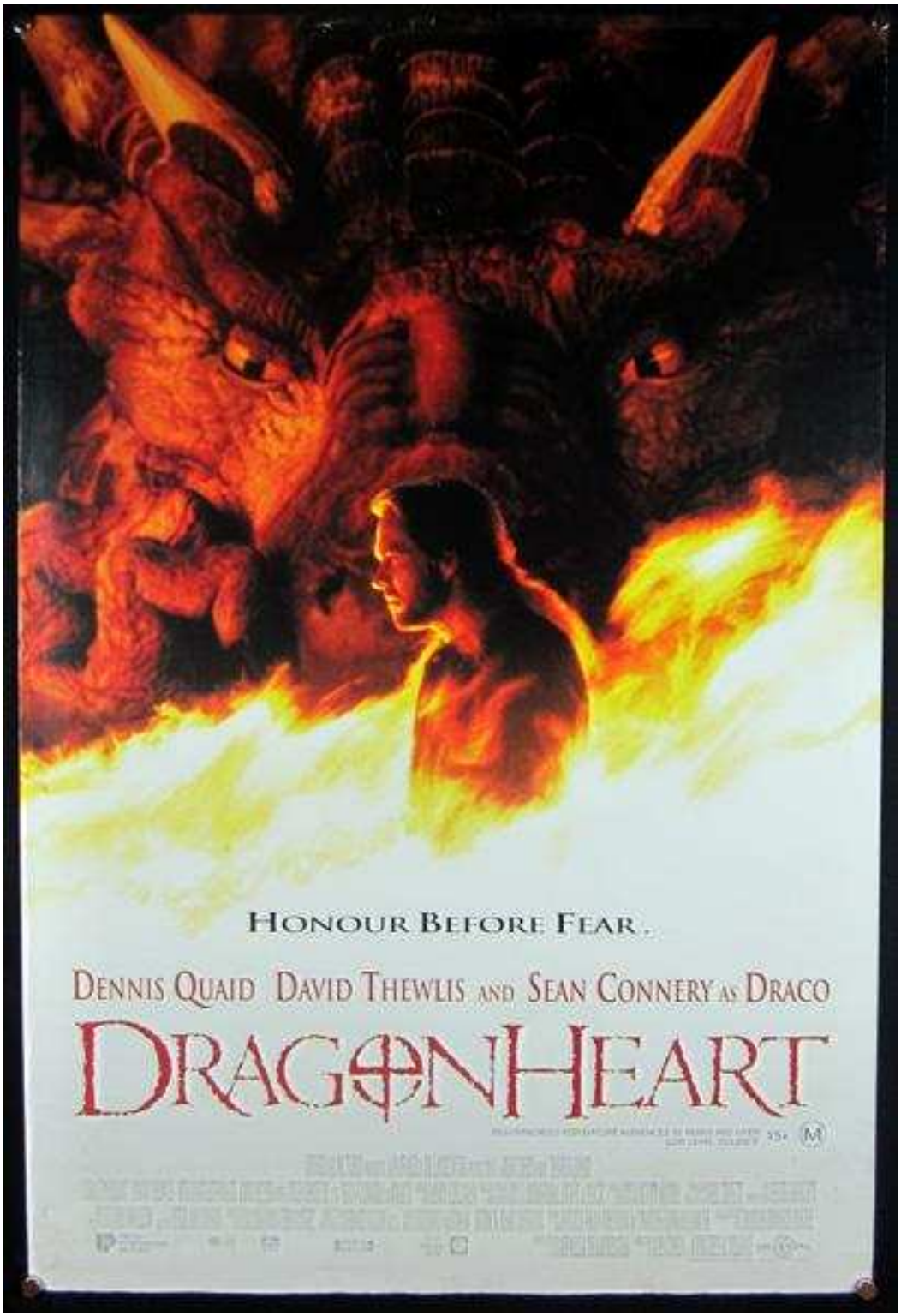
Dragonheart Jumpchain

Version 1.0.0



Welcome to Britain, a little before the Norman conquest. It is a land of knights and petty kings, but it is also a land still tinged by memories of magic and dragons. A knight, Bowen, once an idealistic follower of the Old Code of King Arthur and his knights of the Round, hunts dragons to find the Betrayer who tainted the heart of his king, and has killed more than a dozen himself. Even now he is in the process of hunting the Scarred One last living female dragon (at least in Britain), and once she's gone there will be only one dragon left.

If things go unchanged Bowen will remember the Old Code, learn the true nature of a dragon's heart, and will join with the very dragon he once hunted obsessively to stop the prince who he tried to avenge. The king will be overthrown and his tyrannical dominion driving the peasants to starvation - and in some places actual cannibalism - will be put to an end. Of course that is only one story in this world, and you could choose to go to another.

By default you arrive as Brother Gilbert would first meet Bowen, a toggle can change this start time, or you can roll your location which will also change your start time.

Location:

By default you begin within the realm of King Einon as Bowen hunts the Scarred One and the main events of the film (after the 12 year time skip) begin. You can roll, or choose, from the table below if you'd like to randomize your journey or enter another time and place.

1. King Einon's lands: Bowen is hunting the Scarred One.
2. King Freyne's lands: The peasants are always revolting, but today they are rebelling under the leadership of a peasant known as Redbeard. If events are unchanged Freyne will die and Einon will be injured and given the heart of a dragon as well as his father's crown.
3. Brother Gilbert's Monastery: A monastery founded by Bowen's friend and companion Brother Gilbert. A twin tailed comet is arriving soon, and with it a tail of deception and conspiracy centered around the heart of the last dragon.
4. South of Hadrian's Wall: A small community generations before Bowen's time. The wealthy knight governor keeps the lower class poor and oppressed, and they fight a never ending war against the Celts north of the wall. A falling star will change everything soon.

5. North of Hadrian's Wall: Or maybe you find yourself among the Celts. The spiritual leaders have been slain, and the sorcerer, Brude, has taken power with his pictish warriors. He awaits the coming of a dragon to enslave it with his curse and use it as a weapon against the people of the south.
6. Dragon's Gate: Still actually Hadrian's wall, but years later. King Gareth, who would have been just reaching adulthood in the above, lays dying of old age, but his bonded dragon mysteriously survives his death leading to the discovery of not one but two descendants of the king who share his bond.
7. Wallachia: Wallachia didn't exist as a nation for another few centuries, but history is really fast and loose here. Still recovering from a costly and devastating war, Wallachia is in the grips of a growing famine, and a group of bandits have been burning and killing the farms of the poor.
8. Somewhere Else: Maybe you will enter China in the times of Ling's ancestor who slew the dragons for Griffin's betrayal, or maybe you'll arrive somewhere else. Siveth had 5 unaccounted for rookery siblings and the dragons were supposed to have spread all across the 7 Seas. You arrive somewhere in a heavily romanticized and loosely medieval past of this world, where a story involving a dragon is happening or about to happen.

Age, Gender, and Background:

Your age and gender are your own to select within reason. In fact you may choose whether you have a background in this world or not. Perhaps you have just descended from the stars in a meteorite from another dimension. It'd not be the first time that this had happened. Or you may insert into the setting more thoroughly with a past in this place, as well as potentially family and connections.

Yeah this is a jump without backgrounds. Perk and Item discounts are selected from a list and can be mix-and-matched to a certain extent. Your Race is separate and cannot be discounted, but doesn't determine your discounts (though Dragon's do get a specific free 100 CP perk in addition to the 2 of choice everyone gets).

Race:

There are two sapient races shown in this world, and you must choose one to be. You can be human for free, or pay 400 CP to be a dragon, a magical being possessing a powerful body, deadly breath weapon, and the mystical power to share your heart and life with another.

This choice does **not** impact your discounts, though Dragons do get the **You Have a Beautiful Voice** perk for free.

Human (Free): You are a human. Just a normal human.

Dragon (400 CP): You are a dragon. Reaching about 18 ft in height, 43 ft in length, and 73 ft in wingspan, you are an impressive and imposing beast. You possess a great many advantages over humans. You are strong enough to carry a horse (with accouterments) and 3 full grown people aloft with no signs of strain. Your scales are hard enough to completely deflect blows with swords, even by those with more than human strength, against your back, and even your presumably softer belly scales would take a skilled warrior to slip a blade between them if they wanted to kill you. Your reflexes are sufficient to catch ballistae bolts launched at you - or spears or javelins thrown at you - and agile enough to twist your spine like a cat or flip over in mid air while flying. Your endurance is greater than a human's, able to continue functioning at full capability for at least twice as long. You can of course fly, faster than a horse can run, and run faster than a man. You can hold your breath for greatly extended periods, swimming with ease as fast as a dolphin. Your jaw can be unhinged like a snake's to swallow humans whole, and possibly larger things. You can choose to have a long, whip-like tail, or a similarly flexible tail which ends in a bladed head almost like a spear which can spread apart and can cut through a tree approximately as thick as a man with a single swing; you'll be equally strong with your tail either way, just having a bladed tail makes cutting a tree much easier and you can retract your tail when you do not need a long weapon swinging behind you. And these are only your basic physical traits.

Dragons are intelligent, at least as intelligent as a human, and can live far longer, and able to talk their own language which contains sounds the human throat cannot make as well as learn and pronounce human languages; even to the extent of being able to write them (apparently their claws are capable of that level of finesse with held objects). In addition every dragon shown is able to breathe forth a dangerous element either fire or ice. Fire can breathe - or nose snort - balls of flame, able to quickly destroy a large mill, burn across a castle's parapets, or immolate large buildings. Ice is enough to flash freeze

someone, can shoot solid balls of ice, and can freeze an entire house and everything within with a sustained blast of ice. Whichever you choose you will be highly resistant to the element - enough to be able to generate it in your throat and shoot it out of your mouth and nose without being harmed. You may choose either fire or ice, or pay 100 additional CP to have both.

Male dragons are also able to camouflage themselves as rocks, seemingly changing into a stone that is a little larger than their body. In this form they will look entirely like a natural rock, though still able to feel things. With effort they can pass for nothing more than a natural rock even under close inspection. Female dragons can turn into animals. It's unclear if there's limits on animal forms; only mammals were shown, and a mouse was used for sneaking in instead of an insect implying ~~mouse made for a funny scene and that trumped most effective animal~~ it probably can't do things as small as insects and may be limited to mammals. Transforming back from animal to dragon form is exhausting, leaving your breath unable to be used for several hours. As a jumper you can select whichever power you'd prefer regardless of your gender, or pay 100 additional CP to have both.

Finally there is the power that gives this jump its name. Dragons of this world are able to share their hearts with others. By sharing half of your heart with another you are able to revive someone from the brink of death, healing them from otherwise mortal wounds. This creates a bond between you which allows you to feel each others' pain, injuries to them will hurt you as much as it hurts them and vice versa, and should one of you die you both will die. This bond also gives you an empathic link which allows you to sense some of their emotions, the ability to sense their location, and to access the senses of the other, or send them your own senses. It takes some time to get the full effects of this bond, and it can carry over some other dragon traits to the one you bestow your heart onto, but these are not consistent. Einon could not be killed unless Draco was; Gareth gained the benefits of Drago's curse and his bond was passed on to his grandchildren; Edric had superhuman strength from his half of a bond with Drago and Meghan had pyrokinesis; and Darius got the ability to speak to animals (and given what he survives possibly the same immortality as Einon).

Perks:

You may take 2 100 CP perks for free, gain a 50% discount on 2 200 CP perks, 1 400 CP perk, and 1 600 CP perk. You may use a discount on a higher cost perk on a lower cost perk; these discounts reduce 100 CP perks to 50 CP not free.

Dragonheart Theme (Free): The franchise's recurring theme will now play to your ears, and those of your companions and followers, at moments when hope and chivalry come alive through your actions. You can toggle this off if you'd like.

Blackmailing Knight (100 CP): You've got something of the conman in you. You know how to set-up basic blackmail and extortion schemes, as well as how to convincingly fake a fight or to convince a naive monk to do chores you were supposed to do with a few words.

Good Brain Under a Bad Hat (100 CP): There's being a con man and then there's this. You're good at figuring out how to squeeze the lower classes with taxes, and abusive policies without actually pushing the line of rebellion. This isn't foolproof, but with a given population you can generally figure out how far you can push them before they will take up arms, though this won't take into account extraordinary individuals or abnormal circumstances; be careful of droughts or the sudden arrival of dragons.

Healer (100 CP): You are a skilled healer, at least by the standards of the 10th century. You could be considered the best healer in a medieval kingdom, skilled in tending wounds and with an extensive knowledge of herbalism and herbal remedies helping you to create medical salves and tonics. You could turn this knowledge of herbalism towards making poisons instead if you wanted.

Hunter (100 CP): You have the skills necessary to be a hunter, potentially of men or even dragons. This doesn't give you combat skills, but you know how to follow a trail, survive in the wilderness, and find a good vantage point to hide in while you wait for your prey. You can make snares and simple traps, figure out your direction in the wilderness from the sky, stars, and natural features, and generally have the skills of someone who hunts for a living.

I Can Go Three Days Without Sleep (100 CP): Bowen might have been exaggerating, but his endurance was certainly something, and you now easily match his. You could stay awake for 3 days without sleep, fight for hours straight, or hold yourself tensed and primed inside of the mouth of a dragon for most of a day and most of a night. While your

stamina is not infinite, it is far greater than normal for a human, even a trained soldier in the prime of life and physically fit and trained.

Knightly Trained (100 CP): You are a fully trained knight. You know how to use swords, bows, and other knightly weapons, how to properly wear armor, use a shield, and how to ride a horse. If it's one of the basic skills needed to be a mounted warrior in the 9th or 10th century you've got it like you'd trained from childhood to be one.

Light Sleeper (100 CP): While you still need as much sleep as normal, you are much easier to awaken from your sleep, and you will awaken to full awareness and alertness immediately. You could go from deeply asleep to fully awake in an instant and move about freely without the least sign of drowsiness, at least for a time till exhaustion hits you. Somehow this ease in waking only applies when there is danger or when you would want to awaken, when you are safe you will sleep through things as easily as you normally would.

Monk (100 CP): You may or may not be a monk, but you certainly seem to have been monastically trained. You know Latin as well as Greek, and you have the skills of a well-read 9th or 10th century scholar, historian, and poet. These may not be the most practical skills but you can write both as a scribe or as a storyteller.

Welcome Northerners! Who Would Like a Dragon Pot (100 CP): You know how to recognize an opportunity for profit. You are good at figuring out what upcoming trends in consumer culture will be, or at least early signs of it. You also have basic knowledge and skill in haggling, helping you to set the prices and figure out how to make a good profit.

You Have a Beautiful Voice (100 CP, Free to Dragons): Like Sean Connery or Patrick Stewart you have a very distinct and impressive voice which leaves an impact on those who hear you. You are also a capable singer, as is the norm among dragons.

An Innocent Boy (200 CP): People give you the benefit of the doubt, oh, you can lose this but you can be a little shit who delights in the glory of slaughtering peasants, swear to be greater than your despot father, and steal the crown from your dying father instead of even trying to help him and people will still believe you'll grow up good and noble. Oh, you openly break your word and people will learn, but they will be far more likely to ignore red flags in your behavior. Your close friends and those who love you, will even assume that any of your faults are the result of some outside influence upon you; there's still a limit even there, but you can push this pretty far with those who have reason to be emotionally attached to you.

Beast Manager (200 CP): You possess the ability to talk to animals. This isn't limited to ones that can make traditional vocalizations either; while certainly you can get information from hawks and birds, you can also use this power to talk to creatures such as earthworms. Non-sapient and non-supernatural animals will generally be very well inclined towards you unless you do something to break this trust.

Combat Slapstick (200 CP): Fighting a trained knight, or even an advanced squire by spinning around a training dummy shouldn't really be the most efficient way to fight, but somehow you make it work. You will find comedic methods of combat to be more effective in your hands, and in fact when your fighting style would be viewed as humorous, or even comedic you will find a boost to your effectiveness over what it would normally be; this won't be a huge increase but you will be able to use slapstick effectively in combat. This does only work when it is funny, and mainly for comedic purposes.

Crowd Pleaser (200 CP): Some people have the charisma to make friends, others to please the crowd. You are the latter. You have the looks, charm, and easy self-assurance (or ability to fake it) to get people to like you on first impression or from afar. This makes you rather popular with the crowd, able to gather fans if you possess a public life, or if you were king and the government was working fine able to be a rather celebrity king even if you didn't actually do anything meaningful. This won't win you loyal and eternal friends, but you will be naturally pretty popular, and this can open doors to making friends.

Eastern Combat (200 CP): You are highly proficient in Chinese martial arts, weapons used in them, and more convert tools such as hand fans and umbrellas. You're skilled enough at unarmed combat to make up for the difference when fighting a man with a sword and chainmail jerkin. With Blessed by the Fire of Odin you could defeat a whole group of larger, taller armed knights while completely unarmed.

Fantastic Past (200 CP): These films do not take place in some fantastic world. They take place on Earth in its past. A very loose version of its past - if Wallachia predating the Norman conquest of England is an indication - and one that is very much Hollywood. People are clean, and while there's horse shit in the stables it's only there when it's funny. You take this with you into future jumps, finding that worlds have much closer to modern Earth hygiene standards than they realistically should, people and places will be cleaner, and other similar minor annoyances will be reduced or removed. Don't expect anything that changes the setting's plot, but quality of life things.

How'd He Survive That (200 CP): In the middle of a good natured brawl you just threw a man hundreds of feet into a bell tower? You slammed someone through the bottom of a ship and he's unharmed except that he's stuck in the boat? You just hit a woman hard enough to send her flying several feet and she's… fine?

You are able to toggle the lethality and damage of your attacks, dialing it down so that your attacks won't cause any lasting harm, or just down so that your attacks won't kill people. Of course this does mean they won't be doing as much damage; if you turn off lethality and hit someone in the head with a sword you won't be cutting their head in half just bonking them on the head. You can also turn things back up to full harm and lethality with a thought.

Seductive Appeal (200 CP): You are beautiful, at least good looking enough to be cast in a direct to video film as the beautiful seductress, probably even good enough looking to be cast in a theatrical film as such. You are also good at using your beauty to get your way. Whether taking on a pleading, scared look to cause the heart of one wavering between vengeance and mercy to fall on the side of mercy, giving a little show of flexibility to distract a guard, or becoming a viking chief's lover to get his forces to obey you, you have a good sense for how to use your appearance to get ahead, and when you simply can't.

They Disappeared (200 CP): You know how to hide. Whether you're a full grown dragon, a sellsword, or a traveler from a foreign land, you are good at getting about unseen, able to vanish the instant someone turns their back to you, seemingly moving a tad quicker than normal when you are doing so to hide yourself. Beyond this special talent for movement when people look away you are generally good at finding places to hide yourself at a moment's notice, and being extremely silent in your movements at least when you aren't using a bit of intentional noise to further confuse people's senses.

Asymmetric Warfare (400 CP): Peasant revolts are hard. Even with a dragon doing so in a way that doesn't lead to a lot of dead peasants is hard. And yet you're pretty good at it. When it comes to fighting a superior force through the use of terrain, tactics, and traps you are rather adept. Whether it's baiting knights into a forest, setting up ambushes, or building traps through the forest you know how to fight a guerilla war and how to plausibly win it. Having a dragon might help you make it a lot faster, but you don't need a dragon to have a chance. And though Bowen didn't actually show it, you're pretty good at figuring out how to attack the logistics of opponents.

Blessed by the Fire of Odin (400 CP): Others may be bonded with dragons to have the strength of three men, wield pyrokinesis, teleport through shadows, have a dragon's life force sustain them against all harm, or have druidic magic able to level curses, but you don't need such things. You are a natural born warrior. Even without training you have the flexibility, agility, and instincts to kick away a would be assassin while you are supine rise to your feet and dodge their counter-attack in a single movement. You generally have peak human reflexes, excellent hand-eye coordination, and a talent for all forms of violence. With actual training and a weapon you could fight a whole group of vikings, sellswords, or city guards and if not win at least make a fighting retreat. As a bonus you're now wholly ambidextrous.

Bonds of Friendship (400 CP): It is easy for you to make friends by one on one personal interactions with others. More than just that you will find that when you go through harsh or dangerous circumstances with others you will find that friendships with them form much faster and become much stronger than they otherwise would. Even if you don't have much in common, or have personality conflicts, you will find it easy to form friendships with those who struggle through situations at your side. These bonds will be hard to break once forged, creating a powerful link of loyalty. Just remember that friendship is a two-way street and you have to have actual feelings of friendship for them for this to work; this can work for romantic relationships as well if you have the potential to be attracted to each other in that way.

Caretaker of Eggs (400 CP): Sometimes the young need the guidance of their elders, in the end that is what the dragons' oath was all about; to help humans by guiding them to mature as a race. You might not be a dragon, and making an entire species mature might still be beyond you on your own, but you can help people grow as people and learn life's lessons becoming better people than they were. You have a general knack for guiding people to mature and grow into better versions of themselves, nurturing and fanning the sparks of worth, value, and goodness inside of themselves. This also makes you a pretty good parental figure, and skilled at dealing with children.

Fire Witch (400 CP): You are a pyrokinetic. While you cannot create fire from nowhere, you can grow and control it, fanning a few burning leaves into a large flame, two burning arrows into a wall of fire, a torch into an explosive burst of fire, or make a cooking fire expand to catch a whole hut on fire in almost an instant. This control is not limited to increasing its size you can move it, lifting flame from its fuel and holding it in your hands, and it is not limited to mundane fire; this power was used to steal and bottle a dragon's heartfire. While a dragon's fire is likely as or more potent than the amount of flames you can control or grow with this, and doesn't require an existing flame, you have

better control of shaping them, and can guide them in directions as opposed to just starting a fire and leaving it to spread. This power also has the side-effect of making you immune to harm from fire.

If you paid to be a Dragon in this jump and selected firebreath you will no longer need a fire to create flames, able to manifest them nearby and will be able to shape and control greater quantities of flame at a time, and even extinguish them.

Strength of Three Men (400 CP): You are strong, at least as strong as three men. You are able to punch people hard enough to send them flying through the air, and throw small rocks hard enough to create dents in trees where the wood beneath the bark shatters. You are strong enough to rip a hole in a ship, by pulling at the chain that binds you and you'd probably be able to break the chain if it wasn't for the fact that the wood would break first. In addition to your strength, like some sort of reverse Siegfried, there is a patch of scales on your back that is hard enough to shatter steel weapons used to strike you upon it.

If taken with Combat Slapstick you will be significantly stronger when it'd be funny, the more it is purely comedic the more your strength will grow: able to casually slam a man through the bottom of a boat, or toss someone already beaten hundreds of feet into a bell tower. This strength increase is proportionate to how funny it is, and how much it is purely funny, but even when it's helping you out in a serious way you will see an increase if it would be funny.

If taken as a dragon you will be much stronger, having the strength of three - or more - dragons like this gave you the strength of three men. In addition your scales will be harder, hard enough that even on your belly it would take some rather serious military hardware to penetrate and to shatter steel that strikes you.

The Fear That War Breeds (400 CP): You find it very easy to use the illusion of protecting people to get them to accept your rule and abuse of power. While it's always true that the fear of an outside threat can be used to prop up a regime, this seems to work better than usual for you. When you position yourself as leader or protector of a region you will find that as long as there is a dire external threat - whether real or perceived - the people will rally around you all the while failing to notice or believe any but the most flagrant and publicly visible abuses of power. Your kingdom could be wracked with food shortages while you have personal feasts that could feed dozens and most of the food is wasted and no one will notice or care as long as there are bandits which are raiding the countryside, and during an actual war you could make the people band together to oust a

magical protector that represented the best chance of victory simply by labeling them a traitor and have it stick for decades. There are still limits to how far you can push your abuse of power, but they are much higher than they ought to be.

The Poor Are Often First to Suffer but Also First to Help (400 CP) : These films have a certain theme: tyrants fall, and the poor but good find their lots in life improved (well except for the 4th one). Now this seems to be true of you as well. While good deeds might not always be rewarded, you will find that whatever governs fate seems to remember them and repay you eventually. When you help others without expectation or desire for reward you seem to bank an amount of good fortune and eventually this good fortune will pay off. The greater the cost to you (either in actual sacrifice or personal risk you are under), and the more difficulty you undertake to help others the greater this reward will be, and this does care for your motivations. Risk your life to help foreign - even enemy - people because it is the right thing to do, and you might find yourself ending a centuries old conflict and becoming king of what is now a prosperous trade hub, but do the same thing for the chance that you'll become king and you'll find any reward from this perk greatly reduced, and if you can do it with a wave of the hand and no risk to yourself it will likewise be reduced. Still, even if your motives are not truly pure, and the risk and difficulty is light, you will find your good deeds being rewarded somewhat just expect the big rewards to be for the big (for you) deeds.

Bond of Life (600 CP): Like Einon your life is sustained by another. While you will feel their pain and they yours, as long as they live you cannot die. You can still be wounded but injuries will heal unnaturally fast, falling from a castle tower onto its stone courtyard being something you can just stand up and walk off. Unlike Einon if they die you do not automatically die yourself if what killed them wouldn't kill you, though you will suffer the wound that killed them which might kill you. You can choose a new entity to bond with each jump, but they must be willing to tie their life to yours; once made they cannot break this bond. Unlike Einon and Draco, however, you can break this bond, it won't allow you to make a new bond during that jump, but will mean you no longer suffer their pain and their death can no longer mean yours.

Bonded to Shadows (600 CP): You are able to feel nearby shadows and to physically pass through them. This requires your active intent, and you must touch the shadow you're trying to enter - or at least air that it passes over - and push into it but you then instantly can re-emerge from another shadow within range; the exact range is unclear but seems to be hundreds of feet. This can also be used in quick succession once you've gotten the hang of it.

Dragon Slayer (600 CP): You're good at killing dragons. How do you kill a dragon armored in heavy scales with a sword and arrow? You just do, preferably off-camera. This does not so much give you the skills that would be necessary to kill a dragon, as multiply the effectiveness of anything you do to combat a dragon. Your sword will strike through their scales where the swords of others might rebound, or shatter, even if they had superhuman strength. Your magic might bind and curse them where they would resist that of other even more potent mages. If you were a dragon your ice breath that would normally be hard pressed to freeze a man solid in a short burst, might freeze an entire other dragon solid in the same burst. And this does not only aid your offense, your defenses are likewise bolstered against dragons. This won't ensure an ordinary man can defeat a dragon, but it'd allow a knight to be good enough at doing it that it'd take an exceptional dragon (by this world's standards) to fight them to a stand-still. This effect applies whenever you are fighting something that would be classified as a dragon, including various dragon subtypes such as wyverns, linnorms, wurms, etc.

Druidic Magic (600 CP): You possess the sorcerous powers shown in this world. They aren't detailed much, but they are shown to be able to undo knots, swap positions with another you can see, make prophecies and predictions based on observations of the heavens, and curse dragons so that they are turned into insubstantial wraiths by bright lights and bound as slaves to your will by the time of the full moon (this may work on non-dragons too). Spells in this world have a cost, the greater the magic the greater the cost, though an experienced sorcerer seems to be able to handle these costs more easily, and in an interesting case the younger you are the greater the cost becomes. A young apprentice successfully casting a spell to undo the bonds of a group of prisoners might find himself laid out on the ground nauseated and exhausted, but an experienced sorcerer might perform the same spell without difficulty; and we do not know what price Brude paid to curse Drago only that even he could not avoid a cost for such magic. Since magic is so vague and unclear in this world, we'll assume you also possess the capabilities to curse a dragon into human form by extracting its heart like the eastern dragons did to Griffin and similar feats.

Heart Sharing (600 CP): You are able to share your heart even if you're not a dragon. However yours works somewhat differently. For the first, while you will still share pain, you will not die if your bonded partner dies unless it would also have killed you and vice versa. Secondly, while you may only share your heart with one being at a time, and barring an ability to regenerate your heart cannot share it a second time until you've started a new jump (which will regenerate your heart if shared this way even if it wouldn't normally), you can break off the bond with another with a simple act of will.

Most importantly while normally what powers such a sharing of hearts grants, other than the ability to sense each other's presence and see through their eyes, you doing so gives the recipient a portion of all your powers, perks, and abilities. Your own powers are not reduced by this, but the recipient of this gift will start off with only a small fraction of them, but can train them up or simply grow into them; by 10 years even without effort on their part they will have the full benefits of any of your perks or CP purchased abilities at least to the level that they were granted by the purchase, actual training and effort may speed them to this level or even help them grow beyond closer to your own levels with them. When you leave a jump they will retain all the powers they gained from sharing your heart, but the bond with you - and thus the ability to sense you or share your pain - will be broken. If you choose to break the bond you may either leave them with these powers or strip them as you choose when you break the bond.

This bond does carry the other standard effects of a dragon bond: they share your pain, you can share senses with each other or borrow the other's senses and vaguely sense their location and even emotions, and the act of sharing the heart will restore them from even the very brink of death.

Knight of the Old Code (600 CP): This does not give you the skills of a knight, for that there's knightly training, this helps you to follow the Old Code. Or maybe it'd be more accurate to say that this ensures that following the Old Code helps you. When you live by the Old Code you will find that you are better. Your skills are sharper, your blows hit harder, luck sides with you, and even malicious magic will find its hold weaker. The more closely you act in alignment with the Old Code of Camelot the greater this effect, and if you are valorous, virtuous and truthful, standing to uphold the weak and defend the helpless against the wicked you will find that fate itself seems to bend and twist to your aid, even extending to some extent to all those who fight with you in your moment of need.

Montage Learner (600 CP): The training montage is a venerable tradition. One you now benefit from in your way. Like Lukas you can take to skills with almost preternatural swiftness. Never having held a sword in your life, you could be better than an average bandit in a matter of days, weeks at the most, with only a single lesson and some practice. This rate of learning only lasts until you've become proficient in the skill, but even once you've reached relative proficiency you will still progress in skills significantly faster than a normal person, it just won't be orders of magnitude faster and better.

Items:

You may take 1 100 CP Item for free, gain a 50% discount on 1 Item of each of the higher cost brackets (200, 400, and 600 CP). You may use a discount for a higher cost item on a lower cost item; these discounts reduce 100 CP items to 50 CP not free.

You may buy any item multiple times. You may also import like items into items purchased here.

Brave Steed (100 CP): This is a well bred and trained warhorse. They are a brave horse, brave enough to ride straight up to a dragon without shying away, and seemingly completely without fear, but otherwise a normal warhorse. If killed or lost they will somehow make their way back to you within a few days.

Colored Tunic (100 CP): This tunic has a color that designates your position in life. Anyone who sees you wearing this tunic will be able to intuitively tell your position and status; if you are a king and you are wearing this tunic everyone will be able to tell it. Normally you'd have to change tunics as you progressed in social status, but this tunic will simply change its color for you. It will also keep itself clean and repair damage it receives.

Foreign Robes (100 CP): But maybe you don't want people to recognize you. These robes are of a foreign fashion and design, they are also heavy enough to mostly conceal your figure and face. While worn people will be unable to actually tell your gender, even from your voice or other non-visual clues. These robes are also considered acceptable outfits in almost any social situation, as they're assumed to be acceptable in whatever foreign culture they're from.

Isolated Cavern (100 CP): This cave is yours. You will be able to easily find it in every jump, and it will be uninhabited and unclaimed. By default it is somewhere isolated and away from human settlements, and people will have difficulty finding it though it will not be impossible; you can waive this difficulty to place it near human civilization if you wish (or just waive it). This cave will also resist the natural climate, instead being a temperature and climate which is ideal for you to inhabit; if you're an ice dragon it will be a cold place keeping year long ice, if you're a fire dragon it will be comfortably warm, if you're semi-aquatic it will have a nice lake and waterfall in front. Yes this will extend to the cave maintaining a breathable atmosphere, somehow, if it would end up on a planet that would be inhospitable to you (or in an asteroid).

You may take an isolated cabin or farm instead, but in that case it will not be automatically climate controlled.

Sword and Sword Belt (100 CP): This is a basic CP backed sword. That is it will automatically maintain itself, and if repaired or lost will be restored to you within 24 hours. The sword belt is the same, but you will find that if an enemy attempts to grab it and use it against you it will break whenever is most convenient and useful to you, and will only break when it's useful to you.

Armory Wagon (200 CP): This is a small covered wagon, which travelers might bring to carry their supplies, a merchant's wares, or even the stuff to put on a puppet show. However there is a disguised handle on it which when pulled will cause several secret compartments to unfold and open revealing enough weapons to equip a dozen people for battle. Well while it comes with those weapons, you can replace them with something else. The real value is that while these secret compartments are closed the contents are almost impossible to detect by any means.

Insanity Potion (200 CP): Sometimes you don't just want to kill someone, but instead would like to render them ineffectual but alive; maybe you'd rather use a king as a puppet than try and deal with the succession crisis his heirless death would cause. This potion when drunk will scramble someone's mind, stripping them of their rational thought and restraints in a way that does not lead to behavior that is actively dangerous to others. A monk under the effects of this potion might strip down to his underwear without a second thought because it's hot, while bad talking his dead mentor as he loses all restraint; a king could be led to absolutely ignoring affairs of state to practice juggling poorly or playing instruments with no sense of timing. The potions effects do wear off, and must be imbibed regularly, which is why your potion will refill itself daily. You will also be given an antidote that will clear up the effects within a matter of minutes which will likewise refill daily. If you took the Healer perk you know how to make more of either of these.

Supply of Crop Seed (200 CP): This is a supply of seeds which can be planted as crops, or eaten as is, sufficient to feed a dragon for decades, or to feed a million people for a year. This supply will slowly regenerate over 5 years if used either by planting it or eating it. These seeds will remain viable to plant and eat as long as they are stored somewhat safely.

Troupe of Players (200 CP): This is a traveling troupe of actors, along with their wagons. They are decently skilled, and include a playwright who will write plays for them. Besides being more than willing to play for their supper, they are very loyal to you,

and when they put on a show it will be more distracting than it should be. It might not draw massive crowds, but it will attract more of the attention of people who can see or hear it than you would normally expect.

Band of Warriors (400 CP): Where would a king be without his knights to enforce his will? This band is 100 warriors sworn and loyal to you, with all the equipment and trappings they would need. This can be 100 mounted knights in the chain hauberks of the 10th-11th century, with swords, shields, and warhorses, 100 pictish warriors with bows and melee weapons, 100 bandits with a more mixed armament, or 100 viking warriors armed as vikings of the 10th century and with longships to carry them. Any losses are replaced within 1 month. These warriors count as followers.

Dragonslayer's Shield (400 CP): A tool of a true dragonslayer. Made from a single large dragon scale/plate, and adorned with the talons of slain dragons, it is an extremely light kite shield while being as durable as if it was made of solid metal. Adding to its utility as it was made from a dragon it's completely fireproof and can be used to block things such as a dragon's fiery breath. Of course many jumpers grow harder to damage than metal quickly, so it will always scale to be at least 3 times harder to damage than you are, gaining all your resistances and immunities three times over.

Fertile Farmlands (400 CP): Maybe you can reward your men with this. This is 1000 hectares or ~3.86 square miles (10 square kilometers) of valuable, prime farmlands. This would be about enough to feed 20 households (who live on the land) with British farming techniques of the period if this was average farming land, but it is top quality and very fertile land allowing it to feed substantially more people if maintained. While there's no protection against weather or climate, the soil quality will always remain high no matter how much it is farmed.

Inactive companions can live on this land, and it will retain modifications. Those who live in this area, and buildings on it will follow you into new jumps. They won't necessarily be revived if they are killed, but the community will follow you along.

Monastery (400 CP): You are considered the revered founder and abbott of this monastery whose monks will follow any religion you select though will remain monastic members devoted to a scholastic and ascetic lifestyle at least in as much as the selected religion allows. The monastery comes with sufficient farmlands to support itself, and its library will update for new jumps to be a repository of knowledge similar to what a medieval monastery was to medieval Europe. The monks are also excellent at keeping secrets if you need them to.

Vain Castle (400 CP): Rebuilt from a Roman fort, but greater and more magnificent. This castle is defensible by the standards of the age, though it won't hold up to a persistent dragon. It comes with several secret passages to allow you to escape or enter unseen and even move between certain rooms, enough guards to man its walls, and a retinue of servants to maintain it and tend to your needs while you are within it. Inactive companions may stay in this castle, and it will retain modifications you make to it. Even if you do not make modifications, it will automatically update to remain a defensible fortification by the standards of a new jump, though it will not retain these automatic modifications unless you actively put work and materials into matching these updates. It will not downgrade below the standards of a medieval castle if you go to a pre-medieval jump.

Avalon (600 CP): The resting place of King Arthur himself. This is just a small island with ruins on it, only large enough to house the small ruined castle and about as much again land separate from it; maybe half a square mile in size. You will find, though, that it resists detection by those who are not worthy of Camelot and its knights; while it's possible that something with enough power could find it, it would take a power far beyond any in either this world - and far beyond modern technology - to allow an evil, or even neutral, being to find it. That is without your permission, as you can declare with an act of will any being worthy of this place. It is an excellent place to rest, seeming to speed recovery, both mental and physical. In addition the place will sometimes bestow visions upon those upon it which will stir the virtue and righteousness in their hearts and remind them of their better nature; often helping accelerate emotional recovery even further.

You can freely merge other properties you bought here to add them to this island, expanding its size and sharing its properties with it, extending them across the entire island where appropriate. Vain Castle would make the entire island update to be a fortress by the current jump's standards; Fertile Farmlands would expand it by 1000 hectares and make the entire island carry inhabitants into future jumps and have extremely fertile farmland; Isolated Cavern would make it all have a climate suitable for your inhabitation; etc.

Better Than Gold (600 CP): These are 9 dragon eggs. If tended to carefully they will hatch into dragons, though one must be careful as they are volatile explosives capable of creating a large fireball if damaged. If one of these eggs does explode you will get a replacement 1 year later, but if they hatch they will grow into dragons from this world who will be dependent upon you to raise into good and noble friends of mankind (if you want that). You can keep these dragons with you as a group of followers, or as a group of companions sharing a single slot and imports. You may choose to leave any or all of these

dragons behind when you leave a jump, if you do you will get eggs to replace the dragons left behind and if you made them a group companion as long as you treat these new dragons as companions as well (as opposed to followers) they will retain all the purchases of the previous generation(s).

Heartfire (600 CP): This is a small bottle containing heartfire, the source of a dragon's power and their life force. While you carry this heartfire you will find all of your fire-based abilities noticeably increased in power, less personally costly to use, and easier to control. You can use this heartfire to heal someone from the brink of death, maybe even a little past it, restoring them completely however doing so will destroy the heartfire and you will not regain it until the start of the next jump. It might be possible to drink the heartfire, taking it into yourself and obtaining a greater increase to your fire powers, and even granting you the ability to project fire like a dragon's firebreath (a dragon that does not have this item), but this is generally not advised as this will continually burn you from within, killing a normal person within moments.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they use the same discount rules as you. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

By paying the price to import one or more companions a second time you can give them the Dragon race for free (if you don't do this they may still pay for the race normally); this is 50 additional CP per companion with the same price breaks at 3 and 5+ as when importing. You can do this for some companions and not others - for example you could import 2 (or 3) companions 1 of which gets dragon for free for 150 CP or 5 to 8 companions 4 of which get dragon for free for 350 CP.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon human character, even if they died.

Canon Dragon (100+ CP): For every 100 CP you pay you may recruit 1 canon dragon character, and you may take any human they shared their heart with for free and they will share the same companion slot. This may be a dragon that died during your stay, though they may not be happy about leaving dragon heaven (if they didn't ascend to dragon heaven they will probably be quite glad not to have dissipated into nothing).

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

Continuity Toggle (Toggle): Maybe you'd rather go to another continuity than the films. There was a novel, comics, and video games. With this you can go to the novel continuity, the comics, or the video game; I only know these exist, not the precise differences.

A Man's Smell is his Soul (+100 CP): While this was actually an excuse not to be bathed by others, you seem to actually believe this or have some other reason to be averse to bathing. You will refuse to willingly bathe during your time here. This is the middle ages, though, so it's not something that stands out as much as it could.

But You Can Sign (+100 CP): You can't read, and cannot learn to read or write. You can, however, still learn to sign your name, which is very important.

Direct to Video (+100 CP): It seems like this jump has a direct to video budget, Jumper. While the writing won't suffer too much, you will find that everything looks somewhat cheaply made and a little fake, even the environment looks a little less interesting and more bland, and anything supernatural has a touch of the look of cheaply done CGI.

Marked Face (+100 CP): You possess a patch of dragon scales on one cheek, or if you ought to have scales on your face you possess a patch which is bare of them (and their armoring qualities). This disfigurement will follow you in all forms and shapes you take on.

One Minute Older (+100 CP): You have a twin sibling of the opposite gender. Somehow you have been separated, and now they have returned as your sworn enemy wanting to take your place in the chain as their birthright. They possess a build from this jump with an equal value to yours, after drawbacks. You can forgo gaining CP from this drawback to make it so that, if you can avoid killing them for the decade you will have the chance to convince them to join you on your chain as a companion.

Talks to Yourself (+100 CP): You might have been alone too much. You have developed the habit of talking to yourself in little asides regardless of whether other people are around, and often saying things about other people which would normally be said behind their backs. In fact you'll sometimes do this in mid conversation, breaking off your line of speech to begin talking to yourself instead.

Vengeance (+100 CP): You have been wronged. Your family and loved ones have been slaughtered. You have a lead on the culprits, but you will have to track them down and bring an end to them. While you may be convinced not to kill them, you will not stop until they are brought to some sort of justice.

Cursed Into the Form You Hate Most (+200 CP): A part of you has been taken from you, and you have been cursed to be incomplete until you reclaim it. You, and all your companions, lose any and all out of jump perks, powers, and abilities, being reduced to your body mod. You can break this curse, but you will have to find the talisman made from a part of your Jumper essence, and reclaim it, which will give you (and your companions) access to all your out of jump abilities once more.

Everybody Hates You (+200 CP): For some reason you are well known, and much reviled, as some form of arch-traitor. People hate you, even those who should be closest to you, and while you may change this it will take time and effort to do so. There may be some exceptions, but even then it will usually be people who want something from you.

Maybe You Should Stick to Raising Dragons (+200 CP): You can't help but meddle in the affairs of people and try to uplift them to your standards for societal, moral, and ethical behavior. Somehow no matter how good you normally are at doing this, this will often go wrong, your attempts at meddling making things worse, causing resentment without having the intended effect, or otherwise falling short.

Prophecy of a Comet (+200 CP): A fairly well known prophecy says that you will bring doom to mankind at some point in the latter half of this jump. Not everyone will necessarily recognize you as the prophesied Jumper, but the prophecy includes most of your abilities, and identifying traits and behavior. While it's possible to convince others to give you the benefit of the doubt, you'll find that it will be impossible to convince everyone before the time for the prophecy comes and goes, at which point assuming you didn't doom mankind most people will decide it was rather silly and inaccurate.

Reaching Dragon Heaven (+200 CP): You must live a life worthy of reaching dragon heaven by making things better for mankind, inspiring them to be better, and improving their lives, or like an unworthy dragon that dies you will cease to exist at the end of this jump being completely destroyed.

You Obviously Haven't Spent Enough Time Around Us (+200 CP): You are sort of casually sexist. You will generally underestimate members of the opposite sex, and assume stereotypical things about them. In your view all men are assholes or women are

frail and helpless and each one will have to prove otherwise to you personally and likely more than once.

Apprentice (+300 CP): You are one. All your skills, powers, perks, and abilities, from this jump or otherwise take a nosedive. If you were a trained knight and an expert swordsman you are now a middling squire, if you would normally be a skilled and powerful sorcerer you are a novice. This applies to everything about you, your infinite will now mere stubbornness, your regeneration merely quicker than human healing. While your abilities can still be useful, expect them to be much weaker.

Peasants Should Never Meet the Gaze of Their Betters (+300 CP): Nobility in these films normally, but not always, sucks. Now they are worse. You will find that anyone higher in social status than you looks down upon you, and expects you to treat them with toadying reverence, and that you will do the same to anyone lower in social status than you. Expect to be treated like dirt, and to underestimate anyone you perceive as 'beneath' you while also antagonizing them with your abuse.

Shade by Day Bright by Night (+300 CP): A druidic curse has been cast upon you, causing you to find yourself reduced to an incorporeal wraith in any light brighter than moonlight. This might not be so bad, but it will also begin to burn you given time, causing you to break apart and dissipate into nothing; it might be possible for you to survive this with out of jump powers. Thankfully you are not forced to obey a sorcerer if you don't break this curse by the full moon at least… though killing the caster won't break this curse either. It actually seems quite unbreakable.

Shared Heart (+300 CP): You knew it was coming. You shared your heart with someone who was unworthy of it. Somewhere in the world is someone who due to their actions and behavior you will absolutely hate, and even want dead, and who resolutely refuses to change their ways. You will never be able to get along with this person which might not be too bad except you have shared half of your heart with them. Any injury or pain they experience is reflected back upon you - and vice versa - and should they die then you will also die. One ups will still function, but will revive them as well. And they are someone with substantial authority and social power, and will use it to further their goals.

Outro:

Your time in this world has come to its end. And now it is time for the traditional choice at the end of your decade:

To Dragon Heaven: Drago brought the dragons from the constellation Draco, and when they die if they're worthy their souls return there. Well it's time for you to return to where you came from instead. This is the choice to go home and end your chain.

Another Sequel: You will remain here until the end of your days. Your chain ends and you stay in this world.

A New Beginning: In a new world. Your chain continues, choosing another jump and going there keeping what you gained here.

Notes:

Jump by Fafnir's Foe

I have not read the novel, or comics, or played the video games.

Heart sharing seriously works somewhat differently each time. I didn't include giving them a healing factor, because I'm not 100% sure that Einon is supposed to have one since he took wounds that didn't heal particularly fast… but he also stood up from falling to his death like it was nothing and for some reason Bowen had to kill Draco and not just kill Draco by killing him. But Gareth's death would have killed Dragon if not for the twins existing, and Meghan was dying from wounds and returning Drago's heartfire to him wouldn't heal her so… I'm just gonna shake my head and sigh.

Siveth says male dragons can become rocks or water, but only rocks are ever shown in the films, unless the scene of Draco swimming where they're a dragon shape moving through the not very clear water is supposed to be him being 'water' but he is fully Draco colored once he rises and just seems to be something that is viewed through not very clear water. The novelization does apparently have Draco changing to match the color of the night sky which would be more chameleon like camouflage, but since the movies showed very much full on rock-forms and Siveth said they turn into rocks I went with that.

Drago thought he could teach Meghan how to use her pyrokinesis without needing an external fire, so it may be possible to learn to do so with Fire Witch but it may not as even Drago didn't know how the twins getting powers worked, and he was also trying to get her to give him his heartfire back.

Bonded to Shadow was caused by a druidic curse, but it came with a lot of negative side-effects for Drago and those would come with it if you tried to inflict it with Druidic Magic. The perk actually combines the better parts of what Drago (who could repeatedly and quickly port) and Gareth (who only managed to port once though fairly long distance) got.

How did Bowen kill so many dragons? How did he kill the Scarred One?

Druidic Magic is sort of unexplained, no detail, just there. I tried to include everything it was shown to do, but it is ultimately a case of 'fanwank it'.

I couldn’t remember how many soldiers were shown in any of the groups, and assumed they weren’t all of the city guards/knights/vikings etc anyway. So I went with 100 since it felt reasonable for the price.

I don’t actually know what Bowen’s trophy shield was made of (besides the talons placed around it as a trophy), possibly a wooden frame with cloth taunt over it (like most shields of the type). I went with a dragon scale to give it an excuse for being awesome instead of just looking awesome, and made sense as a material to make a shield out of

Changelog:

Version 1.0.0: Released.