Generic Dragon

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Dragons...

The subject of countless myths from every corner of the world, Dragons are as varied as the cultures who tell of them. The common threads are clear, however: Dragons are old, powerful, and awesome. Now, you have the opportunity to be one. (This needs work!)

+1000 Creature Points

Jump Options

Setting

By default, this Jump is a generic European high-fantasy Setting. You can choose any setting appropriate for dragons, from low fantasy, to gritty magi-punk, to science fiction. You can even choose a setting *in*appropriate for dragons, like a police procedural, and it will be modified to be appropriate for dragons.

Alternately, you can choose to go to a particular world, or at least a version of that world with dragons, whether or not there's another Jump document for that setting. If there *is* a Jump document for it, you may wish to use this document in Supplement Mode (pg 27).

Power Level

Regardless of the trappings of the setting, you choose the Power Level of the jump. This effects your CP budget, the top level of other dragons in the setting, and the challenges you will face.

Material [+0 CP]

You are in a world of Sword and Sorcery, where Dragons are merely powerful creatures. The most opposition you will face this jump are any mortal knights and wizards who take issue with your actions. You may take Elemental and Environmental Aspects. Your Dragon Form stipend is 100 CP.

Mythic [+400 CP]

You are in a world of Gods and Demons, where Dragons appear in the pantheon. This setting contains beings comparable in power to the gods of traditional-D&D-setting pantheons, who you oppose at your peril. You may take Aspects of Divine level and lower. Your Dragon Form stipend is 200 CP.

Cosmic [+800 CP]

You are in a world of Eldritch Powers. Formless un-beings scratch at the borders of reality, while those of your kind wield power that eclipses even that of the local gods. You may take Aspects of any level. Your Dragon Form stipend is 400 CP.

If you have Unchained or another limit-removing perk from another document, you can train your Dragon powers up to the level of an Incarnation level Dragon. This includes unlocking additional features, increasing your Might Multiplier, and training your Aspects to add new affinities, evolve them into related, higher-tier Aspects, or gain entirely new Aspects.

Starting Conditions

Duration

The Jump duration is the normal 10 years. If you want to spend more time here before moving on, you can extend the Jump with drawbacks (pg 24).

Location

Roll two d8 for location. Purchase of a Lair (pg 22) grants Free Choice of starting location.

A			a	
1) Cliff	overlooking		1) City
2) Island	with		2) Desert
3) Mountain	next to		3) Forest
4) Volcano	looming over		4) Glacier
5) River	through		5) Jungle
6) Clearing	in		6) Plain
7) Cavern	beneath		7) Swamp
8) Spirit world	connected to		8) Tundra

Age

Your new life as a Dragon may include decades to centuries of experience, or you may be a Drop-In. Should you choose to take the memories, your Dragon identity is matched to your current personality and outlook to provide a smooth transition. Your chosen age primarily affects your size, memories (if taken), and Sembling form (if you have that ability).

Whelp

You're a baby dragon, somewhere between a cat and dog in size. You are still young, but your power is close to fully developed. Your age is 18 + 2d6 years.

Youth

You're a young dragon, between a pony and elephant in size. You've had time to explore a small continent and interact with several generations of mortals. Your age is 90 + 2d6×5 years.

Adult

You're a grown dragon, about the size of a house. You are at the peak of your vitality, the prime of your life, and your Power has reached its height. Your age is 260 + 4d6×10 years.

Dragon Type (Origins)

Type

What manner of power is it?

Magical

You're a magical creature, flesh and blood, but with magic flowing through your veins

Spiritual

You're a spiritual creature, more soul than matter, though you have that too.

Technological

You're a construct, robot, or mechanical being. Your body is artificial, but you still have a soul.

Alignment

What do you use it for?

Nurturer

You value wisdom and the well-being of living things, or tend to pursue your goals in ways that promote a common good.

Hoarder

You value scarcity and enjoy collecting as many rarities as you can, or you want the friends and means your hoard can buy.

Destroyer

You value force and enjoy smashing things to bits, or believe that anything can be accomplished by breaking the right things (or people).

Might

And how much do you possess?

Myth [Free]

You are a creature with considerable, perhaps even earthshaking power.

Divinity [400 CP]

You are a divine being of significant (but not supreme) power.

Incarnation [800 CP]

You are a manifestation of reality itself, beyond the power of a mere god. Capstone booster.

Draconic Power

Aspect

Your Dragon form is linked to one or more Aspects (pg 28). You must have chosen a high enough level of Might to take Divine and Primordial Aspects—Divinity and Incarnation, respectively. Abilities that align with your Aspect gain a considerable bonus (See Power Multipliers, below).

Power Multipliers

At the core, the state of being a dragon is one of Power. All the abilities granted to you by right of being a Dragon are linked to your Draconic Power, the essence, core and kernel of your being. There are three primary elements to Draconic Power.

Might Multiplier

All of your multipliers are modified by your Might—the raw, unfiltered power of your being. Might also affects the numerical values of perks. Your Might multiplier depends on your Power Level.

Might Multiplier					
Material	×1	Divinity	×4	Incarnation	×10

Ability Multiplier

Your power may change in expression as you travel the many worlds available to you, adapting to the universes you visit, but its strength does not. Your basic ability in any magical, quasi-mystical, or (magi-)technological system is greater that of the greatest mortal practitioner, by a factor based on your Draconic Power.

Aspect Multiplier

All of your abilities related to your Aspect—including the innate control described in the previous section—are increased based on your Draconic Power. The more direct the connection, the stronger the effect; Elemental and Environmental Aspects are more powerful in their limited range, while Divine and Primordial Aspects have greater scope. Your Aspect Multiplier overrides your Ability Multiplier, if applicable.

You may choose one of the following patterns of Power:

Multiplier	
Ability	Aspect
×4	×20
×5	×16
×6	×12

I refer to these as:

1. Specialist
2. Balanced
3. Generalist

Draconic Power

Features

Myth	You gain no additional powers
Divinity	You have the powers of a God in matters of your Aspect and Alignment.
Incarnation	You are functionally a reality warper while working within the intersection of your Aspect and Alignment, even without further perks or abilities.

Alignment	Example Powers
Nurturer	**There should be examples of stuff you can do here**
Hoarder	
Destroyer	

Draconic Power

Adoption

For those who have gained your favor—perhaps even affection—you may offer them a place as your heir. With their consent and a ritual of power (and Power), you may adopt a mortal as your kin, granting them all the benefits a direct mortal offspring would have (See Sembling, pg 14). The effects are hereditary, just as though they were your natural born scion. Because you are gifting power to another, your own power will be reduced slightly for about a year.

Splinter (Divinity)

With their consent, you may grant a fragment of your Draconic Power to another individual; you will regain the Power you expend over time. How long it takes to return to full strength depends on the investment, ranging from under a year (at the low end) to several decades (at the high end). You do not have to wait for your strength to return before performing another Splinter, but the penalties will accumulate. The exact scope and scale of the process depends on how much Power you invest:

The simplest process imbues someone with one of your Aspects; they gain a 2× Aspect Multiplier, and their magical Ability is increased by +50% of peak ability for their race. You may include a gift of great Physical Strength, Fortitude, Magic Resistance, Healing and Recovery, and/or Long Life if you spent CP on the relevant Body Upgrade. The more boons you grant, the more of your Draconic Power you must expend, but this is still a minor cost, starting at one month for no extra bonuses and topping out at a six months of recovery. The effects are permanent, but not hereditary.

The next level involves gifting a portion of what it means to *be* a Dragon. In addition to receiving all the physical blessings you can grant, the recipient gains the ability to manifest Draconic traits similar how a full dragon can do so while Sembling. They also gain their own well of Draconic Power with a randomly chosen pattern from the Multipliers Table on page 5; their Power Multiplier begins at ×½ and grows to a maximum of ×2 with practice and training. The process is normally quite taxing, requiring a decade to regain your strength, but if done to one of your blood—by birth or by pact—it requires barely more effort than the previous level. If done at birth, your offspring begin to exhibit these abilities during adolescence.

With an even larger expenditure—necessitating nearly half a century to recover—you may raise another person to a Full Dragon. In time, they will grow to manifest power equal to yours, including an equal number of Aspects and all your Dragon perks, abilities, and features. Taking the previous step and allowing their Draconic Power to fully mature reduces the price to the point you could do it every couple years, and is less jarring to the recipient as well.

Claim (Incarnation)

If you have Draconic Power to spare, you may expand your domain to encompass new Aspects, provided you have a proper claim. For example, spending many years managing an afterlife could grant you a claim over Death, while guiding a race from the dawn of civilization to the mastery of the atom could grant you a claim over Knowledge. There is no clear-cut, universal list of requirements for any given Aspect; you will have to discover them on your own.

Dragon Form

You have a CP Stipend for Dragon Form purchases depending on the Power Level of the Jump.

Body

Gender

The only sound advice on determining a dragon's gender is to ask...

Free choice [Free]

...politely.

Body Type

Western Dragon

A hulking dragon, large and imposing.

Eastern Dragon

A serpentine dragon, graceful and elegant.

Eldritch Dragon

Something stranger.

Limbs

Arms, Legs, and Wings

Arms, legs, and wings as many as you want. If you do not purchase a level of Flight, your wings are vestigial and cannot carry you.

Claws

Your arms and legs end in claws, and you may add claws to your wings as well, if you wish. Arms end in hand-like claws instead of foot-like claws; wings may end in either or lack claws entirely.

Dragon Form

Head

Single Head [Free]

You have a single, normal (for a dragon) head. Its appearance is up to you.

Hydra Heads [50 CP]

You have another, similar head. Can be purchased up to four times, with each purchase doubling the maximum number of heads you can choose to have (1, 2, 4, 8, 16). You control all your heads. Cannot be bought with Rainbow Hydra.

Rainbow Hydra [100 CP] (Requires Aspect purchase)

You have another, visually distinct head. Purchase any Aspect at normal price (including discounts); it becomes that head's primary Aspect. Additional Aspect purchases grant more heads, rather than becoming secondary Aspects. You control all your heads.

Appearance

Adornments

Feathers, horns, crests, plates, ridges, fins, spines, and more. Adornments offer no practical functions or advantages, but are visually striking and may satisfy the more vain sort of dragons. They're also a good shortcut for mortals to distinguish you from others of your kind, if they're otherwise too blind or stupid to tell you apart.

Color

You may choose the color of your scales, claws, eyes, and other features freely. The colors in the Aspects Tables are recommended, but not mandated.

Dragon Form

Body Upgrades

Dexterity [Requires hands]

Finger-like [Free]
Claws are finger-like but clumsy.

Nimble [50 CP]
Dexterous for their size, but still clumsy by human standards.

Precise [100 CP]
Very dexterous, to the point of being able to manipulate a human-scale needle and thread.

Physical Fortitude

Natural [Free]
Tough, but still within the capabilities of animal hide and bone.

Extraordinary [50 CP]
Extremely tough, well beyond what normal creatures should be capable of and able to resist attacks that would smash stones apart.

Legendary [100 CP]
Absurdly tough, requiring mountain-busting levels of firepower—or equally Legendary weapons or techniques—to even scratch.

Natural Weapons

Natural [Free]
Your claws and teeth are as sharp and hard as a fearsome predator, your blows as strong.

Extraordinary [50 CP]
Razor sharp and harder than any mortal artifice can hope to be. Your strikes pack more power, as well.

Legendary [100 CP]
Able to tear mountains apart with a few strikes.

Flight

Land-bound [Free]
You have no innate flight ability.

Avian [50 CP] (Requires Wings)
You can fly, but behave more like a large, awkward bird than a magical creature.

Graceful [100 CP]
You can fly magically. You're faster and more nimble than anything your size should be, and are able to hover and float if you choose.

Magic Resistance

Natural [Free]
Fair resistance to hostile magical and metaphysical effects.

Extraordinary [50 CP]
Excellent resistance to hostile magical and metaphysical effects. No mortal mage can penetrate your defenses alone.

Legendary [100 CP]
Extreme resistance to hostile magical and metaphysical effects. Even gods struggle to overcome this defense.

Breath Weapon

Natural [Free]
You lack a Breath Weapon, unless halitosis counts.

Extraordinary [50 CP]
You have a basic Breath Weapon thematically linked to a single Aspect chosen at purchase time.

Legendary [100 CP]
You have a more powerful Breath Weapon that uses any Aspect or mix of Aspects at will.

Note: Breath Weapons for Elemental Aspects are simple: a fire Aspect grants fire breath, and so on. Environmental Aspects tend to be "physical": ice shards rather than freezing mist, or a plume of super-heated ash rather than a spray of flame. Divine and Primordial Breath Weapons are less predictable, sometimes even abstract. That's not very helpful

Dragon Form

Health and Healing

Natural [Free]

You heal normally. You may develop scars and don't naturally regrow limbs.

Flawless [50 CP]

You heal quickly, reducing the time necessary to recover from any injury by a factor of ten. You never scar or suffer permanent disability, regrow limbs, and are immune to mundane diseases.

Accelerated [100 CP]

Your regeneration is fast enough to be effective in combat, requiring high burst damage to overcome. You never scar or suffer permanent disability, regrow limbs, and are immune to mundane diseases and poisons.

Life and Aging

Mortal [Free]

You age (or degrade) like a normal creature. Your lifespan is approximately 1000 years.

Endless [50 CP]

You never die of old age, but you continue to age well past your prime. You remain healthy in your advanced age, but are not as spry as you were in your youth. In human terms, your aging stops around the age of 80.

Ageless [100 CP]

You are immortal, ceasing to age in the prime of your life. This does not delay your growth or development.

Misc

Objects Not To Scale [100 CP]

You may shrink from your 'true' size, should you grow too large to be convenient. You cannot decrease your size below that of a mouse, and your ability to access your power is limited by your size. Your mass magically decreases as well to maintain a reasonable density; don't worry about where it goes, it's not a problem.

If you have Sembling, you may freely change physical attributes like age, fitness, and weight.

Formless [200 CP]

Your form is only vaguely defined. At will, you may select any range of valid values for your Dragon Form—Body choices, including numbers and placements of limbs, body types, and even number of heads (up to the maximum allowed by your purchases). To you, you simply have as many limbs and heads as you need—provided that number falls within the defined range—and are never inconvenienced or confused by their appearance or disappearance. To an outsider, you appear as an eldritch, ever-shifting form whose limbs never stay still long enough to count. Mortals find you difficult to comprehend and unsettling to look at, though they can really get used to anything with enough time. Enemies will have a noticeably harder time aiming at you, as well, as their perspective will be extremely confusing when trying to gauge distance.

You may 'deactivate' this perk by selecting a range with exactly one value for each option. You cannot select an empty range. You must have a body and at least one head. You cannot use this feature to meaningfully change your total *size*, but you can squeeze through just about any opening.

If you have Sembling, you can add an eldritch, otherworldly aspect to your mortal form that others find greatly unsettling. You can toggle this on or off at will, and even apply it selectively to specific people in your line of sight as an intimidation tactic (or just to mess with their heads). Most people will never put their finger on what exactly is off about you, because they've never had to describe someone who had a few too many dimensions to them.

Perks

All perks in this document are linked and limited to your Dragon Form.

General Perks

Scaling Scales [Free]

All dragons flaunt the Square-Cube Law to some extent. This perk guarantees that your body will work fine no matter how large you grow, letting you ignore the question of how you can stand when your weight grows faster than the cross-section of your limbs, as well as problems of heat and oxygen exchange. You still have to deal with certain inconveniences, such as increased inertia, but even those aren't be as severe as they 'should' be.

For [100 CP], you're completely immune to the pesky Law. No matter how large you grow, you never suffer from your size... unless you manage to become *fat*, which is a different issue altogether. Ignoring physics in matters of scale can be thought of as acting as though the world grows smaller, rather than you growing larger; you retain your relative strength, speed, and ease of motion.

Flawless Recollection [100 CP]

Your mind is a vice, perfectly storing anything you commit to memory, and you'll never struggle with the weight of centuries of life, or lose your memories to the years. This is not proof against boredom, ennui, or despair, however.

Eternal [200 CP]

The passage of time wears kindly on you. You do not grow too jaded to enjoy the company of mortals, who will eventually leave you to cross into their afterlives; nor will you find yourself overwhelmed by grief when they do, as you understand that the time you spend with friends, however fleeting, is a treasure in its own right. This doesn't prevent you from mourning, but does protect you from the negative effects.

Timeless [300 CP]

You're not 'unchanging', but you remain yourself. No matter how long you live, your personality will only change in the ways you believe would keep you consistently *you*, and you will never stray so far as to become unrecognizable to the person you once were.

Assurance [100 CP]

You're a dragon and proud of it. You are incredibly difficult to manipulate, either through social or magical/technological means; you can see through the former and bull through the latter, and woe betide those who tried to pull one over on you. You can also apply a form of this to your own thoughts, quashing your doubts and carrying on with your planned course of action for good or ill. This effect can be toggled on and off at will and doesn't affect your decision making; it only makes you less likely to flinch from carrying out your decisions once you've made them.

Perks

Draco Dormiens... [200 CP]

You are vigilant, always alert to potential threats. You are immediately aware of anyone near you with the means and intent to do you harm. Sleep no longer leaves you vulnerable; all passive abilities are fully effective while you sleep, allowing abilities like danger senses or reflexive defenses to jolt you awake. You need to wake up to take any action that you can't normally take while sleeping, but you wake up in time to do so. Threats to your life overpower almost all effects that would keep you asleep; few things short of outright Jump Fiat can prevent you from waking if your life is on the line. You may be groggy from fighting off the drugs or magic that rendered you unconscious, but only after the immediate threat has passed.

...Nunquam Titillandus [400]

There's a reason people say one shouldn't disturb a slumbering dragon. While retaliating against a person or organization who has taken action against you, your friends and charges, or your Alignment or Aspect, *all* your skills, abilities, features, perks, and bonuses are noticeably boosted, and your reprisals have a disproportionate effect for your actual actions. The more severe the original offense and the faster you respond, the greater the bonuses and the more exaggerated the results. At the high end—swift retaliation against an unforgivable act—your abilities are increased by a factor of ten; freeing a single group of slaves could lead to an empire-wide uprising as the servant caste throw off their chains, while burning a single field could start a terrible famine that ravages the land. Effects are only exaggerated for acts you deliberately commit with the intent that they serve as reprisal, and only to the extent that they would be effective in doing so, so you don't inflict terrible collateral damage by accident.

Note: You or something you care about must actually suffer *serious, lasting harm* to reach the maximum effects of this perk. It still triggers on minor wrongs, temporary setbacks, and even attempts that outright fail to inconvenience you; but the full power described above is only unleashed if the damage is nigh-impossible to remedy.

Unchained [400 CP]

You will not be *limited*. Your powers can grow without end, allowing you to surpass any measure of strength or capability with enough time and effort. Regardless of your chosen Might, you will one day manage to reach the height of power as a manifestation of reality itself.

Unbound (Divinity)

You will not be *bound*. Any attempts by others to restrain you or limit your ability to act are less likely to succeed, and less effective even if they do. Any attempts to restrain or imprison you are doomed to failure, eventually, even if they succeed for a time. All such effects will require *far* more power to create, and a constant supply to maintain, even the binding itself should require no further upkeep. The stronger your will, the more taxing maintaining such a binding will be.

Unending (Incarnation)

You will not be *stopped*. You cannot be slain by anything less than a perfect conceptually-lethal attack, total existential erasure, or other absolute effect... and even that is not the end. Using this perk as a 1-up in such cases requires vast amounts of power, reducing you to the level of a newborn dragon of Myth, but you are alive and whole, somewhere safe within the current world, your mind and memories intact.

I heard tell of a dragon
who regressed to a child-like mindset
after regenerating from death
or maybe he just lost his
dignity along with his power?

Perks

Sembling [400 CP]

You may take on the guise of any sapient race you have personally encountered, including your previous race(s) if you were not always a dragon. You guise includes your choice of clothes, although said clothes vanish if removed. You cannot customize your appearance: you are yourself, just of the race of your choosing. Your age corresponds to your Dragon Form's maturity.

Even though you are transformed, you're still a dragon and retain all the bonuses, perks, features, and traits of your Dragon Form; however, they are reduced by approximately one quarter to fit in your smaller body. Your defenses are likewise reduced, and injuries to one form carry over to the other, so be careful. Since you're still a dragon, you do not gain any abilities of the race you're masquerading as. Sembling is a change of being, not an illusion or simple shape-change, and cannot be detected by spells to detect illusion or shapeshifting; on the scientific side, your body and DNA will appear to be your assumed species/race under all but the most invasive or destructive testing.

While Sembling, you may deliberately manifest any draconic traits of your normal form, such as adornments, scales, claws, wings, or a tail, at will. Manifested claws are as damaging as they are at full size; manifesting scales increases your defenses to full effectiveness; and if you have wings, manifesting them allows you to use Flight without transforming. If you have a Breath Weapon, you can use it at will without changing your form.

While difficult to detect systematically, Semblings are not without their tells. Your appearance always reflects your Dragon Form in some way; most often, one's eyes and hair will match one's Aspects, with skin color biased towards your scales. Your pupils flash to draconic slits in moments of unguarded emotion, when directly using draconic traits and abilities like your claws and Breath, or when employing magic strengthened by your Aspect affinity. Your forms are always tall and imposing, even intimidating if you start throwing your weight around—although whether that intimidation is from physical strength, beauty, sheer force of personality, or some other trait depends on who you are.

You are capable of having offspring while Sembling. Any offspring you have will be born as though you were the race you were Sembling as, but will have the blessings of draconic blood, making them exemplary individuals akin to classical demigods. The actual benefits map roughly to your Aspect, Alignment, Body, and Perks, and include both physical blessings and incredible talents. The benefits fade with generations, but will not disappear completely until the twentieth generation. You are instinctively able to recognize any of your descendants who exhibit the blessings of your draconic lineage, and will know which of your offspring gave rise to them and how many generations ago that was. They may or may not appreciate you sharing this information.

Perks

100 CP Perks are free to their matching Dragon Type, while others are discounted 50%.

Magical Perks

Legendary [100 CP]

You belong to a race of beings told of in stories. Wherever you go, you may choose to have beings of your nature introduced into the legends of the local cultures. The most practical effect is an immediate amount of respect, reverence, or awe at your existence, though you'll also have the benefit of being slightly less out of context for the locals, making negotiations easier. The legends are accurate in broad strokes, but any weaknesses or vulnerabilities they describe are more likely to be red herrings than sound advice. You also gain knowledge of all languages your legend exists in, under the assumption that they would have interacted with your kind in the distant past.

Magical Intuition [200 CP]

You have an instinctive knowledge of all magical abilities you possess, allowing you to intuit a method for anything you can possibly accomplish. Note that as this is instinctive, it may require a bit of trial and error, with a few false starts; if the technique is particularly dangerous, trying to 'feel it out' may be unwise. You are likely to be unable to explain *how* you did whatever you've done with this perk to another magus, though if you can repeat the trick a couple times one of you might figure it out.

Inherent Arcana [400 CP]

You are magical to the core. Each and every part of your radiates mana, to the point that your mere presence strengthens magic like a leyline or other place of power. Your discarded scales and other sheddings (feathers, broken claws and teeth, et cetera) are ideal for forming the core of magical items, made either by your hand or another's. Your blood is loaded with your Aspect's power; a fire dragon's blood burns hotter than any mundane flame, while a forest dragon's blood would sprout plants wherever it fell.

Magical Imperative (Incarnation)

You can embrace any magical or quasi-magical system you encounter, adding it to your inherent abilities like it was always a part of you. You can effortlessly mix different types, sources, or flavors of those magics, combining their effects or weaving together disparate components in the same spell. Lastly, you have a degree of authority over any magical system you've accepted into yourself. You can introduce any number of such systems to worlds you visit, and you can impart magical potential to mortals with a touch, or rip it from them if you get a good grip.

Perks

Spiritual Perks

Majesty [100 CP]

You are awesome, in the classic sense of the word. Whether it is your gleaming scales, vast size, wisdom, or raw power, all who witness you will find themselves in awe. You also know how to use this to your advantage; if you need to convince someone of something, simply appealing to your own greatness is somehow a compelling argument. Even when Sembling, you have an easy time impressing and intimidating people, and are very good at using this to get your way.

Soulseer [200 CP]

You possess a form of sight that effortlessly cuts through glamours and illusions to reveal the fundamental truth of the world, though it is up to you to interpret the symbols your visions show you. You can peer into other beings souls, baring their secrets to your eyes and looking upon their true character; as well as seeing any unusual bonds, spiritual wounds and traumas, and external influences like boons and curses. For objects without souls, you gain a degree of psychometry, as you are able to see the imprints left by ensouled creatures upon the item. This does not grant you the ability to directly alter the Core Soul of another being, but if you *have* that ability, the insight this perk grants makes doing so safer and easier.

Spiritual Nature [400]

You are not bound by physical laws, allowing you to travel through conceptual links related to your Aspect: a River Dragon could, for example, quickly cross from their current river into any other body of fresh water they know of just by 'swimming' there. You can cross into local spirit realms at will, and though you may be treated as a foreign spirit, you won't find yourself inconvenienced by problems or prejudices a material creature would be.

Immaculate and Impervious (Incarnation)

You are nearly immune to mundane attacks: they stop cold or pass harmlessly through you, as only magical, spiritual, or metaphysical attacks fully effect beings like yourself. All your attacks are now partially spiritual in nature, granting them full power against incorporeal creatures and those with defenses against non-metaphysical effects. This includes attacks you make while Sembling, regardless of your weapon.

Perks

Technological Perks

Artificial [100 CP]

You are not flesh and blood. If you're a Magical or Spiritual dragon, you might be a construct, such as a magically animated golem or mana construct; alternately, you could be a natural occurrence, a spirit or elemental in the form of a dragon. If you got this perk for free, you're a robot or mecha-dragon. Regardless of the specifics, your non-biology renders you immune to poison and disease; you do not need to breathe, eat, drink, or sleep; and you can be repaired, rather than waiting to heal. You still count as a living creature whenever it would beneficial to you to do so. This does not alter your lifespan on its own; you fade with time or find the magic or technology animating you wearing down instead of aging like a living creature, but the effect is much the same.

Mechanical Monster [200 CP]

You can directly integrate items into yourself. Every Jump, you may import items such as weapons, armor, and even similarly sized or smaller vehicles into your body, and they and their features will be suitably scaled and integrated into your Dragon form. In the case of vehicles, you are able to transform partially or completely into that vehicle provided you are roughly the same size (or are larger and have Objects Not To Scale). Your magic resistance applies to all anti-technological effects like EMPs and corrosion, and healing takes care of all maintenance for integrated items without conscious effort.

You can also just eat items to gain their properties if you don't want to wait for the next jump. Eat a lump of rare, super-strong metal? Your body is that much tougher. Magical crystals? Boosts your magic in some way depending on whether they store magic (+mana) or magnify it (+power). For complex items like equipment, they need to be small enough to swallow whole if you want the whole package.

Note: the effects and upgrades are part of this perk, so you lose them while the perk is interdicted.

Artisan [400 CP]

You are extreme good at crafting. Things you create are always as close to perfect as can be physically accomplished with your tools and materials, and your lasting magical effects are top tier. You never have to choose between form and function; even when making rugged, everyday goods, every bit of your work's functions are beautiful, and every bit of its beauty is functional. You're also amazingly accurate; you can do freehand what should take extremely precise equipment to accomplish, with dimensional tolerances in the range of tenths of a millimeter and surfaces that are within a few percent of geometrically ideal. Even the simplest of tools improve your abilities immensely, to the point that a compass and straight-edge are enough to draw patterns onto silicon wafers to rival modern techniques of circuit printing.

Technical Genius (Incarnation)

You have an incredible, even instinctive grasp of technology and engineering, whether scientific or magical. You can reverse engineer anything you can disassemble, and can piece together some understanding from the most badly damaged samples. You're also able to innovate, improve, and combine technologies, even from wildly different technological backgrounds. Lastly, you're able to combine compatible items as though one was imported to the other, separate items that have been combined or imported (including into yourself via Mechanical Monster), and even transfer unique properties from one item to another.

Perks

Nurturer Perks

Assistance Assist [100 CP]

You can sense people who need your help. It's not omnipresent, but if you focus, you find yourself pulled towards the nearest person or people who could sorely benefit from a bit of draconic largesse. Your sense also gives you a rough measure of urgency, so you know if you need to make haste, or can take the time for a more subtle approach.

Guardian [200 CP]

You are a protector. You may place objects, people, and places under your protection. You are always able to fight in such a way as to minimize the damage those targets suffer, regardless of how fragile they may be, although this may require you to take some hits yourself that you otherwise wouldn't. Furthermore, should your target fall into danger without you, you will be alerted to the threat, and aware of both the severity and urgency of the danger; the only limit to this danger sense is your ability to act on it. Lastly, your body is well-suited for mortals to ride on your back if you need to move them about.

Sage [400 CP]

What makes a true Sage? Philosophical insights? Encyclopedic knowledge? That nebulous trait of 'wisdom'? Whatever it is, you have it, and more besides; you have come to understand the true nature of Enlightenment. This doesn't grant you Enlightenment flat out, but it does show you the road and all its pitfalls; if you seek it, you *will* find it, one way or another.

Of course, no one venerates a Sage who doesn't share their knowledge. You can teach anything you know with at 12x speed, cramming a year of instruction into a single month while ensuring your lessons are received without errors. You can educate even the most talentless or recalcitrant pupils, turning them into gifted students in whatever field they may be studying. Physical and metaphysical training is accelerated by your tutelage as well, speeding up the development of your student's muscles, ki reserves, and other 'strengths' and 'endurances' by an equal amount. When teaching someone in a field related to your Aspect, the bonus is doubled.

You're also a perfect judge of your pupils and perspective pupils, and have a powerful gut instinct for any of them who would be a problem in the future, either through recklessness, betrayal, or just general foolhardiness, and know how to ensure that they don't turn evil, stupid, or both.

Exemplar (Incarnation)

You can change the tides of fate. By setting yourself as an example for others to follow, you can change the basic narrative rules determining where the world sits between cynicism and idealism. This can mean shifting a grim-dark setting towards the light or a pessimistic humans-are-bastards world towards one where friendship can overcome all odds... or the other direction, if you really wish.

The effects of these changes are subtle on their own, but pave the way for massive changes. By taking control of the genre, you can turn impossibilities into certainties and the inevitable into the inconceivable. Take control of destiny, defy the written fate of the world, and guide your people into a new future.

Perks

Hoarder Perks

Nose for Treasure [100 CP]

You're able to sense rare and valuable items within a considerable distance around you, starting at a radius of ten miles for the most expensive items. More valuable items and items that are closer provide a stronger 'tug', but you aren't able to distinguish whether a particularly strong feeling is very valuable or just very close without some triangulation. If you know of a specific item you wish to add to your collection, you can focus on it to judge the approximate direction it is in at any range, although the feeling is more vague than the local sense. You also have the ability to appraise items at a glance.

Dragon's Claim [200 CP]

What's theirs is yours. You can claim total legal and metaphysical ownership of anything you possess for long enough, and any and all judges of property will reflect this. How long this takes depends on the obstacles the effect must overcome; for mere legal concerns, 'Fuck off, I'm a dragon!' is often sufficient, but artifacts that only work for their owner may take years to claim.

What's yours is *yours*. You are unerringly able to track anything loaned or stolen (or *fled*) from you, as well as the original thief, even if they'd ditched the loot. You can tell whether the current owner has knowingly or unknowingly acquired your property, and all your abilities are increased when put to work retrieving stolen items and punishing thieves as though they were aligned with your Aspect. Abilities that are already aligned with your Aspect are not affected.

Schemer [400 CP]

You have the perspective of a true immortal. You are willing to make plans that take centuries to come to fruition because you have all the time in the world. You're *capable* of making and completing those plans because you have the foresight, vision, intellect, and perspective to orchestrate them. You are still limited by the information you have access to, but you can analyze, predict, and plan with the best schemers in the multiverse. Provided you have the right information, you can create truly labyrinthine plots and have them go off without a hitch. Of course, your plans may be as simple or complicated and as subtle or flashy as you like.

In the shorter term, you have an incredible knack for finding ways to keep your plans on track when situations change, or at least come out ahead if the plan itself can't be saved, making you a chessmaster at every stage of the game.

Perks

Destroyer Perks

Ferocity [100 CP]

You are extremely effective with claws, maw, destructive magic, and Breath, and you have a natural talent for any weapons you wish to use while Sembling, allowing you to reach a moderate level of skill within a few minutes even without a trainer, and greatly accelerating any training you do receive. You're capable of ignoring even the most serious of injuries up until your final breath, and every injury you receive temporarily boosts your Might, allowing you to fighter longer and harder. The boosts fade rapidly upon leaving combat.

As a final bonus, you can add a wide variety of purely cosmetic effects to any attacks or offensive abilities you have, from massive shockwaves and brilliant beams of light to rumbling earthquakes and bowel-shaking explosions. These effects do no damage to anything whatsoever and cannot meaningfully effect a fight, even by obscuring someone's sight; they are entirely for show.

Sunder [200 CP]

You're both skilled and lucky when it comes to finding critical weaknesses, and equally so when trying to exploit them; if an enemy has exactly one weakness, you'll be able to figure out what it is, and have a far easier time using that information than anyone else would. Beyond that, you're an embodiment of destruction at a conceptual level. The result is almost as if you're slightly more 'real' than anything else, and your attacks and defenses have more weight. On an abstract level, one could say that anything that lacks conceptual defenses is weak to your attacks, and your defenses are stronger against attacks that lack a conceptual component. Additionally, all damage you do, be it to objects or people, is unusually difficult to repair or recover from; the severity and duration of the effect scales to the strength of the attack that did the damage.

Collateral Control [400 CP]

You are a fundamental force of destruction, granting you exacting control over what you choose to destroy. You never damage anything you don't wish to harm, no matter what ability or attack you use —an attack or spell could level an entire city while leaving the handful of people you tolerate standing in the wreckage without a scratch on them. If you're in a merciful mood, you could melt an intruder's weapon and armor while leaving them untouched, even by the heat of their former items. Note that this does not protect people from the extended consequences of your actions; people on a bridge you destroy *will* survive the fall, but if they land in a river, they may still drown.

Obliterator (Incarnation)

As a fundamental force of destruction, you can enforce destruction on others. No matter how good the protections may be, no defense is absolute against you. If you can strike a mortal blow, *anything* can die, and all such deaths are final, bypassing resurrection abilities, extra lives, soul jars, and other effects intended to cheat death. This is not limited to living or quasi-living things; you can destroy concepts and ideas, should it please you, and reality itself would bow to your wishes.

You must consciously intend to utterly destroy your target for this perk to take effect, so don't worry about accidentally unmaking something you don't want to utterly annihalate.

Items

Hoard [100 CP]

A starter's collection of gold coins, bullion, and other valuables. While not enough to impress an elder dragon, it's a respectable start to a *proper* hoard, and comfortable to sleep on. The items in your starting Hoard tend towards the expensive, rather than the practical, but there might be a few metaphorical hidden gems among the literal gems. You may add items to your Hoard to give them Fiat-backed insurance as long as they remain unused. Each Jump, you receive an additional bundle of wealth equal to the base value of the Hoard minus the value of all Fiat-backed items replaced from the previous Jump (minimum 0). Replacing stolen items counts against your next deposit, so guard your Hoard well.

Treasures [50 CP] (Upgrades Hoard)

Your Hoard now includes a large number of unspecified useful goodies for mortals of all stripes. If you want to impress the local mortal races, these are sure to do the job; and if you just want company, spreading rumors of your generosity (or greed) is a good way to ~~trick~~ convince people to visit. You can also use some of the items yourself when you go Sembling.

The actual items aren't nailed down until someone starts digging through the pile, at which point they 'become' something relevant. This cannot produce one-of-a-kind items. At most half of your Hoard's initial fungible value for that Jump can be 'retrieved' in the form of Treasures.

Offerings [50 CP] (Upgrades Hoard)

You have an ongoing agreement with a local group of mortals: they give you stuff, and you don't take the rest of their stuff. While normally this would attract the attentions of adventurers eager to free a village from draconic oppression, your people are oddly proud of their local dragon and will staunchly oppose any effort to disrupt the system. In addition to regular, dragon-sized offerings of meat and crops, your people occasionally manage to spare some plain old wealth as well, as coins or otherwise. If you invest time and resources in improving your village, your investment will be repaid with better offerings in the future.

You may take the village with you when your time in this Jump ends and import it into future settings with the same arrangement. All upgrades, including development, expansions, and additional territory, carry forward.

Tribute [100 CP] (Upgrades Offerings)

Upgrades the source of your offerings from a village directly to a major city. Your income includes material wealth in the form of precious metals, gems, and silks; finished goods like weapons, armor, jewelry, and technology; delicious foods including meats, cheeses, and booze; and occasionally a specially-commissioned work celebrating your relationship with your people, whether you're a protector, a revered regional fixture, or just able to wipe anyone who refuses you off the map. If you also bought Treasures, you're given a large chest of what are effectively 'potential items' at the end of every year, which refills half your supply of Treasures when dumped on the pile.

You may take, import, and improve your city in the same way as the village.

Items

Library [50 CP]

A vast collection of knowledge, including instructional manuals, magical tomes, and political and philosophical treatises... amid a vast quantity of utter junk you picked up because the cover caught your fancy. Your Library gains new books whenever you encounter a new magical or metaphysical system, so it's never out of date. Almost anything one could want to learn is in here somewhere, although calling it a 'Library' implies a certain amount of organization that your massive piles of literature sorely lack.

Dragon Decimal System [50 CP] (Upgrades Library)

Your library is now properly sorted and shelved, rather than simply left in heaps on the floor. Although mortals consider your organizational system arcane and nigh-indecipherable, you can find what you're looking for with relative ease provided you don't start leaving things lying around on the floor again. Even if you do, the Library restores and resorts itself at the beginning of every Jump.

Lair [100 CP]

A place to rest your head, with space to spare. You have a proper, draconic home that you can import into future Jumps. The form is up to you; it can be anything from a simple Cave, to a single Tower, to a small Castle, and you can choose its form each time you import it. While it's big enough to house you and your stuff, it isn't much larger than that, and you need to furnish it yourself if you want any mortals who end up sticking around to feel comfortable. In this Jump, purchasing a Lair grants you free choice of your starting location; you begin in your Lair at that location.

Vault [50 CP] (Upgrades Lair)

Your Lair now includes a secure area that is very hard to break into. In a cave, it could be an area behind a boulder too heavy for most mortals to move or a place far out of reach overhead, while a structure could have a literal vault built into the foundations. Either way, anything you store here is far safer than it would be elsewhere... which can include yourself, if you're the paranoid sort. It's not nearly large enough to be comfortable for a full-grown dragon, though.

Companions

Imports

Another Dragon [50 CP]

You may import a single companion as another Dragon. They receive 800 CP (plus power level bonuses) to spend as they wish. If you are using this document as a Supplement, you may give the same companion an import in other documents, in which case they will have the listed CP value from each import option to spend on the relevant documents. See Supplement Mode (pg 27) for rules on handling perks across multiple documents and forms.

Flight of Dragons [200 CP]

You may import up to 8 of your current Companions as Dragons. They use the same rules as individually purchased companions.

Mass Import [Free, unavailable in Supplement Mode]

You may import any number of companions as normal mortals in the setting, complete with a history and native memories if they so desire. They may freely choose any human-power-level race and any settlement for their origin and starting location, and any trade or profession found in that place, and they will receive a modest amount of talent and skill in that job. They do not receive any CP and cannot take drawbacks; this option exists to let them amuse themselves while you Dragon around the place. If you are using this document as a Supplement, you must use the base Jump's companion imports instead.

Recruitable

A Fellow Dragon [50 CP]

Another member of your race. Fill out a build with 800 CP; you will encounter and have a chance to recruit this individual during your Jump, and they will be predisposed to accept. Furthermore, they will be someone you get along with. If their Alignment and Aspects should see you butting heads, you'll instead find each others' perspectives fascinating as you happily agree to disagree. If you're so inclined, the two of you could spend countless years debating your respective viewpoints to no conclusions whatsoever, and have a great time doing so.

Adventuring Party [50 CP]

A group of 5 mortal adventurers who you will encounter during your Jump. The exact party depends on the setting, but you can expect the general adventurer archetypes of Charismatic, Strong, Smart, Fast, and Supportive to show up in some configuration. While you may encounter them as enemies to begin with, you will be able to quickly resolve your problems and become friends. You may offer some or all of them a journey of a lifetime, and they will be predisposed to accept. Each member is a separate Companion.

Trophies [50 CP]

For a one-time fee, you are free to 'invite' as many locals of any persuasion as you wish to take with you on your Chain. They are followers unless and until you manage to earn their forgiveness for abducting them in the first place, at which point you may have them become Companions. If you want to do things the hard way, you can try to get permission first, instead... but people say it's easier to ask for forgiveness.

Drawbacks

Take as many as you dare. All drawbacks expire at the end of the Jump.

World Drawbacks (Jumper Only)

Patience [+0 CP]

Increase the current Jump duration by an amount of time of your choosing. You may add more time at any point during your Jump.

Rarity [+100 CP]

Dragons are very rare in the world you find yourself in. While this isn't a problem by itself, some of the consequences may be inconvenient: people who encounter you may be shocked or alarmed, which can get annoying fast; it's very difficult for you to find peers, which means you have to rely on mortals for companionship; and people looking for a dragon to talk to, steal from, or kill aren't spread out across many dragons, so you have to deal with a lot more of them.

Prejudice [+200 CP]

The world you find yourself in is one where Dragons are the villains of every folk tale they appear in. This may not reflect reality, but mortals consider you synonymous with a chaotic, evil threat—one which cannot be reasoned with and only stopped at great cost. It will take a considerable amount of diplomacy to convince people to stop attacking and/or fleeing from you the moment they realize what you are.

Magically Delicious [+300 CP]

Dragon parts are known, rightly or wrongly, as exceptionally valuable reagents. This is bad news for you, because you're *made* of those parts! You suffer frequent attacks from people hoping to get rich off your corpse, and defeating or evading them only makes others more interested in chasing you down.

Physical Drawbacks

Hungry [+100 CP]

Dragons are massive creatures, often far larger than their diet suggests. Unfortunately for you, you need to eat enough to actually fuel your body, or you'll be utterly miserable. You can't actually starve to death, but going without enough food for longer than a few weeks may make you wish you could. Sembling does not reduce your baseline nutritional requirements, but it does mean exercise burns fewer calories.

Molting [+200 CP]

Instead of merely losing a scale here and there, you shed your entire hide every six months. The process is quick and mostly painless, but leaves you vulnerable. Immediately after molting, your defenses are reduced by half, restoring themselves to full strength over the course of a single day. You are also extremely itchy leading up to your molt, which only gets worse if you put it off.

Critical Weakness [+300 CP]

You have a single flaw in your defenses; a missing scale, an old wound, or a supernatural vulnerability in a vital spot. Whatever it is, none of your defenses (including armor) apply to attacks that hit that precise spot. Abilities that prevent an attack from landing in the first place, like evasion, work normally. Your weak spot is the size of a human hand when fully grown, and smaller when you are.

Drawbacks

Yin and Yang [+300 CP]

You have a perfect opponent, your opposite in Alignment and Aspects, who possesses every personality trait you can't stand in others. If you are a Nurturer, they are a Destroyer, and vice versa; if you are a Hoarder, they are also a Hoarder. They go to any lengths to frustrate or harm you, and your only reprieve is when you are able to do the same to them for long enough that they must put their own house in order before returning the favor. As a perfectly match, you can never completely defeat them, but nor can they defeat you, as long as you don't ignore the threat.

Time Abyss [+300 CP]

You start during ancient prehistory and are taking the long way back; you must survive twenty thousand years to complete the Jump, and there are no shortcuts. Companions begin somewhere in the last five hundred years unless they also take this Drawback; for non-Dragon Companions, the end of the Jump is guaranteed to be within their natural lifespan. If you choose to Jump the Fundamental power level, the world-ending threat is entirely absent until the final century, and only an active danger during the last decade. If you choose to Jump a lower Power Level, you are locked at that level until the end of the Jump.

This option is not available if using this document as a supplement.

Personality Drawbacks

Magpie [+100 CP]

You're not *literally* attracted to shiny objects, but anything of notable value you think you can get away with taking, you take. This doesn't force you to do anything clearly stupid, but it will likely strain relations with the nearby mortals. Your hoard attracts foolish treasure-seekers, as well; guard it well, because you'll never sleep soundly so long as anything is missing.

Egotistical [+100 CP]

You're a dragon and proud of it. You react very poorly to offenses and disrespect; in most cases, you can resist the urge to *immediately* obliterate the offender, but you can't ignore a slight, or forgive one without some level of recompense. To human sensibilities, you're touchy and more than a little petty.

Sleepyhead [+100 CP]

You're so lazy people would think you're more cat than lizard. You need to spend at least sixteen hours a day asleep to feel rested, or you'll be a very grumpy dragon, and your Jump duration (and Growth) only counts time spent awake. Oh, and expect a lot of foolish thieves to dare the dragon's den while you slumber.

Royal Kleptomaniac [+200 CP]

Shiny objects just aren't enough. You find yourself compelled to abduct the most eligible nobles you can reach. Whether you want them for food, romance, or just company depends on you, but there will be a determined effort to retrieve whichever princes or princesses catch your fancy.

Drawbacks

Typecast [+300 CP]

Your Alignment and Aspect have a pronounced effect on your mind. A Nurturer would be overly generous and extremely reluctant to harm others, a Hoarder greedy and unwilling to part with anything for free, and a Destroyer prone to random acts of mayhem and generally unhelpful to constructive endeavors. See the Temperament column in the Aspects tables for their effects.

Power-Down Drawbacks

Reduced [+300 CP] (Requires Sembling)

You are trapped in your Sembling form for the duration of the Jump, and your Dragon-specific powers are reduced by 90% rather than the normal 25%. You can still manifest your draconic traits as with a normal Sembling, but doing so is tiring; actually using them for anything more than showing off will exhaust you quickly, and it takes a considerable amount of rest and food to recover.

This drawback grants double CP if the setting is at the Cosmic power level.

Severed [+400 CP]

You are 'only' a dragon. Normally, such a claim would be laughable, but in this case, it's true: your previous powers are sealed away until the end of your Jump, and you cannot bring any items with you when you insert. This does not affect anything you buy this Jump from any document.

This is only worth [+200 CP] if you take another Out-of-Jump-Power Lockout drawback this Jump.

Total possible CP from drawbacks:

World	+600
Physical	+1200
Personality	+800
Power-Down	+700
Total	+3300

dont forget +400 stipend from Cosmic-tier setting and another +300 from power down

so that's +4000 CP at maximum

Yeah, but that would be rough.

Compatibility

If you choose a Dragon racial origin in another Jump, you can apply all the perks, abilities, and features in that Jump to the Dragon Form you have from this Jump, and all the perks, abilities, and features of your current Dragon Form to your new Jump form. All features are 'synced' across the two forms, meaning that only your physical form distinguishes the two, and any changes to those features (such as through Growth) will affect both forms. This option is chosen at the time you import and cannot be easily undone.

Supplement Mode

You may use this document as a supplement to any other Jump (the 'target document'). If dragons are not already part of the setting, using this document as a supplement adds them to the history of the world. You receive the normal amount of CP for each document. Use the base documents rules for all conflicts, including Starting Location and Duration.

If you take a Dragon racial origin from another document this Jump, you may treat all the perks abilities, and features from that Jump as part of your Dragon form (see Compatibility). If you take racial origin from the target document that can be imitated with Sembling and have that ability, you may choose to have all non-race-specific perks, bonuses, history, and so forth from the target document apply to your Sembling form.

Because your Sembling and Dragon forms are one and the same as far as abilities are concerned, this has practical effects similar to a permanent alt-form blend between your Dragon Form and the form you would otherwise, applying those features to your Dragon Form. Perks *discounted* to a race are affected; only those *restricted* to the race you're Sembling as won't be applied to your Dragon Form.

If you do not use this feature, your Dragon and mortal forms are separate forms as though from different Jumps; you will not have your Dragon powers in the other form. If you have or later acquire a way to mix and match alt-forms, you can do this manually yourself, or you can take this option now and untangle the two forms later when you have such an ability.

Companion Side-story Mode

Instead of using the normal Supplement Mode to add this document to another Jump, you may supplement this document with another Jump for the benefit of your Mass-Imported Companions only. Every imported Companion gets CP equal to the most generous import option (or 1000 CP if there's no explicit limit to how much you can spend on them) to spend on the chosen document, but you can't spend anything there at all. They can't take Drawbacks they couldn't take as an imported Companion.

You can use Jumps you've already visited, but companions who imported then cannot benefit from another import now. You may use multiple documents for this feature; each companion chooses one to build from. The chosen Jump(s) affect the setting like normal supplement overlays.

You can use this feature with other supplements, but not if you are using this document *as* a supplement.

Aspects

Your primary Aspect is free; you may purchase secondary Aspects for [100 CP] each.

Elemental Aspects

Aspect	Temperament	Suggested Appearance	Affinity
Fire 🟠	Passionate, or easily angered yet quick to cool	bronze, red, copper	fire, heat
Frost 🔵	Cold, dispassionate, or cruel	white, cyan, steel	ice, cold
Lightning 🟡	Erratic and impulsive, or brash	yellow, gold, copper	lightning, light
Air 🟢	Flighty and capricious, or simply carefree	white, silver, blue	air, wind
Water 🔵	Flexible, mysterious, or enduring	blue, green, silver	water, rain
Earth 🟤	Steady or unwilling to compromise	gray, brown, iron	earth, stone
Steel ⚙	Sharp and unflinching	steel, chrome, silver	metal, force
Force ⚪	Forceful and determined, or brash	white, gray, metallic	force, wind
Poison 🟣	Patient and non-confrontational, or spiteful and cruel	black, green, purple	poison, decay
Acid 🟢	Abrasive and caustic, or sarcastic and snide	green, yellow, teal	acid, heat
Light ○	Outgoing and loud	white, gold, silver	light, heat
Darkness ●	Standoffish or secretive	black, purple, deep blue	darkness, cold

Environmental Aspects

Aspect	Temperament	Suggested Appearance	Affinity
Volcano 🔴	Slow to anger, yet terrible when roused	black, red, molten	heat, earth
Glacier 🔵	Cold and uncaring, or steady and unflinching	white, blue, silver	ice, cold
Storm 🟣	Tempestuous and mercurial, or looming and inevitable	silver, iron, matte gray	lightning, rain

Environmental Aspects

Aspect	Temperament	Suggested Appearance	Affinity
Ocean	Mysterious and dark, aloof or uncaring	blue, green, iridescent	water, cold
River	Flexible and resilient, or thundering and unceasing	blue, silver, iridescent	water, motion
Mountain	Steady and enduring, or stubborn and unyielding	matte gray, brown, black	stone, earth
Swamp	Dark and brooding, or just solitary and unwelcoming	black, purple, green	decay, sludge
Forest	Dark and inviting, or bright and musical	green, orange, brown	plants, air
Desert	Prone to extremes	brown, yellow, copper	heat, wind
Cliff	Proud or brooding	brown, gray, blue	earth, wind

Divine Aspects

Aspect	Temperament	Suggested Appearance	Affinity
Life	Warm, welcoming, and caring.	green, gold, iridescent	life, healing, disease, heat
Death	Cold and aloof, though not necessarily cruel.	bone white, skeletal	death, decay, peace, cold
Sun	Bright, exemplary, or leader-like	gold, bronze, steel	energy, light, life, fire
Moon	Mysterious, intimidating, or solitary	onyx, silver, matte black	magic, darkness, cold, water
Sea	Cold, greedy, or capricious	sea green, white, blue	commerce, weather, destruction, water
Sky	Mercurial or nomadic	sky blue, white, silver	weather, discovery, light, air
Mystery	Curious, capricious, or incorrigible	iridescent (any base)	mystery, magic, dreams, darkness
Knowledge	Sophisticated, curious, or intellectual	iridescent (any base)	knowledge, discovery, progress, light
War	Aggressive and confrontational	steel, red, black	war, destruction, heroism, fire

Divine Aspects

Aspect	Temperament	Suggested Appearance	Affinity
Peace	Passive, accepting, or forgiving	matte gray, tan, green	peace, stasis, healing, earth
Hope	Optimistic and upbeat	pearlescent	hope, purification, healing, light
Despair	Grim and pessimistic	dull and worn	despair, corruption, disease, darkness

Primordial Aspects

Aspect	Temperament	Appearance	Affinity
Celestial	Mysterious and distant, but warm	?	stars, space, energy, motion, creation, destruction
Void	Mysterious and distant, and cold	?	void, entropy, space, nothingness, darkness, mystery
Time	Slow, steady, contemplative	?	time, entropy, change, repetition, decay, knowledge
Space	Aloof, distant, or mischievous	?	space, size, distance, gravity, motion, nothingness
Creation	Creative, imaginative, or given to dreaming	?	creation, imagination, progress, dreams, chaos, insanity
Destruction	Critical, or easily bored	?	destruction, entropy, chaos, war, nothingness, progress
Order	Lawful, structured, steady	?	order, oaths, peace, purification, stasis, tyranny
Chaos	Chaotic, mischievous, erratic	?	chaos, lies, war, corruption, progress, freedom
Magic	Inquisitive, mysterious, prone to dreaming or wonder	?	magic, dreams, mystery, wonder, destiny, obsession
Negation	Defiant and unconventional, or stubborn and willful	?	negation, entropy, dispelling, freedom, luck, destruction

Primordial dragon's appearance is just as poorly defined as their breath weapon is

I once encountered a dragon who I swear had an entire universe visible in his scales. Kinda hard to generalize that.

New Aspects

You can create a custom Aspect you don't see the one you want. First, choose what tier of Aspect you are creating: Elemental and Environmental Aspects have two affinities, Divine have 4, and Primordial have 6. Then choose that many Affinities from the lists below. Divine Affinities can only appear on Divine or Primordial Aspects. Primordial Affinities can only appear on Primordial Aspects.

ELEMENTAL & ENVIRONMENTAL	DIVINE	PRIMORDIAL
acid	commerce	change
air	corruption	chaos
cold	death	creation
darkness	despair	destiny
decay	destruction	dispelling
earth	discovery	distance
fire	disease	entropy
force	dreams	freedom
heat	energy	gravity
ice	healing	imagination
light	heroism	insanity
lightning	hope	lies
metal	knowledge	luck
motion	life	negation
plants	magic	nothingness
poison	mystery	oaths
rain	peace	obsession
sludge	progress	order
stone	purification	repetition
water	stasis	size
wind	war	space
	weather	stars
		time
		tyranny
		void
		wonder

Notes

This Jump has been an absolute nightmare to try to pull together. The power levels, prices, perk balance... it's all a hot mess. Dragons come in a lot of different shapes, sizes, and strengths, and my various attempts to encompass the full range of 'dragon' have been less than successful.

I'm putting further work on this doc on indefinite hiatus; I hope to return to it eventually, maybe with some better ideas. Comments are disabled, and if you have suggestions or criticisms, please keep them on hold until I'm feeling up to the task of dealing with this godforsaken project again.

Until then, it's... *technically* Jumpable, if you don't mind what an absolute mess it is at the moment. Some of the perks are good, I guess?

Changelog

There's nothing here.