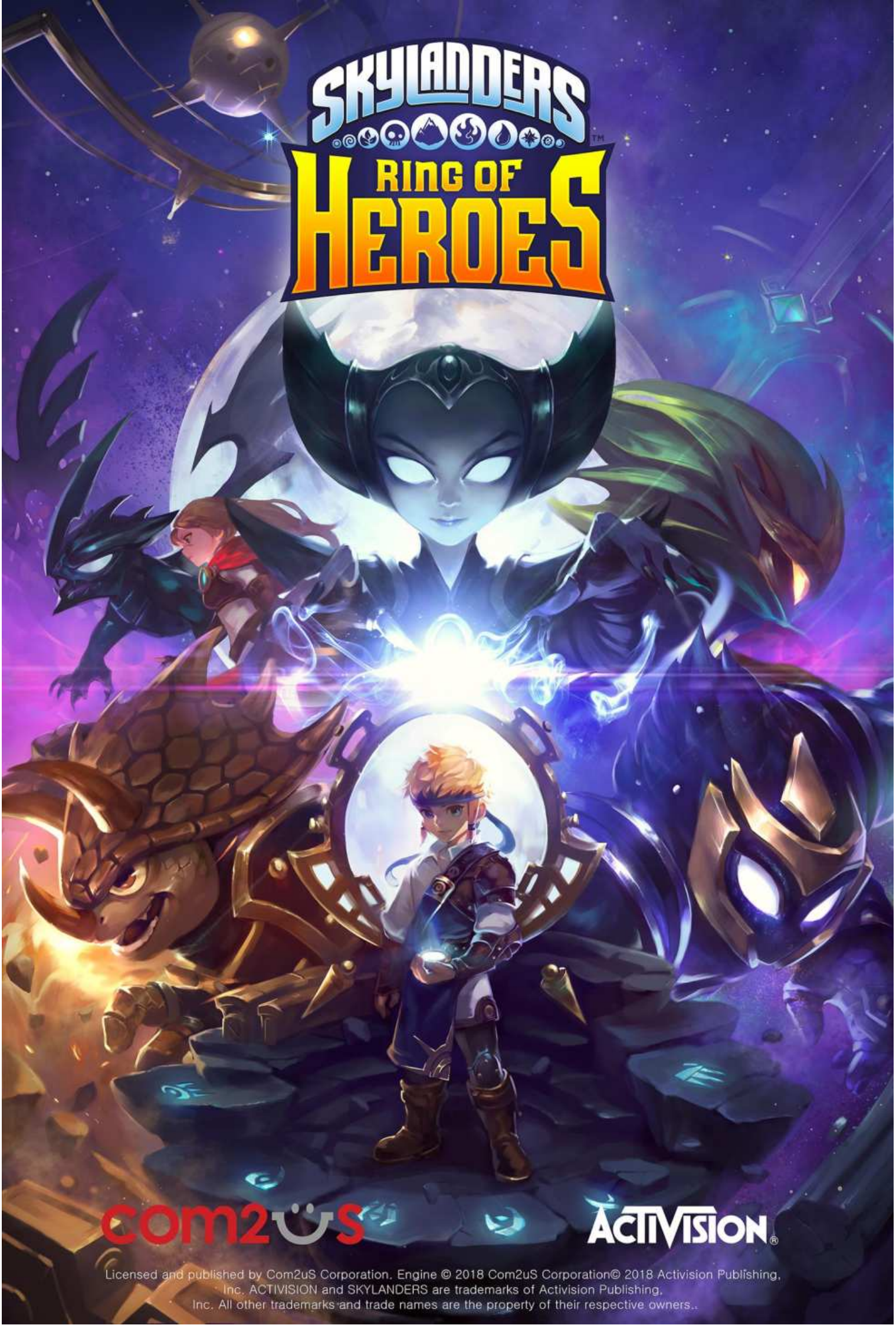


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Skylanders: Ring of Heroes

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Skylands. A wonderous world filled with magic and adventure. An endless expanse of clouds and fantastic floating islands. At the center of the world sits the Core of Light, which keeps darkness at bay and peace within Skylands. Only when the Core of Light fails to function, darkness creeps in to engulf Skylands. In Skylands, countless minions of the darkness and the Dark Portal Master himself, Kaos, battle for control against the Skylanders, guardians of the sky world. Most of the time, Master Eon and the Skylanders are able to maintain peace, but Kaos is always looking for ways to enact his devious plans. This time, Kaos has got his hands on the Book of Dark Magic. He plans to use this powerful spell book to manipulate all existing portals, isolate Skylands and become the sole ruler. But Kaos' plans backfire! The portals start erupting one by one, and soon create a huge space explosion, so powerful that it causes a rift between dimensions! The rift starts pulling in entities from all corners of space, including things that don't belong… And with it, the Portal Masters from Earth are suddenly transported into Skylands!

You arrive in this world as Hugo comes across a Portal Master that has fallen from the sky. You will be staying here for the next year.

You have 1000 choice points (cp) to spend.

-Age and Gender-

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

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

-Species-

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

[Free] Human

Until recently, humans did not exist within Skylands at all. However, misuse of the Book of Dark Magic has caused many humans to be pulled into Skylands.

[Free] Humanoid

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

[Free] Elf

A species of humanoids with pointed ears. Most are green-skinned, though blue-skinned elves also exist. Your eyes lack pupils. Stealth Elf, as her name suggests, is an Elf.

[Free] Gremlin

A small furry creature. Mostly a head, with arms and legs sticking out. You also possess a long tongue. The Skylander, Trigger Happy, is a gremlin.

[Free] Mabu

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

[Free] Sky Baron

Like the Skylander, Jet-Vac, you are a Sky Baron. Resembling an eagle in many respects, they notably lack wings, preventing them from natural flight.

[Free] Troll

A race of mostly evil creatures. Though they show some talent in engineering and warfare, for the most part they are violent and unintelligent. Most are green skinned, though red and blue trolls have been known to exist. They have pointed ears. Though most do not grow facial hair, it has been shown to happen on occasion. Kaos' butler, Glumshanks, is a troll.

[100cp] Red Pepper

Like the villainous Chef Pepper Jack, you are an anthropomorphic red pepper. Lifelong exposure to spicy food has given you the ability to breathe fire.

[100cp] Werewolf

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

[200cp] Element Dog

You are a dog infused with the power of your Skylands element. Should you not possess a Skylands element, you will default to being a fire dog. You are capable of 'barking' at an energy shot of your element, as well as charging up a wide-reaching 'wave' of it. Lastly, you can cloak yourself in your element, allowing you to slam into your foes with greater power.

[200cp] Piñata Monster

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

You are able to perform a gross, ranged attack known as a Candy Barf. In addition to dealing a small amount of damage to those hit by it, it afflicts them with a magical ailment that prevents them from healing for about a minute or so. In order to perform this attack, you must regularly consume sugar and sweets as part of your diet.

[200cp] Yeti

Like the Skylander, Slam Bam, you are a yeti: a blue-skinned, four-armed ape with white fur. Your body is naturally resistant to the cold, you possess a great deal of strength, and your four arms provide an advantage in close quarters combat.

[300cp] Blob

Like The Gulper, you are a gelatinous blob. You have a distinct head, as well as arms, but the bulk of your body is a pile of slime that you slide around on. You begin at the size of a human, however by consuming soda, you are able to grow in size with seemingly no upper limit. Drinking disgusting tasting soda, something other than soda, or taking sufficient damage will cause you to revert back to your base size, and you will have to start working your way up all over again.

[300cp] Lava Monster

Like the Skylander, Eruptor, you are a being made out of lava. Generally, you have a relatively solid shape. You are able to pull pieces off of yourself and lob them at your foes. You can also 'erupt', melting into a pool of a more liquid-like state. In this state your body temperature rises dramatically and coming into contact with you can cause serious damage. You may even learn over time how to lob pieces of yourself while in this state. However, whilst you are in this state, you lack the necessary control over yourself to move around properly, and must return to your more solid state in order to do so.

[400cp] Gold Statue

Like the villainous Golden Queen, you are a living golden statue. You are able to absorb gold into yourself, and expend this gold reserve to use various abilities. You can use it to restore your health,

temporarily grow in size, and create guard turrets which fire golden blades. You can also use it to turn people or objects into solid gold. You cannot absorb gold you have created in this way. Being turned into solid gold will not cause any permanent damage, and those turned will eventually be able to break out of this state, reverting to normal. The stronger they are, the easier time they will have with this.

[500cp] Black Dragon

A powerful species by nature, the Skylanders count many dragons among their ranks. You are a young dragon, around the same size as Blackout. Over time you may grow to a stronger and larger form, but such a process is likely to take centuries.

As a black dragon, you possess wings, granting you flight, but lack a breath weapon. Instead, you are capable of firing out shadowy orbs, which pull enemies in towards them before exploding. You also possess minor shapeshifting abilities. You can extend your wings out, allowing you to use them as whips. You can also temporarily transform into a bladed wheel, capable of rolling around and crashing into enemies. In time, you may learn to use your shapeshifting in other ways.

[500cp] Bladed Dragon

A powerful species by nature, the Skylanders count many dragons among their ranks. You are a young dragon, around the same size as Blades. Over time you may grow to a stronger and larger form, but such a process is likely to take centuries.

As a bladed dragon, you possess wings, granting you flight, but lack a breath weapon. Instead, strong metal blades are attached to the ends of your wings, as well as your tail. These blades are part of your body, and can be restored in the same ways your body can. You are also capable of firing blade shards out from your wings as a projectile attack.

Should you already possess enough of a metal, you may choose to import it into your blades.

[500cp] Purple Dragon

A powerful species by nature, the Skylanders count many dragons among their ranks. You are a young dragon, around the same size as Spyro. Over time you may grow to a stronger and larger form, but such a process is likely to take centuries.

As a purple dragon, you possess wings, granting you flight, have large horns on your head which can be used to charge into an enemy, and can breathe fire. In time you may learn to also use other breath attacks, reflecting the various Skylands Elements (you do not need to have attuned to an Element in order to do this).

[500cp] Unicorn/Dragon Hybrid

A powerful species by nature, the Skylanders count many dragons among their ranks. You are a young dragon, around the same size as Whirlwind. Over time you may grow to a stronger and larger form, but such a process is likely to take centuries.

As a dragon, you possess wings, granting you flight. But you are not *just* a dragon, are you? It seems that you possess some unicorn ancestry in you as well. As a result, you have a unicorn horn on your forehead. You are able to fire arced rainbow blasts out from it. These magical blasts can tell friend from foe; enemies hit by them will take damage, while allies will be healed by an equivalent amount.

[500cp] White Dragon

A powerful species by nature, the Skylanders count many dragons among their ranks. You are a young dragon, around the same size as Spotlight. Over time you may grow to a stronger and larger form, but such a process is likely to take centuries.

As a white dragon, you possess wings, granting you flight, but lack a breath weapon. Instead, you are capable of firing laser beams out of your eyes, as well as shooting out 'halos' from your wings. These halos are capable of refracting your eye lasers, and when fired into an enemy will float above their head and slow them down for a brief period of time before disappearing. Lastly, you possess an 'aura' attack, that covers a small zone in light, and damages enemies that enter it. With practice, you can learn to improve this aura, using it to summon temporary light constructs of yourself.

[Free] Import

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

-Background-

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

[400cp] Portal Master

One with the ability to wield a Portal. Recently, many human Portal Masters were pulled from Earth into Skylands. Though these Portal Masters work towards peace in Skylands, not all are benevolent. The Dark Portal Master, Kaos, constantly schemes to become the sole ruler of Skylands. Portal Masters often form bonds with Skylanders, working together with them in teams.

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

[Free] Skylander

A guardian of Skylands, chosen for their heroic potential and combat ability. Skylanders each have their own ways of fighting, and come from all kinds of backgrounds. What they share is a desire to do good, and help others.

[Free] Villain

Not all in Skylands are as noble as the Skylanders. Many in fact are wicked villains, who abuse their power for their own personal gain. Whether you are a Doom Raider, allied with Kaos, or independently seek to dominate Skylands, you are considered a villain by the common folk of this world.

-Location-

Roll 1d8, or pay 50cp to choose.

[1] Sky Island

This floating island is protected by Master Eon, and serves as a base of operations for both Portal Masters and Skylanders.

[2] The Singing Forest

The minions of darkness in this area are quite weak, making it an ideal location for Skylanders and Portal Masters alike to learn the basics. However, it seems that the villainous Chompy Mage has been spotted around these parts recently, so be on your guard. Those with the Life Element may do well here.

[3] The Misty Bog

Muddy, humid, and covered in fog; it would be quite easy to get lost in here. Should events proceed as normal, it is here that the Portal Master will fight The Gulper. Those with the Water Element may do well here.

[4] The Infernal Volcano

Fire and brimstone abound! Should events proceed as normal, it is here that the Portal Master will challenge Chef Pepper Jack. Those with the Fire Element may do well here.

[5] The Highland of Mirrors

Despite its name, few mirrors can be found. However, it definitely possesses an eerie atmosphere. Should events proceed as normal, it is here that the Portal Master will go head-to-head with Dreamcatcher. Those with the Air Element may do well here.

[6] The Golden Desert

This hot desert is home to the Golden Queen, a notorious villain. Should events proceed as normal, the Portal Master will do battle with her here. Those with the Earth Element may do well here.

[7] The Abandoned Factory

It seems that the villainous Dr. Krankcase has recently moved in to this abandoned factory. Should events proceed as normal, the Portal Master will match wits with him here. Those with the Tech Element may do well here.

[8] Free Choice

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

-Perks-

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

Portal Master Perks

[Free and Exclusive to Portal Masters] Portal Mastery

The aptitude to wield a Portal of Power, denoting you as a Portal Master. This is a power one is born with; no amount of effort will allow you to earn it. Lineage does not guarantee it either, making it truly a mysterious power.

The Portals of Power present at this point in time work a bit differently, but the required aptitude is the same, and this power will still allow you to use more 'traditional' Portals of Power, should you come across them.

[100cp, Free to Portal Masters] Team Battle Power

An odd analytical ability. It allows you to quickly gauge the battle power of you and allies under your command, and quantify it as a number. It also allows you to do the same for groups of enemies you encounter. While having more information will give you a more accurate assessment, these numbers are largely correct regardless, though they do not necessarily factor in strange or unique techniques

that could allow a weaker party to defeat a stronger one. This ability will allow you to quickly assess whether your team is in over their head, or ready for an upcoming battle.

[100cp, Free to Portal Masters] Boosted Element

A skill common to the Portal Masters operating in this time. Rather than simply attuning yourself to one of the ten Skylands elements, you have learned to empower others under your direct command who possess the Skylands element of your choice, or something similar in nature to it. Boosted individuals will be made slightly stronger, faster, and more durable.

You must choose one of the ten main elements (Air, Dark, Earth, Fire, Life, Light, Magic, Tech, Undead, and Water) upon purchasing this perk. This decision is permanent, so choose wisely.

[200cp, Discounted for Portal Masters] Portal Master Skill

Upon being pulled into Skylands, many Portal Masters have awoken to special abilities unique to them. You too have had such good fortune.

You have access to a special support skill, which will affect all nearby allies. You must decide the specific nature of this skill upon purchase of this perk. For example, it could be a straightforward healing ability. It could moderately increase an aspect of your allies for a small amount of time, such as their strength, their durability, or their agility. It could extend the effect of active buffs on your allies for a small amount of time. It may even do something a bit different from these, as long as it is around the same level of utility of the presented examples.

At first, it will be difficult for you to use this skill more than once in a fight. With time and training, you can learn to perform it more often, and even increase its effectiveness.

You may decide exactly how this ability manifests for you, both in terms of origin and aesthetics, provided this does not give you any significant advantages. It could be a simple innate power, or be an application of some existing analytical ability. It might even take the form of a magical construct that follows you around. This decision is also made upon purchase of this perk.

[200cp, Discounted for Portal Masters] Auto Battle

Not one for strategy? Then this ability may come in handy.

When you are commanding others in battle, you can activate ‘Auto Battle’ mode. In this state, you will automatically give out commands to your allies. Your command will be serviceable, but machine-like and uninspired. You can turn this mode off whenever you like.

The downsides to using this mode are numerous. As you are essentially being ‘told’ the commands to use, you will not gain any understanding of *why* you are giving out such commands, and it will be difficult to improve as a commander whilst using this mode. Additionally, more intelligent opponents may learn to see through your command, and this mode is unable to accommodate that.

The upside though, is that this mode frees up your mind, allowing you to concentrate on other things during your command. Perhaps this freedom may afford you unique insights during a battle?

[400cp, Discounted for Portal Masters] Fight Them, Not Me!

As the one giving out the orders, it would naturally make sense to target you. However, it seems there is some force preventing this from occurring.

During a battle in which you are commanding others against an enemy, the enemy will never choose to attack you, instead focusing on the allies under your direct command until they are defeated. Additionally, you will never find yourself caught up in collateral or accidental damage as long as this protection remains in place. This protection is activated at the start of a battle and, if voided, cannot be reactivated until the next battle.

There are several conditions to this protection. Firstly, in order to count as an ally, the individual must be deliberately serving under your command. Merely fighting the same enemy is not enough. Secondly, whilst you may provide support to your allies (be it by providing instruction, healing, or even enhancing their abilities), attacking the enemy yourself, or deliberately placing yourself between your allies and your enemy will void this protection until the next battle. Thirdly, your allies remain in relatively close proximity to you in order to maintain the protection. Allies too far away from you will not count, and should all allies move away from you, the protection will be voided until the next battle. Lastly, should there be multiple powers of this nature in play, that leave an enemy unable to target you or any of your allies, this protection will automatically be voided until the next battle.

You may toggle the effects of this perk off whenever you like, in the event you would actually wish to draw the attention of your foes.

[400cp, Discounted for Portal Masters] Superboost

This power allows you to merge alternate versions of the same individual, be it clone or alternate universe counterpart into a single being. In order to do so, both versions must consent to the action.

You must choose one of the versions to act as the 'base' of the merge, who will be 'Superboosted' by the other. The other party is subsumed completely and vanishes. The Superboosted individual retains the same mind and body. Their abilities will increase, equal to a portion of the subsumed being's. You may Superboost the same individual as many times as you like, provided you have a supply of willing alternate versions to draw upon. While mindless clones may be used for Superboosting, temporary clones (that vanish after a short period of time, or can be dispelled or reabsorbed by the original at any time) cannot be.

While Jumper and their companions may be Superboosted, they cannot be the subsumed party, and attempting to do so will cause the Superboosting to fail.

[600cp, Discounted for Portal Masters] Luck of the Gacha Protagonist

For one reason or another, things tend to go your way. Bad guys accidentally let slip vital information, or choose to hit the other guy before they hit you. Threats emerge in a sequence that allows you to ramp up your power to match, instead of the biggest threat popping up right away. Villains stumble for a second right when they are at the moment of truth. Unless you are playing a truly rigged game, you will generally get ahead in games of chance. Why, if you fell from the sky, there's a good chance some freak accident might prevent you from meeting an untimely demise. Put

simply, you are extremely lucky. Of course, just because the odds are tilted strong in your favour, does not mean defeat is impossible, so try not to push your luck too far.

There is an exception to this; one arena in which your luck will never fail you. When it comes to "Gacha games", and systems extremely similar to them, you can be assured that you will always get a result you can be happy with. Perhaps there's some use for such a talent in this world?

Skylander Perks

[100cp, Free to Skylanders] Ether Slots

Within your spirit are six 'slots', allowing you to equip Ether Gear, strange equipment that improves your performance without physically appearing on your person. These slots are necessary to use these Ethers, which have become a standard way for Skylanders in this day and age to improve their abilities. Equipping and removing Ethers from these slots is easy for you, but once an Ether has been equipped by you, it will attune to your spirit, and will no longer be able to be equipped by others, even if they have free Ether Slots.

[100cp, Free to Skylanders] Battle Role

Recently, the Skylanders have taken to specialising in certain combat roles, in order to better operate as part of a team. Likewise, you too have specialised in a certain area of combat. Choose one of the following options:

- Attack: You will find it slightly easier to learn and master battle techniques solely designed to deal damage to your enemies.
- Defense: You will find it slightly easier to learn and master techniques designed to either increase your defensive ability, or bait enemies into targeting you instead of your allies.
- Support: You will find it slightly easier to learn and master techniques that either heal or buff your allies, or debuff your enemies.

[200cp, Discounted for Skylanders] Guardian

In order to use this perk, you must first designate an area, about the size of a small town. Any time you spend 24 consecutive hours within this area, and make genuine efforts to keep the peace, you will receive a small payout in the local currency. The amount is enough that you could live comfortably, but not extravagantly off of it, if you kept earning daily payments. Additionally, there is a small chance that you will receive a minor magic item, appropriate to the world you are currently in, in addition to the regular payment. In worlds without magic items, this cannot occur.

Should you possess a Skylands Element, and designate an area appropriate to your Element (such as a volcano for the Fire Element), then payments earned by guarding this area are 50% higher, and the chance of receiving a magic item is also improved. You may only gain this effect once, even if you possess multiple Elements and chose an area suitable for more than one of your Elements.

Whilst leaving the area for any reason will usually reset the time you've spent in the area, there is an exception. Should you be summoned outside of the area via a Portal of Power, you are free to participate in battle without causing the timer to be reset, provided you are sent back to the

designated area immediately after each battle. Although time won't be reset, time spent outside the area for battles will not count towards earning the payment.

[200cp, Discounted for Skylanders] Alter Ego

You have learned to embody a version of yourself from another universe, that attuned with a different Element, and you have gained a new transformation that reflects this embodiment.

Upon purchase of this perk, you must choose one of ten Elements of Skylands. If you purchased the Element of Heroes perk, you cannot choose the same Element that you did for that perk, but you are free to choose any other Skylands Element, even if you have attuned to it in another Skylanders jump.

Your transformation consists of a noticeable change in appearance, to reflect your chosen Element. Even worn clothes and other equipped gear will change in form to adopt the aesthetic of that Element. Should you possess the Element of Heroes perk, you will lose access to that perk as long as you remain transformed. Whilst transformed, you gain a similar effect to the Element of Heroes perk, but slightly more powerful, and for the Element you have chosen with this perk.

You may freely change in out and out of this transformation at will, and it takes no effort or energy to maintain.

[400cp, Discounted for Skylanders] Evolution

You have learned a secret technique, performed by Skylanders in order for them to surpass their natural limitations.

In order to use it, you must first reach a ceiling in your development, which you would not be able to move past regardless of natural effort. The development can be for a specific skill, or for a broader category such as physical ability. Then, by offering up some currency, you can increase your growth cap in that aspect to half again what it was before. The amount of money needed varies. The broader the category you are growing in, the more money required by this technique. Similarly, the further along in development the cap is pushed to, the more money required by this technique. You can perform this technique as many times as you like, even on the same aspect of development, as long as you continue to reach the cap in your growth.

[400cp, Discounted for Skylanders] Ether Works

Ether Gear, also referred to as Ethers, are small orbs that hold strange power within them. They are pieces of Mind Magic, formed from the desire to become more powerful. Those who possess Ether Slots (such as the Skylanders) can equip them, at which point they attach to the spirit, and attune to the user. This attunement causes the orb to gain an image inside it, related to both its purpose and its user. For example, an attack boosting Ether used by Spyro might gain the image of a fireball. Long story short, Ethers are a form of 'spiritual equipment', that allows one to become more powerful without changing the gear that they actually have on hand.

You have learned the secrets of Ether, and can further harness its potential. You can break down Ethers you don't need into shards, which you can use to enhance the power of other Ethers. While

finding Ethers in other worlds may prove to be a challenge, you have learned to convert more traditional forms of equipment into Ether Gear. The more powerful the equipment, the better the Ether it will turn into, but be careful. Reversing the process will be extremely difficult, and Ether Gear formed from traditional equipment will still attune to a specific individual as usual.

In time, as you continue to work with Ethers, you may even learn to unlock slots on others, granting them the effects of the Ether Slots perk.

[600cp, Discounted for Skylanders] Awakening

You have discovered a special transformation, which other Skylanders strive toward: Awakening.

In your transformed state, features such as horns and claws will become larger and more exaggerated. Any equipment you have on your person will take on an ornate, almost ceremonial, design for the duration of the transformation. A truly awe-inspiring form.

Naturally, there is far more to this transformation than just a new look. All of your combat or combat-adjacent abilities are improved tenfold. Basically, anything that belongs on a battlefield, be it assassination skills, martial arts techniques, healing magic, gunplay, or even team coordination, all get way better while you are in this state.

Your Awakened form requires no energy or effort to maintain, and can be held for as long as you wish. Since it is in fact a transformation, you can switch in and out of it at your discretion, in the event you have some reason to be in your normal form.

Villain Perks

[100cp, Free to Villains] Positive Attitude

It's easy for a villain to get down in the dumps, what with those pesky do-gooders ruining their plans every other week. Whether as a result of experiencing these setbacks first-hand, or merely good fortune, you have developed a strong mental resistance. You can quickly bounce back from serious blows to your ego or your mental health, allowing you to remain positive and keep moving forward.

[100cp, Free to Villains] Loose Lips Sink Ships

It's unfortunate how often a villain's well laid plans go to waste because they couldn't help but spill the beans to the good guys. For you, this is an issue no longer. You have a good sense for when keeping quiet is a good idea, and you will never accidentally say something regrettable.

[200cp, Discounted for Villains] Live To Fight Another Day

One trait shared by the villains of this world is their ability to make a quick escape. You have learned to emulate their behaviour.

Whenever you are defeated in combat, you will receive a brief spurt of energy after a few moments, allowing you to get up and make your getaway. Additionally, you will find that your speed and

athletic ability is noticeably higher than usual when it is being used for the sole purpose of running way.

[200cp, Discounted for Villains] Ultimate Training Buddy

For all the bad things the do-gooders around these parts have to say about Villains, on one point they have no complaint: Villains are an excellent way for these heroes to train themselves.

Whenever you assist someone in their training by acting in some kind of adversarial role, such as by fighting them or matching wits with them, they will find themselves progressing twice as fast as they would otherwise. Should multiple parties possess this perk, the effect does not stack; someone is either receiving this benefit, or they are not.

You may toggle the effects of this perk off whenever you like. Helping out your enemies may not be the wisest course of action, after all.

[400cp, Discounted for Villains] Boss Battle Buff

One might ask why the Doom Raiders chose to fight the Skylanders individually, instead of as a team. For you, there is now a reason why you might choose this same course of action.

Whenever you are outnumbered in battle, you receive a significant boost in power to your physical and magical abilities, allowing you fight up to four times as effectively as usual. Copies of yourself created with your own abilities do not count for the purposes of determining if you are outnumbered.

[400cp, Discounted for Villains] Shadow Clones

By concentrating for a few moments, you can create up to two copies of yourself. These copies are identical in appearance to you, possess all of your powers and abilities (except this one), but are severely lacking in terms of durability, allowing them to be easily defeated. They will possess any mundane equipment you have on your person, but magical or special gear is not copied. Any equipment created with a clone disappears when the clone does.

Created clones are loyal to you, and will follow your orders, but you do not have any sort of mental link with them, making it difficult to rely on them if they are not in the immediate vicinity. Your shadow clones may be dispelled whenever you like. Attempting to summon additional shadow clones will cause the existing clones to vanish first.

[600cp, Discounted for Villains] Dream Catching

Like the villainous Dreamcatcher, you possess a number of powerful mental abilities.

With your powers, you can telepathically communicate with others. You can also probe into the minds of others, though reading more than surface thoughts will demand your full concentration.

Perhaps most importantly, you are able to call forth a copy of someone you can read the mind of. This demands your full concentration for a short period of time. This copy is just as powerful as the

original, and possesses all of their powers and abilities. They will possess any mundane equipment they had on their person, but magical or special gear is not copied. Any equipment created with a copy disappears when the copy does.

Created copies are loyal to you, and will follow your orders. The copy can only last for a period of ten minutes, after which time they automatically vanish. You may dispel them earlier if you like. If you are killed, or otherwise lose consciousness, the copy will automatically vanish. You can only maintain a single copy at a time; attempts to create a second whilst one is already out will automatically fail. You must read the mind of the target each time you use this power, even if you have copied them in the past.

Your mental abilities have a range of a large island. Within Skylands, you would have to be on the same floating island as another in order for you to be able to reach them. In addition to traditional mental resistance, strong magical forces can repel your intrusion into the minds of others.

General Perks

[Free] Element of Heroes

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

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

[100cp/200cp] Element Single-Target Attack

Requires the Element of Heroes perk.

This perk allows you to design a basic, single-target attack. This may be a melee attack, or some kind of energy projectile. The attack will always be infused with one of the Skylands Elements you have attuned to. Each time you use the attack, you may choose which of your Elements you are infusing, but you cannot choose to infuse none, and the attack will default to infusing your Element of Heroes chosen Element if you don't consciously choose an Element.

For an additional 100cp (200cp total) your attack is instead a charged attack. While this attack is significantly more powerful than before, it requires a brief period of focus before you can perform it.

You may purchase this perk multiple times, each time designing a new attack. You must pay the additional 100cp each time you want an attack to be a charged attack instead of standard.

[100cp/200cp] Element Area of Effect Attack

Requires the Element of Heroes perk.

This perk allows you to design a basic, area of effect attack. Compared to the Single-Target Attack, this is about half as strong, but has the benefit of hitting multiple enemies. The attack has a radius of

about ten metres, and may either be centred around your person, or brought forth a short distance away. Regardless, it won't ever harm you. The attack will always be infused with one of the Skylands Elements you have attuned to. Each time you use the attack, you may choose which of your Elements you are infusing, but you cannot choose to infuse none, and the attack will default to infusing your Element of Heroes chosen Element if you don't consciously choose an Element.

For an additional 100cp (200cp total) your attack is instead a charged attack. While this attack is significantly more powerful than before, it requires a brief period of focus before you can perform it.

You may purchase this perk multiple times, each time designing a new attack. You must pay the additional 100cp each time you want an attack to be a charged attack instead of standard.

[200cp] Break!

In addition to normal damage, all of your attacks have the additional effect at chipping away at your opponent's fighting stance. When this is completely diminished, the opponent is forced into a state referred to as 'Break'. Until the opponent is allowed a few moments to recompose themselves, they suffer from reduced evasiveness and accuracy, and will receive more standard damage from attacks than they usually would. This effect only applies to creatures that could be reasonably said to possess a combat stance; it wouldn't apply to inanimate objects, for example.

[200cp] Provoke

A strange power, suitable for one who wishes to act as a protector.

You may activate or deactivate this power at will. When active, you receive 30% less damage from attacks than you would otherwise. At the same time, any time you are engaged in combat with others, they will be compelled to attack you ahead of any other potential targets.

Should this effect be in play from multiple sources, such as multiple people activating this perk, enemies will be free to attack any of the sources of the effect. Should a combination of this power and others leave an enemy unable to choose a target in combat, this perk will fail to activate.

[200cp] Luminous Crystals

You have gained the ability to summon large crystals, about the size of a person, up from the ground. These crystals explode about half a minute after they are summoned, allowing them to be used as bombs. Though the explosion is quite powerful, if they are destroyed before the explosion they will fail to detonate. You may only have two of these crystals out at a time; attempting to summon additional crystals beyond these will cause existing crystals to disappear, starting from the oldest (this will not cause the old crystal to explode, merely vanish).

-Items-

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

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

Portal Master Items

[Free and Exclusive to Portal Masters] Portal of Power (Ring of Heroes Model)

Quite the deviation from most known Portals, this model is quite small, capable of fitting in your hand, and can be worn conveniently on your person, like a belt buckle or a medallion.

Not only does it differ in appearance quite a bit from other models, but in function as well. This model of Portal is not capable of scrying, or sending magic across vast distances. Instead, it has two major features.

First, the Portal is capable of summoning individuals to your location. Although all known instances of this type of summoning have been within the same planet, it is likely that the maximum distance is worlds away, similar to the range of a regular Portal. In order to be able to summon an individual, they must first register with the Portal, which requires them to willingly consent to the process. An individual can only be registered to a single Portal of this type at a time, and must first de-register from the old Portal before they can move to the new one. This requires them to briefly interact with the old Portal, and announce their intent to de-register. Alternatively, the Portal Master can remove any registrations from their Portal at any time. Naturally, individuals summoned to your position can easily be sent back to their prior location when you no longer have need of them. There is no limit to the number of individuals that can be registered to your Portal, though it is limited to summoning or returning up to four at a time (not out at once, but the maximum number that can move with each use of the Portal).

Second, the Portal enables the Portal Master to teleport themselves around. There is a massive range to this; within this jump one could easily teleport between Skylands and Earth. In order to teleport, you must have either been somewhere before, or have very clear knowledge of where you are headed – otherwise the Portal will not activate. Unlike other Portals, this self-teleportation is not dangerous, and even a novice Portal Master could pull it off. The teleportation process is slow enough to be unwieldy in the middle of combat, but will otherwise work well for day-to-day use. Unfortunately, due to the actions of Kaos, this function is not available at present. It will require someone with the proper knowledge utilising the Book of Dark Magic in order to re-enable it. Regardless of the events of this jump, this feature will be available post-jump.

Should your Portal be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. The replacement will retain the registrations made to the old one.

[100cp, Free to Portal Masters] Fantasy Getup

A set of attire, reminding one of a fantasy adventurer. Though the rough design of the attire is up to you, iconography such as the Skylands Elements symbols are likely to appear somewhere on it. The

attire features some conveniently placed pouches, allowing it to carry a small number of useful supplies. Further, in a position of your choice, there is a part on the outside of the attire designed to allow a Ring of Heroes model Portal to be easily and quickly attached and removed, making it well suited for a Portal Master.

Although the attire offers little in the way of protection, it is comfortable, self-repairing, and self-cleaning. Why, you would never even have to change out of it unless you wanted to!

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

[200cp, Discounted for Portal Masters] Blue Potion Supply

A small supply of magical blue potions. The imbiber of one of these potions will find that they are a bit better at Portal Master related abilities than they were before. This includes abilities related to teleporting and summoning, as well as other specific Portal Master abilities (for example, the Portal Master Skill perk). Each potion is equivalent to a week's worth of training, though you can't necessarily tell which aspect will be 'worked on' via the potion. You have three blue potions to begin with, and receive an additional potion once a week.

[400cp, Discounted for Portal Masters] Cave of Gold

A special gateway has appeared either in your Warehouse, or on a property you own. By passing through it, you and up to four others can travel to the Cave of Gold: a special challenge area where riches await. You may only enter this area once a day.

Inside the cave is an illusion of a giant Golden Queen, who is immediately hostile to you. This Golden Queen cannot be defeated by you or your allies, no matter how powerful you are. The goal here is for you and your allies to deal as much damage as you can to the Golden Queen within a ten-minute time period. Being defeated in this challenge room will never result in chain failure or true death, merely ejecting the defeated party from the room. If all challengers are defeated within the time period, the challenge is not failed; it merely comes to an early end.

Any items that you brought in with you are also ejected at the end of the challenge, and the room itself resets each time you attempt the challenge. Under no circumstances will you be able to bring the fake Golden Queen outside of the challenge room.

At the end of the challenge, you will receive an amount of gold coins, proportionate to the amount of damage you were able to deal; the more you dealt, the more money you are rewarded with. This money is automatically deposited in a chest located outside the gateway. This chest will always be located just outside the gateway; attempts to move it from this position will fail. The chest is capable of storing any amount of gold inside of it safely, however it will reject any attempt to store additional items inside it, automatically ejecting those items when you try to close it.

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

[600cp, Discounted for Portal Masters] Core of Light Summoning System

A copy of the summoning system that has recently become a part of the Core of Light. It allows you to summon Skylanders from across the multiverse. It can be located on a property you possess, or in your Warehouse.

This large machine, which is near-identical in appearance to the Core of Light, requires precious gemstones in order to function. Once the gemstones have been consumed, a new Skylander (that is playable in Skylanders: Ring of Heroes) will appear nearby. All Skylanders summoned in such a manner are absolutely loyal to the person that used the machine to summon them, and can join you on your journey as a follower if you like. All Skylanders summoned from the machine are copies, so there's no need to worry about displacing someone or robbing them of their free will. The same Skylander may be summoned multiple times.

Which Skylander is summoned is up to chance, however the machine offers various 'banners' to summon under, which influence the rate of appearance of certain Skylanders. These banners change over time, so it may be wise to regularly check the machine to see if a Skylander you are seeking is currently being promoted.

If the user of the summoning system possesses the Superboost perk, then the machine has some additional functions. First, it can be set so that instead of summoning multiples of the same Skylander, the Skylander that has already been summoned will automatically be Superboosted. If multiples of the same Skylander have already been summoned when you use this setting, the Skylander to be Superboosted must be designated prior to summoning (this can be changed between summons). Additionally, another setting will add Superboost Keys to the pool of possible summons. These keys are relatively rare. They can be used in place of an alternate version of an individual for Superboosting, achieving the same result as if someone were to be Superboosted by an exact copy of themselves. The same setting can remove the keys from the pool of outcomes, in the event that you simply want as many Skylanders as possible.

Should the summoning system be destroyed, a replacement will appear in a location controlled by you after 24 hours.

Skylander Items

[100cp, Free to Skylanders] Basic Ethers

A set of six low-grade Ethers, which have been chosen to complement your usual fighting style. They have not yet been attuned to you, so if you do not possess any Ether slots, perhaps you could trade them to a Portal Master or Skylander around these parts?

[200cp, Discounted for Skylanders] Enchant Scroll Supply

A small supply of magical scrolls. These single-use scrolls are able to bestow a low-level enchantment to a single piece of equipment. The nature of the enchantment is determined by the scroll, but they are all combat related, such as increasing the chance a weapon will land a 'critical strike', or healing the wearer of the equipment very gradually over time.

Only a single enchantment from these scrolls can be placed on a single piece of equipment at a time; attempting to place a second enchantment will cause the new enchantment to override the previous

enchantment. Additionally, enchantments of the same type will resonate with each other. Should someone wear four pieces of equipment with the same enchantment, the effect of the enchantment will moderately increase. Should someone wear six pieces of equipment with the same enchantment, the effect of the enchantment will instead significantly increase.

You have a set of six identical enchant scrolls to begin with, and receive a new set of six enchant scrolls each month. Whilst the enchantment on the scrolls will be chosen randomly, each set will share the same enchantment, allowing you to easily apply a full set bonus to your equipment.

[400cp, Discounted for Skylanders] Red Potion Supply

A small supply of magical red potions. The imbiber of one of these potions will receive the same benefits as if they had spent a week doing general physical training. Alternatively, should they possess any levelling systems, they can choose to instead receive experience in these systems. How much experience the imbiber receives in a system can vary based on the system in question, but is generally equivalent to a week's worth of improvement. You have three red potions to begin with, and receive an additional potion once a week.

[600cp, Discounted for Skylanders] Cyclops Ether Fortress

A special gateway has appeared either in your Warehouse, or on a property you own. By passing through it, you can travel to the Cyclops Ether Fortress: an endless dungeon, home to increasingly powerful cyclopes.

The first time a person enters the gateway, they appear in the lowest level of the fortress. The cyclopes on this floor are very weak, easily defeated by even a novice Skylander. As one moves up floors, the cyclopes are increasingly powerful. As there is no limit to the floors in the dungeon, this means one can always find cyclopes that can provide them with a suitable challenge. In addition to this, defeated cyclopes regularly drop Ethers, with more powerful cyclopes dropping better Ethers.

One can leave the fortress at any time simply by willing it, at which time they return to the gateway along with any Ethers they have collected. The cyclopes are unable to leave the fortress under any circumstances. If someone is defeated, they are automatically ejected from the fortress with all that they have acquired thus far. True death or chain failure cannot occur inside the fortress, so feel free to challenge yourself. On a second visit to the Ether Fortress, a person may choose to begin from any floor that they have previously reached.

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

Villain Items

[100cp, Free to Villains] Fake MacGuffin

A strange object, that can take any shape no longer than half the size of a human. However, while it can take these shapes, its sole function is to act as a decoy. Scrutinising the object too heavily, or attempting to use it for any other purpose will cause it to turn into a pile of dust. Once this has occurred, it no longer changes shape, and will count as having been destroyed.

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

[200cp, Discounted for Villains] Boss Turrets

A pair of hovering turrets, which follow you around and protect you. These turrets are capable of firing lasers, and can bestow weak healing and buffs, however they lack durability and can easily be disposed of. When not in use, the turrets can be deactivated and stored away conveniently. Should you possess the Boss Battle Buff perk, these turrets do not count for the purposes of determining if you are outnumbered.

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

[400cp, Discounted for Villains] Floating Island Lair

You have gained the ownership of a large, floating island. It is comparable in size to the floating islands around these parts. The terrain is up to you, chosen upon purchase of this item. It can be a copy of any of the floating islands appearing in Skylanders: Ring of Heroes, with the sole exception of Sky Islands (examples include a volcanic island, a desert island, a bog island, and an island home to a gloomy old mansion). It may even be original, as long it is around the same scope as the previous examples, and does not provide you with any additional advantages you have not paid for.

Inactive companions are allowed to stay here, provided they do not leave the island.

In future worlds, you may choose for it to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location

Should the Island be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse via a special gateway. The replacement island will retain any upgrades given to it.

[600cp, Discounted for Villains] Book of Dark Magic

A powerful tome of magic. Merely keeping it in your possession will significantly enhance any darkness or evil related magical abilities you have at your disposal.

Of course, the Book of Dark Magic has another, more important, function. Using it, one can influence the Portal Network, allowing you to prevent the usage of Portals in Skylands. Misusing this function can cause the opposite effect, opening up rifts that pull people from other worlds into Skylands. Of course, you could always deliberately open up these rifts if you were so inclined.

Post-jump, the Book no longer needs to access a Portal Network. Instead, it can either limit or prevent the usage of any teleportation or summoning-based abilities that occur on the same planet as you, or open up rifts that collect random people or objects from other planets within the same universe, and deposit them in a random place on the same planet you are on.

Should your Book of Dark Magic be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

General Items

[50cp] Compensation

This is a one-time payment of a moderate amount of gold and gems. It is enough that you could live comfortably for a few months. Alternatively, a Skylander could put it to use to make some good inroads in their personal development.

[50cp] Smartphone and Game

A modern smartphone by the standards of 2018 United States of America. Your phone will be able to connect with others without the need for an existing infrastructure, it will never run out of power, and you will never need to worry about any bills related to it. The Skylanders: Ring of Heroes game come pre-installed, and you will be able to play it in any world with an internet connection, even ones where the game does not exist. Who exactly are you playing with, anyway?

Your account(s) information automatically backs up on Jump-chan's special cloud server, ensuring your account data is never lost, even when moving between worlds. Should you possess content that has not launched in a world you are playing in, not only will you still be able to access that content, but your account(s) will not be penalised for possessing this content, and it will go unnoticed by others unless you specifically point it out to them.

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

[50cp] Whale Cards

These plastic cards feature a picture of a whale on one side, and a code on the other. These codes are compatible with any smartphone "App Store" (iTunes, Google Play, etc.), and can be redeemed for the equivalent of $500 USD (by the standards of 2018 United States of America).

You begin with a single card, and receive an additional card once a month. Attempting to sell or trade these cards will cause them to vanish.

[50cp] Awakened Skylanders Toy Collection

A set of one of every Skylander appearing in Skylanders: Ring of Heroes, in their Awakened Form, as a toy. Somehow, these toys are compatible with all officially released Skylanders games that support physical toys. They come with a handy Skylanders: Ring of Heroes themed carry case, capable of storing all of them. Should any be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Bone Harp

A musical harp, made from bone. Playing the harp will create a shockwave of magical energy as a ranged attack, which also has the special effect of removing 'buffs' from those that come in contact with it. The harp also possesses an axe-like installation on the top, allowing it to also be used as a

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

[300cp] Surround Sound Speakers

An endless supply of special, speaker-like turrets, which you can quickly pull out and set up at any time, no matter how improbable that might be. Once set up, these turrets are capable of firing bolts of energy at enemies, as well as occasionally bestowing weak amounts of healing upon you. Additionally, the speakers have the special property of amplifying the effects of any music-based attacks or techniques, as long as they are nearby. You may only have two of these turrets out at a time; attempting to set up additional turrets will cause the existing turrets to vanish early, starting from the oldest.

-Companions-

[Free] Starter Pack

Everybody is travelling around in packs these days. To get you started, you are entitled to four free purchases of any of the 50cp companion options. A novice Portal Master after a beginner friendly team might consider Spyro, Stealth Elf, Eruptor, and Jet-Vac as potential recruits.

[50cp per.] Import

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

[50cp per.] Create

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

[50cp per.] Recruit

For 50cp each, you may recruit any of the Skylanders or Portal Masters which are playable in Skylanders Ring of Heroes. You may take multiples of the same Skylander if you wish to. For Skylanders like Rocky Roll, who are two individuals working as one, you can acquire both for one purchase of this option, and then decide whether they share one singular companion slot (sharing future purchases between them), or if they each take up a separate companion slot. All Skylanders recruited via this option begin in their ‘base’ state, but will over time learn how to access their

'Awakened' form. They also have six empty Ether Slots. All Portal Masters recruited via this option come with their own Ring of Heroes model Portal.

Alternatively, still for the price of 50cp each, you may recruit any named non-Skylander, non-Portal Master, non-Villain character appearing in Skylanders Ring of Heroes, that is not otherwise listed in the companion section. You may however, use this option to recruit Glumshanks.

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

[50cp per.] Alter Ego Skylander

The misuse of the Book of Dark Magic by Kaos has caused many things that don't belong to be pulled into Skylands. This Skylander is one of them.

For each purchase of this option, you must first choose an existing Skylander that is playable in Skylanders: Ring of Heroes. Then choose a Skylands Element that they are not attuned to (you may not choose an element that a 'canon' Alter Ego already exists for – use the standard Recruit option if you want that Skylander).

Your new Skylander is from an alternate universe where they ending up attuning to the chosen Element instead of their normal one. They possess the same powers and abilities as the original, but any power that utilised their normal element are instead changed to reflect the chosen element (they are no more powerful than they otherwise would be). The Skylander's personality is entirely up to you, but they have no history in this world, appearing nearby moments after you arrive here. By default, they are absolutely loyal to you, but you may forgo this if you wish.

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

[Free] Spirit of Eon

Cannot be purchased if you took The Good Old Days drawback.

Greetings Jumper! I am Eon, your guide in this world. And, if you wish it, I can continue to act as your guide in other worlds. Although I have lost my body, and may not be able to directly intervene in your affairs, I have been informed that as long as I do not have my body, and have not been imported as a companion in a future jump, I do not take up a companion slot either.

[200cp per.] Villain

For 200cp each, you may recruit any of following Villains: Chef Pepper Jack, Chompy Mage, Dr. Krankcase, Dreamcatcher, Golden Queen, Luminous, Nightshade, Pain-Yatta, Ruins Guardian, Spell Punk Librarian, The Gulper, Troll King, and Wolfgang.

[600cp] Recreated Kaos

Cannot be purchased if you took the Dark Subjugation drawback.

A special version of Kaos, which has been accidentally created due to a mishap with Petrified Darkness, in which it created him, using the past experience of the real Kaos as a base.

Not just some pretender, not only is this Kaos a powerful Portal Master, but he also managed to gain permanent versions of the temporary power-ups the original managed to acquire over the years, including his Traptanium powers. He has also, somehow, managed to develop a control of Mind Magic on-par with an unassisted Imaginators-era Kaos.

The recreated Kaos is an evil existence that could be said to be the embodiment of the original Kaos' desire to rule Skylands. Purchasing this option ensures that this Kaos is allied to you, and will not betray you, though those who aren't similarly evil might find his actions objectionable.

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

-Drawbacks-

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

[0cp] Familiar Faces

Cannot be taken with The Good Old Days.

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

[0cp] They Ruined Spyro!

Cannot be taken with The Good Old Days.

Don't like the appearance of Spyro in this world? With this toggle, you can instead have Spyro take on an appearance more in line with his look from his mainline games (i.e. not Skylanders).

[0cp] Prevamp

By default, this jump is based on the revamped version of Skylanders: Ring of Heroes, that began in late 2020. With this toggle, you may instead elect for the jump to take its cues from the original version of the game, that ran from 2018 up until that time. Whilst the broad strokes will be the same, there will be only one human Portal Master pulled from Earth instead of many, and various other minor changes will occur.

[0cp] The Good Old Days

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

[0cp] Greetings, Portal Master!

Requires the Portal Master Origin.

With this toggle, you are no longer just any Portal Master, but rather THE Portal Master. Your starting location will be overridden to Sky Island, and you will come to just after Hugo witnesses you falling from the sky. You will be expected to handle the main problem facing Skylands; that is Kaos and retrieving the Book of Dark Magic. Whilst the other Portal Masters from Earth will still be around, they will be busy dealing with other minor disturbances to the peace of Skylands. The fate of Skylands rests on your shoulders, Portal Master.

[+100cp] Continuity Confusion

Can nobody here keep their story straight? The background details of this world seem to regularly shift around when you aren't paying attention to them. Whilst this will never have an impact on your current objectives, it will certainly be confusing to hear an ally recount an adventure they had with you, that you have no memory of, or to be told off for lying about recent events due to a sudden change.

[+100cp] Pay To Win

At the start of any battle which you are a part of, you must offer up a small amount of money. It's not enough to be devastating, but it will certainly be annoying. Should you fail to offer up the money, it will become impossible for your side to win, with escape being the best possible outcome.

[+200cp] Grindfest

Why does everything have to be such a chore? No matter what your goals are in this world, your rate of progression has been slowed considerably. Be it training, farming for better gear, or raising funds, what would have taken you days instead takes weeks. Try not to die from boredom.

[+200cp] Mana System

Battles in this world seem to operate weirdly for you. You will find yourself unable to use your strongest powers and techniques right off the bat. Instead, you will only be able to use weak powers at the start of each battle, and will gradually be able to use stronger stuff as the battle continues. Should you be a Portal Master, or otherwise commanding others to battle for you, you are also

limited in the number of your allies that can attack at a time, starting at one and slowly ramping up as the battle progresses.

[+300cp] ReRevamp

Sometime during the last day, everything will pause. Moments later, the world will be reset to how it was on the day of your arrival, with a few minor differences. You will lose everything you have gained over that time, except for the associated memories. The jump will be extended for an additional year in this new version of the world.

If you had any out-of-jump powers, you will find that they have been 'patched out', so to speak, and you will not have access to them for the remainder of your jump. This applies to any followers or companions you have as well. Further, various minor changes have occurred. Generally, these will only be an annoyance, but should you overly rely on the memories of the past year, these changes will crop up in a way that extremely inconveniences you.

[+300cp] Dark Subjugation

Late in your stay, a powerful alternate version of Kaos, created by petrified darkness, will appear and begin his conquest of Skylands. This Recreated Kaos is far more powerful than the usual Kaos, and has learned Mind Magic, as well as acquired permanent versions of the temporary power-ups the normal Kaos has experienced over the years, including his Traptanium powers.

You must defeat this Kaos, who could be fairly called a 'superboss', before the jump ends, else you will chain fail.

If you also took the ReRevamp drawback, then you must defeat this Kaos twice, once before the reset, and once after.

-Ending-

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

Choose one of the following three options:

Continue Game: You choose to remain in this world. Your chain ends here.

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

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

-Notes-

Thank you to everyone who assisted in making this jump

On the Revamp:

Whilst Skylanders: Ring of Heroes first launched in 2018, it underwent significant changes in late 2020. The biggest changes in this revamp were changing the Portal Master from a customisable avatar for the Player into several distinct characters with unique backstories, removing Runes and replacing them with Ethers, and changing the summoning system so that it produces Skylanders immediately instead of making the player earn enough of their item through summoning first. The story received very minor changes, but is largely untouched from how it was prior to the update.

This jump has been created using the revamped version of the game, and takes its cues from it. However, a toggle has been included to allow you to use the prior version of the game if you prefer.

On The Good Old Days:

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

What is Skylands?

From Skylanders: Spyro's Adventure:

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

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

What is a Portal Master?

From Skylanders: Spyro's Adventure:

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

Portal Masters are those who are able to wield a Portal, granting them various magical abilities, first among which is the ability to teleport others great distances. During the time of Ring of Heroes, there are a large number of Portal Masters, which is quite a deviation from the rest of the series (in order to accommodate that this is a mobile game). This includes the protagonist, Master Eon, and Kaos. Portal Masters have a strong connection with Skylanders, and good Portal Masters will work together with Skylanders under their command to maintain the peace in Skylands.

Who is the Portal Master?

In Skylanders: Ring of Heroes, the protagonist Portal Master can in fact be switched between many different playable Portal Masters, each with their own advantages and backstories. During the story events, only one of these Portal Masters is present at any one time, and they are simply referred to as Portal Master. This jump assumes that the non-selected Portal Masters are busy dealing with other, slightly less important, events as the story unfolds. Feel free to decide which of the Portal Masters are present for which story events, unless you have taken the protagonist replacement toggle.

What is a Skylander?

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

Which Skylanders are available?

Skylanders: Ring of Heroes is an active mobile game, so new Skylanders are added infrequently. For reference, here is a list of playable Skylanders at the time of writing:

Air Strike, Ambush, Astroblast, Aurora, Barbella, Blackout, Blades, Blast Zone, Blastermind, Boom Bloom, Boomer, Buckshot, Chain Reaction, Chill, Chop Chop, Chopper, Chopscotch, Crusher, Cynder, Deja Vu, Dive-Clops, Dino-Rang, Drobot, Ember, Enigma, Eruptor, Fiesta, Flare Wolf, Flashwing, Fling Kong, Food Fight, Freeze Blade, Gearshift, Gill Grunt, Grilla Drilla, Gusto, Head Rush, Hex, High Volt, Hot Dog, Ignitor, Jet-Vac, Ka-Boom, King Pen, Knight Light, Knight Mare, Krypt King, Light Flashwing, Lightning Rod, Mysticat, Nightfall, Ninjini, Pit Boss, Pop Fizz, Rattle Shake, Ro-Bow, Rocky Roll, Roller Brawl, Scratch, Shadow Spyro, Shark Shooter Terrafin, Slam Bam, Smash Hit, Smolderdash, Snap Shot, Spitfire, Splat, Spotlight, Sprocket, Spyro, Starcast, Stealth Elf, Stink Bomb, Stormblade, Super Shot Stealth Elf, Thunderbolt, Tidepool, Tree Rex, Trigger Happy, Tri-Tip, Tuff Luck, Wallop, Wash Buckler, Wham-Shell, Whirlwind, Wild Storm, Wildfire, Zoo Lou, and Zook.

Any additional playable Skylanders added to Ring of Heroes will also be available to recruit.

Wait, isn't this a Spyro game?

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

How does Ring of Heroes tie into the other Skylanders games?

Skylanders: Ring of Heroes suffers from many errors in continuity, but appears to be intended to be part of the mainline games' timeline. It can be placed after SuperChargers, but there is conflicting evidence as to whether the events occur before or after Imaginators (likely in part due to being developed at the same time, but released later on). At times the game has mixed up elements of both the game and Academy canon. The revamp has only confused the matter further, it seems. For what it's worth, the Skylanders wiki claims that it is before Imaginators.

So, what exactly happens here, anyway?

When Kaos uses the Book of Dark Magic in order to isolate Skylands and keep Portal Masters from interfering, he accidentally causes a large spatial explosion, which leads to many things being sucked into Skylands, including Portal Masters on Earth, and causes various incidents across Skylands.

The protagonist is found by Hugo, who recognises them as a human Portal Master, and takes them to Master Eon. Master Eon explains the situation to the protagonist, and introduces them to Cali and Flynn, who agree to assist the protagonist on their adventure.

After some basic training in the Singing Forest, the heroes encounter the Chompy Mage, hanging around the Singing Forest portal. The heroes defeat the Chompy Mage, but he refuses to provide any information, and then escapes. Meanwhile, Kaos has lost the Book of Dark Magic.

In the Misty Bog, the heroes encounter The Gulper, also hanging around a portal. After he is defeated, he lets slip that he was following someone else's orders, before fleeing.

At the Infernal Volcano, the heroes encounter Chef Pepper Jack. After defeating him, they are able to learn that the Doom Raiders are not working with Kaos, but are still up to no good.

At the Highland of Mirrors, the Doom Raider Dreamcatcher tries to get into the mind of the Portal Master, but is stopped by Eon. After she is defeated, she reveals that the Doom Raiders have obtained the Book of Dark Magic for themselves, and it now is in the hands of the Golden Queen.

The heroes head to the Golden Desert to battle the Golden Queen. Though they are able to successfully defeat her, they are unable to reclaim the Book, as she had already passed it on to Dr. Krankcase to power it up further.

Meanwhile, Kaos is gloating. Even though the Book is still out of his grasp, and many Doom Raiders have been defeated, he is confident. He claims that the havoc plays to his advantage, and plans to recruit an old friend to his cause. Kaos heads to the Valley of Rainbows.

At the Abandoned Factory, the heroes defeat Dr. Krankcase. However, he is able to send the book away safely, and the heroes are forced to flee the factory in order to avoid a goo explosion.

At the Valley of Rainbows, Kaos meets with Pain-Yatta, and attempts to convince them to join forces. The heroes show up soon after, as this island was close to the factory. Noticing some of Pain-Yatta's candy, the heroes investigate. The heroes come across candy soldiers, and continue to look for Pain-Yatta. Upon finding him, it is revealed that Pain-Yatta rejected Kaos, after which Kaos tried to control him, but did not succeed. The heroes defeat Pain-Yatta, and he tells them that the Doom Raiders and the Book can be found at Bone Grave Village.

The heroes defeat Wolfgang at Bone Grave Village, but another Doom Raider, Nightshade, flees with the Book. The heroes pursue him to the Mansion of Gloom. The heroes defeat Nightshade. When the heroes retrieve the Book, it crumbles into dust, revealing itself to be a fake. Nightshade tells the heroes that Luminous has the real Book.

The heroes head to the Shrine of Light. There they face Luminous, a Light Element villain. He plans to use the Book to find the ultimate source of Light, and then remove all darkness, be it good or evil, then destroy the Book. The heroes defeat him, and he casts the blame for his defeat onto the Book, being an object of darkness. He throws it away. It is then that Kaos reveals himself, and reclaims the Book. However, with some quick thinking, and summoning, the heroes are able to steal the Book away from Kaos and send him flying.

Using the Book, Eon is able to fix the damage caused by Kaos. The Portal Master is able to return to Earth, but can visit Skylands whenever they like using their Portal.

-Changelog-

0.1
Created the jump.

1.0
(i) Added some clarifications to **Superboost** concerning eligible clones. (ii) For **Awakening**, clarified the degree to which you improve whilst transformed. (iii) Added a chest to the **Cave of Gold** item, that stores gold earned from the challenge.