

Dragon-Half

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Changelog: Nothing yet.

Introduction

Welcome to the thrilling and dangerous world of Dragon-Half: a classic fantasy realm with all of the awesome and none of the seriousness. In a small town, somewhere on the wild outskirts of the Kingdom of Siva lives a lovesick young girl with horns, wings, and a tail. Little does she know that she is about to embark on a quest to save the world for a chance to have the love she so desperately wants. It is at this point that the Jumper takes the stage.

Have 1,000 cp to help you survive the insanity here. Spend it wisely… Or spend it crazily. You'll probably fit in better that way.

Location

Roll 1d8 to determine your starting location or pay 50cp to pick.

1-2: The Villiage of the Red Lightning – A thriving small town that welcomes everyone. It's home to humans, elves, dwarves, and a certain Dragon-Half who lives with her parents.
3-4: The Arena City – Host town to The Brutal Killer Martial Arts Tournament, this busy

place is easy to blend into because of the variety of people who are constantly coming and going.
5-6: The Royal Capital of Siva – The human dominated capital city is home to the royal palace, where the bald king and the Slime-Half princess live.
7: The Demon King's Island – This bleak and desolate place is home to The Great Demon Lord Azatodeth and his sons. Many heroes have come here to rid the world of the Demon Lord's menace, and died.
8: Free Choice – Pick from any of the above locations, or anywhere else in the world of Dragon-Half.

Origin

Each origin gets the cheapest perk and item in its line for free and a 50% discount on the rest of them. For Halfs this freebie and discount only apply to the perk line for the specific type of Half chosen.

Any origin can take a maximum of +800cp worth of general drawbacks. Drawbacks that are specific to your origin do not count against this limit. Origin specific drawbacks from different origins can be taken as general drawbacks that do count against the limit.

Starting Age and Gender: Roll 1d8+8 to determine your staring age. Your gender is the same as it was at the end of the last jump. If you pay 50cp you can pick your age, and change your gender if you like.

Swordsman (Free) – You are one of the adventuring performers of Siva, skilled both in combat and song. Some rare few (who have purchased the Stupidly Powerful perk) are exceptionally gifted and may have the blood of a magical race, like the merefolk of Neptune in their background. Drop in optional.

Sorcerer (Free) – You are one of the magic practitioners of Siva who are commonly employed as advisors by wealthy nobles. Among them, the occasional prodigy (who has purchased the Stupidly Powerful perk) arises whose magical power grows rapidly. Drop in optional.

Half (200cp) – You are the child of a normal humanoid like a human, elf, or dwarf, and a member of a powerful or unusual magical race. There are three kinds of Halfs to choose from. All Halfs are powerful beings that can potentially surpass the might of either of their parent species. They undergo a change at age 17 that causes their power to increase dramatically. When this happens they gain the perk upgrades marked **17** in all of the perks discounted for their origin. Halfs may not be drop ins.

Slime-Half – You are the child of a humanoid and a slime (What's that look for? It happens.) Form breeds true for slimes, so you look like a wobbly gumdrop with a face. You may be any color you wish. Slime-Halfs are known for their magical skill. Piercing strikes are only half as effective against Slime-Halfs. It's even possible (for someone who has purchased

the Stupidly Powerful perk) that your parent was a rare and powerful Royal Jelly, granting you even greater potential power.

Dragon-Half – You are the child of a humanoid and a dragon (Full blood dragons can shape-shift. It's okay.) As a result you have horns, a tail, and a few patches of scales of the color of your choice. Dragon-Halfs are known for their physical might and powerful breath attacks. They take half damage from one type of energy. It is always the same energy type as their breath weapon if they have one. It may even be (if you purchased the Stupidly Powerful perk) that your parent was a mighty Kaiser Dragon, passing on to you even greater potential strength.

Demon-Half – You are the child of a humanoid and a demon (They're cute, fuzzy, and mostly humanoid. It's barely weird.) You look almost entirely like your demon parent, with long pointy ears, animalistic features, and short non-flammable fur, which is kind of adorable. Demon-Halfs are known for their great magical power. They are also able to absorb half of the energy from a single magical attack, replenishing their own magic power pool with it. This can be done once each time they sleep. The most powerful among them (who have the Stupidly Powerful perk) are the children of The Great Demon Lord Azatodeth himself, and they are fearsome indeed.

Perks/Items/Drawbacks

Freebies

Latent Power – Everyone, jumper and companion, can pick any one perk that is priced 600cp or less. All purchases of that perk are discounted for them. This perk does not take effect until age 17 in jump, regardless of origin, or post jump for those who took the Just A Kid drawback. The effect of the Stupidly Powerful perk applies to the chosen perk as though it came from your origin if applicable. This does not activate the **17** boost for perks that are not normally discounted for your origin.

General (Undiscounted) Perks

Check the First Episode (Requires The Complete Collection, 100cp) – Your manga and anime adventures no longer appear post jump. They now appear on a periodic basis, being a running fictional record of your current adventure. At any time, but no more than once per major plot point, you may call a halt to whatever action is currently happening and summon either a volume of manga or a television/playback device and an anime volume from your current adventure. Everything remains calm while you check the prior events of the story, up to one hour. During this time if you do anything but read or watch, and harmlessly comment on, the anime or manga that you summoned the events around you resume. Manga and anime presentations of your adventures can get you information about what happened elsewhere as they occasionally follow different characters, but they are fictional tellings and are not reliable for strict accuracy.

Oh What A Lovely, Empty, Shiny Head! (200cp) – You are skilled at leveling insults without consequences. If you make an insult even slightly unobvious or potentially entertaining, the subject of your snark will most likely overlook it or notice and laugh it off in an I-see-what-you-did-there manner. If you forget and level a direct insult, you can just tell them it was a joke, and they will be far more likely to forgive you than usual, even if they've already called the guards to have you executed. This effect works for all insults, whether intentional or not.

Kink Monster (200cp) – You like pain to the point where pain based torture doesn't work on you. Matters of consent don't even seem to matter. Pain just triggers different responses in you. You can keep your enjoyment to yourself, or you can feel free to creep out interrogators by lasciviously asking for more. You still recognize pain for what it is.

Weaponized Sexiness (400cp) – You have a face and form that would make the most famously beautiful and handsome people in history jealous. Most anyone who finds your gender attractive will consider you to be irresistible. Additionally, when you decide to use your sexiness, you can seduce just about anything or anyone. You can convince inhuman monsters to spill their secrets, or non-biological machines to step in the way of oncoming projectiles by being flirty and showing some skin.

Stupidly Powerful (600cp) – You are an exceptional example of your origin, both mightier and more impressive than the ordinary. You gain enhanced versions of every perk you buy that is free or discounted for your origin. These enhancements are marked "SP" in each perk description. Unfortunately this also means that you draw a lot of attention to yourself, and are an interesting topic of conversation. You gain the Light Speed Gossip drawback for +0cp.

<u>General (Undiscounted) Items</u>

***50,000* Gamels (50cp) –** It's money. You can spend it. Can be purchased multiple times.

Not A Stamina Potion (100cp) – This bottle, that is carefully labeled as a stamina potion, is actually filled with a powerful laxative. If someone drinks the whole thing it will take effect in a matter of minutes and have them taking up a bathroom stall for most of a day. If carefully dosed by someone who actually knows what it is however, it can be used medicinally. The bottle automatically tops itself off every day and there is no way to change the label.

Unlimited Takoyaki (100 cp) – You have gained the eternal gratitude of a little old Japanese man who runs a street-side takoyaki stand. Apparently you did this by saving him from the vengeance of a gigantic red octopus monster while simultaneously providing him with an overwhelming amount of supplies for his stand prior to the start of the jump. He has rewarded you with a small magical device that you can use to contact him and order takoyaki. This device is always wherever you reach to retrieve it, no matter where you left it, or what may have previously happened to it, including complete destruction. He always picks up immediately, and knows where you are when you contact him. He is also always able to deliver

your order to you, up to one metric ton of takoyaki per day in any number of deliveries, no matter where you are, even inside your warehouse, and always arrives with your full order in exactly fifteen minutes. He is always cheerful, expresses his eternal gratitude frequently, and never accepts offers of payment from you. While he's capable of delivering to you, no matter what world you may go to in future jumps, he will never join you as an actual companion. He has a business to run.

The Complete Collection (100cp) – You are now the proud owner of the complete Dragon Half series. The original versions of both the manga and the two episode anime are yours. Post jump this collection will expand to include manga and anime versions of the events of Dragon Half that you just lived through. In future jumps your collection will continue expanding to include both the canon events of the worlds you visit, if there are any, and your adventures in those worlds, but only in those two formats. These new entries always appear post jump. Additionally, for each jump you go through, you may pick a previous jump you have done, and the manga and anime for that jump will immediately appear in your collection as well. Manga always appears in published book format. Anime can appear in any recording format you wish. The manga automatically translates itself into whatever language the reader wishes to read it in. The anime will re dub itself in the same manner, or it can be watched in the original Japanese with subtitles in any language.

Mirror of Revelation (200cp) – This fancy mirror made of precious materials reveals the true form and nature of anyone who looks into it. Looking into this mirror may be enough to break some curses that affect personality or physical form.

Ultra Mecha God Armor (400cp) – This giant mechanical battle bot is designed to look like the Great Demon Lord Azatodeth. The pilot sits inside the head, and is visible to everyone if the Ultra Mecha God Armor opens its mouth. It has giant claw hands and an extra-dimensional pocket in the middle of the chest that contains 396 different weapons including everything from an assortment of medieval melee weapons to missiles and a rocket launcher. If it is damaged or destroyed it will repair itself in a week, including spawning replacement weapons in its dimensional pocket. Any of its weapons that are not inside the dimensional pocket when it respawns disappear. Free armor import.

Holy Sword "Azatodeth Buster" (600cp/800cp) – This mighty blade was forged specifically to defeat The Great Demon Lord Azatodeth. For this reason it is especially effective against demons. The more powerful a demon is, the more effective Azatodeth Buster will be against it, though it will only be at its full power against Azatodeth specifically. It is otherwise an extremely powerful, nigh indestructible, magical holy sword. For an additional 200cp you may change the name of the sword once per jump replacing Azatodeth's name with the name of a local setting demon lord. The sword will now be at full power against that demon lord instead, so you can vorpalize them with it. Free weapon import.

General Drawbacks (Maximum +800cp)

What Fourth Wall? (+0cp, required) – This is all just fiction anyway, right? At any time you, along with anyone else may feel free to refer to the story as a story, complain about the liberties being taken by non-main characters, or otherwise act like Deadpool (or Pinkie Pie). This can be toggled, but there's no point. Toggling it off for you won't stop other people from doing it.

Braggart (+100cp) – Your own past exploits are your favorite topic of conversation. You'll tell stories to anyone who will listen about the time you defeated 500 orc soldiers in the Ashen Fields of somewhere or other, even if you only defeated 5 or none at all. Even if you've never been to any Ashen Fields of anywhere because they don't exist. This will irritate people. Especially people who know history, geography, or you. If people tend to gossip about you, this could make the stories told about you much more exaggerated than they normally would be.

Cute Secret (+100cp) – Maybe you wear teddy bear underwear and like to tuck your bear in at night, or perhaps you are a big fan of My Little Pony… Nah, that can't be it. In any case you have a secret that is completely harmless, but would embarrass you horribly if anyone found out about it. Be careful to keep it a secret. If the wrong person finds out about your love for Care Bears or Winnie the Pooh or whatever, you could find yourself facing blackmail.

The King's Anger (+100cp) – The king doesn't like you. At least once every two months you run into him, even in strange places. He always recognizes you, unless you have a really good disguise, and immediately reaches for the rope at his side to crush you with his Super Crush Pettanko Press. He seems to always be able to activate this device (a giant block of carved stone that's set up to flatten whoever he's upset with at the moment) even in unlikely locations like other people's homes, public bathrooms, or open fields.

Compact Brain (+200cp) – You have a uniquely compact brain that makes you resistant to head trauma. Unfortunately you are also pretty stupid. You frequently forget to eat for days or weeks, you never ask for important information before charging off, and sometimes you've been known to completely mistake the function of weapons, thinking a rocket launcher is a war hammer, or that a water gun is actually dangerous. You are entirely confident in your own intelligence.

Haven't We Been Here Before? (+200cp) – You are supremely confident in your sense of direction. It's too bad you don't have one. Whether you rely on cloud formations or just go wherever the standing stick falls, you have a system to find your way to wherever you're going, and not only does it never work, everyone can see through it.

Just a Bite? (+200cp) – There are monsters in this world that look like giant takoyaki balls with black faces. They have heard about you and are on a mission… To taste the delicacy that is your heart. No matter where you go, or how many of them you kill, more of them always

seem to be able to find you. They will approach you in small numbers and politely ask for a bite of your heart. No matter how you answer (or even if you don't answer) they will assume that you've agreed. Then suddenly there will be dozens or hundreds of them, and all of them will be trying to eat you at once. The more active you are in the world, the easier it will be for them to find you, and the more frequently they will show up.

Impersonating Cousin (+300cp) – It may not be your cousin, but somewhere out there is someone who looks almost exactly like you, and they like to pretend that they are you. Depending on the nature of your reputation they might use it to seduce people, extort money or other gifts, or any number of other selfish things. This impersonator is short-sighted and only concerned with their immediate gratification. Any harm they might be causing you by tainting your reputation doesn't concern them. Their antics will cause trouble for you on a regular basis during your stay.

Introducing ME! (+300cp) – You have a compulsive habit of introducing yourself to your opponents. You tell them your name, some personal information, and all about your favorite or most powerful attacks. If you have a major weakness, you have a better than even chance of telling them about that too, though you'll do it in a way that you think sounds impressive ("The only thing that can counter my Super X Special is…!"). You never think to lie either. You will feel excited to actually use any attack you tell your enemies about in combat against them, because what's the fun in telling them about it if you don't show them too? If you have problems with people spreading gossip about you, this will naturally make it much worse, especially if you regularly let opponents get away.

The Laughing Curse (+400cp) – Someone placed a curse upon you making it so that every time you try to speak all that comes out is laughter, making communication extremely difficult, and your abdominal muscles extremely sore.

Light Speed Gossip (+400cp) – As popular topics of conversation go, you rank in the top three. Stories of your exploits and abilities spread far and wide much faster than seems possible. If you defeat one of the Demon Lord's sons and then immediately teleport to a town a hundred miles from where the fight took place, they will likely have already heard an exaggerated version of the tale. The more active you are, and the more of your power you show, the more outrageous and widespread the rumors will be. The longer you stay the more trouble this will cause, as opponents will have heard of your power and prepared for you. Sometimes the versions of the stories your opponents will have heard will be exaggerated, causing them to over prepare. This could be comedic, big trouble, or both.

Sealed in the Gourd (+600cp) – Somehow all of your and your companion's powers, including all of your abilities to change into the forms you've gained in other jumps, wound up sealed in the Magic Gourd. The only way to get them back before the end of the jump is to find the three sacred treasures, either yourself or with help, reassemble the Gourd, open it, and recite a variation of the Magic Sealing Spell that's been edited to have the opposite meaning. Until this is done, the Gourd will already be full, and cannot be used to trap anything within it.

Dragon Half Z (+600cp) – Did Rufa actually hit an enemy with a lightning spell? How is Pio tanking monster attacks like that? Did little Doug just change the color of his fur and grow more muscular by yelling at the top of his lungs and actually start kicking ass? What is going on here? It looks like the power scaling just turned up to Z: Dragon Ball Z to be specific. As if things weren't already ridiculous enough, now everyone seems to have multiple power up forms, and the mightiest of the mighty can pull off potentially planet busting attacks, and take hits from them without dying. Not recommended to be taken with Sealed in the Gourd as it does not increase the power gained from your purchases for this jump.

Swordsman Perks

Pop Idol (100cp) – Not all knights are mere armor plated fighting men. Some are famous singing stars! While you may not have reached stardom yet, you certainly have the chops to do so. Not only are you a strong combatant using one melee weapon of your choice, but you are also a skilled performer. You have a fantastic singing voice and additionally you can either play up to two musical instruments or dance well.
SP: You are a triple threat in more ways than one. Not only are you a skilled singer, dancer, and musician, able to play several instruments, but you have mastered the use of at least three different melee weapons.

Monster Slayer (200cp) – Choose one type of monster. You are especially good at fighting and killing them. You know what areas they prefer to live in, how intelligent they are on average, what they eat, their activity cycle, how aggressive they are in what circumstances, and the proper combat tactics, weapons, and magic to use against them to have the best advantage. This knowledge updates for the local version of your chosen monster type in each new world you jump to.
SP: You also know special offensive and defensive weapon moves that can be used to counter your chosen monster's special attacks and defenses, like being able to cut dragon breath so it splits and goes around you, or sidestep a minotaur charge while simultaneously cutting its horns off.

Swordsman's Speed (400cp) – Good fighters are strong and skilled. Great fighters are fast as well. You are an exceptionally swift combatant, able to strike and move much faster than most think is humanly possible. Want to carve the first letter of your name in your opponent's chests as a finishing move? No problem! You're fast enough for that. Wait. Your name starts with "R"? It's okay. You can still pull it off. Even with an axe.
SP: Great fighters are fast, but you put them to shame. Not just because you're fast enough to carve any letter you want into dozens of opponents and then race half a mile back to camp with enough time to spare to pretend to be asleep by the time the people you recued catch up to you, but because your senses are sharp and trained. You can see the tiniest tells and predict what your opponents are about to do in an instant with good accuracy. The more experience you have with the type of opponent you're facing, and the more you know your specific opponent, the more accurate you will be.

Mage Knight (600cp) – You are trained in combat magic. You have exclusively studied the fast cast magic that's used in battle, and you are good at it. You know a variety of defensive and offensive spells, including weapon enhancement spells, and have the mental focus to cast then quickly in the middle of a raging fight. You have a power pool that will allow you to cast several spells before it becomes exhausted, and which recovers with rest, time, and food. With time and practice you will become more skilled and powerful with any type of magic that you focus on, as well as increasing your power pool, with an overall cap of becoming a powerful battle mage, though you will have to extensively study other types of magic before you can use them, and your greatest gains will always be in combat magic.
SP: You are a highly focused and powerful magical combatant. Choose either defensive, general offensive, or weapon enhancement spells. You are able to cast significantly stronger forms of these spells, for much less magical power. You have a larger power pool, making you able to cast dozens of spells before running out of energy, and your cap is increased to Grand Warmage.

<u>Swordsman Items</u>

Microphone Blade (100cp) – This magical bladed weapon can transform into a stage performance microphone. In weapon form it is especially sharp and enchanted to be a good receptacle for weapon enhancement spells, making them more effective. It's microphone form has a magnification enchantment allowing anyone who speaks or sings (or farts or whatever) into it to be heard clearly over a large area even without speakers. Free weapon import.

Hooper (200cp) – This low riding, topless car is equipped with a "dangerous antiproton heating Armageddon engine", is self-fueling, and is fast enough to get you just about anywhere within the Kingdom of Siva in no more than three days. Free vehicle import.

Gem Hilt Sword: The Blade of Lucas (300cp) – Gem hilt swords become part of something else you wear, merging in so that only the hilt is visible, looking like a decorative gem on a necklace or helmet or something. The Blade of Lucas extends a blade of pure energy when drawn, making it lightweight and easy to wield. Free weapon import.

Pet Fairy Mouse (400cp) – This adorable fuzzy rodent closely resembles a teddy bear hamster with a tail. It has a nigh unlimited lifespan, and magical tracking abilities that allow it to lead you to such nebulously described things as "The goal of your quest". Additionally, when the Fairy Mouse or its person are threatened, it can instantly grow to the size of a Kodiak bear while becoming much stronger than said bear. In this state a Fairy Mouse becomes a fierce combatant who tosses human sized opponents around like dolls.

Metal Body (400cp) – You have a headless metal body. It's top of the line, with great armor plating and comes equipped with machine guns and a missile launcher. The only problem is that it isn't autonomous and doesn't have a control system. Maybe it would work if someone attached a living head to it…

Swordsman Drawbacks

Damaramu Will Forever Regret This! (+100cp) – Or did he make the blunder of a lifetime? We may never know. You have a stupid catch phrase. One that you use whenever something bad happens to you. You may not even be conscious of saying it. Whenever you use this catch phrase you always refer to yourself using your name, in third person. Additionally, you speak in third person whenever you are attempting to be impressive, intimidating, or dramatic.

Blacksmith Tony Special (+200 cp) – Any gear that you have with any moving parts, whether from this jump or not, seems to have been based on the designs of Blacksmith Tony. Your gear will run out of ammo or energy quickly and at inopportune moments. Autonomous things like robots or golems will be exceptionally small or frail. Ships will spring leaks. Basically everything is poorly designed and subject to a ramped up version of Murphy's Law. Armor joints count as moving parts.

Get A Head in Life (+300cp) – Let's sing it together! "IIIIII ain't got nooo booooody!" Either due to an unfortunate accident, or a desire to improve by having a new Metal Body constructed for you, you are now a severed head on a metal platform with tiny mechanical arms and legs. Somehow you are still able to breathe, speak, and eat, regardless of your lack of the necessary internal organs. Otherwise, well… you're a severed head on a little walking platform. It sucks. Post jump you no longer need to fear decapitation as you can remove your own head harmlessly at any time. Nobody else can remove your head without your permission. This drawback applies to all of your alternate forms. If you assume a giant monster form you will be a giant monster head on a walking metal platform.

Sorcerer Perks

Theatrics (100cp) – You are highly charismatic and have mastered the art of impressing people. Anything you do, you can do with flair, flash, and panache. You have even developed magical tricks to make yourself appear even more impressive. These could range from creating clouds of mist to appear from mysteriously to drawing the attention of everyone in a raging fight with a luminous flash and a clap of thunder. Your theatrics are always impressive. Only the most jaded and cynical people would ever roll their eyes at you and call you lame.
SP: You exude an aura of charisma that causes people to find you impressive even when you are doing the most mundane things, like eating or walking down the street. You could rise to minor celebrity status based entirely on candid sightings. You may suppress this aura whenever you wish.

Animal Trainer (200cp) – You are a skilled animal trainer. With the magic you possess you are able to gently influence the minds of animals and train them in ways that are far more focused than is usually possible, in far less time than a normal trainer.
SP: Not only are you able to train animals that are normally untrainable, like insects and aggressive predators, you can train them to do things that are highly unlikely at best, like stinging one specific person, or to ignore certain people as a threat.

Healing Magic (400cp) – Unlike other forms of magic, healing is based on a specific inborn talent that once discovered, must be trained. You have this talent, and some training in its use. With constant concentration you are able to stop injured people and animals from bleeding and greatly increase their rate of healing, though there is usually some scarring. This uses your magical energy and the energy of the subject being healed, so expect them to be hungry afterword. You need to maintain concentration during the healing or the accelerated recovery will stop. With time and practice you can increase the rate of healing and even regrow lost limbs, with a cap of being able to restore organ function and bring people back from the brink of death. Your magic power pool is enough to be able to concentrate on healing for up to an hour before you need to rest and eat, but will increase with time and practice.
SP: You are able to cast regenerative magic on a subject and walk away while it continues to work until the magic energy that you put into it is used up. You can cure diseases, and your healing leaves no scars. Your healing uses less of the subject's energy without using up more of yours, making them less hungry when the process is done. You now have a cap of being able to bring the dead back to life so long as over half of their corpse is present, and is fresh enough that rot or desiccation has not set in.

Scholarly Magic Adept (600cp) – You are a general practitioner of magic who has studied magic theory extensively. You have some skill in Rituals, including summoning, Combat Magic, Curses, and Utilitarian Spells, but you have not yet mastered any of these. You have a power pool that will allow you to cast several spells before it becomes exhausted, and which recovers with rest, time, and food. With time and practice you will become more skilled and powerful with any type of magic that you focus on, as well as increasing your power pool, with an overall cap of becoming a powerful wizard.
SP: As it turns out, you were a magic prodigy. You have gained a low degree of mastery over one of the types of magic listed, and you are able to cast more powerful spells overall without burning any extra magic. You have a larger power pool, making you able to cast dozens of spells before running out of energy, and your cap is increased to Grand Archmage.

<u>Sorcerer Items</u>

Trained Paralyzing Bug in a Jar (100cp) – This insect looks like an ordinary yellow jacket wasp. It has a sting that can paralyze a human sized creature for about five minutes. While normally untrainable, this exceptional specimen can be taught to sting a specific target in a few hours with only the aid of a photograph of the intended target. After administering its sting, the bug will always return to its jar. Free camera with purchase.

Instant Traps (200cp) – You have a massive stock of supplies for setting a wide variety of normal traps. When using these supplies you can set up trapped areas in advance with almost no warning. Need a spiked pit under a trap door that blends with the floor to kill someone that will be coming down that hallway in five minutes? No problem! If you have the skills to incorporate magical enchantments or trained animals into your traps you can do so while still setting up the traps in almost no time.

Rod of Thunder (300cp) – This rechargeable rod contains its own pool of magic energy, and can be used to summon bolts of lightning that are stronger than the wielder would be able to cast unaided from the sky to strike targets. The aim of these lightning bolts relies on the magical skill of the rod's wielder. Be careful.

Pet Kebesu Salamander (400cp) – This small flaming lizard will fit in the palm of your hand. Whenever a Kebesu Salamander sees anything lewd or pornographic it grows in size and power. The more risqué the display, the larger and stronger the salamander becomes, and the hotter their flames are. It can fight in this state for a few minutes before needing another display to power it up. Sexual preferences of Kebesu Salamanders may vary.

Giga Rosariku Machine GX Glasses (400cp) – This pair of glasses serves as both a detection device and a weapon. With one lens it can automatically detect potential targets and bring them to your attention, displaying them on an internal view screen. Solid, opaque obstructions more than a foot thick block this detection regardless of material. From the other lens it can emit high power energy blasts on command that are aimed based on the orientation of the wearer's eyes.

Sorcerer Drawbacks

15 Degrees Off Cool (+100cp) – Whenever you try to do something impressive something will happen to ruin the moment. Maybe you left your bucket of dry ice in plain view, or you'll trip over nothing right after delivering an awesome final blow to an enemy. Either through not planning things out right, or sheer happenstance, you will never look as awesome as you want to.

Transparent (+200cp) – You have great ideas. Ideas that should work. Unfortunately people just seem to see through them. Whenever you try to do anything deceptive, which you will have the frequent urge to do, people either see right through the deception, make an offhand comment that turns out to be true, or just coincidentally do something other than what you need them to do in order for your idea to work.

Are You Sure You're a Sorcerer? (+300cp) – Rather than starting with some amount of mastery over your powers from perks, you start with none. If you bought magic, you will have to practice hard to pull off the simplest of spells correctly. If you took a strength or speed enhancement, you start off only slightly better than you normally would and have to work for every improvement.

Slime Half Perks

The People-Form Riutual (200cp) – The fact that slime form breeds true is no longer a problem for you. You have learned a magic ritual that allows you to assume a near perfect human form. Your hair, and to a lesser extent your skin, will have coloration similar to the form you changed from. This ritual has the secondary effect of granting you a layer of physical

protection. If you are wounded too severely you will revert to your original form, healing most of the damage in the process. The effect of this ritual is technically not permanent, but it doesn't wear off over time. Sorcerers and Swordsmen who take this gain The Slime-Form Ritual which allows them to take the form of a slime. While in slime form they become immune to piercing weapon damage.
SP: You have figured out how to use The People-Form Ritual on others. You can now transform any willing animal or monster into a human form. They just have to sit still for the ritual.
17: The human form the ritual grants is now flawless. Now while you are under the effects of The People-Form Ritual you have access to all of your powers and abilities that are linked to any humanoid forms you possess.

Golem Crafting (400cp) – You have studied not only magic and crafting, but how to blend the two, allowing you to create golems using a variety of materials. These golems are powered and animated by the magic you instill in them, requiring a well-crafted form suitable for enchanting. The larger and more powerful the construct, the longer it takes to create. Your constructs are capable of what limited independent thought and action might be necessary to carry out relatively simple orders. This style of creating magical constructs is light on crafting and heavy on magic.
SP: Your connection to your magical creations is especially strong, which has allowed you to figure out how to summon any of them to your side with a few words and a gesture, no matter where they might be.
17: Your maturity grants you insight and focus, allowing you to craft constructs that are far mightier than before in a fraction of the time that it used to take you to build your old weaker ones.

Dark Magic Adept (600cp) – You are a focused practitioner of magic, having primarily studied Rituals and Curses. You are a competent summoner, and your curses can last for days. You didn't really spend much time on any other type of magic, but you might know an attack spell or two. You have a power pool that will allow you to cast several spells before it becomes exhausted, and which recovers with rest, time, and food. With time and practice you will become more skilled and powerful with any type of magic that you focus on, as well as increasing your power pool, with an overall cap of becoming powerful dark wizard, but your greatest gains will always be in Rituals and Curses.
SP: You are especially skilled at dark magic. You have mastered summoning and have gained the permanent services of a loyal and combat capable familiar. You have a larger power pool, making you able to cast dozens of spells before running out of energy, and your cap is increased to Grand Darkmage.
17: Upon gaining maturity your magic becomes much more potent and enduring. You are able to summon much more powerful beings faster, your curses last until they are actively broken, and your bindings are bindier.

Slime's Resilience (800cp) – Most slimes are weak things that are easily dispatched, but not all. Some keep bouncing back and are even immune to certain forms of damage. You are much like the latter type of slime. Piercing strikes against you seal up the instant the weapon is drawn out of you, and your strong but yielding physical cohesion makes you highly resistant to blunt force strikes. If something does manage to partially splatter you you're able to draw yourself back together with a little concentration. Choose acid, fire, or electricity. You are now immune to damage of the chosen type. You are also able to take significantly more damage in general and wounds are not as debilitating as before.
SP: You are able to take twice as much of a beating as the normal resilient Slime-Half. Blunt force strikes do almost nothing but make you jiggle a bit and if something actually does manage to make you splatter you draw back together automatically in a matter of moments. Choose another damage type from the list above. You are immune to damage of that type too.
17: Once you mature you become much tougher. Slicing attacks against you that don't sever parts seal up in the same manner as piercing strikes. If parts of you are severed you can draw them back to you and reabsorb them as though you've been partially splattered. You are able to take ten times as much of a beating as before. Choose another damage type from the list above. You are immune to damage of that type too.

Dragon Half Perks

Monster Hunter (200cp) – You grew up hunting for food. Unlike most hunters, who go after prey that won't fight back, you specialize in killing monsters. You know your prey. You know where they live, their habits, and their weak spots. You also know how to prepare them so that dinner will be both delicious and non-toxic.
SP: You are resistant to poisons, venoms, and toxins. A dose of something that would be lethal to a normal person might knock you unconscious for a while.
17: Your senses heighten greatly making tracking prey much easier.

Dragon Wings (400cp) – You have a pair of wings on your back. These wings look like they should be too small for flight, but you can fly just fine using them. You have to keep moving while in flight, preventing you from being able to hover, and they tire out after about an hour, but flying is faster than running. After two hours on the ground they can be used for another sustained flight.
SP: You can fly at twice the speed of a normal Dragon Half and hovering is not a problem for you. You can also fly for twice as long before needing to rest your wings, which are retractable. You can pull your wings almost fully into your back, leaving only a pair of long scaled lines where the outer edges of your wings still show.
17: Your flight speed doubles upon first moulting, and you can fly for as long as you can go without sleep. Your flight speed steadily increases over time. Once you reach second moulting your flight speed is ten times what it was.

Dragon Breath (600cp) – You gain a dragon breath attack appropriate to your draconic parentage. It doesn't have to be fire. It can be used to affect a small area in front of you and

deals decent damage. You can use it fairly frequently, but not all the time. You can sustain a single shot for as long as you could normally exhale.
SP: Your dragon breath is twice as intense and you can use it as often as you want. You can sustain a single shot for at least half an hour.
17: You can control the area of effect of your breath, striking with precision or spreading it over a much larger area than before. The intensity of your breath doubles upon first moulting and becomes steadily stronger over time. After second moulting it is ten times as strong as before.

Dragon's Might (800cp) – Dragons are mighty creatures, and now you are too. Your strength and durability are many times that of a normal human. You can take being thrown through a wall and walk away. You are able to use people much larger than you as throwing weapons. Punching holes in brick walls is no challenge, and doesn't hurt your hand.
SP: You are much stronger and tougher than a normal Dragon Half. You can take hits that cause solid stone cliffsides to crack, and run straight through oversized stone statues, smashing them to pieces without slowing down. Your skin is still soft and supple, however.
17: Upon first moulting your strength and durability immediately double. They then steadily increase over time. After going through your second moulting you will be ten times as strong and tough as before.

<u>Demon Half Perks</u>

Energy Resistance (200cp) – You are now highly resistant to all forms of energy damage, reducing all such damage by half.
SP: Your resistance is higher than most Demon Halfs. You only take about 20% damage from energy attacks. Once you reach 17 you can gain magic energy from being hit by energy attacks that you are immune to.
17: You become immune to whichever type of energy damage you have been exposed to the most so far during this jump.

Machine Crafting (400cp) – Golem crafters make enchanted mobile sculptures. You consider this crude and inefficient. You know that by carefully designing and assembling all the moving parts, you can make things that require far less magic to power them. Not only are your creations more energy efficient, they are also faster, more versatile, able to follow more complex commands… And less durable. The unfortunate downside of building complex machines is that tiny moving parts are easier to break than carved blocks of stone. This style of creating magical constructs is heavy on crafting and light on magic.
SP: You have figured out space compression enchantments that allow your creations to have more stored within them than they should be able to hold. This allows you to pack them full of tools, weapons, extra cargo space, or mess with their designs in imaginative ways.
17: Your maturity grants you insight and focus, allowing you to craft constructs that are far more powerful than before in a fraction of the time that it used to take you to build your old weaker ones.

Demonic Magic Adept (600cp) – You are a focused practitioner of magic, having primarily studied Curses, Torture Spells, and offensive Combat Magic. You are a competent combat mage, and your curses can last for days. You have a power pool that will allow you to cast several spells before it becomes exhausted, and which recovers with rest, time, and food. With time and practice you will become more skilled and powerful with any type of magic that you focus on, as well as increasing your power pool, with an overall cap of becoming powerful demonic wizard, but your greatest gains will always be in Curses, Torture Spells, and offensive Combat Magic.
SP: You are a gifted demonic mage. Choose two of the three magic types listed in the perk description. Your spells of those types are significantly stronger without taking any more magical energy. You have a larger power pool, making you able to cast dozens of spells before running out of energy, and your cap is increased to Grand Demonomancer.
17: With maturity you have gained the ability to cast much more wide sweeping spells. Your magic can cover a significantly larger area of effect than before without losing potency and you can affect many more people with a single spell, all without using any more magical power.

Demonic Power (800cp) – Some people have magic. You have **MAGIC**. Your reserves of magical energy are far greater than any normal magic wielder. Only through hours of constant magical combat, casting spell after spell, will you even start to run low on energy. You are also able to channel a far greater amount of power at once, making you able to boost your spells in any way that could be explained by pouring more energy into them.
SP: You have inherited Azatodeth's third eye. This eye is in the middle of your forehead, is invisible when closed, and opens from a vertical slit instead of the normal horizontal one. Whenever you open this eye your magical power channels into boosting your physical body. You become stronger, tougher, and faster to almost the level of a Kaiser Dragon-Half, but only for a limited time. Keeping your third eye open drains your magic rapidly, but with time and practice you can reduce this drain allowing you to keep it open longer. Your magical power cannot replenish while your third eye is open.
17: Upon maturing not only does your magical power pool double, but your rate of magical recovery increases greatly. If you don't overextend yourself by pulling off massive, showy, boosted spells over and over you could potentially never run out of magic.

Half (Any) Items

Power Growth Inhibitor (100cp) – This device looks like a simple pocket watch on a chain bracelet with a three digit display and an on-off switch. When worn it displays a number between zero and 999 showing the current total power level of the wearer. This number will tick upward with the power growth of the wearer so long as the switch is in the on position. If switched to off the numbers will stop… Along with the power growth of the wearer. Anyone who can reach the switch, including the wearer of the device can flip it. It can also be freely put on and removed.

The Garlic Cross Sword (200cp) – This potent cruciform holy sword is particularly strong against all forms of undead. Unfortunately it also smells strongly of garlic. It's power against undead is linked to the smell. If you find a way to suppress the smell, it's power against undead will be suppressed as well. Free weapon import.

Buster Armor (300cp) – This specialized armor is designed and enchanted to make you more effective in battle against a particular type of opponent which is selected when purchased and may not be changed. It will raise your resistances against attacks from the selected opponent type and even make your attacks more effective against them. Free armor import. Can be purchased multiple times. Additional purchases can either get you additional suits of armor or add more opponent types to one suit.

Personal Construct (400cp) – You start the jump with a completed construct. If you took either the Golem Crafting or Machine Crafting perk it is a construct of the type that matches your perk. If not then you may choose which it is. If you took both, it is a hybrid construct that puts both types to shame (see notes). In any case this construct is self-repairing, self-recharging, and replenishes its own ammunition if any. Free autonomous construct import. Can be purchased multiple times.

Gem Hilt Sword: God Slayer (400cp) - Gem hilt swords become part of something else you wear, merging in so that only the hilt is visible, looking like a decorative gem on a necklace or helmet or something. The God Slayer has a pointy blade that is particularly effective against beings of light. With a swing it can cast off force blades capable of shearing through stone pillars. It is also highly resilient, but not indestructible. Free weapon import.

<u>Half (Any) Drawbacks</u>

Teenage Dream (+100cp) – You have a crush on someone dreamy. They're so awesome! Your crush can be any canon character. You lose it and turn into a total fan-girl/boy whenever they are around. You have even taken a vow that your crush will be the first person to see you naked. If, somehow, you wind up being seen by someone else first, or your clothes wind up destroyed in public, this will greatly anger you pricelessly long enough for you to punt the offending individual with a surge of strength. You will then immediately get over being seen… This time.

Nobody Calls My Father a Squashed Frog! (+200cp) – Maybe you can't stand it when people insult one of your parents, or perhaps yourself, a certain way, but it keeps happening and it really irks you. You can't seem to leave it alone either. You use this insult as an excuse to pick fights with people you don't like, pretending to be the injured party, and will even offer up the insult yourself and become indignant or enraged when people simply agree with you, which they will do. In fact, others will never understand what you are so upset about. What you see as a horrible insult everyone else will just see as an accurate description.

Best Friend? (+300cp) – You have a long standing friend who always seems to be by your side. Seriously, you just can't seem to get rid of this jerk. This "friend" has no morals, is entirely selfish, and doesn't seem to be of any use. They can't cook, can't fight, can't use magic (or if they can they keep hitting you with it as often as the enemy), and have no direction sense… Yet they always seem to be able to find you. As they tag along with you wherever you go, they will spend your money on useless stuff for them and offer you up as a prostitute to strangers in order to earn more. If they are a gender that you are not attracted to they will constantly try to seduce you. If they are a gender that you are attracted to they will never sleep with you, and act disgusted if you suggest it. This cannot be applied to a purchased or imported companion, as that might make your "best friend" actually competent. At the end of the jump you may take this friend with you as a companion, but why would you want to? Companions may not take this drawback.

Just a Kid (+400cp or +200cp if taken as a general drawback) – Instead of rolling or choosing your age normally you begin the jump as a 6 year old. You are appropriately small and weak. If you took the Half origin this means that the jump will end before you go through your adolescent power increase at age 17. This power increase instead happens post jump. Artificially aging yourself will not work to bring on this power increase during the jump. Additionally, you have a weakness for sweets that will distract you from just about anything, including trying to kill people, if someone offers them to you. Even if the person offering them is the person you're trying to kill. This weakness for sweets will wear off between four and six years into the jump.

Friends

I Wanna Come Too! (50cp each or 200cp for 8, first two free) – You can import or create up to two companions for free. Each additional companion costs 50cp. You can bring a total of eight companions along for 200cp. These companions gain either the Swordsman or Sorcerer origin, any associated freebies that come with it, and 800cp. They may have any Half origin instead if they choose to buy it, or for free if you take any Half origin. Their Half origin need not be the same as yours. You may give your cp to your companions as a 1:1 transfer to all of them. If you choose to give up 100cp, for example, each of your companions will gain 100cp. Companions my take origin drawbacks unless a drawback specifies otherwise. Companions may not take companions or scenarios.

Tagalong (100cp) – Take a canon character as a companion. You need not choose which one when you purchase this. Anyone except Mink, Dick Saucer, Azatodeth, or Pink are options. Canon characters come with items they actually have, and everything they can actually do. Canon companions don't get cp.

Scenarios

Scenarios are automatic. You don't have to select them in advance. If you complete them, you get the reward. If you don't, you don't. It's that simple.

The Brutal Killer Martial Arts Tournament

Every year a great event is held in the Kingdom of Siva. The mighty gather in a brutal, killer martial arts tournament to determine who is the mightiest of the mighty. Held in an elevated arena over a pool of lava where the only ways to win are to incapacitate or kill your opponent, or to paste a sticker emblazoned with the bald, frog face of the king on their forehead: This event is known as… The Brutal Killer Martial Arts Tournament! During your stay in this world it can be your goal to become a five time winner of this event. These victories need not be consecutive. Each year the competition will become tougher to beat as the mightiest warriors in the world train to counter the abilities they saw the previous champion use before. If you have the Light Speed Gossip drawback things will get even tougher as everyone will know even more about you and what you can do.

Reward: Dick Saucer – Impressed by your mighty showing, Dick Saucer, an incomparable Mage Knight, Dragon Slayer, and singer, could be convinced that you are a worthy one to learn from. He could easily be convinced to join his new mentor (and possibly new girlfriend) on their journey across worlds. Especially if there are dragons to slay.

The Great Demon Lord Azatodeth

It can now be your goal to save the world from the ever-present threat of the Great Demon Lord Azatodeth, if you wish. You have two primary options here:

Option 1: The Race is On! – Not only must you be the one to defeat Azatodeth, you must do so before Mink and her friends! Go! Gather the Treasures! Assemble the Gourd (If you like)! Fight your way past his generals and sons! Do it quickly! That lovesick fire breather has the determination of a delusional teenage girl trying to get backstage at a boy band concert!

Reward 1: The Legendary People Potion – This is the secret potion that some say was created by the greatest alchemists of slime kind. A single dose can turn any animal life form capable of drinking it into a human. A round eared, normal human. This effect is permanent. The bottle of People Potion contains exactly that: one dose. Once used it will replenish once per jump. Of course, someone who is skilled and knowledgeable in magic and potion-crafting might be able to work out the formula and brew more… Especially if they peel the label off the bottle carefully and look on the reverse side…

Option 2: Join the Quest – Between Rufa, Pia, and all of their families, it looks like Mink has no shortage of help. It's a shame none of them are the least bit competent. If you choose to, you can join in on Mink's quest to rid the world of Azatodeth, even leaving Rufa and Pia behind if you can arrange it. Who knows how much greater her accomplishments will be with the support of a real friend who accepts her for who she is, horns, wings, tail and all…

Reward 2: Mink – After going through nightmarish and exciting adventures together, just to try to become human for her beloved (and genocidal) Dick Saucer, it's possible that Mink may have learned that what's most important is to be accepted for who she is. After saving the

world, then giving her hard earned reward, the Legendary People Potion, to a cursed frog, and throwing away the bottle, she may just give up on Dick and could be open to the idea of joining her true friend (and possibly new boyfriend) on their journey across worlds.

Special Reward: The Magic Gourd of Sealing and Azatodeth – Regardless of which course of action you take you have the option of taking The Great Demon Lord Azatodeth with you… If you play things right. If you, with or without help, collect the treasures, assemble the Magic Gourd of Sealing, and trap Azatodeth inside, you may take him with you as though you used a Warehouse Stasis Pod. This does not actually use a Warehouse Stasis Pod. In order to do this you have to make sure that he stays in the Gourd until the jump ends. If he breaks out and has to be killed, you can't take him for obvious reasons.

Keeping Azatodeth in line could be problematic at times, but it may help to know that no matter how powerful he becomes from companion imports, the Magic Gourd can always seal him back up.

End

My Omelette plays as credits roll



Special End Condition: You may end the jump at any time after you have completed one or both scenarios without finishing your ten years here. This does not allow you to extend your stay past ten years.

- **The Adventure is Complete:** Time to go home. Take all that you have gained and return to the time and place your jumpchain started.
- **A Hero's Reward:** Stay in this world.
- **A New Quest:** Leave this world behind and prepare for the next jump.

Notes

- A lot of the perks are written to refer to their specific origin as though others are not expected to buy them. Feel free to fanwank how these apply to other origins.
- The skin of a Dragon Half that has gone through their first moulting is shed whole and is complete enough (Including horns, hair, and tail) to use as a passable disguise under casual scrutiny. If preserved and enchanted it can be made into a suit that will allow someone to pass themselves off as the Dragon Half it came from under close scrutiny. If a Dragon Half

jumper or companion chooses to craft such a disguise suit from their own shed skin it becomes a fiat backed item.

- Sealed in the Gourd only removes your powers and forms, along with those of all of your active companions. It does not remove your memories or skills, and it does not affect your items in any way.
- Like all drawbacks, the effects of Dragon Half Z go away at the end of the jump. If you take a canon character with you as a companion they will revert to standard canon power level after the jump is over.
- If you complete both scenarios it is possible to take both Mink and Dick Saucer with you as companions. In this case their canon romance could still happen. If they both come with you and remain a couple, you will also get their quarter dragon, quarter merfolk daughter Pink as a companion eventually.
- The Latent Power freebie can be used to take the Stupidly Powerful perk at a discount. If you do this, all of your origin perks upgrade to SP level when it takes effect at age 17, or post jump with the Just a Kid drawback. The Light Speed Gossip drawback doesn't take effect until then either. Naturally, if you took Just a Kid, Light Speed Gossip wouldn't take effect at all, as it would be lifted at the end of the jump. You are still considered to have the Light Speed Gossip drawback however, and may not take it again for points, even if you took Just a Kid.
- Fear anyone who takes both Golem Crafting and Machine Crafting. Having studied both schools of thought in making autonomous magical constructs, such people can balance the two to create heavily armed and armored war golems that are as fast and versatile as machine constructs, and as strong and tough as golems. These artificial monstrosities tend to make short work of both of the other kinds of creations.
- Special thanks to Krakatoa. I stole the base format idea for this jump file from the Moana jump. I'm not as good at image work though.