Out of Context: Skylanders

An **Out-of-Context** Supplement by SpiritualStill

Version 1.0

This document can be used as a supplement in any Jump that would not otherwise have Skylanders within its continuity.

By taking this Supplement, you have chosen to become a Skylander of some sort and you will enter into a continuity that lacks Skylanders as a Drop-In, opening your eyes somewhere after an incident catapulting from Skylands into your current world.

As a Skylander, gaining this new physiology through this Out Of Context Supplement, you are, for the duration of this jump, a Skylander. You can still utilize your alt-forms freely, barring something like an OOC perk or drawback that prevents that. Take these points, they'll help you adjust to your new reality. In future jumps your chosen Skylander form in this jump follows you as an alt-form you can don at will (barring drawbacks).

+1000 CP

If this Supplement is instead taken as an Isolated Jump, you may select a setting of your choice (even if it doesn't have a Jump Document), and use this document as a ten-year-long Jump.

Origin:

There are many Skylanders in existence, but they can be broadly separated into six different categories

Core Skylander

While you might not have some special gimmick like the other groups, you are skilled enough to be counted amongst the heroes tasked with guarding the Core of Light. For those who prove to be a cut above the rest, they receive greater power.

Giant

The first of the Skylanders. These literally larger-than-life beings were the Elder Elementals, holding light and darkness within their flesh. More practically, they are capable of extraordinary feats of strength, can smash through terrain and obstacles with minor effort, and are broadly held as the most powerful of their time.

Swap Force

These Skylanders were the chosen protectors of the Cloudbreak Islands, and after a climactic battle to protect its magical volcano, they were caught in an eruption. It gave them all the marvelous ability to swap their bottom and top halves, while also banishing them to Earth.

Trap Master

You are one of the great Trap Masters, a member of the Trap Team. The Trap Team were a group of

Skylanders who used crystalline weapons of Traptanium to weaken and imprison villains.

SuperCharger
Due to the machinations of a certain evil Portal Master, Earth itself was completely cut off from Skylands. The SuperChargers countered this via the Rift Engine, which was outfitted into special vehicles that they could control.

Sensei
Among the greatest of the Skylanders, who scoured the lands to train new prospective recruits. The primary job of the Senseis is to teach the Imaginators at Skylands Academy.

Perks:

Note:

To get a **Booster:** Perk you will need to purchase the complimentary Perks as an example:

Almost Unique -??? CP

Something Rare Booster: Something Unique

In order to get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

General Perks:

The Greatest Heroes Ever Known - Free
Skylanders, from their very conception, were among the greatest warriors across all of Skylands, with even one being able to save Skylands. You are an extremely gifted warrior, blessed with considerable strength and being able to utilize your body and your weapons to their fullest extent.

In the Face of Evil - Free
It isn't just strength that makes a Skylander, but also their conviction. You have a strong moral compass that forbids you from doing what you know is morally repugnant, and also gives you the bravery needed to face said evils.

Variety is the Spice of Life - Free
No harm in wanting to look a little different, I suppose. You are able to create a "variant" of your standard forms, which can be thought of as a game skin. This does not do anything beyond having you look different.

Punny - Free
Every Skylander is capable of making puns based on their identity, and even come up with a witty

catchphrase. This isn't super helpful, but you have this talent as well.

Elementalist - Free/50 CP; Mandatory
Skylanders are all attuned to one of the ten elements that suffuse throughout all of Skylands. These elements are Magic, Earth, Water, Fire, Tech, Undead, Air, Life, Light, and Dark. When attuned to this element, you can infuse your attacks with it, which increases the damage from them. When you are in a location that is connected to an element (A factory for Tech, a forest for Life, a cemetery for Undead, etc.) your elemental attacks have increased potency. You are required to have at least one element, which is **Free**. If you want any more elements, they cost **50 CP**.

Champion Origin Perk - Free (Cannot be taken with "Not Drop In")
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were a Skylanders who was sent to Earth, or whatever planet your Jump happens to take place in.

Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Treasure Hunter - 100 CP
Although selfless heroes, Skylanders are unusually gifted at seeking out valuables, including treasures, magic hats, scrolls of lore, and more. You are very gifted at finding things that you would consider to be valuable.

The Skylanders are Here! - 100 CP
Throughout all of Skylands, the Skylanders are so well-known that people in the middle of nowhere can identify them on sight. You very easily gain a heroic reputation, with the word of your good deeds spreading far and wide. Those who become familiar with you will immediately be filled with hope upon your arrival.

Victory Cry - 200 CP
By defeating enemies, Skyladers earn victory points, which causes them to level up, making them even stronger than they originally were. So long as you can be said to have defeated an opponent (Killing is unnecessary), you receive victory points, causing you to level up. When you do, any enemies around you are instantly defeated, your health is fully restored, and all of your parameters are boosted. Your maximum is level 20.

Immune to Corruption - 200 CP
All Skylanders, bar none, have never been corrupted or mind controlled into doing evil. Even when infected with the power of the darkness, it just made them stronger. You possess an immunity to any form of mental pollution or corruption. Even if something tries to corrupt you with power, you can just take the power without consequences.

Where Do They Keep It All? - 200 CP
Seriously, where do the Skylanders put all the treasure they collect? For you specifically, the answer is a pocket dimension that holds any sort of valuable that you put in it, which can be taken out at will. For the sake of safety, you are not permitted to put any living being in this space.

Heroic Challenges - 400 CP
Skylanders are able to increase their parameters via taking on challenges. These can either be Heroic Challenges, or Quests. Both of which tended to revolve around a Skylander's speed, power, awareness, and/or cleverness. Now, you will be able to take on various, somewhat difficult challenges that will grant you a small boost in one of your parameters.

Magical Upgrades - 400 CP
Through the help of the fairies, Skylanders are able to turn their treasures into magical upgrades of their abilities. While you probably don't have a fairy to help with this, you do have the potential to upgrade yourself via what you would define as your wealth. This lets you upgrade your various powers, go down a specific "upgrade path" for a branch of your abilities, and a superpower known as a Soul Gem.

Legendary Edition - 600 CP
Skylanders have competed in gladiator-style tournaments for centuries, with the greatest among them being immortalized as golden statues. When Skylands is in peril, the Portal Masters can bring these statues to life to defend Skylands against all evils that threaten it. You must have been the champion of one of these tournaments, as you now sport a "legendary" styling of gold and navy blue. Beyond granting a massive boost in power, you gain greater strength against "evil" beings.

Victory Cry Booster: Legendary Victory
You are a cut above other Skylanders, so your strength should match. Your level cap has been lifted, and you can grow infinitely.

Immune to Corruption Booster: Dark Edition
The power of the darkness is a fearsome and corruptive one, but you have what it takes to resist that wicked corruption. You can now channel the power of the darkness within yourself, granting you considerable power, without the risk of driving you berserk.

Heroic Challenges Booster: Legendary Challenges
While standard challenges and quests are all well and good, they're not particularly important. If they aren't taking place in an isolated pocket dimension, then they're just you being a bit quirky in saving the day. You are the greatest of heroes, so you can't spend all your time goofing off. You now receive grander heroic challenges that not only guide you in helping people, but also give you greater parameter bonuses.

Core Skylander Perk Tree

Universally Applicable - 100 CP (Free for Core Skylander)

You might not have some special trick like other Skylander groups have, but you don't need them. You've taken part in every adventure, and never had to rely on something new to get the job done. You now have a guarantee that, no matter how complex or difficult a situation might be, you will be able to resolve it with what you have. Your method of resolution might be far slower, harder, and certainly more painful. But you can push through it.

Defender of the Core - 200 CP (Discounted for Core Skylander)
The title of "Core" Skylander stems from the fact that a duty of the Skylanders is the protection of the Core of Light, which keeps the Darkness at bay. You are ultimately a protector, gaining greater power when defending someone or something that cannot protect itself.

Returning Champion- 200 CP (Discounted for Origin 1)
You are a veteran Skylander to be sure, leading to greater experience and power. By default, you develop the ability to go down differing paths without losing your ability to go down another. You additionally receive a Wow Pow, an extremely powerful super move.

Magical Upgrades Booster: Down Every Path
When a Skylander returns for the next big adventure, they usually have the ability to switch between their different upgrade paths. You are a little different, in that you are capable of upgrading these paths simultaneously, and employing them at the same time.

Eon's Elite - 600 CP (Discounted for Origin 1)
Among the Skylanders, you are the best of the best, viewed by Master Eon as among the most reliable. All of your parameters, perks, and powers are now three times as powerful at all times, and any form of training you partake in is now three times as effective..

Legendary Edition Booster: Legendary Elite
Trusted by Eon, and revered as the greatest amongst the greats, is it no wonder that you are so strong? Your modifier is uncapped, and through enough effort, it can increase. Itself.

Defender of the Core Booster: Light of the Core
As an excelling Skylander, you are capable of calling upon the Core to ignite your own inner light. This causes you to radiate with magic, making you stronger, and being able to release waves of light that can blow away any enemy.

Giant Perk Tree

Something Big is Coming - 100 CP (Free for Giant)
If you are going to be a giant, then you should actually be a giant. You now receive a "giant" alt-form that is approximately six meters in height, with considerably heightened strength. You can also have this form

look closer to the embodiment of an element, such as a rock golem for earth, or a volcanic humanoid for fire.

I'll Crush You! - 200 CP (Discounted for Giant)
Your enemies aren't so tough when you walk all over them. If your opponents are too small and weak to deal significant damage to you, you can take them out by just walking up to them.

The Elder Elementals - 400 CP (Discounted for Giant)
The giants, known in lore as the Elder Elementals, were said to possess light and darkness with their flesh. You may have noticed this from the fact that parts of their body actually light up. Your connection to your element(s) has been tremendously boosted, to the point where you can be said to be the strongest member of said element, capable of using it for restorative or destructive ends.

Magical Upgrades Booster: Elemental Upgrades
Still, it isn't like you can't go even further. You are able to upgrade the effectiveness of your particular element. This can manifest as just making them stronger, but it can also involve finding more esoteric ways of utilizing them. Rather than just shooting fire or barfing lava, you can just straight up trigger explosions, or keep it burning even in water, or ignite the atmosphere.

Feats of Strength - 600 CP (Discounted for Giant)
Giants are strong, but this will make you truly tough. In situations where brute force is hypothetically possible, you gather the strength to pull it off. You can reel in a ship by its anchor, drag in a giant floating island, toss a boulder into a building to destroy it…the possibilities here are pretty much endless.

Legendary Edition Booster: Legendary Feats
The Giants were far from being brutes, and as the first Skylanders, they used their power to bring down the tyrannical Arkeyans to save all of Skylands. So long as you are doing it to help others, you will be able to draw on enough strength to perform "impossible" feats of strength.

I'll Crush You! Booster: Pint-Sized Powerhouse
Why would you need to be big and slow, when your normal self can do the trick? You are able to draw on the full power and abilities of your Giant form in your human body. What's more, it is condensed into your smaller state, making you even stronger.

Swap Force Perk Tree

I Can Work With This - 100 CP (Free for Swap Force)
You'd think that the Swap Force would have trouble getting used to their bottom and top halves being separate from one another, but nope. As a matter of fact, they got used to it *in the middle of being blown away from Skylands*. You are supremely adaptable, being able to get used to any changes to your status quo, and even using these changes to your benefit.

Teamwork Makes the Dream Work - 200 CP (Discounted for Swap Force)
The Swap Force members, due to working with each other for at least a century, and regularly using each other's bottoms, are an extremely interconnected team. All Skylanders usually operate like team members, but the Swap Force are a cut above the rest. When working with anyone, you and them will immediately get into the groove of working together, and knowing what to do to best utilize each other's strengths. In combat, you'll also know how to fight as one.

In the Zone - 400/50 CP (Discounted for Swap Force)
The Cloudbreak Islands have several areas that are only really accessible via a specific sort of Movement Type. These types include rocket, climb, dig, bounce, sneak, speed, spin, and teleport. For **400 CP**, you are able to purchase one of these Movement Types, which can then be employed in whatever way that you want. If you want more of them, you can pay **50 CP** for each additional Movement Type.

Heroic Challenges Booster: Movement Challenges
Throughout the world, you will intermittently come across locations that challenge your Movement. By completing them, you will earn various rewards, including boosts to your parameters.

Mix-and-Match -600 CP (Discounted for Swap Force)
You can go with this, or you can go with that. This is the greatest power of the Swap Force: the actual ability to swap their top and bottom halves, using different combinations of powers. You may assign specific powers to your "top" and "bottom" halves, which your planned partner can also do subconsciously. If they consent, you will be able to swap with your chosen partner. Your "top" halves hold your consciousness, while the "bottom" half is swapped. You and your partner will instinctively know how to use each other's bottom halves Because the "top" part of your body stores your consciousness, it controls things like levels and upgrades, so don't go thinking you can try and do some weird form of training.

If literally splitting from the middle is too ridiculous for you, you can assign how the "swap" looks, such as if half the body is literally swapped, or you and your swapping partner have "mixed" features.

Legendary Edition Booster: Legendary Swappers
Disregard the training part from before. You are your swapping partner now have a link to one another's souls. Beyond mild telepathic communication skills, this results in your victory points and treasure being replicated to your partner. As a result, they are able to do things like level up and upgrade like you can.

Teamwork Makes the Dream Work Booster: Share Force
If you had reservations about what abilities you'd have to sacrifice for a swap, then don't worry anymore. Now, when you and your partner swap you instead just get copies of all of each other's abilities, meaning that you keep everything you have, with the addition of what your partner has

Trap Master Perk Tree

Detect Evil - 100 CP (Free for Trap Master)
The weapons of the Trap Masters are known to glow in the presence of evil creatures and Traptanium. When an evil being that you can apprehend is in your presence, you instinctively know just who they are. If you want to be dramatic, you may have your eyes or some other part of your body release a faint glow.

Rehabilitation Officer - 200 CP (Discounted for Trap Master)
The whole point of the Trap Team, beyond capturing criminals, is to rehabilitate them from being mere criminals. When you have detained someone, you are more easily able to influence them to do good. The only caveats to this are that they must know that they are being rehabilitated, and you cannot deliberately mistreat them. Still, put in some effort, and you can easily turn the bad guy into a hero.

Against All Evil - 400 CP (Discounted for Trap Master)
Trap Masters are, without exception, *extremely powerful* against villains, especially the ones that escaped from Cloudcracker Prison. When fighting against beings that you deem as evil, you receive a considerable boost in power against them. This only lasts until you have successfully subdued your target.

Heroic Challenges Booster: Villainous Challenges
These challenges aren't for you, but instead for villains that you have detained, and are currently trying to rehabilitate. Throughout the world, you will come across requests that can rather conveniently be resolved with the help of one of your contained villains. These quests tend to boost their own capabilities, while also making them just a bit more amenable to changing their ways.

Expert Warden - 600 CP (Discounted for Trap Master)
You are a Trap Master, and your skills make that very clear. You absolutely excel at subduing and trapping villains, with everyone that you trap never being able to get out, at least without your express permission. Magic spells fall through, blowing up their cell mysteriously doesn't work, and no legal tricks are getting them off scot-free.

Legendary Edition Booster: Hidden Power
It seems that your power rubs off on your trapped bad guys. Upon successfully completing their rehabilitation, your villains will "evolve" (or "mutate" if you are pedantic) into newer forms. These forms are considerably more powerful than before, and anyone who sees them will instinctively know that your former bad guy is no longer evil.

Rehabilitation Officer Booster: It Feels Good to Be Good
If the end goal is rehabilitation, then shouldn't it be fine to expedite the process? So long as someone is theoretically capable of being redeemed, they *will* be redeemed immediately upon being captured. Their personality changes as little as it possibly can to excise the evil from them. A megalomaniac gold-obsessed villain will still love gold and think highly of themselves, but they won't be doing much villainy.

SuperCharger Perk Tree

Magnets, How Do They Work? - 100 CP (Free for SuperChargers)
Dunno, but that knowledge isn't necessary. You possess the magnetic ability to "pull" and "push" objects away from you. It's rather useful for pulling in helpful materials, while shoving away anything useless. This is theoretically usable on large and living objects, but they are broadly too large or able to resist it.

Into the Rift - 200 CP (Discounted for SuperCharger
The Rift Engines are magical artifacts created by the Ancients, who used them to travel to distant worlds, spreading light and goodness. As you are a member of the Trap Team, you are connected to a Rift Engine, allowing you to travel to any physical location in the Universe, no matter the distance. Of course, without an actual vehicle, this ability is somewhat limited.

Driving 101 - 400 CP (Discounted for SuperCharger)
Do you know how to drive? If you don't, then enjoy the crash course. You are automatically given knowledge of how to drive any land, sea, or sky vehicle. This also lets you perform death-defying maneuvers without worrying about things like vertigo or g-force.

Magical Upgrades Booster: Gearbit Upgrades
If you are intending on having a powerful vehicle, you'll really want to use this. You are able to collect materials known as gearbits, which will allow you to continuously upgrade your vehicle's weapons and shields.

SUPERCHARGED - 600 CP (Discounted for SuperCharger)
The thing that all SuperChargers have to be able to do by default. Through your connection to your Rift Engine, you are able to "Super Charge" any vehicle that you control, making them vastly more powerful. You are also capable of modifying any Rift Engine-powered vehicles at a moment's notice.

Legendary Edition Booster: Legendary Charge
The Darkness is the literal embodiment of evil in the Universe, yet the SuperChargers still defeated it in the realm where it was most powerful. Nothing, not even conceptual entities, are safe from your assault so long as you are in possession of a vehicle. This won't guarantee you victory, but you have a real fighting chance.

Into the Rift Booster: Riftworld Traveller
There are many worlds in the Universe, and there are many Universes beyond. With the help of your Rift Engine, you are now capable of travelling to adjacent dimensions and parallel universes relative to your current Jump setting. You will not be able to fully travel the multiverse until you receive your Spark.

Sensei Perk Tree

Prospective Talents - 100 CP (Free for Sensei)
The Senseis sought out those with potential from the furthest reaches of Skylands, so they clearly trusted

their instincts on this. You have a sixth sense for those with hidden talent, along with a heart of gold to match your wishes. This potential is usually combat-oriented, but it can also include a myriad other gifts, such as piloting, engineering, and even teaching! You are able to tell when someone is hiding their gifts, but you aren't able to identify just what that gift is.

Battle Class Menagerie - 200 CP (Discounted for Sensei)
How do you like to fight, because you have several options! You are able to fight in all ten Battle Classes, which you can fight with through Instant weapons. If these weapons are ranged, they either manifest back in your hands immediately, or seemingly have infinite ammo.

Teach Me, Sensei! - 400 CP (Discounted for Sensei)
If you're running around and calling yourself a sensei, you better be good at teaching. Luckily, you are actually excellent at it. You've got the magic touch that has your students actually pay attention to you,and take your lessons to heart. Although teaching to a class is perfectly doable, you work best teaching individuals, as you can create a specialized course for them. As a Sensei, you may confer onto your students a Secret Technique which they would normally not be able to learn. You will only be able to teach them one Secret Technique, which will grow in power as they train.

Magical Upgrades Booster: Sensei's Upgrades
This is a way to further the power of your students. You are now capable of upgrading any of their abilities with the treasures that you and them have collected. They must know what is being upgraded, and consent to them.

Sky-Chi Master - 600 CP (Discounted for Sensei)
Sky-Chi is the technique that defines the true power of a sensei. You have access to a single, powerful ability that dramatically boosts your strength, speed, durability, and damage output. It can only be accessed via filling up a special "meter" that fills up upon defeating enemies. Through training, you are able to boost how quickly the meter fills up, and how long the technique lasts

Legendary Edition Booster: Sky-Chi Legend
While one ultimate technique is good, why not have more? You are able to continuously create more Sky-Chi techniques, while also continually developing your old ones. These techniques can be created from any Battle Classes you've learned, or simply as a result of applying your powers in newer ways.

Battle Class Menagerie Booster: Hidden Class Menagerie
You have ten Battle Classes, which is simply far too little. You are able to develop new Battle Classes through coming into contact with entities who fight in distinct styles. You may also develop more "specialized" styles from the originals, such as a Berserker Class from the original Barbarian Battle Class. How these Battle Classes manifest is ultimately related to your desires.

Items

Any lost or stolen items will return to you after a week in the same condition as when you had it unless otherwise stated.

Magic Items - Free
You have copies of all of the Magic Items that the Skylanders have collected over the years. They will work as they originally did, and will recharge after twenty-four hours.

Personal Portal of Power - 100 CP
This is not a full-blown Portal of Power, as used by the Portal Masters. Instead, this is a relatively small Portal that allows for you and some companions to travel wherever you need to go, and then recall you afterwards. This isn't super helpful in a massive place like Skylands, but it will teleport you anywhere you need to on a single planet.

Companions

Companion Import [50-200]
Standard companion section; 50 CP to import or create a custom companion with a stipend of 600 CP and the ability to select their own origin, perks, and items. If you pay 200 CP you can import or create 8 companions and they all get the same benefits.

Canon Companion [50]
This option is what allows you to bring canon characters from this setting with you as new companions. You get a token you can give to anyone you can persuade to join you on your chain, and at the end of this jump they'll be able to join you as you select your next jump as your newest companion.

Drawbacks:

Skylander Mindset +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow is a Skylander that has arrived in this world. You will need to work out your Background with your Jump Chan.

Skylands Type (Origin Exclusive) +200/+300 CP
Whichever origin you select, you can only select perks pertaining to your origin and undiscounted perks.
For **+200 CP** you can buy perks from other origins, but cannot use them for the duration of this jump.
For **+300 CP** you flat out cannot purchase perks from other origins aside from your origin.

Enemies of Skylanders (Varies)
This is a tiered drawback, one that costs +200 CP per tier. For each installment of this you take, a pair of other Skylanders, only 2 per origin appears. These Skylanders do not have perks and have stats and attitudes matching the type of **Blank** they are.

Epic Skylanders +200/+400/+600/+800/+1000/+1200/+1400 CP
Sans drawbacks, there are no other Skylanders when you first appear here. This changes that. This drawback causes there to be uniquely powerful Skylanders who appear at the same time as you. Each of these enemies has access to the full perk list of their origin. Each tier of this corresponds to a different origin, which you select when you take that tier. The final tier grants all of your summoned enemies access to the general perks as well as the perks for their origin.

Nightmare Mode +400 CP
Seriously, why is everything so strong? Expect all of the enemies of you face, and even all of the standard hazards to deal considerably more damage than they reasonably should.

Living Toy +400 CP
Unfortunately for you, it seems that you've joined the trend of Skylanders being a statue upon your exile to Earth. Luckily, you'll be in the care of some kids who take good care of you, and have a neat little Portal to help you grow to your full size. Still, you're a statue for the majority of the time, and your time in your full size will only be temporary, during life-or-death situations.

When the Jump is over, you will have the option of bringing your caretakers with you.

Annoying Big Bad +600 CP
Oh great, this guy. You are now being targeted by a comically stupid villain who has proclaimed himself as your enemy. Still, this person actually is pretty evil, and is a genuine threat. scaling partially to you. You can't kill them, but you can temporarily imprison them.

True Skylander +600 CP
Uh oh. It seems that, outside of this supplement and the Jump it's attached to, you've lost access to all of your perks, powers, items, and properties. Regardless, you are still one of the greatest heroes ever known, so have confidence!

No-Nonsense Nemesis +1000/+1500 CP
Oh, this one actually is a huge threat. Scaling directly to you is an enemy of incalculable evil, who threatens every world in the whole universe. While having the same humor as any villain in Skylands, this one is actually extremely serious, and views you as a true threat. For **+1000 CP**, this is a "normal" being of flesh and blood, which you can fight almost immediately. For **+1500 CP**, you are facing a conceptual entity whose nature means that it can't interfere in realspace without a proper medium…which it will have access to, safely away from you. If you want to fight it, you'll need to face it in its own domain.

You are able to kill and/or permanently defeat this entity.

Ending Options:
Return Home (End chain, return home with everything you have)

Stay here (Stay in whatever setting you used this to jump to, ending your chain)

Continue on (Proceed as usual to the next jump)

Notes & Changelog:
Why in the world did I make this?

Special thanks to Sin-God for the Out of Context template, of which I've made only a few modifications.

Weirdly enough, Skylanders is actually pretty powerful. *SuperChargers* has Master Eon explicitly tell us that "The Darkness" is the source of all evil in creation, and its escape means that everything in the Universe is doomed. *Imaginators* has Kaos become even stronger than that, utilizing Mind Magic, the stuff used by the Ancients to create Skylands.

You are able to decide if your Skylanders alt-form is your regular self, or one of the many races present with Skylands.

Immune to Corruption: I should probably note that I'm using the game's canon. In that one, Dark Spyro can channel the darkness without becoming evil, although he was noted for being somewhat erratic in behavior. This would not apply in *Skylanders Academy*, where Dark Spyro being corrupted was a major plot point.

Universally Applicable: This is technically incorrect, as *SuperChargers* has a single instance of you actually needing to have a SuperCharger for an inspection. However, I chose to ignore that because it's really dumb, and you can use an Instant version to bypass it.

Teamwork Makes the Dream Work: Yes, the first sentence is a deliberate innuendo.