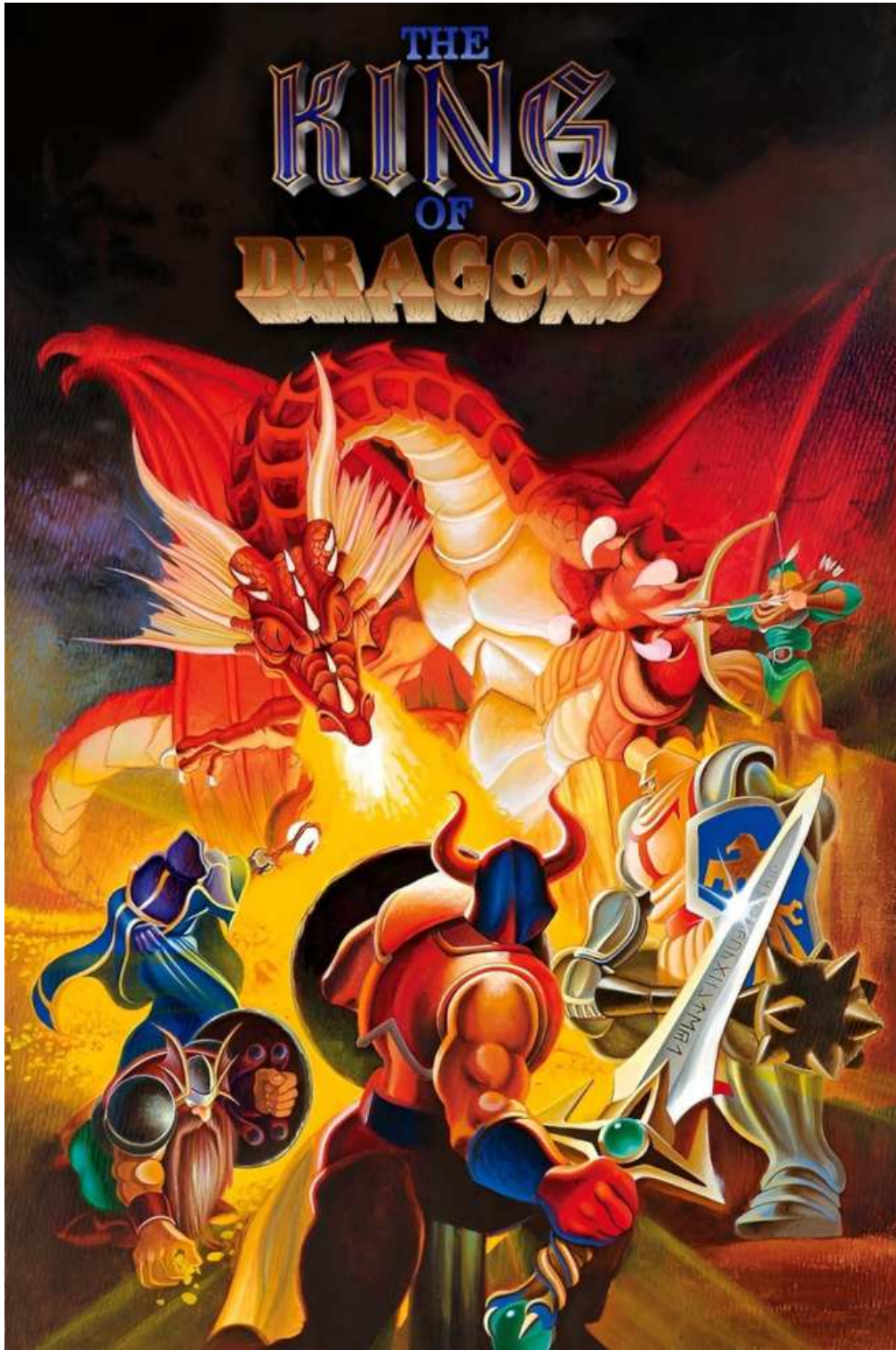


King of Dragons Gauntlet

Version 1.0.1



The red dragon, Gildiss, has crushed peace under his iron tail. He must be stopped. Many villages are being decimated by rampaging monsters, and the folk of the northern castle are especially in trouble.

These lands are in grave need of an adventure to raise up their arms against the forces of darkness. Are you that hero, ready to save this world from the red dragon, Gildiss, and the dark forces which serve him?

You will face him with nothing from other worlds, stripped bare of all save your body mod, and thrust into this world alone. Perhaps it would be best to follow the path the heroes did for along that path exist several upgrades for your weapons and armor, and the chance to gain the skill and experience needed to defeat Gildiss. Or maybe you will find some other path to Gildiss.

Whatever your plan, the people of this world thank you for your valor in their cause. Unfortunately there is little to give you:

+0 CP

To gain more power you will have to take drawbacks, though you will be granted the skills and of one of the adventurers of this world at the beginning of their journey. In addition there is a certain safety net for you. If you die or fail in your task it will not end your chain, merely end this jump and send you to your next with nothing you would have gained here - even those things you would have acquired for free. To succeed you must slay Gildiss, and save the countries around his mountain from the depredations of his forces. The normal path would be to fight through them on the way to defeat the dragon, but if you go another way you may find yourself having to deal with certain elements afterwards. And if you wait too long you may find that you fail not do to your own death, but the fall of those kingdoms you were supposed to save.

If you do not feel brave enough to venture into this world as its hero, you may choose to take this gauntlet as a regular jump. You will gain no protection from chain failure, but you will gain

+1000 CP

With which to develop your powers in this world. You will not, however, obtain any of the freebies which would be available to a hero in the making, and even if you do kill Gildiss and save these lands you will receive none of the rewards which would have been available.

Starting Time and Location:

If taken as a gauntlet you arrive in the Orc Forest where the game would normally begin. If taken as a normal jump you may start in the Orc Forest, pay 100 CP to start at any location in this world of your choice, or roll on the table below:

1. Orc Forest: The forest from which the orc king's forces are raiding nearby villages.
2. Cave of the Hydra: A cavern inhabited by a great 3 headed serpent which blocks the way to the north.
3. Norde Island: An island partway between the southern lands and Trent Woods in the north. An ancient shrine stands upon it from which a giant orchestrates attacks by Gildiss's forces.
4. Trent Woods: Home of the wise Trent, a talking tree of great age and sagacity. It has become infested with werewolves, spiders, and other dark creatures which now threaten the life of Trent and the woods as a whole.
5. Herschel's Castle: This castle is a center of resistance against Gildiss but it is failing, and likely would have fallen in the time it'd take to reach it from the Orc Forest.
6. Castle Garenos: Once the castle of the northern lands, it has recently fallen to Gildiss's forces, and is now occupied by his closest and most powerful ally the Dark Wizard Hugo.
7. The Golden Limestone Cave: Gildiss's personal residence. In fact you seem to have arrived directly in front of him. Hopefully you have the power to handle the beast, or perhaps you would rather make a deal with him of some sort.
8. Free Choice: You may begin anywhere in the game of your choosing.

Age and Gender:

You are 24+1d12 years if human, and the equivalent for your species otherwise. Your gender is yours to choose freely.

Drawbacks and Toggles:

If taken as a gauntlet to gain CP you must take drawbacks. These drawbacks will fade at the end of the gauntlet's scenario whether you succeed or fail, and whether you choose to stay the rest of the decade here or not.

If taken as a normal jump you may still take drawbacks to gain more CP if you desire, but these drawbacks will last until the end of the jump with its full decade duration.

Drawbacks fall in 2 categories Quest Drawbacks which can only be taken if taking the jump as a Gauntlet, and World Drawbacks which can only be taken if taking the jump as a normal jump.

Quest Drawbacks:

Dwarf (+100 CP): You must select dwarf as your Class and may not purchase an additional Class. You are stuck in the form of a dwarf with short stubby arms limiting your melee reach.

Expanded Maps (+100 CP): It feels like the stages just got a fair bit longer. However far you would have had to travel through enemy occupied areas has just gotten longer. The bad news is that this means more enemies trying to kill you, and you'll have to fight longer and more. The good news is that this means more XP from killing them and the potential to get more treasure and thus more XP.

Mimics (+100 CP): Mimics have become more common. Even chests which would normally have been safe might be mimics now. Even chests containing upgrades for your weapons and items might require you to fight them first weakened and exhausted from your battle against the stage's boss.

Thieves (+100 CP): Thieves seem to always be waiting just out of sight. Whenever you find useful food or treasure, you can expect a thief to appear and make a rush to grab it and run off with it, and if you do not catch them quickly they will disappear once more with the loot. Thankfully they won't steal the upgrades for your weapons and items.

Additional Maps (+200 CP): The world seems to have been expanded half again over. You can expect to encounter more bosses during your time here, and more armies serving Gildiss. There is also just more geography and your journey is longer. Thankfully these bosses still are weaker than Gildiss, and only approximating the power of the later bosses in the standard game. Unfortunately Gildiss has gotten a little stronger to make up for the extra XP you might have.

Changed Maps (+200 CP): Do you already know which chests are mimics or trapped? Where the preset crystals are? And all the ambushes? Well how closely the world would follow game maps is in question to begin with but never fear you'll find that the maps and areas seem to have been rearranged and reshuffled. There will still be 16 "stages", but the bosses are not even guaranteed to be the same as before, even the geography may have changed somewhat, and where before the original maps and battle AI probably at least offered a clue to where traps were and how to fight enemies you can expect them to have changed. Still there will be clues to help you figure out what the intended sequence is now, so you won't accidentally sequence break if you don't want to.

Hard Difficulty (+200 CP): The simplest drawback in many ways. Gildiss and his dark forces are noticeably more powerful. They aren't more numerous, but they will be harder to kill and their own attacks will hit you harder. Defeating them will be a challenge.

Hidden Slimes (+200 CP): Slimes seem to be more common than they normally would be. In addition they are particularly good at hiding and dropping down from above, or oozing out from under some object where you missed them at the worst moment for you so that they can grasp you and hold you paralyzed for their villainous allies.

Expert Difficulty (+300 CP; requires Hard Difficulty): Gildiss and his dark forces are significantly more powerful. It's still possible to defeat them, but even one on one against the weakest enemies there will be risk, and the greatest foes will require extreme skill in battle to have a chance of defeating. One mistake could prove fatal, especially in the later fights.

Ice Traps (+300 CP): Ice traps have become significantly more prevalent and common, and they are no longer limited to chests. You can expect to simply step, or even jump, into triggers for these traps and find yourself frozen until you can shake yourself free. And sometimes these traps will strike you even in battles against bosses, which is made worse by the fact that given time they can reset themselves.

More Enemies (+300 CP): Gildiss's forces seem to have greatly increased in numbers, at least wherever you are. You can expect to fight twice as many enemies at any time as you would have normally, and that when you encounter bosses they don't fight alone but are commonly flanked by several lesser creatures.

World Drawbacks

Ice Traps (+100 CP): Ice traps have become significantly more common, even in areas not related to fighting. Even in your warehouse and properties. Now these traps won't kill you directly, they merely freeze you in place until you can break free from the magical ice, but even if you're not fighting for your life this has got to be rather annoying, right?

Spiders and Slimes (+100 CP): Somehow you keep encountering spiders and slimes. They're not even all monsters, as slime keeps getting on your things, or in your way, and you will spend much of this jump coated in it one way or another, and with spiders always seeming to gather around you. They're often monsters, and you will find yourself having giant spiders and animate slimes attacking you on regular occasions too, but they're not all monsters.

Thieves (+100 CP): Thieves seem to be rather common in this world, and they seem to have taken a notice of all the wondrous things you have. You will repeatedly have to deal with thieves attempting to 'acquire' your personal items, and even somehow managing to get into your personal realities and warehouses to steal goods. Better get used to tracking them down.

Beast 'Em Up (+200 CP): Your plotting, planning, and manipulation abilities have become substantially reduced. You seem to take on all problems head on and directly without subterfuge or attempt at cunning. While this doesn't always mean violence - you won't kill 20 orcs to help a child learn to read - you also find yourself far more likely to resort to violence and direct head to head battles.

Expert Difficulty (+200 CP): Gildiss and his forces have become vastly more powerful. It would be a nigh impossible task for an individual of this world to deal with them, and even you will find that they are a relevant threat to you. No matter how powerful you are, Gildiss will be powerful enough that trying to fight him head on without a plan would be more likely than not a losing battle, and his forces will be relevant to him.

Monsters Everywhere (+200 CP): Gildiss's forces seem to have taken an interest in you, as the dark monsters serving him routinely attack you. Even if you kill Gildiss and go on a campaign to wipe them all it will not stop the attacks, though it might reduce their number.

Tree Jumper (+300 CP): You have become a large tree. You're still able to see, and even talk, but you are unable to change your form or even move except your eyes and mouth. You will be unable to do anything that is not purely mental other than observe the world around you and talk to people. This will leave you relatively defenseless against monsters that might decide to live in your branches or kill you. And before you think about telekinetically flying yourself places, or teleporting through psychic powers, know that if your root system is removed from its original soil you will begin to waste away and die until you are returned to your original home.

Perks:

Class (400 CP, 1st Free with Gauntlet, additional classes discounted): The hero(es) of this realm fit into one of 5 categories and it seems you now can claim to fall into one of these 5 categories.

If taken in a gauntlet you begin at Lv 1, and be able to level up by collecting treasure and defeating enemies, and if you have not already reached (max) Lv 24 by the end of the Gauntlet you will immediately be raised to that level. If taken with Normal Jump you will immediately begin at Lv 24.

As your level increases your stats, other than speed, will increase as well. Your attack increasing will make you hit harder in combat. Your magic increasing will improve the power of your magical attacks. Your defense increasing will make attacks harm you less and your ability to block blows with shields. Your hp increasing will allow you to continue to function with greater injuries. When attacking with weapons or using shields that your class(es) do not grant proficiency with, the benefits of these stat increases will be substantially cut down.

If a class makes you proficient in a weapon or armor, in addition to meaning that your increased attack and defense apply when using them, it also means you know how to use them in a mundane sense with the skill of a professional combatant.

You may take multiple classes if you pay for them. You will gain all proficiencies and special abilities, but only use the highest stats.



Cleric: As a cleric you are proficient in the use of blunt hand-to-hand weapons, as well as shields. You possess average speed, as well as average strength, and magical power. You possess superior hit points and the best defense. You level up somewhat quicker than other heroes, though your final level is comparatively powerful. When you heal yourself you may also heal nearby creatures a small amount.

Dwarf: As a dwarf you are proficient in the use of shields, and hand-to-hand weapons in combat. You possess average hit points, inferior speed and magic, superior defense, along with the best attack. You level up somewhat slower than others, though your final level is comparatively powerful. As a dwarf you are short in stature limiting the range of your hand to hand blows, though your short height makes it easier to strike slimes upon the ground and means you present a smaller target to be struck. Post-jump being a dwarf - and the short stubby arms and surprisingly jumping ability with it - becomes an alt-form but the stat increases from leveling up will remain.

Elf: As an elf you are proficient in the use of bows and arrows in combat allowing you to easily pick off enemies from afar while keeping your distance, and are strangely skilled at aiming and firing a bow while moving or even running. You possess the worst defense and attack, and inferior hit points, however you possess superior magic and the best speed of all. Post-jump being an elf becomes an alt-form, but the stat increases from leveling up will remain.

Fighter: As a fighter you are proficient in the use of shields, and hand-to-hand weapons in combat. You possess average defense, superior speed and attack, the best hit points, and the worst magic.

Wizard: As a wizard you are proficient in the use of magic wands and staffs as weapons. You possess the worst speed, along with inferior hit points, attack, and defense, but the best magic. You level slowly, and despite your high magic your attacks are initially the weakest, though with maxed gear and level you may be the strongest in the end.

Great Leaps (200 CP, Free with Gauntlet): With a standing jump you are able to leap higher than a human straight up. You are able to land easily from these leaps, and perform them in the midst of combat attacking, or parrying, normally even as you leap.

Personal Spell (100; Free with a Class): By spending a portion of your hit points and raising your hand with a shout you are able to cast a powerful spell capable of smiting multiple foes. Taken as a Fighter, Dwarf, or without a class you get Fire Wall, calling four bursts of fire to strike four foes in your area - or a single foe four times - for greater effect. As a Wizard, Cleric, or Elf you get Thunder Bolt, calling three bolts of lightning to strike three foes in your area - or a single foe three times for a greater effect - which requires somewhat less vitality to fuel it. Should you die - even if you have a one-up - you will produce a floating crystal which will cast a stronger version of this spell when shattered by you or an ally.

Health Bar (100): You possess a health bar mentally visible to you whenever you desire to check it which shows how much stamina, vitality you have remaining, along with how many hit points (should you have some system of hit points) and your general ability to take more of a beating before you can no longer fight.

Arrow Parry (200 CP): Your attacks seem to create a small shockwave around them which is capable of knocking projectiles such as arrows - or bullets - out of the air and which lingers a few moments after your strike. A projectile sufficiently more powerful than your attack can break through this shockwave.

Battle Stamina (200 CP): You can fight nearly endlessly. While special techniques which drain your stamina and magic spells might still exhaust you, basic combat, or marching seems not to tire you any more than a casual stroll.

Food = Healing (200): Whenever you eat food you will find your wounds and injuries healing at a greatly accelerated rate, small wounds closing themselves just from eating a few pieces of fruit, and a full meal enough to recover from even mortal wounds. If the food in question already possessed healing properties this will increase their efficacy.

Item Drops (200): Occasionally when you kill or defeat enemies they will drop bags of coins, a gem, a piece of fruit, or a potion. These fruits and potions will heal you an amount based on their type if consumed, though do not keep fresh long and must be consumed within a few minutes. These coins and gems are valuable objects in many worlds. The more powerful the foe the more likely the drop is to be valuable or a powerful healing item.

In this world enemies already do this, though taking this perk will make such drops more common.

Low Blows (200): You excel at striking low in combat, sweeping at the legs of your enemies, or stabbing downwards while leaping, seemingly doing so with as much ease as striking at a more normal level. This ought to help you when dealing with slimes and other low to the ground foes, though may help you slip beneath some guards as well.

Crystal Drops (200 CP/400 CP): Occasionally when you kill or defeat enemies a small, floating spherical ‘crystal’ will rise up from them. Each of these crystals has a symbol on them representing the spell which will be cast, either Thunder Bolt, Fire Wall, Frog, Jewel, or Meteor. The Thunder Bolt and Fire Wall spells are significantly more common than the others. The strength of the enemy also influences these drops with stronger foes being more likely to drop a crystal in general as well as having a higher chance of a rare crystal, and rare crystals not appearing at all from sufficiently weak foes. While attempting to stop the crystal from floating will see it shatter, you may nudge it along in the direction you choose, and by striking the crystal till it breaks or otherwise shattering it you may call the magic inside, though if not shattered these crystals will disappear on their own after several minutes. The Thunder Bolt spell conjures three bolts of lightning to strike at your foes from above. The Fire Wall conjures four gouts of flame to rise up to strike at your foes from below. Frog will turn several weaker enemies into frogs, though you will not gain XP for such enemies, and damage stronger ones. Jewelry will turn 4 weaker enemies into jewels of great value, and damage stronger enemies. Meteor will call down a storm of meteors striking all enemies nearby and dealing massive damage, enough to kill any enemy which could be transmuted by the frog or gem, and dealing substantially more damage than any of the other crystals against more powerful foes. The spells from these crystals will scale in their power based on your own magical power, and will be stronger than if you were to cast the same spell via personal spell (in the case of Thunder Bolt and Fire Wall).

In this world enemies already do this, though taking this perk will make such drops more common.

For the higher price of 400 CP these crystals can include other magic which you possess, and do not require long rituals or rare reagents. Like with Thunder Bolt and Fire Wall these spells will be stronger than if you were to cast them yourself. They may also form containing spells from magic systems you are able to use but which you do not personally know or which would be too powerful for you to cast normally. The more powerful the spell the less likely it is to appear, and more powerful foes need to be vanquished for it to be likely to appear.

Blow Projection (400): With every second blow your melee attacks seem to project outwards in the form of shockwaves, capable of carrying their effects a little past their normal range. These shockwaves can still be blocked or parried as if delivered by a physical weapon but will help you reach further away enemies.

Flight (400): You are able to use your magical powers to fly at speeds somewhat above your walking speed with a difficulty and focus similar to simply walking. You can 'run' when flying, increasing this speed, though, it will require more difficulty, focus, and energy to do so.

Shield Block (400): By properly bracing yourself and standing still while using a shield strapped to your arm you will find that your shield becomes indestructible and any attack which wholly strikes it will not harm you through your shield. If you time your block, to raise the shield into position just as the blow strikes this will even block attacks which should go somewhat around your shield.

This only applies with arm mounted shields, even if hardlight or another form of force or energy field shaped into a shield, and not force or energy fields projected around your body even if called a shield.

Surge of Speed (400): You are capable of increasing the speed at which you move by more than double for a few seconds. When you do so you leave a series of after images behind. Once you have used this ability you must wait several times longer than the effect lasts to use it again.

Teleportation (400): You possess the ability to magically teleport yourself a short distance with a few moments of concentration. This requires your focus and attention, and the range is strictly limited to a few dozen feet and requires line of sight. Still it can potentially be used to dodge attacks, circle around enemies, or escape.

Yashichi Finder (400): In this world there are 3 yashichi, floating pinwheel like objects, hidden throughout the world which can be found to grant whoever finds them an extra life. Now this is true of all future worlds you travel to as well. There will be 3 such yashichi hidden throughout the world in places which you will find yourself going to eventually without hunting for them - though they will be well hidden and not directly in your path - which if found will grant you an extra life, causing you to upon being killed respawn a few moments later with your personal gear you were carrying when you were killed or destroyed by enemy attacks leading up to your death restored and on your body and your stamina fully restored. These extra lives will fade at the end of each jump and cannot be stockpiled between jumps.

Attack Patterns (600): You are able to quickly recognize and dissect the fighting styles and patterns of your enemies. As you observe these patterns you will become more and more capable of completely avoiding the attacks of the observed enemy, and to land blows without opening yourself to a counter attack. Once you have fought an enemy for long enough you will find it almost contemptuously easy to avoid their attacks, even if they possess substantially greater reach than you, or greater speed and power. Even if they wildly change their fighting style you will find regaining this total awareness of their attack pattern is much faster than initially gaining it.

Leveling Up (600): By killing enemies and collecting treasure you may obtain XP and level up. When you level up you will immediately be fully healed and have your stamina restored. You will also find yourself getting stronger, more durable, and more magically powerful, as well as sometimes gaining additional hit points. You may continue to benefit from these level ups indefinitely, even past Lv 24, though it will take an increasing amount of XP to level up further. Thankfully the stronger the enemy, or greater the value of treasure, the more XP it gives.

If taken with a class the class will modify how much you gain in each field. Without a class you will default to the lowest value. If taken with Gauntlet you will see only a small additional gain until you have reached the normal max level in your class.

Items:

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Lv 1 Gear (100 CP; Free with related class): You receive the basic gear belonging to one of the five classes. If you received this item for free you must select the gear associated with a Class you have purchased.

Cleric: A heavy, full body suit of metal armor, a wooden heater shield, and an iron cudgel.

Dwarf: A cuirass and helmet, a round leather shield, and a hand axe.

Elf: A wood bow and wooden arrows. These arrows will replenish themselves at a speed to allow you to maintain a relatively constant rate of fire at a normal human speed.

Fighter: A cuirass, helmet, gauntlets, and armored boots, a round leather shield, and a short sword.

Wizard: A purple gemmed ring which provides a light defensive effect, and a short wood staff which can project small fireballs a short distance.

Shurikens (100 CP): This is a set of three shurikens which hit with a surprising amount of force for their size, though not close to the extent of the Lv 8 weapons available. Regardless of your class you are considered proficient in these weapons, and they return to your person moments after being thrown.

Riding Dragon (300 CP): This is a large, bipedal draconic creature, reminiscent of representations of theropod dinosaurs. Four thagomizers, like those of a stegosaurus, adorn its tail, able to be used as dangerous weapons, and it possesses the ability to spit balls of fire that upon striking the ground will send a burst of flames rising from the ground for a short distance. It is trained to be ridden and accepts you as its rider, and comes with a saddle and a halberd.

Extending Flails (300 CP): This is a pair of balls and chains. By swinging it forward you are able to launch the spiked ball forward, reaching out to great distances with great force. The flail heads are also rather large, surprisingly light and easy to wield despite their great mass which makes them hit hard when they strike.

Alternatively you may instead take a single extending chain sword. It is of a similar design and preternatural swiftness and ease of movement, though it is smaller and thus still quicker in use. That said its craftsmanship is extremely fine and its edge near equal to the task of dragon slayer and enough to cleave steel with difficulty.

Lv 8 Gear (400 CP; discounted with Gauntlet and a matching Lv 1 Gear): This is the most powerful gear in this world belonging to one of the five classes, providing significantly increased power and ability over the basic gear above.

Cleric: A massive, red maul of a warhammer coming almost to a true point to bash through armor. It swings more easily than it should, able to be held and swung in combat in one hand despite its great mass. Along with it a large, metal kite shield similarly strangely light and easy to carry and move with and strong enough to take the blows of even Gildiss the Red Dragon without a scratch, as well as seeming to spread a defensive enchantment across you adding an extra layer of defense against attacks. A golden sunburst upon it further weakens the attacks of the undead.

Dwarf: A large, double headed battleaxe. Despite its somewhat impractical size for a one-handed weapon it swings lightly and easily, and its blade can cut through the scales of a dragon, much less mundane steel, with ease. Along with it is a large, round metal shield. Strangely light and easy to carry and move with and strong enough to take the blows of even Gildiss the Red Dragon without a scratch, as well as seeming to spread a defensive enchantment across you adding an extra layer of defense against attacks. The shield is especially effective in protecting you against fire and ice based attacks.

Elf: An exquisitely made composite bow which launches arrows with more force than its pull weight would suggest granting additional range and speed to the projectiles, and seems to aid in your aim and rate of fire allowing you to fire more arrows more quickly almost seeming to duplicate each arrow fired. Along with it is a replenishing quiver of arrows tipped with a golden-brass colored metal of exceptional hardness and sharpness, capable of plunging clean through orcs and

lizardmen; these arrows will replenish as needed even with the greatly increased rate of fire from the accompanying bow.

Fighter: A large bastard sword, almost large enough to be considered an exclusively 2 handed weapon if it didn't move with the speed and ease of a small sword. While it lacks some of the weight of the battleax it is just as sharp and made of a similar metal, a fit weapon to slay a dragon and able to cut through common steel with ease. Along with it is a large, round metal shield. Strangely light and easy to carry and move with and strong enough to take the blows of even Gildiss the Red Dragon without a scratch, as well as seeming to spread a defensive enchantment across you adding an extra layer of defense against attacks. The shield is especially effective in protecting you against fire and ice based attacks.

Wizard: A golden staff set with a large amethyst above a crossguard. This golden staff fires powerful bolts of lightning capable of striking through enemies. Along with it you receive a golden diadem with 3 amethysts set inside which provides you a defensive enchantment based upon your magical might capable of shaming full plate or the shields available here.

Crystal Balls (500): This is a collection of 8 blue crystalline spheres indestructible by the means available in this world. You are able to summon them to you, causing them to swirl and spin around you. They will deflect attacks, creating a field of energy around them which can further protect you and deflect attacks. This field is strong enough to block even the most powerful weapons and spells of this world. They can only maintain this shield for a limited time at which point they will shoot out away from you, their magical field now working to tear through entities and impediments in their way in an attack strong enough to threaten the likes of Gildiss and be considered the greatest weapon of Gildiss's chief lieutenant. You may launch these spheres early if you desire, or control them as weapons instead of a shield, though aiming individual spheres is difficult and they expend energy more quickly as weapons. After they are launched this way (or expend their energy as weapons) they will be rendered inert for several seconds before they can be animated once more.

Companions:

Player Two (400 CP; Gauntlet only): You may create or import a companion. They gain a single class other than your own for free, along with the associated Lv 1 Items. Over the course of the quest they will gain increasing upgrades to their items until at the end of the quest they are the associated Lv 8 Items. Instead of creating or importing a companion you may choose to have them be the canon hero of the same class. You may transfer CP to this companion at a 1 to 1 ratio if you want.

Player Three (200 CP; requires Player Two): You may create or import another companion. They gain a single class other than your own or that of your other companion for free, along with the associated Lv 1 Items. Over the course of the quest they will gain increasing upgrades to their items until at the end of the quest they are the associated Lv 8 Items. Instead of creating or importing a companion you may choose to have them be the canon hero of the same class. You may transfer CP to this companion and the one gained from Player Two at a 1 to 1 ratio if you want, with each of these two companions gaining 1 CP for each 1 CP you transfer to them.

Co-Op Mode (100+ CP; Normal Jump only): You may create or import a single companion for 100 CP, up to 3 companions for 200 CP, up to 8 for 300 CP. They each gain 600 CP to spend. You may transfer CP to these companions individually at a 1 to 1 ratio if you want (only 1 companion gets CP for each CP you transfer to them, though you could transfer 100 CP to a companion and 100 CP to another companion for 200 CP from yourself).

Rewards:

Although you likely received many wounds, you were finally able to defeat the red dragon. Now this land may know peace again. Before you now is Gildiss's great treasure hoard, the sparkle of the gold nearly blinding, new adventures reflecting in every gem.

It is time for you to claim your rewards for your task. And there are rewards available to you.

First, Gildiss's great treasure hoard is now yours. It won't replenish in future jumps, but it is a cave full of gold and precious gems.

Second, the Golden Limestone Cave, and the entire mountain which it sits within, now follows you along your chain. You may have it inserted into the world at a suitable location, or exist as a warehouse add-on. It will not take with it living creatures inside of it at the end of a jump, but objects stored in the dragon's treasure chamber will come along with it.

Third, along the way, assuming you didn't intentionally avoid them, you should have obtained upgrades to your weapon and defensive item granted to you by the Lv 1 Gear item which now should be the equivalent to the Lv 8 Gear. If you bought multiple Lv 1 Gear, this upgrade will only have happened for 1 weapon and 1 item (in the case of the Elf's gear the bow counts as their defensive item). Should you have broken the sequence and avoided some of the bosses and conflicts, you may possess gear somewhere in between based upon how many of the 7 weapon and 7 item upgrades you actually managed to collect.

Fourth, you killed the dragon, you made it happen, and as such you gain the following special perk as a recognition that you have become a true **Dragon Slayer (Reward)**: You find that when you attack a dragon the attacks are more effective than normal, your blows hit significantly harder, and the wounds you inflict are more difficult to heal. The attacks from dragons against you, on the other hand, are less effective than normal, having more difficulty penetrating your defenses, and dealing shallower wounds and seeming like the fire of their breath - or other elemental attacks - are simply weaker against you. This also makes you better at recognizing the patterns of their combat behavior, and limits of their combat abilities, to help you dodge their blows and land your own. Finally, you seem to possess a quality that makes them feel fear of you, as if they know you have slain dragons before and could again. This perk applies against wyverns, and other similar variations of dragons such as linnorms, hydras, and various other usually snake-like monsters which fit in the general category of dragons.

Fifth, having saved her country and her life the princess Mari will join you on your chain as a companion if you desire her company. Assuming you played your cards even halfway right she's probably quite taken with you.

Finally you have earned the ultimate reward and the following special perk **King of Dragons OST (Reward)**: The soundtrack of this world now follows you. You are able to cause this music to be played at any time, either where only you can hear it, only you and your companions and followers, or everyone can hear it. It will normally play the most appropriate song to the location and events, though you may choose a specific song to play if you desire and you may start or stop this music whenever you desire.

With your rewards settled, you have a choice to make. You may either end this jump now, your victory fresh, leaving the warring states behind, or you may choose to stay out the rest of a decade here. If you do, all drawbacks fade immediately, and you regain your sealed powers, items, and so forth from other jumps.

Outro:

Your time in this world has come to an end. And now you have a choice to make:

Go Home: Return to your original dimension and end your chain.

Stay Here: Assuming you didn't fail the gauntlet, you can choose to stay here in the 16th century and end your chain.

Continue: Or you can continue your chain, going to the next jump.

Notes:

Jump by Fafnir's Foe

None of the classes make you slower/weaker etc. Being a dwarf will make you shorter and have stubby arms and legs though.

I took some liberties with the special effects of the Lv 8 items.

Wizard is very hard, but kicks ass when fully geared up at the end of the game. Dwarf is a drawback because while wizard is harder at the start, dwarf always seemed the hardest overall for me (dwarf is the only one I didn't beat the game as a kid), and the short reach in combat is nasty.

At Lv 1 Wizard has 32 hp, Fighter has 48, and everyone else has 40. Just to give you an idea as to how far/close they are. Lightning spell costs 8 hp. Fire spell costs 10. At around normal beating the game levels (15 to 18, often leveling multiple times in the final boss fight) everyone's hit points are around 70 to 78. At level 24 wizard and elf have 96 max hp and I couldn't find it for others. This just gives a simple idea of how far the spread from lowest to highest in things are, and what leveling up means for increasing your abilities.

Most likely the jump is not strictly 1 to 1 to the video game because you're entering an actual world. There is probably a decent reason for fighting most, or all, of the bosses on the way. That said it's up to your benefactor how close it is to a direct translation of the game. The base assumption is that there are still as many 'stages' and 'bosses' as normal, that the bosses still typically possess upgrades for your gear (with a few upgrades scattered about), and that the bosses will generally fight you one on one like chumps.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Added Dwarf drawback which was the first drawback decided upon.