



Disney's American Dragon: Jake Long The Jump v1.0

by Maskedduskridr

Welcome to a World of Magic and Creatures that exists alongside your own human realm. A world where the one thing standing between complete disasters caused by either side is the World Dragons. Chosen Dragons who with their Dragon Chi are capable of becoming mighty dragons straight from mythology.

We follow the story of the first American Dragon, Jake Long, a 13 year old boy who believes that he can rap and skate with the best of them. Trying to balance his job as the American Dragon with his Personal Life...and failing as the two collide time and time again.

Hey, maybe you can do better!

Just watch out for the Hunts Clan who would skin you. Multiple forces of evil magical beings. And the mysterious Dark Dragon.

Take **1000 Chosen Points** to fund your adventures.

Starting Location

While most of the series takes place in New York City, New York. This is a global series and as such you may pick any location on the planet earth to be your starting location. If you are a World Dragon that means that this area will be part of your starting territory.

Age and Gender

You need to pick an age for yourself. 13+ for Dragons so that you get your powers.

By default your gender is whatever you were previously.

It is **50 CP** each to freely change gender.

Origins

Citizen (Drop-In) [Free] (Pick a Race: Human or Magical that appeared in series)

This can be the Drop-In for this world. You are just a normal citizen of the world. You could be an average human unaware of the mystical world, or a member of the mystic community. You might not be an adventurer, but you have a life of your own to live.

Huntsclan [100 CP] (Require: Human)

You have a member of the human organization whose goal is to get rid of all magical creatures by any means necessary.

World Dragon [200 CP] (Require: Dragon)

You are one of many Dragons who protect the Magical World. You have been trained to use the full might of your powers to defend the world, especially around the region you claimed as your own.

Dark Magic User [200 CP] (Pick a Race: Human, or Magical that appeared in series.)

You are a corrupted being. You make use of the mystic arts in ways that most wouldn't dare dream to. With this power only fools would dare try to stand in your way.

Race

Human

You are either a boring old human, or a secret badass magical creature hunter in the Huntsclan which is human exclusive. Or you could go a different route and be a Wizard.

General Mythical Creature

It would take me days to sort out just which is which for the options. So here is the deal. If it appeared in a series, or you can think of it. Then you can go with any magical creature. Just keep your origin in mind.

Animal Guardian

These are the animals assigned to watch over a dragon. For example Fu Dog is just one of many. Feel free to pick any species from the Chinese Zodiac, though keep an eye on your license since it expires after a certain amount of time and needs to be renewed.

Dragon

The protector of magical creatures, though not necessarily entirely good. These beings possess two kinds of chi (life force), a human chi and a dragon chi which is the source of their power. They are born humans with their dragon chi remaining dormant until the age of 13, when their powers begin to emerge. Even in human form, their dragon side can affect them.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Magical Language [Free]

For some reason every magical creature understands each other and can speak English if they really want to. Now even if you don't have much magic you have this ability. Doesn't translate written text though so you are going to have your work cut out for you there, but at least you can understand what people around you are saying.

Mystical Disguise Master [200 CP]

You are a Master of Disguise! Not really. It's more a disbelief field that normal people can't see though. Doesn't help your ability to make a disguise, but at least you can walk around in public as a hairy cyclops wearing a nice jacket, hat and glasses without anyone making a fuss about it.

Legendary [400 CP]

This is a Capstone Booster

You are a living legend. Most people can't actually believe you are real. In fact, if you disappear from the public eye for a bit, in a few years time a lot of people will believe you are just a story. Until you reveal yourself. This is a reputation booster. This improves your ability to recruit others through reputation alone, as well as making others think twice before attempting to face you.

Citizen (Drop-In)

Skater [100 CP | Discounted for Citizen (Drop-In)]

You have some skills on the board and can perform more than a few tricks, though if you want to be great you will have to practice.



Balance Between [200 CP | Discounted for Citizen (Drop-In)]

You understand the value of there being a balance between having fun and being smart. This helps you learn stuff that interests you, as well as being able to relax at all times as it lets you look at problems from different angles

to most people.

Genius [400 CP | Discounted for Citizen (Drop-In)]

You are a Genius. No doubt about that. You are just so smart that if you wanted to you could enter an academy of geniuses, but if you really don't want to you know enough to fail every test on purpose. It shows that you know the material more as you know just the right way to fail everything. When push comes to shove though you can easily figure out tricky puzzles.

Potion Maker [600 CP | Discounted for Citizen (Drop-In)]

You picked up a book that looked interesting called 'Fu-Dog's Big Potion Book.' Sure at the time you thought it was a joke, but over time you picked up on how to perform many spells and brew potions such as a Power-Draining Potion, Mind-Erase Potion, Instant Sunshine, Portal Spell, and even the Dragon Spell (Enchantment that grants dragon powers) among others.

Capstone Booster: You decided to take some classes on this and are now able to make your own potions using examples of magic you have seen earlier as inspiration. The sky's the limit for an experienced Potion Master, so do your best.

Huntsclan



Dragon Birthmark [100 CP | Discounted for Huntsclan]

Each member of the Huntsclan is born with a Dragon Birthmark. This is a recessive trait that the Huntsclan monitors hospitals for infants with this mark and kidnap such children. This mark gives you a bonus to fighting Non-Human Creatures

of Magical Natures.

Huntsclan Trainee [200 CP | Discounted for Huntsclan]

You are a beginner-level student of the Huntsclan. This gives you the knowledge of how to use the various equipment, such as weapons and traps used by the Huntsclan.



Huntsclan Apprentice [400 CP | Discounted for Huntsclan]

You are an Advanced-level student of the Huntsclan. Often participated in field-work and obeyed all Huntsclan Masters. They are working towards slaying

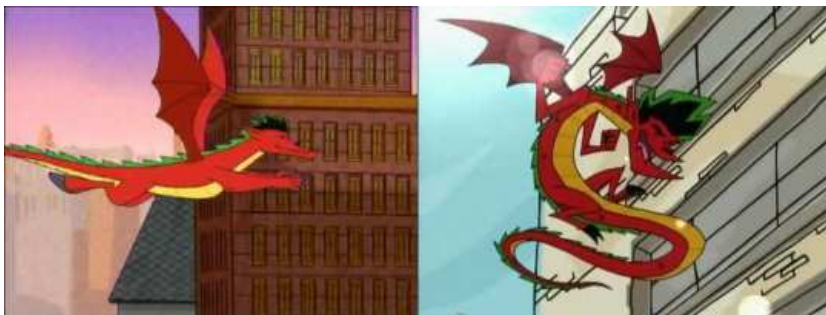
a Dragon. This gives you a bonus to combat based skills and weapon use.

Huntsclan Master [600 CP | Discounted for Huntsclan]

Highest level of Huntsclan. Those that passed the necessary trails and had slain their first dragon. Considered a true-member of the Huntsclan. They are leaders of the Huntsclan that wear a skull of the dragon they had slain as a helmet.

Capstone Booster: You are not just any Huntsclan Master. You are the only true leader of the Huntsclan - The Huntsman. This gives a big boost to any martial arts, weapon user skills as well as anti-magic and magical creature combat skills. You do more than keep up with dragons. You slay them after all, and any other magical creature you get your hands on.

World Dragon



Dragon Chi [100 CP | Discounted for World Dragon] (Requires: Dragon Race)

The source of your powers as a Dragon. Born with both human and dragon chi this allows you to use your powers

as a Dragon even while in human form to an extent. Should this be removed, you will become an ordinary human, The main power given here is the ability to shift between your human and dragon forms. Giving the user abilities such as Flight, Dragon Claws, Eye/Ear of the Dragon, Dragon Teeth, Breath Weapon of Elemental Choice (most use fire, though ice and lightning have been seen), Dragon Scales, Dragon Tail, and many others.

Protectors of the Magical World [200 CP | Discounted for World Dragon]

As the protectors of the Magical World, so long as you are not completely evil, most magical creatures will be more willing to trust you. Do not abuse this trust as it only goes so far. This does help your negotiation and diplomacy skills.

World Dragon Territory [400 CP | Discounted for World Dragon]

You have claimed a territory to watch over and protect. This gives you a general sense for when something is very wrong in your territory. This is due to a connection to the land itself which greatly boosts your dragon given abilities.

World Dragon Council Member [600 CP | Discounted for World Dragon]



You are part of the ruling body of the Dragons and the Order of the Dragon. One of the most influential organizations of the magical community. This comes with great power, not only political but personal, as you know many hidden and secret magics and arts. This boosts your Dragon Powers to a Mastery that few dragons know, allowing you full use of your powers even outside of Dragon form. With the help of fellow Council Members, you may seal the Chi of a Dragon as well as restore it when the time is right.

Capstone Booster: You have become one of the most skilled and powerful members of the council. You are capable of sealing as well as restoring the powers of a Dragon and other magical beings on your own. Post Jump this allows you to enter a seat of power in an organization that would fit with your origin of choice.

Dark Magic User

Magical Background [100 CP | Discounted for Dark Magic User]

There is magic in your family history. This makes it easier for you to make use of various magical abilities and items than otherwise.

Wizard of Wall Street [200 CP | Discounted for Dark Magic User]

You wield magical power and are a wicked person. You are able to twist and abuse your gifts for selfish gain.

Mystical Domination [400 CP | Discounted for Dark Magic User]

Your greatest power is not just in raw magical might. Rather it is just how easily you are able to twist and manipulate those around you through the use of fear and a dark charisma convincing them you are right and the best option.

Dark Magic Resurrection [600 CP | Discounted for Dark Magic User]

You are a powerful dark magic user boosting the power of your spells. Though the real power doesn't come until you die. When you die a ritual performed on you once per Jump will revive you good as new. This restores you to the prime of your life and undoes any injury that would be considered fatal to your current state.

Capstone Booster: Now when you are revived your Dark Powers are increased by an infusion with many more dark powers. This gives you a massive boost to your magical abilities for the rest of the Jump as well as after compared to where you started. Note due to the Dragon Chi, or Blood required for this ritual to work. After the ritual is completed you gain a Dark Dragon Alt Form to reflect your dark powers.



Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Citizen (Drop-In)

Custom Skateboard [100 CP | Discounted for Citizen (Drop-In)]

Here is a customizable Skateboard that will not wear out or break. Add whatever design you want to it. Comes with a helmet and set of pads so you don't break your noggin.



Fu Dog's Book on Magic [200 CP | Discounted for Citizen (Drop-In)]

You happened across a crazy book jumper. If you look deep enough you can find out almost anything about magical history and the past. It will even show images of what it is talking about using magic as you read through to help visualize what is going on.

Fully Stocked Potions Lab [400 CP | Discounted for Citizen (Drop-In)]

This fully stocked potions lab has all the ingredients you could need or want for your potion creation needs. All ingredients will never go bad. It automatically restocks at the start of each Jump with excess going into your warehouse. It can be imported into future Jumps or be made an extension of your warehouse.

Uchrono Hourglass [600 CP | Discounted for Citizen (Drop-In)]

A device capable of traveling back in time. Be careful to not mess with your own personal history. While you have a chance to fix things the Hourglass only has so much sand. Once it runs out it will send you back to the present. Assuming you didn't do something that would stop you from being born of course.

Huntsclan

Huntsclan Uniform [100 CP | Discounted for Huntsclan]

You may pick a uniform based on either the season 1 cult-like uniform with ninja influence, or the more military based season 2 for design. Either way this uniform is quick and easy to put on and remove as well as serving to protect the user from most magical based attacks. Comes with a Staff for your own use which is capable of firing energy blasts, nets and other features.

Huntsclan Academy [200 CP | Discounted for Huntsclan]

A replica of the Academy to train all future Huntsmen. You have your own room here with your gear hidden behind a fake wall. Twist the neck of the unicorn to open it up to reveal your uniform, weapons and anything else stored. In future jumps you can import it, or make it a Warehouse extension. You can use this to train future members of the Huntsclan if you desire as this will supply the gear needed for them to get started.

Skull of First Dragon Kill [400 CP | Discounted for Huntsclan]

This is the skull of the very same Dragon that you killed to become a Huntsclan Master for your trial. Now in death the Chi of the Beast shall aid you in future hunts. Granting you a higher boost to anti-magical defenses as well as your own physical body allowing you to stand toe to toe with full grown dragons with minimal aid.

The Thirteen Aztec Skulls [600 CP | Discounted for Huntsclan]

Mystical artifacts created for an unknown purpose. They have the power to destroy all Magical Creatures of the world. Though their true power is that of wishes. Wishes that could alter the very fabric of time and space itself. Jumper you only get 1 wish per Jump and heck since we are being nice about it the ritual is already completed to unlock their powers, you just have to put them in a circle. Fair warning though, whatever you do Jumper be careful otherwise this could be the end for you and all you love.



World Dragon

Dragon Training Book [100 CP | Discounted for Origin Three]

This is a book of all the known abilities of Dragons as well as Lesser Known ones. This includes tips for how to train your abilities. This is very helpful if you do not have a teacher.

Sphinx Hair Net [200 CP | Discounted for Origin Three]

Dragons only real foe that are on their level would be other dragons in most cases. Dragons have a weakness to Spinx Hair. Woven into a net this can leave them completely powerless. Too much exposure may even leave a dragon unconscious.

Personal Shop and Apartment [400 CP | Discounted for Origin Three]

Well you can't just be homeless and being a dragon is not really a job that can let you interact with the human world. Now you can own a shop like Luong Lao Shi's Electronic Shop. Comes with an apartment upstairs and the magical stuff can be hidden in a secret backroom that will keep pesky teenagers from wandering in.



Island of Draco [600 CP | Discounted for Origin Three]

You have your own version of this magically concealed island located somewhere in the Pacific Ocean. It has the Dragon Castle on it which has a lot of foreign architectures and designs included to represent the various dragons. Only Dragons and guests may enter this place. Post Jump you can make it a Warehouse

Extension or import it into the Jump. After this Jump you can have the magic concealing the island reveal itself only to those you desire it to.

Dark Magic User

Book of Spells [100 CP | Discounted for Origin Four]

This book is full of information on just how to use your magic to the fullest. No need to fumble around like a newbie when you are clearly a powerful Dark Wizard or Witch. You just need to read up a bit to get past the Beginners section.

Pandarus' Wand [200 CP | Discounted for Origin Four]

This artifact boosts the power of any wielder's spells ten fold easily. If you get a second one you could dual wield them. Note that a complete novice was able to use this to stand up to a Wizard of considerable power.

The Resurrection Spell Book [400 CP | Discounted for Origin Four]

This spellbook contains two different Resurrection Spells that could be used to bring the Dead back to life cheating Death itself. Highly complex and they have time requirements. The first way makes use of a Magical Scarab Beetle and the Moonlight and needs this book to work. The second requires you to create a circle of stones with four torches created in the center of the circle as a bonfire. You must gather Hydra Scales and Phoenix Feather. Then most importantly you need the Chi of a Dragon or the Blood of one. Both rituals can be used to bring back to life one or more people so long as you have a connection set up to them. Though the second one is far more powerful infusing the resurrected with greater dark powers than they had in life.



Pandora's Box [600 CP | Discounted for Origin Four]

This box once belonged to Pandora herself. Now only a descendant of the line could open it to unleash all the Evils within to bring the world to its knees. Lucky you don't have to be as the key is you Jumper! As soon as you figure out how to open it. Each Jump it reseals and you need to figure out how to unlock it again, but this is the path to unimaginable power.

Companions

Companions can purchase more companions.

Companion Import/Creation [50-200]

We'll import a single companion into any origin and race for 50cp each or eight for 200cp. Or you could make one if you wish. Each gets 600 CP to spend.

Canon Companion [100]

So you want to take any other existing character from this world. Well then this option is for you. Includes characters from crossovers if you want with a drawback allowing for them to appear.

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Toon Disney Verse Crossover [+0 CP]

Disney Series, especially the cartoons of the 2000s were very connected. In this Jump this expands your world allowing you to combine various Disney series into a single world. Want to head down to Hawaii to hang out with Lilo & Stitch? Interested in following the exploits of Kim Possible and Ron Stoppable? Now you can along with so much more.

Plot is King [+0 CP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Art Style Change [+0 CP]

For some reason the art between Season 1 and 2 is very different. You can pick which one you are in. This alters your appearance.

Extended Stay [+100 CP]

For each purchase of this your time here is extended 10 years.

Puppy Love [+100 CP]

You fall hard and fast for someone. You can't help but make a fool of yourself when around them. Maybe things will work out. Maybe not.

No Balance [+100 CP]

Your Balance is horrible. You can't stand up on a skateboard without it going flying from under your feet. You are going to trip on your own two feet a lot this Jump.

No Such Thing as Magic [+200 CP] (Requires: Human, Civilian)

You don't believe in magic or myth at all. Even if someone comes to you with proof you just don't believe in that crap. You will rationalize magic such as potions as just chemistry.

No One Will Ever Believe [+200 CP]

No one is going to believe a thing you say about the magical world unless they already know. Even then they will take anything you say with a pinch of salt. Oh and trying to warn them of future events will just get you laughed at unless they already found out about it.

Memory Potion - Present [+300 CP]

You have no idea what or who you are. You took a memory potion before your Jumper memories came in and don't remember your current life or what it said in this Document. This means you have no idea what will come in the near future.

Memory Potion - Jumps [+300 CP]

What is a Jumpchain? What are Jumps? You only remember your current life and history without a clue of the past. Who you were is a complete mystery that you will not remember until the end of this Jump.

Hunted [+300 CP]

Something about you has set off the Huntsclan. Maybe they know you are a dragon. Perhaps they believe you know where some are. Either way they will not stop until either you die or you spill all the information you are hiding.

Dark Dragon's Target [+300 CP]

The Dark Dragon hates you. He will not stop until you and all you love are dead and gone believing your standing in his way of making the Magical World dominate over all with Dragons on top.

Enemy of the Magical World [+300 CP]

The Dragon Council has decided that you are a priority Enemy of the Magical World. As such you will be a wanted criminal in the eyes of the Council and will be attacked on sight by most Order of the Dragon Members. And don't expect killing to stop them from sending more after you; it will only make the stronger members come after you.

Expose the Magical World [+400 CP] (Requirement: Civilian)

You are tired of being called crazy. One way or another, YOU WILL REVEAL MAGIC TO THE WORLD! No matter what it takes. Failure to do so will lead to a chain fail.

Magical Corruption [+400 CP] (Requirement: Dark Magic User)

You have been corrupted by the temptations of Dark Magics. You will become more and more unstable mentally and emotionally as you are driven to madness and a desire for greater power. Be warned, those that walk this path are never the same again.

Kill A Dragon [+400 CP] (Requirement: Huntsclan)

To become a true Master of the Huntsclan you must Kill a Dragon. In this Jump you must before you leave slay a Dragon. Then take its skull as proof of the kill. Failure to do so will lead to a chain fail.

Haley's Teacher [+400] (Requirement: World Dragon) (Incompatible with Next American Dragon and Locked Dragon Chi.)

Before Sun Park could become Hailey Long's Teacher, she was slain. Killed by the Huntsclan you are now assigned to become the new teacher of Haley Long, the Substitute American Dragon.

The Next American Dragon [+400 CP] (Requirement: World Dragon) (Incompatible with Haley's and Locked Dragon Chi.)

Jake Long didn't manifest his Dragon Chi. Instead you are being trained by Luong Lao Shi to become the first American Dragon. You must go through the events of the series and stop the worst form happening as the responsibility of the American Dragon is yours now.

Locked Dragon Chi [+400 CP] (Requirement: Dragon Race) (Incompatible with Haley's Teacher and Next American Dragon.)

Your Dragon Chi is locked. Maybe it skipped a generation. Perhaps the Council found you lacking and sealed away your ability to become a dragon. Either way you are locked out of all your Dragon perks for this Jump.

Dark Dragon's Shadow [+500]

You become a Shade Demon in service to the Dark Dragon. You cannot change your form and lose all powers related to race in this jump. You are a ghostly non-speaking shadowy, dragon-like being who operates as one of the foot soldiers for the Dark Dragon. Neither particularly strong, intelligent nor resilient, their basic power of numbers is their only real power. And for this jump you gain a weakness to light and have to serve the Dark Dragon. Post Jump you gain a Shade Demon alt form along with the form you originally picked. .

Grounded Jumper [+600]

YOU ARE GROUNDED! Well not really. Still, you have no **Out of Context** items, powers, or warehouse. Meaning you must make use of what you have access to in this Jump to survive coming events.

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0

Initial Template Creation