
DRAGON SLAYING
Disney's
AMERICAN DRAGON
JAKE LONG

American Dragon

A jump by SpazzWave. Version 1.1

Welcome to New York City, Jumper!

Grab a slice of pizza, watch out for the taxi cabs, and oh yeah - try not to step on the bridge trolls.

You've just arrived in the world of American Dragon. On the surface, it's your standard, early-2000s world full of skateboards, flip-phones, and high school drama. But just out of sight, hiding in abandoned subway tunnels, magical bodegas, and Central Park bushes, is a massive, thriving supernatural underworld. We're talking goblins running shady stalls in the Magical Bazaar, mermaids chilling in the Hudson River, and leprechauns fiercely hoarding their pots of gold.

Unfortunately, it isn't all fun and magical games. The magical community is constantly being hunted by the Huntsclan: a secret society of highly trained exterminators armed with ridiculous sci-fi gadgets. Standing between them and the complete destruction of the magical world are the Dragons, the undisputed heavyweights and protectors of the supernatural realm.

So, what's it going to be? Are you going to be the mythical chosen one protecting the magical peace? A loyal sidekick providing backup and sarcastic commentary? A shadowy scholar brewing up trouble? Or a Huntsclan recruit ready to zap some beasties?

Whatever you choose, just remember the golden rule of this universe: saving the world from ancient dark magic does not count as a valid excuse for missing curfew or failing your math test.

Grab your skateboard, your spellbook, and your **1000 CP**, dude. It's time to Dragon Up!



Origins

Any origin can be a Drop-in. You can freely choose your age and gender. Origins get their perks and items discounted by 50%, with the [100] perk and item being free.

Teenage Hero

You’re the chosen one, dude! Sadly, saving the magical underworld doesn't get you out of math class or your curfew. You juggle supernatural destinies, monster brawls, and high school drama on a daily basis. Sure, you’re a total trouble magnet, but you’ve got the protagonist swagger to pull it off.

Sidekick

Let’s be real, the hero would totally crash and burn without you. You're the loyal best friend, bringing the snacks, the sarcastic commentary, and the weirdly useful hobbies. You might not have the flashy magical destiny, but your ride-or-die loyalty is what actually keeps the chosen one alive.

Magical Scholar

You're the brains of the magical operation! Whether you’re a centuries-old wizard or a talking dog, you know everything about spells, potions, and shady underworld deals. You probably spend your days brewing questionable elixirs or beefing with leprechauns over a bad poker hand, but your arcane smarts always get the job done.

Huntsclan

Magic is a menace, and you’re the exterminator. Rocking sweet armor and ridiculously overpowered sci-fi gadgets, your day job is hunting down magical beasties - especially dragons. Will you ruthlessly crush the supernatural underworld, or realize that maybe wearing skull masks and tights makes you the bad guy?



Species

Human [Free]

You are a completely normal, squishy, magically-deficient human being. You don't have wings, you don't breathe fire, and you don't naturally smell like swamp water. While you lack any innate magical abilities, the massive upside is that you can walk right past a Huntsclan patrol without them looking twice at you. Sometimes, being boring is the best camouflage.

Magical Creature [200]

Why be normal when you can be mythical? You can choose to be literally any magical creature from mythology (except a dragon). You could be a centaur, a leprechaun, a siren, a mermaid, a unicorn, a tooth fairy, or a goblin. Whatever you pick, you gain the natural physiological traits of that species, plus one major innate ability thematic to your race. A leprechaun gets naturally good luck, a centaur gets incredible running speed, a siren gets a hypnotic singing voice, and a goblin gets a supernaturally sensitive sense of smell. You're bound to stand out, but hey, you get some cool built-in party tricks!

Dragon [400]

The main event, the big leagues, the undisputed heavyweights of the magical world. You are a full-fledged Dragon. You can completely customize your draconic form to look however you wish, be it a bulky, winged Western dragon, a sleek, noodle-like Eastern dragon, or something entirely unique to you. Being a dragon gives you an insane toolbox of abilities. You get superhuman physicals, flight, fire-breathing, and enhanced dragon senses (dragon eyes, ears, and snout). You also possess powerful ''Dragon Chi,'' a mystical energy source that allows you to do crazy things like create physical clones of yourself. However, you aren't going to be a master right out of the egg; these more advanced abilities will take actual time, training, and skill to fully unlock and master. Get practicing!



General Perks

Wishful Thinking [Free/400 to Keep]

Imagine spending years mastering martial arts, wearing a sweet skull mask, and climbing the Huntsclan ranks, only to get completely retconned out of existence because a dramatic teenager made a wish over a high school crush. Getting deleted from reality over teenage melodrama is an absolute embarrassment. Luckily, you don't have to deal with that kind of nonsense.

With this perk, you are completely, 100% immune to being targeted or affected by wishes. If someone gathers all thirteen mystical Aztec Skulls, or rubs a magic lamp to wish for your absolute destruction, the universe will just politely decline their request. The magic will fizzle out, and nothing happens to you. This immunity covers the whole spectrum. Nobody can wish you dead, wish away your powers, wish for you to fall in love with them, or wish that you turn into a weird frog-monster. Unless you explicitly consent to being affected by a wish (like letting a friend wish for you to win the lottery), no wish can alter your existence, your body, your mind, your possessions, or anything else that belongs to you. Quite useful.

How Do You Do, Fellow Humans? [100]

Let’s be honest, trying to blend into a New York City public school when you have green scales, horns, and smell like a literal dumpster fire usually requires some heavy-duty illusion magic. But who needs magic when you have a baggy hoodie, some sunglasses, and a whole lot of sheer confidence? With this perk, you possess a frankly illogical mastery of mundane disguises. Even if you are a stinky, hideously ugly sewer goblin, you can throw on a beanie, a fake mustache, and a pair of sneakers, and suddenly everyone will totally accept you as a quirky teenage exchange student. The general public’s brains will actively do mental gymnastics to justify your appearance. The green skin? Oh, he just has a rare skin condition. The tail poking out of your jeans? Obviously part of some weird new fashion trend. The swamp smell? Must be an overpowering, edgy new cologne. As long as you stay in character and don't literally scream out your true identity, absolutely no one will look past your dollar-store disguise. Now get to class, fellow human!

Supernatural Smooth Operator [100]

Teenage dating is already a total minefield. Add in secret identities, magical curfews, and the very real possibility that your crush might secretly be a Huntsclan assassin sworn to destroy you, and it’s a miracle anyone manages to get a date to the school dance. You, however, are a certified, world-class romantic. You possess an absolute mastery over the art of flirting, wooing, and just being genuinely great to be around. You always know exactly what to say to make someone swoon, the absolute perfect gift to buy for any occasion, and exactly how to plan the ultimate, unforgettable date night without coming off as incredibly cheesy or trying too hard.

Your romantic instincts are so flawless that you can easily charm your way into the heart of the most popular kid in school, a rival magical creature, or even a sworn enemy. Even better, you are completely immune to those frustrating, sitcom-level misunderstandings that usually ruin relationships. If you have to abruptly ditch a date halfway through to go save the city, your partner won't assume you're a jerk: they'll just find your sudden, dramatic exit incredibly mysterious and alluring. No matter how weird your secret life gets, you always manage to keep the spark alive.

Effortlessly Fly [200]

You know that one kid in school who is inexplicably good at literally everything? The one who can drop a sick freestyle, hit a half-court three-pointer, and perfectly breakdance, all without even breaking a sweat? Yeah, that's you now. You are fundamentally, universally ‘’cool.’’ Your physical coordination and rhythm are completely off the charts, making you an absolute natural at any sport or physical activity you try. But it doesn't stop at the skatepark or the basketball court. You also have the musical chops of a platinum-selling artist: you can sing flawlessly, lay down heavy beatbox tracks, and spit rhymes so smooth they could defuse a hostage situation. And your dancing? You can bust out professional-level choreography completely on the fly. Beyond all the physical flexing, you have massive social magnetism. Making friends is as easy as breathing for you. People just naturally gravitate toward your vibe, eager to hang out with you or join your crew. You can walk into a brand-new high school, a rival skatepark, or a secret underground magical bazaar and instantly become the most popular person in the room. You don't even have to try, dude; you just have that main character swag.

Abbigo Airee Agee Attomb [200]

Those are some incredibly intimidating magical words, right? You'd think chanting them would give you earth-shattering cosmic powers. Sadly, they don't. But hey, it turns out you have been thoroughly trained in the mystical arts... of stage magic! You possess the flawless skills of a world-class illusionist and escape artist. Anything a professional stage magician can do, you can replicate perfectly. Sure, pulling a dozen live doves out of an empty top hat is great for parties, but these skills are surprisingly tactical out in the field. Your mastery of sleight of hand lets you effortlessly swipe a magical amulet right off a villain's neck without them noticing. Even better, your escape artist tricks mean Huntsclan handcuffs, locked dungeon cells, and elaborate villain deathtraps are an absolute joke to you. You don't need real magic to completely bamboozle your enemies! However, the actual incantation itself isn't totally useless in a supernatural fight. Chanting ‘’Abbigo Airee Agee Attomb’’ acts as a highly potent reversing incantation specifically for magical artifacts. If some idiot opens a cursed puzzle box and unleashes a rampaging monster, shouting this phrase forces the artifact to instantly revert to its previous, dormant state, sucking the creature right back to wherever it came from. It is the ultimate mystical "undo" button for magical screw-ups. Now, for your next trick, making the villains look like total chumps!

Sifu [200]

Behind every great chosen one is a wise, slightly cranky mentor ready to smack them on the back of the head when they start slacking off. You have now stepped into that role. You are an absolute master of pedagogy, acting as the ultimate supernatural teacher. Whether you are training a teenage hero or a bunch of random kids, your mentoring skills are legendary. You know exactly what kind of weird, seemingly mundane chores (like waxing floors, washing windows, or running an electronics shop) will perfectly build their muscle memory and mystical discipline.

Under your tutelage, the results are frankly ridiculous. You could take a lazy, junk-food-eating teenage dragon and mold him into the single strongest dragon in recorded history. On the flip side, you could take a squad of completely unpowered, perfectly average Huntsclan rookies and train them into an elite squad of dragon slayers in record time. As long as your students are willing to put up with your cryptic advice and grueling obstacle courses, you can unlock literally anyone's maximum potential. Just don't forget to yell at them about building character!

Spoiler Alert! [200/300]

If you've ever met the Oracle Twins, you know exactly how this gig works. You have tapped into the universe's magical spoiler network, granting you spontaneous, highly accurate visions of the near future. However, playing oracle comes with one massive, unbreakable rule: you absolutely cannot lie about what you see. If someone asks about your vision, you are magically compelled to tell them the 100% unfiltered truth. If you saw your best friend getting pantsed by a goblin, you can't sugarcoat it - you have to tell it exactly like it is. When you purchase this perk for **200 CP**, you must choose your frequency:

The Gloom & Doom: You only see **Bad Things**. Impending monster attacks, Huntsclan ambushes, or failing grades. You're basically a walking fire alarm, which is fantastic for preparing for and averting disasters.

The Sunshine & Rainbows: You only see **Good Things**. Winning lottery tickets, surprise parties, or a crush saying yes. You are a beacon of good vibes, always knowing exactly when to seize the perfect opportunity.

Can't decide if you want to be a doomsayer or a lucky charm? For an extra **100 CP (300 CP total)**, you can purchase both, giving you a complete, fully balanced (and brutally honest) picture of what tomorrow brings. You can toggle this power on/off if you wish, just in case you actually want to watch a movie without knowing the twist ending!

Dark Side [600]

Let's face it, the villains usually get the coolest toys. Somewhere along the line, you decided to dabble heavily in the forbidden dark arts. But instead of losing your mind or turning into a mindless beast, you successfully unlocked a Dark Form. This isn't just a rad palette swap with glowing red eyes, - stepping into your dark form straight-up doubles your stats across the board. Your raw physical strength, intelligence, magical potency, size, and other attributes are all instantly multiplied by two. To make things even more destructive, you can channel crackling arcs of lightning from your hands or mouth, frying your enemies with energy. But what is a dark overlord without an endless supply of disposable goons? You now have the power to summon Shades: creepy, living shadows that perfectly and silently execute your orders. You can casually spawn these guys by the dozens to swarm your enemies or fetch your groceries. Sure, they are highly allergic to direct light attacks and will pop out of existence if hit by a strong sun spell. But who cares? The moment one gets busted, you can instantly resummon a replacement, drowning your foes in a literal, endless tide of darkness. As a bonus, you are totally immune to the usual soul-corrupting side effects of dark magic. You've mastered the edge without it mastering you. Plus, your mere presence now radiates such a heavy aura of pure menace that lesser enemies will probably just wet their pants and run the moment you enter the room.

Teenage Hero Perks

Master of the Double Hustle [100]

Newsflash, dude: saving the magical world doesn't excuse you from taking out the trash, and getting grounded totally cramps your superhero style. Thankfully, you are a certified master of the double hustle. You can flawlessly balance your secret hero life, mystical training, daily chores, and high school drama without ever burning out. Need to memorize history dates while dodging wizard fireballs? No sweat. Gotta secretly use your powers to do the dishes in three seconds flat so your mom doesn't flip? Easy money. Somehow, you always find the exact right amount of time in the day to keep all your plates spinning. Plus, you have an uncanny ability to function perfectly on zero sleep. You can pull an all-nighter fighting dark wizards, sneak back through your window, and still ace your math pop quiz the next morning.

Can't A Guy Just Get A Slushie? [200]

Look, you step out to grab a snack, hoping for a totally chill afternoon. Next thing you know? **Bam!** You're a walking magnet for the magical and ridiculously dangerous. With this perk, the universe refuses to let you be bored. You have protagonist-level encounter rates! A mundane trip to the bodega means you're definitely stumbling upon street trolls shaking down a leprechaun for his lunch money. Decide to explore a random cave or abandoned subway tunnel on a dare? Congrats, dude, you just tripped over an ancient artifact of untold cosmic power. Anything is possible. If there's mythical trouble to bust or legendary loot to find, you'll inevitably bump into it while doing your daily chores. Don't worry, you can deactivate this if you wish, but just a heads-up: ''A manticore ate my homework'' still won't fly as a valid excuse with your teachers. Good luck balancing your double life, kid!

Supernatural Swagger [400]

Sure, anyone can blast a fireball, but can you use that raging fire to delicately carve an ice sculpture of your crush without melting it? You can now, dude. You possess absolutely insane, pinpoint control over your abilities. You can even bypass the usual magical rules, like dropping complex spells with your hands casually stuffed in your hoodie pockets instead of doing all those goofy hand gestures. This ridiculous finesse bleeds right into your fighting style. Every punch, dodge, or magical blast is perfectly calculated for maximum damage and zero wasted effort. Your combat efficiency is so off the charts that even if you were just a completely normal, powerless teenager, your pure fighting chops alone would let you solo a heavily armed squad of sewer goblins. And honestly? You wouldn't even scuff your sneakers doing it.

Stupidly Lucky [600]

Let's be real: sometimes it's better to be lucky than good. Luckily for you, the universe seems to play favorites, and spoiler alert: you're the favorite. Roughly 80% of the time, cosmic chance twists itself in knots just to make sure things turn out in your favor. On a normal day, this means casually finding lost cash blowing down the street right when you're a few bucks short, or having your best friends suddenly roll up on their skateboards the exact second you need a distraction.

On a hero day? It gets ridiculously convenient. If you suddenly need super-rare Krylock venom (an ingredient from a creature that lives in an entirely different dimension and pops up completely at random), guess what just randomly invaded a garbage can three blocks away? Jackpot. Just don't get too cocky, hotshot. An 80/20 split means 20% of the time, luck takes a coffee break. It's a massive edge, not invincibility, so maybe don't bet your life on a coin toss every single Tuesday!

Sidekick Perks

Ride-or-Die BFF [100]

Look, every magical teenage hero would crash and burn without a solid squad. You are the ultimate best friend and the glue holding your crew together. Just by hanging out, you naturally push your friends to become better in every aspect of their lives. Whether it's improving magical combat skills, passing algebra, or deflating a massive superhero ego, your influence constantly makes them level up. But the wildest part? Your friendship is practically a superpower. If your buddy ever gets brainwashed by a wizard, possessed by a ghost, or mind-controlled, your bond breaks the spell. An inside joke, a heartfelt reminder, or just a really good slap to the face in the name of friendship is guaranteed to snap them right out of it. You're the anchor holding the whole team together.

Weaponized Extracurriculars [200]

Normally, high school clubs are just an excuse to goof off or pad your college apps. But for you, dude? They're practically tactical training. Whatever after-school activity you dedicate yourself to translates into wildly effective skills for surviving the magical underworld. If you're on the cheer squad, you possess incredible, combat-ready acrobatic skills - perfect for backflipping over a charging minotaur. If you're a theater kid, your acting chops and sheer charisma are potent enough to literally charm a sphinx into just giving you the answers to her riddles. Even if you're just a lovable weirdo without any official extracurriculars, you can choose to massively improve one incredibly specific, off-the-wall hobby until you're genuinely pretty great at it. Hey, don't knock it! Who knows when your magical destiny will desperately require a guy with flawless ventriloquism skills to throw off a squad of Huntsclan operatives? Whatever your weird thing is, it's gonna save the day. This perk can be purchased multiple times.

Glorified Extra [400]

Having "main character energy" usually just means you've got a giant, glowing target painted on your back. Sometimes, not being the chosen one has some serious perks. With this ability, you have the uncanny knack for just... blending into the background. Villains, monsters, and Huntsclan goons will take one look at you, decide you're way too weak and pathetic to be worth their time, and completely write you off. While the big bad is busy monologuing at your superhero buddy, you completely fall off their radar. This gives you the perfect, uninterrupted window to either book it outta there to call for backup, or grab something heavy and smack the enemy upside the head when they least expect it. Who knew being an afterthought was the ultimate tactical advantage?

Slacker Savant [600]

To the untrained eye, you look like a total goofball who zones out in class and gives off major couch-potato energy. But underneath that goofy exterior? You're an absolute mastermind.
You are secretly a certified genius with a staggering IQ, a flawless eidetic memory, and ridiculously fast learning speed. On top of that, you possess an insane affinity for all machines. Whether you're hacking secure Huntsclan databases using a busted flip phone or engineering a high-tech tracker out of a toaster, tech just bows to your will. With your massive intellect, you could easily ace every AP class without trying, secure an Ivy League scholarship, or build a lucrative tech startup in your garage. But you don't. Because at the end of the day, you are a colossal slacker who would much rather just eat pizza and play video games.

Magical Scholar Perks

I Know a Guy [100]

Being a magical scholar isn't just about reading dusty tomes; it's about knowing the people who wrote them, stole them, or sell them in a dark alley. Simply put, you know everyone who is anyone in the magical world. You possess an impossibly vast network of supernatural contacts. If you ever need a highly illegal potion, a flawlessly forged magical passport, or a quick, untraceable escape route to a mystical realm, you know exactly who to talk to. More importantly, you know exactly how to make a good deal. You instinctively know the proper etiquette, the secret handshakes, and the exact currency or favors required to get what you want without getting scammed - or eaten. Whether you're bartering with an elven aristocrat or a shady goblin smuggler, your connections ensure you always ‘’know a guy.’’

Dog Years [200]

Constantly dealing with the magical underworld is seriously exhausting. You’re going to need way more time on the clock if you want to study ancient spells, brew complex potions, or just catch up on your beauty sleep. Taking a page out of the playbook of a certain wise-cracking, magical Shar-Pei, your natural lifespan has just been massively upgraded. With this perk, your baseline longevity is officially multiplied by three. If your current species normally taps out at eighty years, you’re now looking at a solid two hundred and forty years of magical mischief. Not only do you live three times as long, but your aging process slows down to perfectly match it, keeping you in your physical and mental prime for decades longer than normal. You've got plenty of time to learn some new tricks.

Brewing 101 [400]

Crushed bat guano, a little pinch of rosemary, and last but not least, a little eau de toad. These were the ingredients chosen to create the perfect little gi - sorry, wrong series. Still, you are an alchemist of legendary caliber, possessing a mastery over brewing that easily rivals a certain magical Fu Dog who has hundreds of years of experience under his collar. You can achieve virtually any effect you wish, provided you can bottle it up in a potion. Need a quick, minty cure for magical stank breath? Easy. Want to knock back a potion of perfect memory to effortlessly pass your history midterm? Done. You can even synthesize high-tier concoctions like a shapeshifting elixir that lets you perfectly take on any form you desire. As long as you have a cauldron and a little creativity, you can brew up absolute miracles. Just try not to blow up the kitchen.

Magician [600]

Forget pulling rabbits out of hats; you are a true master of the magical arts. First off, your teleportation is off the charts. You can instantly zap yourself and your crew anywhere within a city-wide radius, or teleport objects and enemies anywhere in your line of sight - perfect for dropping a charging Huntsclan goon straight into a dumpster. But that’s just a warm-up. You can conjure loyal trolls to fight your battles (or do your chores), transmute objects into entirely different things, and whip up hyper-realistic audio and visual illusions. Need some privacy? You can easily set up potent magical wards to permanently repel unwanted magical guests or snooping monsters. As a sweet bonus, your overall potential for all magic is deeply enhanced. While you aren't an omnipotent magical god, you'll find that you grasp new spells, arcane systems, and mystical disciplines far quicker and easier than any ordinary scholar. Your magical gas tank just got a major upgrade, giving you plenty of room to grow.

Huntsclan Perks

Birthmark of Badassery [100, 400 for Other Origins]

So, you were born with that totally rad dragon-shaped birthmark? Congrats, you just won the Huntsclan genetic lottery. Having this mark means it is your absolute destiny to slay dragons, and the universe kindly gave you the physical hardware you need to actually pull it off. You now possess absolute peak human physical abilities across the board. We're talking maximum biological potential in strength, agility, reflexes, dexterity, endurance, and perception. You can dodge a dragon's fireball like it's a gym class dodgeball, parkour flawlessly across city rooftops without breaking a sweat, and react to magical ambushes before they even happen. You are basically a comic book super-soldier, minus the weird science experiments.

Weak Spot Whisperer [200]

Sure, dragons are the Huntsclan's public enemy number one, but you guys are equal-opportunity exterminators. Your day job is wiping out **all** magical creatures, and to help you achieve that, you've been gifted with a seriously killer instinct. Just by observing a magical beast in action for a few moments, you intuitively figure out its exact weakness. It's like having a monster-hunting wiki hardwired into your brain. Watch a beastie stomp around for a few seconds, and you'll instantly know if it's allergic to cold iron, turns to stone in sunlight, or is critically weak to being punted in its weird, glowing third eye. It doesn't matter how obscure, ancient, or powerful the creature is. Give it a brief ocular pat-down, and you'll know exactly where to stick the pointy end of your Huntsclan staff. Happy hunting!

Huntsclan R&D [400]

People always expect dragon hunters to show up with medieval swords and dusty crossbows. Those people usually get fried, because they don't realize the Huntsclan is backed by technology fifty years ahead of the rest of the world - and you're the master brain building it.
You are an incredible, versatile engineer who can build whatever the mission calls for. On the low-tech side, you can turn a few vines and scrap metal into clever, unavoidable field traps in thirty seconds flat. On the high-tech side? You're designing stealth-capable VTOL jets, energy shields, and sci-fi weaponry right out of your basement. Your real specialty is over-engineering multi-functional gear. You can build a signature weapon like a laser staff that shoots plasma blasts, acts as a short-range teleporter, hacks security doors, and still packs thirty other absurd gadget functions into a single sleek pole. Why rely on magic when you can just build a better gadget?

Born to Slay [600]

While the Huntsclan exterminates all sorts of magical creatures, dragons are the absolute main event. You were born for one specific gig (putting scaly menaces in their place), and you possess a terrifying, lethal edge meant specifically for taking down dragonkind. When facing a dragon, every single attack you make skyrockets in sheer power. In close quarters, you can lock hands with a massive dragon and match them in a pure contest of raw strength. Your weapons receive the same massive enhancement; firing a laser beam from a standard Huntsclan staff blasts their scaly hide with the concussive force of ten kilos of high explosives. Best of all, this lethal advantage permanently scales. Every time you slay a dragon, your anti-dragon enhancements grow stronger. A rookie with this ability might only brawl evenly with a teenage dragon, but a veteran slayer with a high body count can effortlessly solo the oldest and most legendary dragons in the world.

Items

You have a 300 CP stipend to spend here. You can freely import items. Locations may be imported or recreated in future jumps as Warehouse attachments, if you wish. Items destroyed or lost restore themselves in three days. You also gain the blueprint of anything you buy here.

Sweet Deck [Free]

This is the ultimate skateboard. It features custom grip tape, impossibly smooth bearings, and a completely indestructible deck. You could grind down the side of a skyscraper, use it to block a Huntsclan laser blast, and it won't even scuff. It also magically glides perfectly over rough terrain, ensuring you always make a stylish, high-speed getaway.

Universal MetroCard [50]

New York traffic is brutal, but this little piece of plastic makes commuting a total breeze. This is a permanently fully loaded transit card that flawlessly works on absolutely any form of public transportation. Whether it's the NYC subway, a magical river ferry, or a futuristic alien monorail in a future universe, just swipe this card, and you're riding for free, forever. No fare-jumping required!

Magical PDA [50]

Early-2000s tech might look a bit clunky, but this personal digital assistant is magically souped-up. It gives you perfect cell reception and crisp video calling anywhere in the multiverse, alongside unlimited internet, a high-def camera, and a huge MP3 library. It even has Chinese Checkers for long stakeouts! The absolute best feature is Megs McGee, a strict, no-nonsense magical assistant living inside the device. She manages your daily schedule with absolute precision. She will organize your itinerary, give firm reminders so you never miss a deadline, screen your calls, and ensure you are never a single second late to any appointment or objective.

Instant Sunshine [100]

Tired of getting jumped by night-dwelling monsters? Just break out a bottle of Instant Sunshine. This item is exactly what it sounds like: weaponized, bottled daylight. All you have to do is smash the glass against the ground, and it unleashes a blinding, concentrated ray of pure sunshine. Got an angry bridge troll charging you? Boom, they are instantly petrified into a heavy lawn ornament. Dealing with a pack of bloodthirsty vampires? One flash will instantly fry them to dust. You receive a durable carrying case packed with a dozen of these little sun-grenades. Best of all, the case magically refills itself at the end of every week, ensuring you never run out of daylight. Just remember to pack your sunglasses!

Fairy Delivery Service [50]

Texting is great, but sometimes you need to send a highly classified message without the Huntsclan tapping your phone. Enter your own personal Fairy Delivery service. You get a tiny, magically bound fairy courier who is always on standby. Give them a letter, a small package, or a hastily scribbled sticky note, and they will flawlessly deliver it to absolutely anyone in the world. It doesn't matter if the recipient is hiding in a heavily warded underground bunker, lost in the Amazon rainforest, or currently fighting a manticore. The fairy will always find them and drop off your mail in record time. It's the ultimate, untraceable communication network. Just make sure to leave out some sugar cubes or shiny buttons as a tip; otherwise your mail might conveniently get "lost" in a puddle.

Sweet Scooter [100/200]

Everyone needs a reliable way to get around the city, and public transit isn't exactly great for high-speed magical getaways. You are now the proud owner of a highly stylish motor scooter. Not only does this ride run on infinite fuel, but it's completely indestructible. A giant troll could step on it, or a Huntsclan laser could blast it, and the paint won't even scratch. Best of all, it has a magical convenience feature; whenever you desperately need to make a quick escape, you will always find it parked right around the corner with the keys already in the ignition. Finally got your driver's license and want something with a little more trunk space? For an extra **100 CP (200 CP total)**, this scooter upgrades into a fully decked-out car with all the exact same magical perks. Shotgun!

Ancient Mirror of Scission [200]

Ever wanted to pull off a classic body-swap? This ancient, ornately carved hand mirror is exactly what you need. By activating the Mirror of Scission, you can instantly swap bodies with whoever is looking into the glass alongside you. It is the absolute ultimate infiltration tool. Need to sneak into a highly secure Huntsclan base? Swap bodies with one of their goons and waltz right through the front door. Want to have your genius best friend take a brutal math midterm for you? Tag them in! Just remember that while you get their physical form (including any powers tied to their biology), you don't automatically get their memories, so you still have to act the part. Whenever you're ready to switch back, both of you just need to look into the mirror together and activate it again to safely return to your original bodies.

The Ultimate Chill Zone [200]

Every teenager needs a place to kick back. You now own the greatest secret hangout spot in the city. This private clubhouse is decked out with everything a teenager could want. It features a wall of classic arcade cabinets, the latest gaming consoles, incredibly comfy couches, a giant TV, and a mini-fridge that magically restocks with your favorite snacks. Best of all, the rent and all utilities are permanently paid for. As a sweet extra benefit, this hangout is completely off the magical grid. Huntsclan trackers, scrying spells, and angry monsters absolutely cannot find or enter it without your permission. It is the perfect, stress-free safe haven for you and your squad to relax, play video games, and plan your next big move.

Helmet of Truth [200]

This chunky piece of ancient gladiator gear is the legendary Helmet of Truth. Back in ancient Rome, it belonged to a massive ogre named Maximinus, who used its magical mind-reading properties to hear his opponents' truest thoughts and perfectly predict their attacks in the arena. When you put this helmet on, you gain that exact same telepathic power. You will clearly hear the genuine, unfiltered thoughts of anyone around you. While it's an incredible tactical advantage for dodging a Huntsclan ambush or uncovering a villain's secret plan, I'm sure you can find a more peaceful purpose for it. You know, like figuring out if your crush actually likes you back, or reading your teacher's mind to get the answers for the midterm. Just be warned: sometimes people's truest thoughts are just gross, embarrassing, or really weird!

Your Own Secret Society [400]

Why let the Huntsman have all the fun with a private army? You now lead your very own clan of exactly one hundred fiercely loyal followers! Think of them as your personal secret society. While they don't spawn in with any free sci-fi gadgets, battle armor, or plasma staffs (you'll have to outfit them yourself), they do come with absolute top-tier martial arts training. Every single one of these recruits is a highly disciplined, black-belt-level fighter capable of throwing hands with massive monsters using just their raw skills and reflexes. You dictate their ultimate mission. Want them to protect mythical creatures instead of hunting them? Done. Whether you need them to scout the city for evil wizards, provide martial arts backup in a massive monster brawl, or just form a really intimidating human wall, your personal shadow clan always has your back.

Supernatural Sports Franchise [400]

Move over, NFL. You are now the proud owner of a highly successful magical sports league! Whether it's an underground Troll Wrestling federation or the highly anticipated annual Ogre Bowl, you hold the keys to the greatest supernatural entertainment in the city.

This franchise is wildly popular, naturally attracting massive, sold-out crowds of magical creatures from all walks of life. Goblins, mermaids, centaurs, and even the occasional wizard will pack the stadiums to cheer on their favorite bruisers. Not only is it a ridiculously fun way to spend a Saturday night, but it also generates a seriously tidy profit. The ticket sales, enchanted concessions, and overpriced foam fingers provide a massive, steady stream of passive income. Plus, as the boss, you always get the VIP box seats! Between the ticket sales, enchanted concessions, and fans betting their life savings on troll wrestling, you'll be laughing all the way to the bank.

Cupid's Bow [400]

Need to play matchmaker, or just want to cause some serious high school drama? This genuine magical Cupid's Bow comes with an endless quiver of invisible arrows. Shoot a target, and you can instantly make them fall madly in love with a person of your choosing. It's perfect for setting up your shy buddy with their crush or distracting a Huntsclan guard with a sudden, overwhelming infatuation. But watch your fire, because this bow has a wicked secondary function. If you shoot someone who already loves the person you're targeting them with, the arrow violently flips their emotions, turning their love into pure, unadulterated hate. It's the ultimate tool for breaking up villainous alliances or toxic relationships. Just make sure you don't accidentally shoot a happy couple on Valentine's Day!

Dragon Giggles [400]

To the untrained eye, this just looks like cheap novelty powder from a magical joke shop. But to a dragon? It's pure chaos. Just a tiny pinch of this shimmering dust will cause any dragon who breathes it in to completely lose control of their magical abilities. They'll start sneezing random fireballs, involuntarily shape-shifting, or accidentally floating to the ceiling like a helium balloon. The packaging advertises it as a great way to "liven up any dragon party!" and it definitely makes for a hilarious prank to pull on your draconic friends. However, from a tactical standpoint, it is incredibly useful. If you ever find yourself fighting an ancient, overly-serious dragon overlord, throwing a handful of this in their face will completely short-circuit their magic and leave them helpless. You receive a magically restocking pouch, ensuring the laughs (and the tactical advantages) never end.

Siren Amulet [600]
This shiny little piece of magical bling is a genuine Siren Amulet. By simply activating it, your voice gains potent, hypnotic properties. While it's turned on, anyone who hears you speak or sing will fall completely under your spell, mindlessly obeying your every command.
Quite useful for anyone.

Scarab Beetle [600]
This is an actual, living magical scarab beetle. Sure, keeping a giant bug as a pet might weird out your friends, but it’s literally the ultimate extra life. Under the light of a full moon, this little guy can bring the dead completely back to life. The bodies need to be mostly intact (so no reviving someone who got completely vaporized), but the massive upside is that it works on a crowd! As long as the bodies are grouped together, this single bug can mass-revive multiple people at the exact same time. It’s a total game-changer if a Huntsclan ambush goes horribly wrong. Just remember that magical miracles take serious juice. Once the scarab performs a resurrection, it goes into a deep hibernation and takes a full year to recharge. Try to keep your squad breathing in the meantime!

The Golden Joystick [800]
Straight from the labs of N.E.R.D. (New Elfin Research and Development) comes their absolute masterpiece. This pristine golden joystick isn't for playing video games; it literally lets you input cheat codes into real life. By punching in the right button combos, you can hack reality. You can instantly max out your physical and mental attributes, massively boost your charisma, or temporarily supercharge your magical powers and skills. It comes with wild utility cheats, too. You can spawn personal force fields, turn completely invisible, or even reverse gravity at will. The absolute best feature, however, is the reset function. If you mess up horribly, inputting the ultimate cheat code lets you perfectly rewind time by up to one entire hour. It’s the ultimate reality-hacking device. Post-jump, it can interface with any gamer system.

The 13 Mystical Aztec Skulls [800]
Need a miracle? Look no further than the legendary 13 Mystical Aztec Skulls. When gathered together, these ancient artifacts grant you one single, guaranteed wish once per Jump (or ten years). Want to instantly become a billionaire? Done. Need to banish a specific villain, cure an incurable curse, or fix a massive city-wide disaster? You got it. There are a few ground rules, though. The wish cannot be truly cosmic or reality-breaking in scale - so no wishing to make the moon bigger than the solar system. Furthermore, the skulls absolutely cannot affect the rules of the Jumpchain itself. Don't even try wishing for extra CP. Still, these are pretty useful and are the ultimate ace up your sleeve.

Uchrono Hourglass [800]
Forget time machines made out of old cars; this Uchrono Hourglass, masterfully crafted by Nordic elves, is the ultimate do-over button. By flipping the hourglass, you can freely travel into the past for exactly 24 hours before safely rubber-banding back to your present. It’s perfect for preventing a Huntsclan ambush, stopping a magical disaster, or just retaking a math pop quiz you totally bombed. Be warned, though: this is old-school, single-timeline time travel. You absolutely can run into your past self while you're back there, which gets super awkward. More importantly, paradoxes are very real here. If you mess with history too much and do something stupid like prevent your parents from meeting, you will completely erase yourself out of existence!
Use it wisely, and please, try not to step on any butterflies while you're back there!

Teenage Hero Items

Dragon-Proof Gym Set [100]

It’s hard to work out when your super-strength snaps barbells and your fire breath melts punching bags. This enchanted gym equipment is designed specifically for heavy-hitting teenage heroes. It perfectly scales to your power level. The punching bags are completely indestructible, easily absorbing claw slashes, tail whips, and fire blasts. The weights magically adjust their mass so you always break a sweat, and the dynamic agility course shifts to challenge your reflexes. Your workouts will always be effective, whether you’re in your normal human body or your fully scaled dragon form (if you have one).

Dream Charm [200]

It really sucks when your crush turns out to be a Huntsclan prodigy sworn to destroy you. You can't exactly take them to the movies without someone pulling out a weapon. Thankfully, this mystical charm lets you bypass the battlefield by projecting your consciousness directly into their dreams. It gives you a totally safe, private space to hang out, go on a cute dream-date, and just be normal teenagers without the Huntsmaster ruining the vibe. But this charm isn't just for star-crossed romance. If you push past the dreamscape, you can enter their deep subconscious to read their core memories. It’s the ultimate espionage tool for uncovering hidden Huntsclan passwords, villainous plots, or discovering the tragic backstory of why they joined the bad guys in the first place. Just be careful: snooping through your crush's head might reveal some seriously awkward secrets!

Pot of Leprechaun Gold [400]

Saving the magical underworld doesn't exactly come with a steady paycheck, and buying pizza for your friends gets expensive. Thankfully, you just stumbled onto the ultimate jackpot: a literal, heavy iron pot overflowing with genuine leprechaun gold. These shiny coins are the premium currency of the magical underworld, perfect for buying rare potions, bribing bridge trolls, or just melting down to sell in the human world for a massive profit. The best part? You can spend like a billionaire without ever worrying about going broke. Every few months, no matter how much cash you've blown through, the pot magically refills itself right back to the brim. It’s the ultimate infinite allowance! Just try to keep it hidden in your closet: if the local Brooklyn leprechauns find out you have this, they will absolutely try to shake you down for it.

Dragon Pendant [600]

The Dragon Council can be a bunch of massive buzzkills. Step out of line once, and those cranky old guys might try to officially revoke your dragon card and strip away your magic forever. Thankfully, you have this stylish, enchanted Dragon Pendant. This little trinket is the ultimate insurance policy for your abilities. As long as you own it, your powers, magic, and physical enhancements absolutely cannot be nullified, drained, suppressed, or removed by anyone. Whether it's the Dragon Council trying to ground you permanently, a dark wizard casting a draining hex, or the Huntsclan firing up some weird anti-magic tech, this pendant acts as an unbreakable firewall for your powers. You get to keep all your hard-earned abilities, no matter who you manage to tick off!

Sidekick Items

The Ultimate Class Notes [100]

Let’s face it, the chosen one is going to miss a lot of morning lectures because they were up till 3 AM fighting a demon. As the sidekick, it usually falls on you to help them pass. Thankfully, you have this magically updating notebook. It automatically fills its pages with exactly what you would want to take notes on, perfectly transcribed in your own handwriting without you ever lifting a pencil. Just let it sit on your desk, and loan it to your buddy later so they don't fail! It’s not just for school, either. If you’re hiding in the background while a villain is plotting, the notebook will perfectly record the overheard conversation, laying out their evil scheme for you to review later. It never runs out of pages and easily opens to the section you wish to look at, making it the ultimate tool for a top-tier sidekick.

Bag of Flashbangs [200]

Look, when your best friend is getting their butt kicked by a troll, you don't really have time to learn kung fu. You just need to make a really loud noise, blind everybody in the room, and run for your lives. This ratty backpack is stuffed to the zipper with homemade flashbangs cobbled together from soda cans, crushed sparklers, and highly questionable internet tutorials. Just yank the pin, chuck it at the nearest Huntsclan goon, and enjoy the glorious, retina-searing BANG!. It’s the absolute best way to interrupt a villain's monologue or cover a hasty retreat. Just try to remember to close your own eyes before it goes off.

The Biting Frog [400]

Ever feel left out because your best buddy gets all the cool magical powers? Say hello to your new pet. This grumpy magical amphibian has one job: biting people and passing on the power of the Werefrog! Once bitten, you gain seriously enhanced physical strength, a wildly long prehensile tongue perfect for snatching weapons (or snacks) from a distance, and leg muscles that let you leap up to 10 meters in a single bound. It’s the ultimate power-up for a squishy sidekick.
Since you bought it here, it comes with a magically refilling cure potion, letting you instantly revert to human whenever you’re done fighting. Best of all? Despite you turning massively green, normal people really won't make much of a fuss about you. They'll just assume you're a slightly weird teenager instead of grabbing their pitchforks!

The Stand-In Suit [600]

Originally whipped up by Fu Dog for when the local hero is out of town, this enchanted costume is a total game-changer. By slipping into this suit, you instantly gain all the powers and physical abilities of whatever magical creature it currently looks like. By default, it comes styled as a full-blown Dragon, granting you legit fire breath, flight, and super strength. Want to mix it up? By soaking the fabric in a few specific magical ingredients (that come with the suit), you can easily alter its appearance (and its powers) into any mythical creature you want. There is a catch, though: the costume itself is incredibly fragile. If you take a bad hit in a fight or snag it on a sharp fence, the fabric will tear, instantly canceling out your powers until you sew it back together. It packs a massive punch; just remember to dodge!

Magical Scholar Items

The Pantry [100/200]

Every magical scholar knows that a spell is only as good as its ingredients. You now own a magically restocking cabinet filled with all the standard reagents you could ever need. From crushed bat guano and fresh rosemary to troll snot and powdered gargoyle stone, you'll never have to go foraging in a swamp at 3 AM again. For an extra **100 CP (200 CP total)**, the pantry will magically generate high-tier biological reagents tied specifically to your own species. If you are a dragon, the cabinet will casually supply fresh dragon scales, teeth, blood, and even a spare dragon liver! Seriously, don't ask how it perfectly replicates your own biology without actually harvesting your organs. Just be glad you don't have to pull out your own scales every time you need to brew an advanced potion.

Bag of Holding [200]

Magical scholars are hoarders by nature. This unassuming messenger bag is larger on the inside, capable of holding the equivalent of a small warehouse. More importantly, it is heavily enchanted with stasis and containment fields. You can toss volatile potion ingredients, cursed amulets, or even small, angry gremlins inside, and they will be perfectly preserved and pacified until you pull them out. Quite useful.

The Taranushi Chalice [400]

Word on the magical street is that this golden chalice was forged by ancient nomadic elves. Honestly? It was totally made by goblins. But hey, good marketing is good marketing.
You have two options when buying this artifact. First is the ''Empty'' version. This acts as the ultimate mystical trap. You can use it to suck in, seal, and permanently imprison one incredibly dangerous entity like an evil djinn or a rampaging demon. Alternatively, you can choose the ''Full'' version. This one comes pre-packaged with a genuinely evil, immensely powerful djinn already trapped inside. Don't worry, the chalice's magic forces the djinn to be completely under your absolute control. Either way, you'll have a powerful supernatural weapon at your disposal, courtesy of goblin craftsmanship and some truly questionable marketing.

Magical Bazaar [600]

Welcome to the ultimate supernatural strip mall. You now own a bustling Magical Bazaar that seamlessly integrates into the shadows of whatever city you live in. This sprawling underground market is packed with stalls run by goblins, trolls, and fairies selling absolutely everything. Need rare potion ingredients, ancient books, a cursed artifact, or just some convenient, enchanted earmuffs to casually hide your pointy ears from normal humans? You can find it all here. The best part? It serves as the ultimate tactical hub. The Bazaar connects to dozens of hidden doors all over the city, letting you use it as an untraceable, magical fast-travel network. Plus, the merchants act as your personal spy network, constantly feeding you the latest underworld gossip so you always know exactly what the villains are planning. Just keep an eye on your pockets - goblins have notoriously sticky fingers!

Huntsclan Items

Creature Tracker ST-1000 [100]

The Huntsclan might dress like medieval weirdos, but their tech division is living fifty years in the future. Case in point: the Creature Tracker ST-1000. This sleek, handheld radar device is the ultimate monster-hunting gadget. Turn it on, and it instantly scans a city-wide radius for any and all magical signatures. Whether you are actively hunting down a rogue dragon, trying to locate a specific leprechaun, or just want to avoid the goblin-infested parts of the sewers during your commute, this tracker pinpoints their exact location with flawless accuracy.
It even color-codes different species on its slick digital display so you know exactly what kind of beastie you're about to jump. With this in your pocket, you'll never have to wander aimlessly around New York looking for a fight again.

Huntsclan Armor [200]

The skull motif and tights might look a little too edgy for a Tuesday morning, but the protection this suit offers is absolutely no joke. This is a pristine, custom-fitted set of elite Huntsclan battle armor, explicitly engineered to help squishy humans survive going toe-to-toe with literal dragons.
The cutting-edge sci-fi plating is absurdly durable, making you incredibly resistant to almost all types of damage. You can easily shrug off a massive monster's tail-swipe that would normally level a brick wall. Most importantly, it is virtually fireproof. A direct blast of scorching dragonfire that should instantly turn a person into ash will just leave you feeling pleasantly warm.
You might look like an angry medieval cosplayer, but at least you'll never end up as dragon barbecue.

Huntsclan Staff [400]

Every Huntsclan member needs their signature weapon, and this baby is the ultimate monster-hunting Swiss Army knife. It's a high-tech marvel masquerading as a pointy stick.
For offense, it fires devastating plasma shots. Need to capture a beastie instead? It shoots heavy-duty nets that automatically lace themselves with the specific weakness of any creature you've personally studied. Whether it needs to synthesize cold iron for fairies or electrified sphinx hair to hold a full-grown dragon, the staff has you covered. It's not just for combat, either. The staff can instantly teleport you short distances for quick getaways. Need to shred down a steep city street? The entire thing mechanically unfolds into a fully functional, high-speed snowboard!
It's lethal, versatile, and totally rad. Just try not to accidentally trigger the plasma blaster while pulling a sick kickflip.

Huntsclan Base [600]

Every evil secret society needs a cool lair, and you just scored a state-of-the-art Huntsclan Base hidden right under the city's nose. This massive underground facility has everything you need to run your own private army of monster exterminators. It features a sprawling dojo with the resources to train up to a hundred Huntsclan recruits, plus a fully loaded armory packed with plasma staffs and armor to equip them all. Need to deploy your troops? There's a cloaked VTOL jet fueled and ready on the launchpad. The best part is the command center. It houses an advanced supercomputer that constantly monitors global communications and internet traffic for any magical keywords. If some random kid posts a blurry video of a troll online, you'll be the first to know, letting you track and hunt them down in record time.

Companions

Recruit Anyone [Free]

Anyone you want to recruit in this world is free to join you as a companion if they agree.

Create/Import [50 CP for 1, 200 CP for 8]

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 CP to spend. They do not get Item Stipends or Drawbacks. They don't need to pay for Origins. You can also import any companion you bought here for a CP stipend. Alternatively, if you want, you can import all your companions for free, but they will only get their freebie perks from their origin.

Animal Guardian [50]

Going solo is for chumps, especially when you can have a sarcastic, talking animal watching your back. You now get your very own magical animal guardian! You get to pick their species and give them one incredibly specific, master-level skill to specialize in.

You could choose a cranky, poker-playing dog who happens to be a top-tier alchemist, perfect for brewing up antidotes right when you get cursed by a rogue wizard. Or maybe you want a hip-hopping monkey whose entire specialized skill is mundane life-management - meaning he'll flawlessly speed-run your geometry homework, forge your report card, and pay your bills while you're out busting monster heads.

Whatever animal and weird skill combo you come up with, they are fiercely loyal, hilarious to hang out with, and always ready to help you out of a jam.

Jake Long [50]

Meet the Mac Daddy of the Magical World himself. Jake is the first-ever American Dragon, juggling the massive responsibility of protecting New York's supernatural underworld with the equally terrifying challenge of surviving high school algebra. When trouble hits, this skater kid instantly transforms into a big dragon. Sure, he can be a little cocky, drops way too much 2000s slang, and constantly needs someone to remind him to actually do his homework before a stakeout. But when things get rough, Jake is a fiercely loyal friend who will completely wreck any Huntsclan goon or dark wizard foolish enough to mess with your squad. Just don't expect him to take every mission seriously; if there's a chance to show off, impress a cute girl, or make a terrible joke, Jake will absolutely take it. Still, when his friends are in danger, the wisecracks stop, and the American Dragon gets down to business.

Rose [50]

Ah, young love. It's great, right? Well, except for that highly awkward phase where your high school crush turns out to be a lethal ninja assassin sworn to eradicate the magical world.

Rose lives a seriously wild double life. By day, she's the smart, sweet, and incredibly popular girl next door. But by night, she slaps on her skull mask to become Huntsgirl, a top-tier Huntsclan prodigy trained since birth to slay mythical beasts. She is an absolute master of martial arts, Olympic-level acrobatics, and taking down monsters with her Huntsclan staff. Whether she finally discovered the truth about the Huntsman's evil agenda or just decided you were way more fun to hang out with than a bunch of grumpy guys in tights, she has officially defected to join your crew. She brings her elite training, her Huntsclan gear, and her absolute loyalty on your journey. Just try not to get on her bad side: she literally has a lifetime of experience in kicking butt.

Haley Long [50]

Meet Haley Long, Jake's little sister and a pint-sized magical prodigy who happens to be better than her big brother at practically everything. She's a talented young American Dragon who can transform into a pink dragon, breathe fire, fly, and wield her abilities with an ease that makes Jake's training sessions look downright embarrassing. Naturally, she knows she's amazing and isn't shy about reminding everyone, especially Jake. Despite her competitive streak, Haley loves being called cute and will happily soak up compliments about her adorable appearance. She's clever, confident, and eager to prove herself, but she's also a loving friend who'll happily use her considerable talents to help you out. Just make sure to give her the praise she deserves, or she'll remind you exactly why she's the better dragon.

Spud and Trixie [50]

Going solo is totally overrated. Every teenage hero needs a ride-or-die squad, and you just scored the absolute best. For a single purchase, both Arthur "Spud" Spudinski and Trixie Carter are officially joining your crew. Trixie brings the street smarts and the sass. She is fiercely loyal, takes zero garbage from anyone, and is totally willing to smack a magical beast upside the head with her skateboard just to protect you. Spud might look like a total slacker whose brain is permanently buffering, but don't be fooled. He is secretly a certified genius, an ace hacker, and a surprisingly capable problem-solver when things get serious. Together, they make the ultimate backup team. They might not breathe fire or cast ancient spells, but their unbreakable friendship, weirdly useful hobbies, and absolute refusal to let you fight alone will keep you grounded no matter how crazy your adventures get.

The Vampire Slayer [50]

It turns out New York isn't the only place hiding a magical underworld. Meet Buffy, a tough-as-nails girl from a sunny, monster-infested town on the West Coast who just officially joined your crew. She’s spent the last few years balancing typical high school drama with her mystical calling to hunt vampires and dust demons. She might look like your average mall-shopping teenager, but this girl can literally kick a vampire through a solid brick wall without messing up her hair. She is magically hardwired for combat, busting out crazy acrobatics and swinging heavy medieval weapons like they weigh absolutely nothing. Hand her a wooden stake, a broadsword, or even just a pointy pool cue, and she’ll happily roundhouse-kick a Huntsclan goon into the nearest dumpster. Beyond her fighting chops, she is the perfect confidant for anyone living a chaotic double life. She has her own cranky mentor, her own goofy squad of normal friends, and she knows exactly how much it sucks to miss a school dance because the forces of darkness crashed the party. She’ll gladly watch your back, help you save the city, and still have enough energy to drag you out for late-night burgers to complain about how the apocalypse is completely ruining your social lives.

The Bubbly Acrobat [50]

If you thought the forces of darkness only employed brooding goths, think again. Your newest companion is a relentlessly cheerful teenager who defected from an elite squad of magical mean-girls because world domination was "totally ruining her aura." Don't let her bubbly giggles and airheaded cheerleader persona fool you. Raised in a circus, she can effortlessly parkour up buildings and casually cartwheel over a charging minotaur. Her true weapon is her highly specialized fighting style. Rather than wielding massive fireballs or swords, she is an absolute master of mystical pressure points. With a few lightning-fast, precise jabs, she can paralyze beasts, make a troll's arms go numb, and literally punch the magic out of opponents. A few quick pokes, and a dark wizard is instantly locked out of their spellcasting. Off the battlefield, she's a sweet, hyperactive friend who loves giving unsolicited aura readings and walking on her hands during serious tactical meetings. Your enemies will never see this lethally dangerous gymnast coming until she's already backflipped past their defenses and poked their powers completely offline.

The Violet Sorceress [50]

Let's face it: growing up under the thumb of a megalomaniacal, skull-faced supervillain uncle is enough to give any girl some serious baggage. Meet your newest companion: a highly sarcastic, silver-haired magical prodigy who decided that joining your crew sounds way more fun than taking orders from her creepy family. She comes equipped with an impeccable purple wardrobe and a ridiculously overpowered magical handbag. Seriously, do not reach into her bag. She uses it as a multidimensional storage unit to pull out ancient artifacts, unleash devastating magenta energy blasts, and casually summon massive, terrifying stone gargoyles to pummel your enemies into dust. She talks a massive game about being a wicked, world-conquering sorceress, but don't let the edgy attitude fool you. Deep down, she's actually a bit of a dork who just desperately wants some genuine friends and a little validation. She is prone to dramatic tantrums when a spell backfires and will absolutely complain about getting her boots muddy during a monster hunt. But if you actually treat her with respect and help her work through her massive magical family issues, you might just discover that having a sarcastic little goth witch around is surprisingly good for your health. Just don't call her little to her face unless you want to find out what those gargoyles do to people.

The Last Dragon [50]

Wait, a dragon working for the Huntsclan? It sounds completely insane, but this heavily scarred, punk-rock brute doesn't care about the Clan's "wipe out all magic" agenda. He only joined their ranks for one violently unhinged reason: he wants to personally slaughter every other dragon on the planet so that ***there can be only one***. In combat, he's an absolute psychopath. Instead of just relying on his draconic fire breath and massive claws, he wields a gigantic, customized Huntsclan broadsword, possessing a deeply unsettling obsession with decapitating his rivals. He is vulgar, completely ruthless, and shrugs off massive injuries with a terrifying, booming laugh. To him, fighting isn't about protecting anyone; it's a glorious, blood-soaked game. He has officially abandoned the Huntsclan to join your crew, mostly because you promised to lead him to bigger, badder prey across the multiverse. He will absolutely terrify your other companions, mock your sense of morality, and blast obnoxious heavy metal at 3 AM. But when the fighting actually starts, having a completely unhinged, sword-swinging dragon juggernaut watching your back is one hell of a tactical advantage.

The Scarlet Dragon [50]

Meet your newest companion: a beautiful, terrifyingly talented teenage dragoness with a royal pedigree, a vicious temper, and enough issues with her family to fill an entire therapist's office. Born into a prestigious clan of Chinese dragons, she was raised to believe that anything less than absolute perfection was a disgrace and that affection was something you earned through obedience, achievement, and making everyone else look pathetic by comparison. Naturally, she turned out perfectly well-adjusted. She's a prodigious fireben- sorry, dragon - and can breathe scorching blue flames, fly at incredible speeds, and transform between her human guise and a powerful serpentine dragon form. Her fire burns hotter than ordinary dragonfire, and her precision is frightening enough that she can roast the buttons off your shirt without leaving a single scorch mark on the fabric. She's also a brilliant strategist, an expert manipulator, and a terrifying opponent who prefers to win through psychological warfare before the actual fighting even begins. Unfortunately, she regards teamwork as an opportunity to criticize everyone else's incompetence, and her idea of constructive feedback is explaining exactly how you've disappointed her ancestors. Beneath that immaculate smile and frightening ambition, however, lies a girl desperately trying to prove that she's worthy of being loved. Treat her like a person rather than a weapon, and you might become one of the few people she genuinely trusts. Just don't expect her to admit it without threatening to burn something first.

The Bargain-Bin Djinn [100]

Ten thousand years stuck inside a magical soda can will give anyone a crick in the neck! Meet your new best friend: a hyperactive, floating, blue spirit of the lamp. He is a chaotic whirlwind of rapid-fire pop-culture references, celebrity impressions, and theatrical musical numbers, ready to act as your personal supernatural hype-man. There’s just one catch: he’s officially a free genie, which means his ‘’phenomenal cosmic power’’ has been severely downgraded to an "itty-bitty living space" budget. He can’t grant unlimited wishes, rewrite reality, or bring anyone back from the dead. Instead, his magic is strictly limited to mid-tier cartoon physics and utility spells. He can instantly conjure wacky props, change everyone's outfits on the fly, stretch his body like rubber, and shape-shift into hilarious, oversized caricatures to distract Huntsclan goons.
Need to magically turn a dark wizard’s staff into a rubber chicken? He’s got you. Need an impromptu, one-man barbershop quartet to completely confuse a charging troll? Done. He might not be able to instantly poof your enemies out of existence, but his incredible versatility, boundless optimism, and chaotic shape-shifting make him an invaluable tactical distraction. Plus, he is fiercely loyal, deeply caring, and always ready to make you laugh after a tough battle. You truly ain't never had a friend like him.

The Vampire Queen [100]

Who needs another brooding, traditional vampire when you can hang out with a thousand-year-old, half-demon rockstar? Meet your newest companion: a laid-back, floating goth who plays a bass guitar made out of a literal battleaxe. Unlike the stuffy vampires hiding out in the New York underworld, she doesn’t drink blood: she just magically sucks the color red out of objects, making her surprisingly easy to grab a snack with. Don't let her chill, indie-musician vibe fool you; in a fight, she is a terrifying powerhouse. She can turn invisible, fly, casually raise the dead, and shapeshift into a massive, nightmarish bat-demon that will send Huntsclan goons running for their lives. Off the clock, she’s highly mischievous, prone to pulling elaborate pranks, and comes with a metric ton of demonic daddy issues. But as long as you don't mind her raiding your fridge for strawberries and playing heavy bass riffs at 3 AM, she is a fiercely loyal friend and a devastatingly cool ally to have watching your back.

The Ghost Boy [100]

Just when you thought the magical underworld was crowded enough, you've got to worry about the afterlife, too. Meet Danny, a snarky teenager who survived a weird lab accident in his parents' basement and ended up half-ghost. Since then, he's been forced to juggle freshman algebra, crazy ghost-hunting parents, and keeping a whole dimension of ectoplasmic weirdos in line.

Shifting into his ghost form gives him an insane set of spectral powers. Danny can phase right through solid walls, turn invisible, fly at jet speeds, and blast bad guys with bright green ectoplasmic energy. Off the battlefield, Danny is just a chill, slightly goofy guy who loves space, video games, and hanging out with his friends. He totally gets the stress of maintaining a secret identity, lying about weird bruises, and trying to fix a ruined weekend after a villain attacks.

Whether you need a stealthy scout to phase right through a locked Huntsclan vault, a heavy hitter to blast a troll through a brick wall, or just someone to complain about homework with, Danny is your guy.

The Oracle Twins [100]

Why guess what life is going to throw at you when you can just read the script ahead of time? Kara and Sara, the infamous Oracle Twins, have officially joined your crew to act as your personal cheat sheet and keep you one step ahead of destiny. These two sisters possess the gift of prophecy, and they are completely incapable of lying about what they see. The catch? Their personalities violently clash with their powers. One is bubbly, optimistic, and perpetually sunny, yet she only foresees horrific disasters, monster attacks, and tragic accidents. The other is dreary, miserable, and perpetually depressed, yet she only foresees wonderful news, winning lottery numbers, and perfect test scores. Listening to a gloomy goth mope about your impending good fortune while her perky sister excitedly warns you about your horrible doom takes some getting used to. Still, having both of them around gives you a perfectly balanced, brutally honest roadmap of what tomorrow brings. Just remember to never take them to the movies unless you want the twist ending completely ruined!

The Goth Princess [100]

Most kids rebel against their parents by breaking curfew, listening to loud music, or getting a weird piercing. But when your dad is the terrifying, world-conquering Dark Dragon, rebelling means completely ditching his evil empire to go hang out with the good guys. Meet your newest companion: a fully-fledged, incredibly powerful shadow dragon who also happens to be a massive teenage goth. She practically lives in dark combat boots, black lipstick, and spiked chokers. She completely rolls her eyes at her father’s grand villainous monologues, finding his whole "conquer the human race" agenda to be incredibly cliché and, honestly, just super exhausting.

Don't let the moody sighing and constant sarcastic eye-rolls fool you, though. As the heir to the dark side, she is an absolute powerhouse. When she transforms, she brings top-tier dark magic and draconic strength to the battlefield. She can easily solo a heavily armed squad of Huntsclan elites without breaking a sweat (assuming you can get her to take off her headphones and stop listening to angsty rock music first). She is fiercely loyal to your crew, mostly because hanging out with you annoys her dad so much. Just be prepared to listen to a lot of venting about her intense magical daddy issues.

The Witches of Woodstock [100]

Monica, Annika, and Bubonica are the legendary Witches of Woodstock, and they are ready to bring some serious arcane artillery to your squad. Despite the traditionally spooky job title, these three are beautiful, lovable, and genuinely a blast to hang out with. They completely ditch the warty-noses-and-swamp-shacks stereotype, preferring to practice their magic with plenty of style, charm, and good vibes. But don't let their friendly demeanor fool you: when the fighting starts, they are incredibly powerful witches. They can effortlessly sling devastating hexes, brew powerful supernatural potions, and lock down entire battlefields with their combined magic. Having a highly skilled, three-woman coven watching your back is a massive tactical advantage. Just make sure you treat them right, because getting on their bad side is a one-way ticket to spending the rest of your life as a very fashionable toad.

The Teenage Magical Ninja Kappas [100]

Who says the magical sewers of New York are only full of trolls and bad smells? For this purchase, you gain an entire four-man strike team of highly trained, weapon-wielding brothers. These four are Kappas: Japanese water demons complete with beaked mouths, heavy turtle-like shells on their backs, and the water-filled indentations on the tops of their heads. Raised in the subterranean depths by a remarkably wise (and incredibly cranky) giant subway rat, these brothers have been trained from birth in the ancient art of ninjutsu. Each brother brings a distinct flavor of chaos to your squad. The one in blue is the overly serious tactician, constantly stressing over "ninja honor" and trying (and failing) to keep his brothers focused on the mission. The red-masked bruiser is a hot-headed, sarcastic brawler with serious anger issues who solves every magical dispute by aggressively throwing his fists. The one in purple is the neurotic brainiac, always hot-wiring stolen Huntsclan tech and trying to combine it with ancient sewer magic. Finally, the orange-masked slacker is a hyperactive, skateboarding party-animal who treats fighting dark wizards like an extreme sport. Whether you're fighting rogue spirits or kicking in the doors of a Huntsclan hideout, these four have your back. Just remember to bring snacks, tolerate their endless arguments, and never, ever ask who ate the last slice of pizza. That's how the real wars begin.

The Ancient Sorceress [100]

Whoops. You fiddled with the wrong creepy puzzle box, and now you've got a 1,500-year-old witch permanently crashing on your couch. The good news? She's officially done with her "floating, sarcastic spectral mask" phase. She has finally regained her flesh-and-blood body, looks absolutely fabulous for her age, and is packing her full, terrifying magical arsenal. Now, this ancient sorceress is available as your companion, and she is absolutely delighted to have found someone actually capable of helping her pursue her ambitions (mostly because she has a terrible track record of teaming up with whiny, incompetent teenage evil geniuses). When she actually bothers to lift a finger, she is a total powerhouse who can sling devastating arcane blasts, summon massive rock golems, and teleport across the battlefield. As a terrible influence, she will constantly encourage you to embrace evil, seize absolute power, and brutally crush your enemies, preferably while she gets to sit back on a comfortable throne and enjoy the spectacle.

Still, she's genuinely useful to have around, particularly when dealing with heavy-hitting supernatural threats or flawlessly tracking down shiny magical artifacts. Just remember that she is your companion, not your obedient servant. She has spent fifteen centuries plotting her revenge, and if you give her half a chance, she'll start plotting something else entirely. Usually involving world domination, but hey, nobody's perfect!

The Yin to Your Yang [100]

Surprise! The universe decided one of you wasn't enough. You now have a twin sibling who acts as a fiercely loyal Companion. There's a catch, though: their personality is your exact polar opposite. If you're a brooding edge-lord, they're a sunshine-and-rainbows cheerleader. If you're a massive slacker, they're a highly caffeinated overachiever. Your sibling bickering will be legendary, but your bond is unbreakable. When it comes to combat, you two are an unstoppable duo. Your twin inherits a copy of all your baseline powers, abilities, and physical stats, meaning they can easily keep up in a monster brawl without needing to be babysat.

Here's the real kicker: you can choose one of your specific powers, and your twin will develop its opposite. If you breathe scorching hellfire, your twin breathes glacier-freezing ice. If you wield magic of pure light, they command the shadows. If you happen to possess future sight, you could even end up just like a certain pair of Oracle Twins: with one of you predicting all the sunshine and rainbows, while the other only foresees the doom and gloom! Together, you both complement each other, perfectly covering each other's weaknesses. You're the ultimate tag team, assuming you don't accidentally annihilate each other fighting over the TV remote first.

Smaug the Magnificent [200]

'"My armor is like tenfold shields, my teeth are swords, my claws spears, the shock of my tail a thunderbolt, my wings a hurricane, and my breath death!"

Meet Smaug, the Magnificent, the Golden, the Incomparably Wealthy, and, according to Smaug himself, the greatest dragon to ever grace the mortal world. This enormous, fire-breathing lizard has joined your crew, bringing centuries of experience, enough gold to bankrupt a small kingdom, and an ego that probably deserves its own zip code. His scales are practically impenetrable, his fiery breath can turn buildings into barbecue, and his wings can unleash hurricane-force winds. He's also a walking encyclopedia of ancient history, magical artifacts, and the many, many reasons why everyone else is an idiot. Unfortunately, Smaug isn't exactly what you'd call a team player. He's vain, greedy, dramatic, and fully convinced that the universe revolves around him. When he needs to blend in with humans, he usually disguises himself as a snobby billionaire or an obnoxious antique collector who looks ready to have you executed for touching a dusty vase. He expects you to admire his hoard, listen to his stories, and agree that he's the most impressive creature to ever exist. Disagree, and you'll be treated to a lecture about your obvious inferiority that somehow lasts three hours. Still, having a dragon on your side is pretty useful, especially when the opposition starts looking like a problem that requires several tons of angry, fire-breathing reptile. Just don't touch his gold, call him a lizard, or ask whether he's compensating for something. Smaug considers your friendship a tremendous honor, and he expects you to act accordingly. Honestly, the fact that he hasn't eaten you yet probably means he likes you.

Scenario

The Aztec Skull Scramble

Legend says that whoever gathers the 13 mystical Aztec Skulls and brings them to the Gargoyles of the Pantheon will be granted one absolute, undeniable wish. Naturally, an artifact of this magnitude is the ultimate prize of the magical world. The American Dragon crew wants to keep them separated and hidden so that kind of power never falls into the wrong hands. The Huntsman wants them gathered so he can wish for the complete and total annihilation of every magical creature on Earth.

You? You just want a free wish. It's time to crash the party.

Your Objective

You must embark on a scavenger hunt to track down, steal, and secure all 13 Aztec Skulls before your ten years in this jump are up. However, this is a brutal, three-way race. You will frequently enter into direct conflict with the American Dragon crew (Jake Long, Spud, Trixie, Lao Shi, and their magical allies), who are desperately racing to confiscate the skulls before you or anyone else can use them. At the same time, you must clash with the full, terrifying might of the Huntsclan, who will deploy waves of elite operatives armed with laser staffs to claim the ultimate prize.

You must outsmart the heroes, outgun the slayers, gather all 13 skulls, and successfully perform the wishing ritual by inserting the skulls into the Gargoyles of Pantheon.

The Rewards

If you can survive the crossfire, outplay the Huntsman, and successfully make your wish, the universe acknowledges your supreme treasure-hunting skills. You receive the following rewards:

Reward 1: The 13 Aztec Skulls (Item)

Why settle for just one wish? By completing this scenario, you are granted the complete set of the 13 Aztec Skulls as an item that follows you into all future jumps. Once per jump (or once every ten years in longer jumps), you may bring the skulls together to grant yourself one single Wish.
The magic of these skulls is incredibly potent, allowing you to instantly undo massive catastrophes, resurrect fallen allies, strip a local villain of their powers, or conjure a powerful magical artifact. However, this ancient magic has hard boundaries. The wish cannot be cosmic in scale, so no wishing to blow up a galaxy or make the moon bigger than the solar system. Furthermore, the skulls cannot affect the rules of the Jumpchain, meaning you cannot wish for extra CP or the removal of jump drawbacks. Still, used wisely, however, these skulls are the ultimate trump card.

Reward 2: Unwritten Memories (Perk)

When Jake Long used the skulls to completely rewrite history so that Rose was never kidnapped by the Huntsclan, Rose somehow managed to remember the life she never lived. You now have the same ability. You now possess a flawless, eidetic memory that is completely immune to any form of tampering, wiping, or modification. But the real power of this perk is multiversal and temporal immunity: if a villain travels back in time to change history, or a cosmic entity completely rewrites reality, your mind remains completely untouched. You will perfectly remember the original, unaltered timeline just as it was, granting you the crucial knowledge needed to fix the universe and set things right.

Drawbacks

Supplement Mode [Free]
This jump becomes a supplement to another jump of your choice. Your CP will be split between both jumps, and taking drawbacks in the supplement will affect the entire universe you are jumping to, but only give points for the supplement. You also have the choice of fusing both universes.

Canon Replacement [Free]
You can replace any canon character you wish, as long as they are connected to your origin.

The Actual American Dragon [Free]
Jake always complained that protecting the magical underworld completely ruined his high school social life. Well, congratulations, you just took a massive bullet for him! Instead of just inserting into the universe alongside the main cast, you have officially usurped the title. You are the American Dragon now. Because of this, Jake gets to live the perfectly normal, slacker teenage life he always dreamed of. He gets to chill at the skatepark, play video games, and actually pass his math classes without constantly running off to fight trolls. You, on the other hand, get to deal with all the terrifying challenges. All the Huntsclan hit-squads, the Dark Dragon's edgy world-domination plots, and the annoying magical errands are now 100% your problem. Optionally, you don't have to just magically steal his destiny out of nowhere; you can choose to insert as his twin or older sibling. This means you at least get the benefit of Grandpa Lao Shi's legendary wisdom and combat training! Of course, that also means you are the one getting woken up at 5:00 AM to get smacked with a bamboo cane while Jake happily sleeps in. Have fun saving the world while your brother eats all the pizza!

Season Zero [Free]
You arrive a little early to the party: exactly one year before the canon timeline officially kicks off. This gives you a whole extra year to get a head start on your magical training, build up your secret base, or just chill out at the skatepark with your friends. Have fun!

Extended Stay [+100]
You can extend your time in the jump by five years with this option. It can be taken multiple times, but you can only get +200 CP total from it.

The "Perfect" Sibling [+100]
You think you're pretty cool, don't you? A real hotshot hero? Well, your parents certainly don't think so, because you happen to have a sibling who is just completely, utterly perfect. Whether it's an obnoxious younger sister or a smug older brother, they are a literal prodigy. They get straight A's without trying, they master magical forms in a day while you struggle for weeks, and they never, ever get into trouble. Because of this, you will constantly be forced to live in their shadow. Your mentors and family members will endlessly compare you to them, asking why you can't be more like your sibling. To make matters worse, your sibling is incredibly obnoxious about it. They will take every possible opportunity to rub their flawless record right in your face, mock your failures, and smugly point out how they are vastly superior to you in every single way. Get ready for ten years of total sibling frustration. On the bright side, if you can somehow tolerate their insufferable attitude, you can take your perfect little nightmare along as a free companion.

The Worst Zits of Your Life [+100]

Dealing with dark wizards and giant trolls is tough, but dealing with your own face is going to be your biggest nightmare. You are currently suffering from the absolute worst, most aggressive breakout of acne in recorded history. These massive, bright-red, throbbing zits will constantly plague your face for the entire duration of the jump. Worse, they have a terrible habit of flaring up right when you need to look your best. Expect to wake up with a massive pimple right on the tip of your nose the morning of a school dance, or a cluster breaking out right before you finally get the courage to talk to your crush. Over-the-counter creams and face washes won't do a single thing to help your pizza-face. Fortunately, if you have a solid grasp of alchemy, you can brew ointments to keep the breakout at bay, or you can use illusion magic to cast a heavy glamour over your face. But if you don't have those arcane skills ready to go, get ready to save the world with a giant, angry volcano right on the tip of your nose!

Ah, The Immaturity of Youth [+100]

No matter your actual chronological age or how many jumps you've survived, your brain has completely reset to the factory-default settings of a reckless, irresponsible teenager. You are incredibly, frustratingly immature. You have the attention span of a goldfish and a massive, unearned ego. You will actively shirk your important magical training, ignore your mentor's warnings, and skip out on patrols just to play video games, ride your skateboard, or hang out at the mall. You are completely prone to making ridiculously dumb, impulsive decisions just to show off to your crush. Worse yet, you are physically incapable of taking a serious situation seriously. When a terrifying 800-year-old dark wizard is threatening to plunge the city into eternal darkness, your first instinct will be to crack a terrible joke and complain that he's making you miss the season finale of your favorite TV show. Your friends and allies will constantly have to roll their eyes, drag you by your collar, and apologize for your childish behavior. Try not to let your big mouth get your squad beat up!

All-American Jurisdiction [+100, Exclusive to Teenage Hero]

They don't call him the New York Dragon, do they? For **+100 CP**, your responsibilities are no longer comfortably confined to the five boroughs of New York City. The magical underworld expects you to patrol, protect, and solve problems across the entire continental United States. You'll be constantly boarding planes, taking long road trips, or flying across the country to deal with chupacabras in Texas, swamp monsters in Florida, and rogue wizards in California. Say goodbye to a normal high school attendance record!

Suddenly, Dragons! [+200/+800]

Just when you thought New York had enough scaly problems, the multiverse decides to leak. Every so often, iconic dragons from entirely different franchises and fictional worlds will randomly crash into your life just to interfere with whatever you're doing. Some might be totally friendly (but accidentally crush your car trying to play), while others will be actively malicious and try to eat you. Regardless of their attitude, they are massive headaches you have to solve. For **+200 CP**, the dragons that show up (whether it's Smaug, Toothless, or Spyro) are mercifully scaled down to fit the standard power levels of this setting, meaning you can fight them off without the planet exploding. For **+800 CP** total, forget the safety net. For the upgraded price, the really powerful, apocalyptic dragons from across fiction will start showing up at their absolute, un-nerfed, world-ending power levels. Good luck explaining to the magical community why King Ghidorah or Deathwing just decided to build a nest in Central Park!

Power Loss [+200]
All your out-of-jump powers, perks, and abilities are disabled for the duration of this jump.

The Missing Ingredient [+200, Exclusive to Magical Creatures and Dragon Species]
Being a magical creature is awesome, right up until you realize that to the rest of the supernatural underworld, you're basically a walking grocery store. Your specific species is incredibly rare, and your physical body parts are highly prized as top-tier potion reagents.
Every few months, completely unhinged wizards, crazy alchemists, and creepy collectors will ambush you with the sole goal of capturing and harvesting you for their bizarre plans.
Sometimes the stakes are high, like a dark lord needing your heart for a grand immortality ritual. Other times, the attacks are just incredibly stupid and annoying, like a rogue witch trying to peel off a patch of your skin because it's the final ingredient she needs to brew a "dog allergy immunity" potion. Either way, you will constantly have to fight off weirdos trying to pluck your feathers, steal your blood, or chop off your tail. Watch your back, because you're in high demand!

Magical Misfit [+200, Exclusive to Magical Creatures and Dragon Species]
Being a magical creature is supposed to be awesome, but you somehow got the absolute short end of the genetic stick. You are a walking, talking failure of your own species, burdened with massive flaws that completely contradict your natural biology. If you are a leprechaun, you are cursed with terrible bad luck. If you're a delicate woodland fairy, you have explosive anger management issues. If you're a mermaid, you have a crippling fear of water. And if you're a giant? You just smell like absolute shit, which makes stealth (or keeping any friends) impossible.
These flaws will constantly humiliate you and get in the way of your life. However, this isn't a permanent death sentence. With a massive amount of grueling, frustrating work and training, you can eventually conquer these drawbacks, learning to flip the script and weaponize your flaws into bizarre, unorthodox advantages. Until then? Good luck dealing with your aquatic panic attacks!

Big City Gentrification [+200]
Welcome to New York! The city of dreams, hidden magical wonders, and an absolutely devastating cost of living. For the duration of this Jump, the local economy has been cranked up to a hyper-exaggerated, nightmarish level of gentrification - and it affects everywhere you go, even if you travel out of state. Good luck trying to find a decent secret base, because the housing market is completely out of control. You'll be shelling out $3,000 a month just to rent a literal broom closet that comes with a leaky pipe and a family of aggressive magical roaches. Want to grab a quick pick-me-up before fighting a Huntsclan hit-squad? That'll be $10 for a medium black coffee, and they charge extra if you actually want a paper cup to put it in. This financial crisis isn't just limited to the mundane world, either. The magical underworld has cranked up their prices just to keep up with inflation. Trolls are demanding triple the toll fees to cross their bridges, and the potion vendors at the Magical Bazaar have marked up their enchanted artifacts by 400%. If you don't have a massive fortune to lean on, you are going to spend half this Jump desperately working awful part-time jobs or taking incredibly shady magical bounties just to afford a standard slice of cheese pizza!

Hit the Books [+200]

Saving the magical world is important, but have you tried passing freshman geometry? For the duration of your stay, you're officially subject to the strict, unforgiving laws of the American public education system. Not only are you required to attend school, finish your homework, study for exams, and maintain good grades, but you'll also find yourself a teenager if you weren't one already. Congratulations! You're now juggling the awkwardness of adolescence alongside whatever supernatural nonsense you've gotten yourself involved in. You cannot simply blow off school to hunt trolls, brew potions, or practice your martial arts. If your GPA starts to slip or you skip too many classes to fight bad guys, you'll face brutal consequences. Expect endless after-school detentions, parent-teacher conferences, and strict groundings at home. These punishments will eat into your free time, trapping you in a boring classroom or your bedroom while villains run wild across the city. You'd better learn to balance your double life, because your teachers definitely won't accept "fighting a dark wizard" as a valid excuse for a late essay!

Chronic Halitosis [+200]

Dealing with magical monsters is one thing, but dealing with your own mouth is a whole different nightmare. You are currently suffering from the absolute worst case of bad breath in recorded history. Your morning breath is practically a biohazard. Just exhaling is enough to literally wilt potted plants, peel wallpaper, and cause flies to drop dead out of mid-air. Mundane solutions won't even make a dent in this problem - you could chew through an entire industrial-sized bag of mints and gargle mouthwash all day, and you'd still smell like a swamp troll's armpit. The only mundane way to spare innocent bystanders is to keep your mouth completely, tightly shut. Of course, good luck navigating your hero life, casting verbal spells, trying to flirt, or just ordering a pizza without ever opening your trap. Thankfully, it isn't a complete death sentence for your social life. If you possess a solid grasp of alchemy, you can brew complex, high-maintenance elixirs to temporarily neutralize the stench. If not? You better start learning sign language!

"DTVACU" (Disney Television Animation Cinematic Universe) [+200]

Remember that time Jake randomly bumped into an indestructible, six-legged blue alien from Hawaii? Yeah, that wasn’t a one-time thing. The multiverse of 2000s animation is officially bleeding together, and the bad guys have finally figured out how to network. Over the course of your stay, your worst enemies will routinely team up with iconic villains from entirely different shows to take you down. One week, the Huntsclan is suddenly armed to the teeth with plasma tech designed by a blue-skinned mad scientist and his glowing-green, sarcastic sidekick. The next week, you may find yourself hit with a Scaly-B-Gone-Inator built by a highly neurotic, evil scientist from the Tri-State Area, just because your mid-air magical dogfight accidentally ruined his patio furniture! But the real problem? The heroes of these other universes have absolutely terrible communication skills. Whenever these crossover events happen, the rival protagonists will inevitably jump to conclusions and assume you are the villain. Get ready to be drop-kicked through a brick wall by a teenage cheerleader superspy, have your ankles ruthlessly bitten by a naked mole-rat, or get caught in an elaborate, city-wide trap built by two stepbrothers on summer vacation with a pet platypus. You’ll have to survive the combined, terrifying wrath of two different rogues' galleries while desperately trying to convince the other heroes to stop punching you long enough to actually team up! Have fun!

Magic Week Tabloid [+200]

Did you know the magical underworld has its own gossip magazines? Yeah, and congratulations: you are their absolute favorite target. For some reason, you have the worst luck imaginable when it comes to magical paparazzi. Anytime you do something incredibly embarrassing (tripping over your own shoelaces, getting wedgied by a gremlin, or accidentally sneezing a spell directly into your own face), a magical photographer is guaranteed to be hiding in the bushes, snapping high-definition photos. They will twist your words, print embarrassing rumors, and publish your worst unflattering shots, turning you into the absolute laughingstock of the entire supernatural community. Good luck getting dark wizards, ancient councils, or local goblins to take you seriously when everyone in the city is reading about your latest humiliating blunder over breakfast!

Power Hungry [+200]

Good enough isn't in your vocabulary anymore - you are consumed by an overwhelming, insatiable obsession with gaining greater power. No matter how strong, skilled, or magical you currently are, it’s never enough. You constantly feel an itching, desperate need to push your limits, unlock higher forms, and hoard raw strength. This dangerous mindset will constantly push you toward dark places and forbidden magics. You’ll find yourself naturally tempted by cursed artifacts, dark rituals, shady pacts, and dangerous shortcuts that promise quick power boosts. You’ll constantly look down on restraint, ignore safety warnings, and dismiss the advice of friends or mentors who tell you you're going too far.

While you aren't forced to turn evil, this relentless drive for power will severely strain your personal relationships, alienate your allies, and push you into incredibly dangerous situations where one wrong move could corrupt your soul or destroy everything you care about.

Star-Crossed Drama [+200]

High school romance is already a massive headache, but you just had to go and fall for the literal worst person possible. You are deeply, hopelessly in love with someone who actively works for your greatest enemies. Whether they are a skull-mask-wearing Huntsclan prodigy, a rival dark wizard, or a dragon apprentice, your relationship is a magnet for pure, unadulterated angst. Your attempts at romance will constantly be derailed by massive hardships. You’ll have to lie to your friends, keep devastating secrets, and deal with the soul-crushing reality that your crush is actively trying to destroy everything you protect. Left to its natural course, this relationship is absolutely destined to crash and burn in a tragic, heartbreaking finale. If you actually want to defy fate and get a happy ending, it is going to take a ridiculous amount of hard work, dangerous leaps of faith, and probably a few near-death experiences to pull them away from the dark side. And if you achieve this, you can take them as a companion. Good luck, Romeo!

Wax On, Wax Off! [+200]

You thought hero work was mostly cool acrobatics and blasting fireballs? Think again. You have been assigned an overly strict, old-school mentor who is determined to break you down and build you back up from scratch. Every single morning at 5:00 AM sharp - no excuses, no sick days - your mentor will wake you up for hours of exhausting, bizarre, and deeply humiliating daily training regimens. You’ll be forced to sweep the floor with a toothbrush, stand on one foot on top of a bamboo pole in the freezing rain, catch flies with chopsticks, or carry heavy sacks of rice up hundreds of stairs while your mentor yells at you about "discipline" and "respecting tradition." If you complain, slack off, or try to sleep in, the training only gets twice as hard (and twice as humiliating). You can't fire them, run away, or ignore them without failing your training and getting dragged right back by your collar. Focus, young grasshopper!

Managing the Youth [+200]

Being a wise mentor sounds dignified until you actually have to deal with a magical teenager. You are now officially stuck on full-time training and support duty for a young, highly reckless prodigy - and it is going to be a massive headache. Every couple of weeks, guaranteed, your apprentice will find a way to make your life a total headache. One week they're slacking off on their training to impress a crush; the next, they've accidentally snuck out, gotten wedgied by a troll, or triggered an ancient curse by messing with an artifact they weren't supposed to touch. You constantly have to step in to bail them out of trouble, clean up their magical messes, and deliver stern lectures to get them back on track. You can't just abandon them or lock them in a closet, either - you are obligated to actually mentor them into a competent hero. Hope you have plenty of patience (and a good broom to smack them with)!

Pest Control [+200]

You must smell like a buffet of bad decisions to the supernatural underworld, because you have become a walking magnet for the absolute most annoying creatures in existence. Magical pests absolutely love you. Your daily life will be constantly interrupted by low-tier supernatural annoyances. Gremlins will specifically target your house to sabotage your plumbing and short-circuit your favorite electronics right when you need them. Shady Leprechauns will constantly try to scam you out of your hard-earned cash on the street corner. Pixies will sneak into your bedroom at night to dye your hair neon pink, hide your keys, and set off elaborate slapstick pranks. They won't actively try to kill you, but they will completely ruin your sleep schedule, destroy your belongings, and ensure you never have a peaceful, quiet day for the next ten years.

Nemesis [+400]

You thought you were the hotshot of this Jump? Think again. You have acquired a hyper-competitive, incredibly skilled rival who is your absolute equal in every conceivable way, matching your combat skills, tactical intellect, and sheer determination. Unfortunately, they're also an insufferable show-off who considers beating you only half the fun. Their real goal is to crush your confidence, make you look like an absolute amateur, and ensure that everyone watching knows exactly who came out on top. To make matters personal, your rival has stolen one valuable Item you purchased in this Jump or imported with CP. They keep it locked away or actively use it against you, and they flat-out refuse to return it until you track them down and soundly defeat them in a real fight. Even worse, they never stop coming back. Beating them once doesn't end the rivalry; it only pisses them off. Every rematch becomes an opportunity for them to study your weaknesses, exploit your mistakes, and beat you in increasingly humiliating ways. They'll disarm you in front of an audience, mock your fighting style while dodging your attacks, and leave you sprawled on the ground with a smug little speech about how predictable you've become. Even if you finally manage to turn the tables, reclaim your Item, and wipe that stupid grin off their face, they'll retreat into seclusion, train relentlessly, and return a few months later even stronger and smarter, ready to beat your sorry ass and steal your Item all over again. Get ready for ten years of endless rematches against someone who isn't satisfied with winning; they want to make you regret ever challenging them in the first place.

Public Enemy Number One [+400]

The Huntsclan knows exactly what a "Jumper" is, and they have officially classified your existence as the ultimate threat. Congratulations, you are now Public Enemy Number One. The entire organization is gunning for you, but they aren't throwing mindless goons your way. They have acquired detailed intelligence files on your greatest abilities, and they adapt accordingly. Every squad that tracks you down will be perfectly tailored to hard-counter your powers. If you rely on fire magic, expect strike teams wearing high-tier fireproof armor. If you need time to cast complex spells, expect to be sniped with plasma rifles from three rooftops away. If you're a close-quarters bruiser, expect electrified nets and traps. There is only one way to end this relentless siege: completely dismantle and destroy the entire Huntsclan from the top down. But that is going to be a monumental, agonizing task, especially since the Huntsman himself is personally leading the charge, fully aware of your entire arsenal, and actively laying traps designed specifically for your downfall. Good luck, hotshot - you're gonna need it!

Syndication [+400]

The original show only lasted for two seasons, but your Jump lasts a full ten years. So, what happens after the canon timeline wraps up? Total chaos. You will have to deal with a massive, season-scale plot arc every single year for the rest of your stay. Beating the Dark Dragon or dismantling the Huntsclan doesn't mean the world is safe: it just creates a massive power vacuum. New, increasingly dangerous villains, rival magical factions, and ancient threats will constantly rise up to take their place. The threats will escalate every single year, perfectly matching the tone of the show. Good luck surviving Season 10!

Exponential of Ninjutsu [+600]

Remember how the Huntsclan goons were basically just glorified punching bags in the show? Yeah, the universe just dropped a massive balance patch, and you are going to hate it. If you're a magical creature, your enemies have received a terrifying upgrade. Even Numbers 88 and 89 (the guys whose entire canonical personality was "incompetent comic relief") are now hyper-lethal, perfectly synchronized ninja assassins. The higher up the ranks you go, the worse it gets. Rose just got buffed to the point where she could casually fistfight Batman and the Shredder into a dead-even stalemate without breaking a sweat. And the Huntsman? He might as well be a superhuman juggernaut who can bench-press a minivan and tear through magical beasts with his bare hands. But wait! What if you decided to join the Huntsclan or play as an enemy of magic? Congrats, the scaly side gets the massive buff instead! First off, the dragon population has aggressively multiplied, meaning you have way more giant, fire-breathing lizards in your territory to deal with. Grandpa Lao Shi is no longer just a grumpy old man running an electronics shop; he is an absolute, legendary raid boss. His reign of terror is treated like a natural calamity that has canonically wiped out entire Huntsclan bases, meaning engaging him requires a small army. To make matters worse, that slacker kid Jake is speed-running his anime-protagonist power scaling. If you don't take him out early, he will completely surpass his grandfather's terrifying power level before the Jump is over. Good luck!

Join Me, and Together, We Can Rule The World! [+600]

You've managed to catch the glowing red eyes of the ultimate bad guy. The Dark Dragon knows exactly who you are, and he has decided that you would make the perfect apprentice. He is absolutely obsessed with corrupting you to his side. Unfortunately, his recruitment strategy is a nightmare. He plans to systematically eliminate everyone you care about: targeting your friends, family, and mentors so that you have absolutely no one left to turn to but him.

When you inevitably reject his edgy job offer, he will stop playing nice and throw his entire shadow army at you with the sole intent of wiping you off the map. To make matters worse, taking him down won't be a one-and-done deal. When you defeat him the first time, he will use forbidden dark magic to resurrect himself, returning with a massive, terrifying boost in power and a whole new arsenal of dark spells for round two. You will have to survive and definitively defeat this souped-up, vastly stronger version of the Dark Dragon before you can finally claim victory. Good luck!



Ending

Well, would you look at that? Ten years have officially flown by. You've survived dark wizards, tangled with the Huntsclan, avoided getting scammed by leprechauns, and somehow managed to keep the magical underworld from completely imploding.

But the clock has run out, and your time in this dimension is up. The universe is offering you three doors to choose from. What's your next move?

Option 1: Catch the Bus Home (Return)

Look, dodging plasma blasts, brewing complex potions, and dealing with world-ending prophecies is exhausting work. If you're completely burned out and just want to go back to a world where a sewer rat is just a rat (and not a goblin trying to pickpocket you), you can take this door. You'll return to your original Earth exactly as you left it, but you get to keep all your new powers, perks, and gear. Enjoy your retirement on a perfectly mundane planet!

Option 2: Settle Down in the Big Apple (Stay Here)

Why leave when you've got a good thing going? You've built a serious reputation in the magical underground, made some fiercely loyal allies, and there are still plenty of monsters to hunt, spells to learn, or magical shops to run. If you choose this door, your Jumpchain ends right here. You'll remain in the American Dragon universe permanently, living out the rest of your days as a legendary figure in the magical community.

Option 3: On to the Next Adventure (Move On)

The multiverse is massive, and there are countless other worlds out there packed with new magic to master, new tech to build, and new enemies to beat down. Pack up your spellbooks, charge your laser staves, and step through this door to continue your Jumpchain. The next universe is waiting... Good luck!

Changelog and Notes

V 1.0 - First Edition.
V 1.1 - Small fixes, added the Wishful Thinking perk.

The companions are Buffy, Ty Lee, Charmcaster, The Kurgan from Highlander, Azula, The Genie from Aladdin, Marceline from Adventure Time, Danny Phantom, Teenage Mutant Ninja Turtles, Wuya from Xiaolin Showdown, and Smaug.

Question for the 13 Mystical Aztec Skulls: it mentions banishing/depowering villains, but also mentions not working on a cosmic scale. So is there a point where a villain is too strong for the Skulls to affect?

- Yes. Anything beyond a planetary level is too strong to be banished.

The Taranushi Chalice is a bit unclear. If I buy it empty, can I control whatever I imprison, or is that exclusive to the Djinn in the full version? And in either case, can you let whatever is inside out and then re-use it, or not, or only for the empty version?

- You can control whatever you imprison using the chalice. Yes, you can let whatever is inside out and re-use it.