The Cat And The Dragon

(Version 1.0)



“Deep within a certain forest lies a small cave. Inside that cave rests a dragon egg. As fate would have it, the egg was kept warm by a pregnant mother cat who had chosen the cave as her place to give birth. The egg eventually hatched, and the mother cat adopted the little dragon, raising it as her own child. And so, the story begins.”

Welcome to the world of The Cat And The Dragon. This is a rather peaceful low-fantasy world, and it is also where you will be spending the next 10 years.

Receive **1000 CP**.

Time and Place

You may choose to begin anywhere in the world. You may also choose your starting point in time, from the moment the dragon egg hatches all the way up to the present day, when relations between humans and the Cat Sith of the Novice Forest have become exceptionally friendly.

Origin

The Elder: You have lived a long life and experienced many things. Now, you enjoy the peaceful life you have built for yourself while watching over and guiding the next generation.

The Young: You are young, hopeful, and full of enthusiasm. You are incredibly eager to explore this vast world.

Race

*You may freely choose your **age** and **gender** as long as it remains reasonable.*

Human (Free/100 CP): You are an ordinary human. If you pay an additional ***100 CP***, you will instead become a skilled Adventurer, possessing a well-trained body, a good level of proficiency with various types of weapons, and the knowledge necessary to survive in the wilderness.

Cat Sith (100/200 CP): You are a member of the Cat Sith, a race of cats with a high affinity for magic and a slightly longer lifespan than humans. If you are exposed to mana-rich food sources over an extended period of time, you may evolve and grow additional tails, significantly increasing your lifespan.

If you pay an additional ***100 CP***, you will become a two-tailed Cat Sith, possessing a much longer lifespan and far greater magical aptitude than an ordinary Cat Sith.

Dragon (400 CP): With your massive body, sharp fangs and claws, sturdy scales, expansive wings, and fiery breath, you are one of the most dangerous creatures in this world. You possess a high affinity for magic, the ability to communicate with Spirits and learn magic from them, as well as enough power to reduce an entire city to ashes.

Perks

*Each Origin receives their **100 CP** Perk for **Free** and a **50% Discount** on others of their Origin.*

General

Start Each New Day with a Smile (Free)

It seems you are someone who can easily find peace in life, Jumper. You can always find something to enjoy, even in the worst of circumstances, and you can easily motivate yourself to live each day to the fullest. Your willpower is strong enough to help you overcome whatever emotional wounds or psychological problems life throws at you, even if it may sometimes take a little time. Your mind will always remain clear, and you will never forget the memories you consider important. You will always have a clear understanding of yourself and know how to develop yourself into the person you want to become. No matter how long you have lived or how powerful you become, you will always retain your humanity and remain capable of enjoying life to the fullest, without ever becoming weary or bored. For you, every new day is always a new joy waiting to be discovered.

Magic (100/200 CP)

You possess the ability to proficiently use several basic forms of magic from this world, along with the knowledge necessary to develop your magic into more complex forms. The initial power of your magic will depend on the Race you have chosen.

While the magic of this world normally requires several preparatory steps before it can be activated, if you pay an additional ***100 CP*** (or ***Free*** for Cat Sith and Dragon), you can skip these preparations and activate your magic instantly using nothing more than your imagination.

Shapeshifting (200 CP)

You can transform into any other species of your choice. While transformed, you will possess the natural physical abilities of the species you have transformed into, but not any of their special abilities unless you already possess those abilities yourself.

Normally, shapeshifting consumes a small amount of your stamina while the transformation is maintained. However, the duration of the transformation will be drastically reduced if you transform into a creature that is excessively larger than your original body. For example, if you are a Cat Sith and transform into a human, you can maintain the transformation for as long as you wish. However, if you try to transform into Godzilla, the transformation will only last for a few seconds before you become completely exhausted.

You can also choose to retain some characteristics of your original species while transformed, if you wish.

A Peaceful World (400 CP)

This world is a rather peaceful place. With this Perk, you can bring this peaceful nature with you into future worlds.

Although evil will still exist, it will generally be far smaller in scale and severity than it normally would be. People will be more inclined to care about one another and will generally prefer to mind their own business rather than waste their time hurting each other. Conflicts between different races or factions will be easier to resolve, while peace will be significantly easier to establish and maintain than it normally would be.

The Elder

A Wise Mind (100 CP)

It seems you have lived a long life, or perhaps you are simply more mature than your age would suggest. As a result, you understand how the world works and possess the knowledge necessary to live in it. You know how to take care of yourself, as well as how to care for others, both physically and emotionally. You can also pass this knowledge on to others at a considerably faster rate than normal. In future worlds, you will automatically gain similar knowledge appropriate to whatever world you happen to be in.

A Reliable Protector (200 CP)

You will always know when someone you care about is about to encounter danger, as well as the direction in which they can be found at that moment. Furthermore, if you declare that you will protect a particular individual, species, or territory, then anyone weaker than you who is aware of this declaration will never dare to harm whatever you have sworn to protect. This effect will continue to remain active as long as you do not travel too far away from the thing you are protecting.

A Wonderful Parent (400 CP)

Children raised by you will always develop well, both physically and mentally. They will possess healthy bodies and strong minds capable of facing whatever difficulties life throws at them. They will also have an easier time realizing their potential and will rapidly develop in every aspect, eventually becoming the best versions of themselves. They will always love and respect you.

Furthermore, whenever one of these children begins raising the next generation, they will automatically receive a copy of this Perk.

The Young

A Courageous Heart (100 CP)

You can always remain calm with ease, setting aside your fears and hesitation so that you can act decisively in any situation. Your courage will also influence your companions, making their actions less affected by fear. Furthermore, you radiate a special aura that brings a sense of reassurance and security to those under your protection.

A Sturdy Body (200 CP)

You possess an exceptional body. You only need half as much food, water, and sleep as a normal person to maintain a healthy body. Your body is also several times more durable than that of an ordinary person, and you can recover from injuries that would leave a normal person bedridden for months within just a few days. You also possess a powerful stomach with extremely efficient digestion, as well as a much greater resistance to parasites and food poisoning than ordinary people. This allows you to eat raw meat or drink water directly from rivers and streams without having to worry about the consequences.

A Legend in the Making (400 CP)

Throughout your travels, you will frequently encounter powerful artifacts, opportunities to increase your strength, and significant events with far-reaching consequences. Your luck will always be good enough for you to gain the greatest possible benefits and suffer the fewest possible consequences from the events you encounter, unless you deliberately throw yourself into danger.

Although this Perk may not necessarily make you the strongest person in the world, it can easily help you become a figure whose name will be remembered in history. You can toggle this Perk on or off at will, allowing you to enjoy some much-needed peace and quiet between your adventures.

Items

*Jumper has **100 CP** to spend in this section only.*

*Each Origin receives their **100 CP** Items for **Free** and a **50% Discount** on others of their Origin. The Items will retain all upgrades applied to them. Items in the form of buildings or territories will be attached to your Warehouse after the Jump ends, and you may choose to import them into the worlds of future Jumps if you wish.*

General

A Humble Beginning (Free)

You possess a modest home suited to your species. It could be a cave hidden within a secluded forest, or a small house located within a human settlement.

You also possess a small amount of personal property, along with enough money to support yourself for several weeks.

In addition, you may freely create and establish your own history within the memories of your neighbors.

The Elder

Foxtail Meadow (100 CP)

A small meadow of foxtail grass that you can summon anywhere, provided there is enough space for it. The meadow will never harm anyone standing within it. Instead, those who enter it will experience a deep sense of peace and tranquility.

Forest (200 CP)

You are the owner of a small forest similar to the Novice Forest, where The Dragon was born. The forest contains abundant natural resources that will quickly regenerate after being harvested. All creatures living within the forest that possess sufficient intelligence to communicate with humans will always respect you as the master of the forest and will never attack you. The forest is also home to numerous friendly Spirits who will gladly teach you magic, provided you have some means of communicating with them.

Magic Academy (400 CP)

You are the owner of a medium-sized magic academy, similar to most of the magic academies found in this world. The academy is fully equipped with everything necessary for teaching and practicing magic. It is staffed by several dozen talented Followers who serve as teachers and magical researchers, along with many more Followers who handle various menial tasks and ensure that the academy operates smoothly. The academy will begin with enough funding to operate for several years and will quickly attract students from all across the world.

In future worlds, the academy will automatically update its knowledge and equipment so that it can teach the common forms of magic found in whatever world you visit. It will also receive an equivalent amount of initial funding.

The Young

Adventurer's Gear (100 CP)

A set of adventurer's clothing that can clean itself, a small water bottle that refills itself whenever its cap is closed, a basic weapon with nothing particularly special about it, and a small backpack that can hold five times as many items as its size would suggest without placing any additional weight on the wearer. If any of these Items are damaged or lost, they will return to you after 12 hours, fully repaired.

Portable Tent (200 CP)

You can summon a tent with enough space to comfortably accommodate a party of four anywhere, provided there is sufficient room. Summoned alongside the tent is a large tub that automatically refills with warm water whenever you want, allowing you to bathe. The tent also comes with a campfire that can keep insects and wild animals away while providing a convenient place to cook your food.

Dungeon (400 CP)

You can summon a door leading to a 10-floor Dungeon anywhere.

This Dungeon will automatically adjust its difficulty and the treasures found within it to match the strength of whoever enters. Its layout will also completely change after each attempt, ensuring that every expedition remains unpredictable.

If you die inside the Dungeon, you will be resurrected in front of its entrance, at the cost of losing all items you obtained during that expedition.

Companions

*Jumper has **100 CP** to spend in this section only.*

Import (50 CP per): You can import one of your companions or create a new companion for 50 CP. They will receive an Origin and 600 CP to buy Perks and Items.

Canon (Free): You can take any character from this world as a companion, as long as you can persuade them to join you.

OC Companions: If you choose any of them, you will meet them shortly after arriving in this world. You may freely design their gender, appearance, and personality. These companions tend to get along well with each other and with your other companions.

Your Family (Free): It seems you already have a family of your own in this world. You may freely decide how many members your family has and what their roles are. They could be your parents, your spouse, or even your children. They love you and will always be there to support you. Their presence brings peace to your soul and can soothe whatever pain you may suffer.

All members of your family possess the ***"Start Each New Day with a Smile"*** Perk.

Drawbacks

Supplement (Free): You can use this Jump as a supplement for another Jump, or use another Jump as a supplement for this one.

Character Insert (Free): You may choose to Insert yourself into any character from this world, provided that the starting time and location, as well as the things you have purchased from this document, are all appropriate for you to take on that character's role. Alternatively, if you do not wish to replace them, you may instead choose to become a member of their family, provided that everything you have purchased is appropriate for that role.

Time Adjustment (+100 CP): You want to stay in this world for longer than 10 years? Then simply extend your stay to whatever duration you want (as long as it is longer than 10 years).

Curious (+100 CP): You are frequently drawn toward whatever is happening around you and have a strong urge to abandon whatever you are currently doing in order to investigate it thoroughly. Although you can overcome this urge, doing so requires considerable effort each time.

Hyperactive (+100 CP): You find it extremely difficult to stay in one place or do the same activity continuously for more than 30 minutes, except while sleeping. You will quickly become bored and feel the need to find something new to do.

Disabled (+200 CP): Perhaps due to an accident, or for some other reason, you have lost one of your limbs. That limb cannot be restored by any means for the duration of this Jump.

No Magical Talent (+200 CP): For the duration of this Jump, you will be completely incapable of using the magic of this world.

Power Loss (+200): You will not be able to use any powers or items from outside this Jump while staying here. You also cannot access your Warehouse.

End

10 years have passed. What will you do next?

- **Proceed to the next Jump**
- **Stay here**
- **Go home**

Note

- This Jump is based on the anime version of the setting.

- Regarding the World: Overall, this is a relatively safe world, at least for the time being. Aside from dragons, the most common dangerous monsters you are likely to encounter are quite literally giant bears. The magic in this world does not possess particularly high destructive power, but it has a wide variety of applications in everyday life.

- This Jump does not include races such as Elves or Demons, because their appearances in the anime were far too brief, and there simply isn't enough information about their abilities.

- If in doubt, just fanwalk.