



Welcome to the continent of Pyrrhia (or Pantala), dragon-to-be! The world you are about to enter is one of both excitement and danger – especially the later considering how much of this world's timeline is consumed by war. Speaking of which, remind me during what era you were born into this world (*take only one of the following*):

- **The Scorching**: The beginning of draconic history. Where once humans ruled the world, organized in advanced civilizations, the dragons have now declared war. The inevitable victors of the war, the dragons will soon become the new dominant species, spreading out and forming kingdoms all across Pyrrhia. With dragons having yet to migrate over, not much is currently happening on Pantala.
- **Ancient Times**: On Pyrrhia, you'll be living through the era of Darkstalker. I wouldn't recommend being a seawing, unless you think you can stop the Royal SeaWing Massacre. If you're on Pantala, you can choose to live through Clearsight's arrival to Pantala following the (temporary) defeat of Darkstalker, and the creation of the HiveWings. Alternatively, you may land on Pantala a bit farther back when the BeetleWings originally arrived on Pantala and made first contact with the parasitic Othermind.
- **War of Sandwing Succession**: You will live through the continental war spanning all of Pyrrhia. You have approximately five years to prepare for the hatching of the Dragonets of Destiny and the eventual end of the war. Perhaps you can change things to make a good outcome even better? On Pantala, you'll be living through the tree war - another continental war, this one ending with the militaristic HiveWings forcing the LeafWings into hiding and taking the peaceful SilkWings as a slave race.

- **Early Jade Mountain:** You'll live through this era briefly at the tail end of the War of Sandwing succession, but this will give you the full experience. You'll be around to see the opening of Jade Mountain Academy - possibly even attending as a student - as well as the return of Darkstalker, followed by his second and more permanent defeat (unless you decide to change things). On Pantala things are once again "peaceful". The LeafWings are still in hiding, and the SilkWings are living underneath the HiveWings as second class citizens. Perhaps you wish to join the ranks of the PoisonWings or the Chrysalis to fight against the rule of the tyrannical Queen Wasp?
- **War Against the Othermind:** The original attempts by the BeetleWings to exterminate the Othermind weren't as permanent as they originally hoped. The mind-controlling parasite has allied itself with Queen Wasp to subjugate the entire draconic population. If you're landing on Pyrrhia, you'll have the choice to live your normal life, or to join the representative task force crossing the ocean to fight Wasp and the Othermind, either replacing one of the representatives or joining in as an extra, depending on your origin.
- **Unknown Future:** The eventual future. All major threats are defeated and all major conflicts are settled. The various dragon tribes are finally at peace and may visit one another's kingdoms with little restriction or prejudice. The safest of all points in history, this is the best era to live through if you're just looking to live a simple life as a dragon with little stakes or danger.



Interesting. Now to decide what age you'll be popping in as. If any of these options don't appeal, you may choose your age and gender for 50CP:

- **Egg:** 0 Years Old. The moment you enter the jump you'll be hatching from an egg. Don't worry, dragons age incredibly fast, and you'll be a functional member of society relatively quickly. You may be vulnerable and weak as an infant, but you'll be born into a family who will help you adjust to this new world and teach you how to use your new form.
- **Child:** 1d4. I told you dragons age quickly. You won't be born with a family (unless you can find a nice dragon looking to adopt), simply popping into existence as a child. You'll have developed speech and necessary motor skills, but little else.
- **Early Maturity:** 6+1d10. Ranging from teenager to young adult, you'll have a lot more autonomy in society than the younger options, but still don't have the finesse with your body and draconic powers that the older generations have. Dragons will also likely be more forgiving of any social faux pas' you may make; you're still figuring out your way in the world, after all.
- **Adult:** 19+2d10. Full draconic maturity. You're at the prime of your life, your body in peak condition and possessing all the societal perks of adulthood. Just know other dragons may look at you odd if you fumble with your abilities or don't understand commonly recognized social norms.
- **Elder:** 50+3d20. The golden years. Fortunately - possibly due to being more active than the average modern human - dragons don't feel the slowdown of old age the same way humans do. Depending on the dragon, others may look to you as a fountain of wisdom, or a babbling old squid-brain not to be taken seriously.



Now for the part I'm sure you've been waiting for. What dragon tribe will you belong to? You may purchase any one tribe for free (with the exception of the *BeetleWings*, which cost 150 CP to take), or pay 300 cp to become a hybrid, merging the powers and characteristics of two different tribes. You may only be a hybrid of a maximum of two different tribes. You also may add the genes of other tribes to yourself for free, though in a severely weakened state which will not grant you any abilities, instead simply altering your aesthetics slightly. If none of these options appeal to you, you may take the *Fantribe* perk to make your own unique dragon tribe. Skip ahead to the perks section if you're interested.

MudWing

Appearance: Larger, bulkier, more muscular builds with flattened heads. Tend to have scales of earthy coloration, like brown or orange.

Abilities: Physical strengths surpassing that of all other tribes, fire breath, can hold breath for extended periods of time, and can use mud to ease pain and increase healing speed.

Society: MudWings are less technologically advanced than most other tribes, living in a more rural society. Unlike most tribes who have family structures comparable to humans, MudWing dragonets will live mostly separate from their parents, forming closely-knit groups made up of the other dragonets from their egg clutch. MudWings whose sibling group suffers too many losses or are otherwise abandoned are known as 'unsibs' and may form new groups with other unsibs or existing groups charitable enough to adopt.

SeaWing

Appearance: Smaller than most other tribes on average. Incredibly flexible, with webbed talons and back spines. Marine colored scales, with colors such as blue or green.

Abilities: Incredibly capable swimmers who can breathe underwater, night vision, hook-like claws, bioluminescence which can be used for underwater/nonverbal communication, and can use saltwater to ease pain and increase healing speed.

Society: A bit more reclusive than other tribes, though this is changing in recent times; their capital is located beneath the ocean, inaccessible to any non-aquatic dragon. They are considered a highly intelligent and cultured tribe.





SandWing

Appearance: Pure black eyes with spiked heads. Their tails end in scorpion-like barbs. Their scales are colored like desert sand, being yellow or whiteish.

Abilities: Able to sustain themselves without food or water longer than others, and can fly for entire days without rest, acclimated to desert climates, fire breath, and have a potent venom delivered through their tail barbs.

Society: The SandWing kingdom is perhaps the largest of all the tribes of Pyrrhia, though settlements are widely spread out due to the inhabitability of most of the desert. Because of this, large portions of the kingdom go completely unregulated, opening the doors for crime dens and self-governing settlements.



SkyWing

Appearance: Possess the greatest wingspan of all dragons, as well as some of the longest horns. Match the description of a "stereotypical western dragon" in terms of appearance most closely. Have fire-colored scales in shades like red, orange, and yellow.

Abilities: Fastest and most maneuverable fliers, fire breath, acclimated to the low temperature and oxygen of high altitudes, falcon-like long distance vision.

Society: One of the most architecturally accomplished tribes of the current age, possessing sprawling cities and grandiose monuments such as the infamous SkyWing arena. SkyWing culture tends to be highly traditional and spiritual, resulting in religious practices which show great respect to the dead, but also more harmful rituals such as killing any dragonets who display severe deformities or supernatural abilities.



IceWing

Appearance: Dark eyes with serrated claws and wingtips, spikes on their head and running along their back. Have white, snow-like scales which may be lightly tinged certain colors like blue, purple, or grey.

Abilities: Resistance to freezing temperatures and bright light, can breathe a frigid energy that freezes anything it hits, razor-sharp serrated claws which help with traction on ice.

Society: IceWing society is highly sophisticated, with a great emphasis on hierarchy, personal achievement, and respect. This has led the IceWings to become one of the more intellectual and advanced tribes, though at the cost of tending to be rather xenophobic - a practice they are looking to change in modern times.

RainWing



Appearance: Very chameleon-like, with fins behind their ears, prehensile, looped tails, and rings of scales around their eyes. Their color is variable, though is green by default.

Abilities: Can spit a corrosive acid from their fangs, possess prehensile tails, and can change colors as camouflage or to impersonate dragons of other tribes - though subconsciously tend to shift color to match their current emotion.

Society: RainWing society has changed drastically throughout the ages. In ancient times they were highly respected and feared, their merchants and mercenaries making them an economic powerhouse. Over the ages, they became reclusive, easy access to food and resources making them incredibly friendly and peaceful, but at the cost of suffering technological and diplomatic atrophy. Since the beginning of Queen Glory's rule in the modern era, they have regained much of their lost progress and respect.

NightWing



Appearance: Possess monitor lizard-like features with forked tongues and straight, non-prominent horns. They have black scales with silver speckles on their wings in a pattern resembling the stars of the night sky.

Abilities: Night vision, can turn nearly invisible in the shadows, slow-acting poison bite, gain special supernatural powers when born under a full moon.

Society: Ancient NightWing society was easily the most advanced culturally, technologically, and diplomatically compared to any other tribe. Following the Darkstalker incident, the tribe went into hiding on an isolated island, losing much of their public influence but retaining their technological advancement. In modern times, they are co-ruled by Queen Glory alongside the RainWings.

SilkWing

Appearance: Have antennae, two sets of wings, and glossy chitinous scales. They are incredibly colorful and vibrant, resembling butterflies.

Abilities: Sensitive to vibrations in the air and able to sense climatological changes to predict the weather, can sling spider-like silk webs from their wrists. Don't gain wings until six years old when they undergo a caterpillar-like metamorphosis.

Society: Since the tree wars, SilkWings have been kept as a slave race by HiveWings, treated as property and forced to be both branded and shackled at all times. There is a secret underground SilkWing resistance movement against HiveWing rule known as the Chrysalis.



HiveWing



Appearance: Slender, muscular bodies with four transparent bug-like wings.

Segmented, exoskeleton-like scales which can be red, yellow, or orange. All HiveWings have at least some black scales due to their NightWing heritage.

Abilities: HiveWings have an incredibly wide array of abilities, able to mimic the ability of any bug/arthropod. Each individual HiveWing generally only has one or two such abilities, with examples of HiveWing abilities including retractable wasp stingers, stink bug pheromones, ovipositors, or producing a potent paralyzing toxin.

Society: HiveWings are the dominant species of Pantala, having enslaved the SilkWings and driven away the LeafWings. They are incredibly advanced, comparable to the Pyrrhian NightWings. They live in nine massive hives spread across the continent, each one ruled by either Queen Wasp or one of her relatives. HiveWing eggs are sent to hatcheries where they are infected by the Othermind, allowing Queen Wasp to take control of the mind and body of any HiveWing she likes whenever she likes. You will not start out infected, even if you choose the 'egg' age.

LeafWing



Appearance: Webbed SeaWing-like back spines and flat plated tails resembling leaves. They have green or brown scales wrinkled to resemble the crinkled appearance of leaves.

Abilities: Can absorb energy from sunlight so that they never need to eat, selective breeding has allowed many to communicate and manipulate any and all forms of plant life.

Society: LeafWings are divided into two factions: the SapWings and the PoisonWings. SapWings are more pacifistic and no longer want anything to do with the HiveWings, while PoisonWings are militaristic and currently plotting the downfall of the HiveWing regime.

BeetleWing [150 CP]

Appearance: Have colorful wings like SilkWings, with vibrant coloration akin to the SilkWings and HiveWings, though without the black NightWing scales.

Abilities: BeetleWings had the abilities of both SilkWings and HiveWings, alongside the acid spit of RainWings.

Society: Unknown due to their existence predating the events of the series. They are the genetic ancestors of SilkWings, and HiveWings (and possibly RainWings, though it could be the other way around). Expect to be looked at oddly on account of your species having not existed for thousands of years.



WHY?

Scavenger

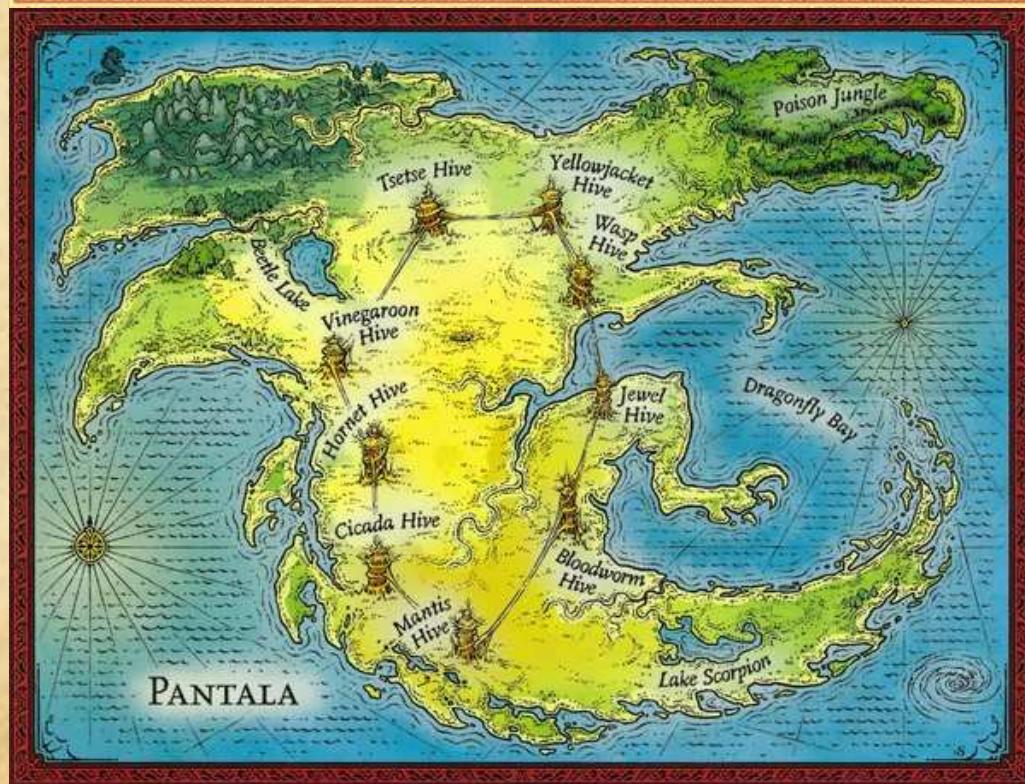
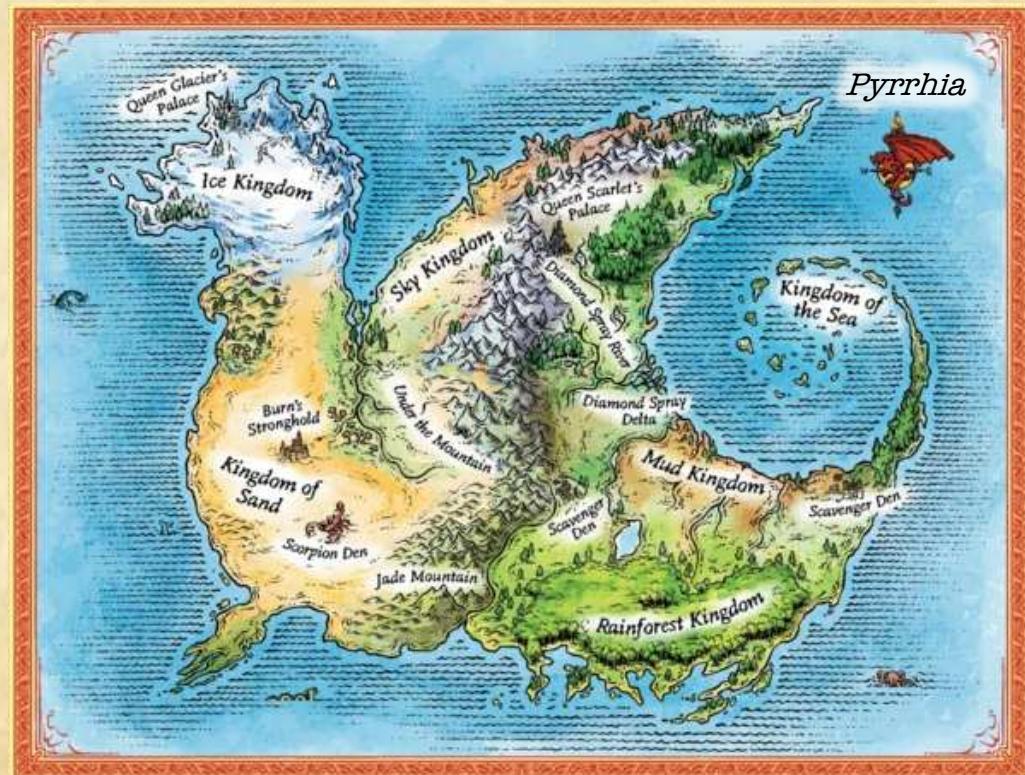
Wha- why? I mean, yes humans exist in this world, but really? A world of dragons and you take the drop-in option? Okay weirdo...



Now that you have a dragon tribe, you'll be picking your origin:

- **Drop-In [Free]**: No memories, friends, or enemies; a complete fresh start.
- **Civilian [50 CP]**: You'll be taking on the life of a commoner. Merchant, student, gardener, healer, chef, teacher, etc. Not as privileged as some of the other starts, but with more freedom to do what you want and less innate danger.
- **Guard/Soldier [50 CP]**: Either a guard or soldier. You have a greater social status and access to restricted areas, but are busier and will probably be seeing quite a bit of combat - especially if you arrive during some of the more dangerous points in the timeline.
- **Insurgent [50 CP]**: A rebel. For Pyrrhia, you'll be working with the Talons of Peace to end the War of SandWing succession, and later once the war ends helping those affected by the war find new homes and maintain general societal order. For Pantala, you'll be a member of the Chrysalis or PoisonWings, fighting to overthrow the tyrant Queen Wasp. It may be a bit odd to have a non-LeafWing/SilkWing joining the cause, but what would JumpChain be if not screwing with the norm?
- **Outlaw [50 CP]**: Like the Insurgent, but less honorable. You exist outside the law, either as an assassin, or as a normal criminal. Expect guards and soldiers to be hounding you at every turn, but special privileges in places like the Scorpion Den. If you become accomplished enough, the governments of other tribes may look to hire you as a mercenary.
- **Royalty [100 CP]**: Prince, Princess, or Monarch. Normally only female dragons are allowed rulership privileges, but for the sake of everyone having fun, that rule doesn't apply for this jump. As royalty, expect to live a pampered life with all the privileges and authority over nearly every other dragon, but also all the stress and duties that come with rulership. You may either replace a canon ruler or insert yourself into any tribe's royal family as a high-ranking member. If you chose the fan tribe option, this will put you in charge of your own custom tribe. If you are a hybrid, pick one tribe to primarily associate yourself with.
- **Chosen One [200 CP]**: You are a chosen one. This doesn't necessarily mean you're part of a prophecy. It will, however, certainly feel like you are. Either chose one of the protagonist from any of the books to replace, or insert yourself into any protagonist group as an extra member [the Dragonets of Destiny for arc 1, the Jade Winglet for arc 2, or the group of protagonists who never got a cool title for arc 3]. This option may not be chosen if you pick a nonapplicable time period like ancient times or the scorching.

One last bit of bookkeeping before we get to the perks. Where will you be dropping in at? You may pick your tribe's natural starting location for free, roll the die to pick a random starting location for free, or pay **50CP** to choose any location - listed or not (location list is on the next page). Regardless of what you choose, you can pick what continent you start on for free.



LOCATIONS

Pyrrhia Locations:

1. Mud Kingdom MudWing Starting Location
2. Sea Kingdom SeaWing Starting Location
3. Sand Kingdom SandWing Starting Location
4. Sky Kingdom SkyWing Starting Location
5. Ice Kingdom IceWing Starting Location
6. Rainforest Kingdom RainWing Starting Location
7. Night Kingdom NightWing Starting Location
(will be the Lost City of Night, NightWing Island, or the NightWing settlement in the rainforest depending on the time period)
8. Scorpion Den (will be a miscellaneous outlaw camp if the scorching or ancient era is chosen)
9. Possibility (will be a miscellaneous communal settlement with dragons from all tribes on the continent if the scorching or ancient era is chosen)
10. Jade Mountain (Nothing of interest will be here during the scorching or ancient eras)

Pantala Locations:

1. Tsetse Hive
2. Yellowjacket Hive
3. Wasp Hive HiveWing Starting Location
4. Vinegaroon Hive
5. Hornet Hive
6. Jewel Hive
7. Cicada Hive SilkWing Starting Location
8. Mantis Hive
9. Bloodworm Hive
10. Poison Jungle LeafWing Starting Location
(you may choose if you start with the SapWings or PoisonWings)

* BeetleWings have no set starting location.



Perks

All perks are 50% off for their corresponding origin. The 50 CP perk for each origin is free.

Drop-In

Culture Shock: [50 CP] It can be strange adapting to a new world with a new culture. With this perk, whenever you pick the drop-in option in a jump, you'll be provided with all the basic world info you need. You'll instantly learn the dominant language (in this case, how to speak dragon), and all the cultural norms and expectations you'll want to abide by unless you like it when people stare at you like you're from another planet.

Sudden Addition: [100 CP] You have no history in this world, and yet nobody seems to mind. It is much easier for you to randomly show up out of the blue somewhere and have no one question it. People won't even seem to mind it you lack background documents like birth certificates or social security numbers (not that those exist in this world).

Outsider: [200 CP] Subconsciously, everyone around you seems to know you're not from around here - you're different. Don't expect other dragons to treat you badly because of your tribe. You could fly into IceWing territory as a NightWing and be treated as an equal. This won't overrule basic courtesy, however. If you go around acting like a jerk to people, they're going to respond accordingly. All this perk does is remove any initial prejudices other may

have about you. This applies to any alt forms you have or species you take on in future jumps. You could stroll through modern Earth as a dragon and nobody would treat you differently or fear you unless you start burning down houses or something.

Power Mashup: [400 CP] In the next section, you'll be able to purchase your dragon powers (fire breath, color changing, gills, etc.). Each power is exclusive to specific tribes. Not anymore. With this perk, you may purchase any dragon power you like, so long as you have the CP.

Fantribe: [600 CP] You aren't a normal dragon - you belong to a fan made species. Choose any appearance you like, along with the following:

- One breath weapon (fire, frost, acid, something new...)
- Something that helps you heal faster (mud, saltwater, etc.) (*the more common the substance is, the less effective it'll be. Don't expect much to happen if you choose air, for example.*)
- One type of climate or environment you thrive in (hot/desert, cold/tundra, densely packed/rainforest, etc.)
- One miscellaneous ability (breathing underwater, night vision, something new...) (*nothing too overpowered; it must be something natural or biological in nature - no magical powers!*)

**Like the Beetlewings, you no longer have a starting location. Additionally, if you take the Walking Stereotype drawback, like the Beetlewings you'll have to roll to decide your negative trait. If you picked the Birth Defect drawback, you no longer have a breath weapon.*

Civilian

Established Role: [50 CP] By default, your origins will give you memories and some connections or family, but this will take things a step further. In this jump and future ones, you may choose to drop into the world with an established residency and career pertinent to your origin, netting you a home and steady source of income.

World's Opportunities: [100 CP] You have all the opportunities in the world. Well, all the opportunities a 100 CP perk would net you, anyways. Now, regardless of prior qualifications, you can apply for pretty much any position and get hired with a high likelihood. No high-up positions; you'll need to start lower, but you'll always have the opportunity to climb the totem pole.

Winglet: [200 CP] You now get to star in your very own Winglet! For those of you unaware, you basically get your own short story centered all around you. It doesn't matter how uninteresting of a character you are, or even if you pick a starting location in the middle of nowhere. One way or another, an incredibly obvious plot hook will present itself to you, pulling you into the main story. Is there one specific character you absolutely adore but can't afford as a companion because they're an expensive animus, or some even in-universe you really wanted to be a part of but picked a different time period for one reason or another? Fate will always align itself to fulfil one basic wish per jump. Even if you can't take them with you, during the jump you and your animus friend will cross paths and have to go on an adventure together. Perhaps at some point during your jump, time travel shenanigans will let you experience that one special event, while you still get to live out the majority of your jump in your chosen time period. This does have its limits. If you want to become the monarch of an entire dragon tribe, for example, this perk will start you on the right path, but most of the legwork will be up to you. Also, no guaranteeing you 'defeat' someone or otherwise 'win' the jump - this perk may not be used to cheat win any 'scenarios' or 'challenges' in future jumps. This perk may override the Plot-Repellent perk if you so desire. You get one wish for your winglet adventure per jump, decided at the start of the jump.

Plot-Repellent: [400 CP] Wait, isn't the point of JumpChain to go on exciting adventures? Don't worry, this perk isn't exactly what its name may suggest. Essentially, this perk will give you the power of being a background character. The plot may happen near you, but unless you directly pursue it, it will never happen at you. For example, if an attack from an enemy tribe were to occur where you live, your house and all your possessions will come out miraculously unscathed. Did the Othermind finally start its quest for world domination and dragons are getting infected left and right? Unless you're actively fighting it, you can just stroll through the street and it will completely ignore you. The plot will never engage with you unless you engage with it first.

Professional: [600 CP] Whatever your starting role is, you're now a master at it to a fame-worthy degree. In terms of the civilian role, this may mean being a healer who can bring back anyone so long as the body is intact and they've been dead for less than an hour, a farmer who can modify seeds to grow new plants nobody's ever heard of before, a top-of-the-class student

who can get a full ride scholarship to any college they choose, etc. This will boost your skill level for origins in future jumps, as well. The drop-in role option will not give you any skill boost.

Guard/Soldier

Combat Training: [50 CP] It can be difficult to adapt to a new body. With this perk, you won't just have knowledge on how to use your new draconic body, but how to fight with it. You'll easily be able to take on pretty much any other dragon lacking in formal combat training, and go toe to toe with those who have.

Long-Distance Scouting: [100 CP] Want to get close to a certain faction or group, but don't want to dedicate all of your time to them? Understandable. There is an entire world to explore, after all. With this perk, you'll always find yourself assigned to patrols or other such missions getting you out into the world, unless you specifically request otherwise. If anyone asks, just say you didn't see anything out of the ordinary. They don't need to know you spent the week adventuring instead of patrolling the perimeter of the kingdom like you were supposed to. No matter how high-ranking or secretive your role is, your peers and superiors don't seem to ever keep a very tight leash on you.

Finesse in Flight: [200 CP] Being a soldier isn't just about fighting, you know. You also need to be agile and maneuverable. Through this perk, you'll be just that. You are now incredibly maneuverable in the air, able to dodge and weave through all manner of obstacles while flying forwards at top speed. Naturally, this will also grant you split-second reaction time, letting you dodge sudden attacks or projectiles fired at you while you're in the air. Recommended if you live in the Rainforest Kingdom or Poison Jungle, lest you like flying snout-first into trees constantly.

Battle Duelist: [400 CP] A fight isn't always one-on-one, especially in this world. Massive conflicts involving entire armies of dragons clashing are not uncommon occurrences. With all the chaos of battle, it would be very unfortunate if you were caught off-guard by a sudden explosion or swarmed by several dragons at once with little you could do. With this perk, those concerns are a thing of the past. When fighting several opponents at once, or when fighting in a chaotic environment, everything besides your current foe becomes secondary. All the fighting going on around you will blend into the background and not even affect you until you've

defeated or escaped your current target, and when getting ganged up on, your opponents will more often than not attack you one at a time.

Hit Its Weak Spot For Massive Damage: [600 CP] Even creatures as mighty as dragons have a weak spot. No matter how tough or resilient their scales are, a clean attack down the throat while their mouth is open is often fatal. Now, no matter what enemy you face, even if they've animus-enchanted themselves to be completely invulnerable, there will always be some opening or weak spot for you to exploit. You won't instinctually know what this weak spot is, but should be able to logic it out. The weakness will always be something that makes sense (granted, you'll need to apply some leaps of logic when dealing with incredibly overpowered foes).

Insurgent

What? Them?: [50 CP] You? Yes. You! You seem to just have this... unassuming aura about you. Figures of authority will pay you little mind lest they catch you doing something you really shouldn't be doing. Unless you are clearly toting around something illegal, you can generally find yourself strolling straight through security checkpoints without being stopped for identification.

Underground Rebellion: [100 CP] An old sewer system, dated maintenance tunnels, or something of the likes. You'll find every major location you visit seems to have at least one of these. Major factions aside from the group you're a part of have completely forgotten about them, making them the perfect secret hideouts or transit networks to aid your cause without having to worry about being raided by the enemy.

Recruiter: [200 CP] You can intrinsically tell who you can and can't trust. You won't get any specifics from this instinct, but will generally be able to tell if someone is likely to stab you in the back or not. Great for finding snitches and locating new recruits for the cause.

Action McGuffin: [400 CP] Something your primary foe in any given jump needs, you have. Perhaps it's some kind of important artifact which has by chance fallen into your hands. Perhaps you yourself are a prophesized being your foe needs to take out of the picture before their scheme can advance. Regardless, the moment you arrive in the jump, your very existence will put your enemies' plans on pause until they can take whatever they want back. Warlords won't do much conquering, universe destroyers, won't do any destroying, etc.

Rebellion!: [600 CP] Just because you're a bad person in the eyes of the law doesn't mean you're a bad person. Sometimes it's the government that's corrupt. No matter what horrible things you do to enemy governments, no amount of propaganda or fearmongering will make the common people turn against you. As a matter of fact, the more you do to harm any given government or monarchy, the more its people seem to rally behind you, so long as you do not go out of your way to antagonize them.

Outlaw

Criminal's Intuition: [50 CP] You have an innate sense telling you where is safe to hide from the law. When you stroll through a town, you'll intrinsically understand what places tend to be ignored by local law enforcement after just a glance. You also seem to subconsciously know where guards are posted, though this secondary ability isn't nearly as potent.

Black Market: [100 CP] You have a knack for getting your hands on illegal products. It seems like everyone has some sort of shady side business when you're involved. Go up to the sweet local baker who wouldn't hurt a fly, ask them if they've got the goods, and they'll pull out a crate of illegal explosives ready to sell to you.

Toxicologist: [200 CP] You're an expert when it comes to poisons, toxins, and acids. From just a whiff you can identify any poison on the planet, and mix together existing toxins to amplify their effects or make them impossible to cure with current scientific knowledge. You can also whip up the cure to any sort of toxin so long as you have the right supplies.

Renowned Assassin: [400 CP] Your illegal exploits have made you famous (in a good way). Choose any dragon tribe. They are now completely in support of your exploits (so long as said exploits aren't targeted at them), and will actually pay you to go after rival tribes. If you're a thief, they'll have you robbing enemy tribes of their riches or magical artifacts. If you're an assassin, you'll be paid to take out important political and military rivals. The work's certainly dangerous, but also pays very well. In future jumps, pick any group or faction to act as your financial supporter for your illegal exploits.

Karmatic Misfire: [600 CP] A perk granting you good luck. It will always work the first few times during a jump, though will begin to fail if you consistently try to abuse it. Whenever you

would normally face the consequences for your actions, the fallout is instead redirected at one of your other adversaries. For example, let's say you try to raid the stronghold of one of the most powerful military powers on the continent, but are caught said power's very monarch. Instead of you getting punished, they'll die in a freak accident leading to a continental war pulling in the very beasts that drove your species to near-extinction.

Royalty

Protective Parents: [50 CP] Don't worry, they won't be Queen Coral levels of bad. Whenever you enter into a jump, you'll find your origin will net you a set of allies who will always be around to protect you, and just generally have your back. For this jump (assuming you picked the royalty origin), it'll be your family and a group of royal guards. For other origins or origins in future jumps, this will change to fit your new origin. An outlaw might have a gang of fellow outlaws while a guard/soldier might have a few dragons in their squadron who they're particularly close with. No matter where you come from, you'll have an entourage of bodyguards close behind.

Innate Authority: [100 CP] In the world of Wings of Fire, royal dragons just seem to have this innate aura of authority about them that makes other members of their tribe more inclined to listen to them. Are you a literal child? Doesn't matter. If you become king/queen, others will still respect you as a monarch. They'll certainly start questioning your rule if you keep screwing up, but so long as you're competent, you could be a talking potato for all they care.

Experienced Ruler: [200 CP] How can you expect to be a ruler if you don't know how to rule? With this perk, you'll gain all the necessary skills needed to run a kingdom, including intimate knowledge of economics, diplomacy, military, resource management, as well as the little things like how to properly carry yourself in high-class society.

Multi-Kingdom: [400 CP] Much like Queen Glory or Queen Wasp, you rule over two tribes, granting you all the resources and influence of the two tribes combined. How you choose to rule them is up to you, allowing them to keep their separate kingdoms or merging them together into one civilization. In future jumps, this will double the size of anything you gain political leadership over. For example, if you become mayor of a city, you'll also be mayor of a second city of equal size which can either be one already-existing in the world, or spontaneously

popped into existence. This perk can be purchased multiple times, allowing you to rule over an additional tribe for every subsequent purchase. Don't bite off more than you can chew.

Cultural Influence: [600 CP] You have deeply embedded yourself into the culture of not just your kingdom, but the world at large in one specific aspect. For example, if you choose writing, your works will become known and renowned worldwide, taught in schools, and looked to as examples of how people should live their lives. You basically get a cultural monopoly of a trade of your choosing. Examples of trades include writing, painting, architecture, music, religion, digital culture (only applicable to other jumps since computers don't exist in this world), or production of a specific product/good.

Chosen One

Emotional Glue: [50 CP] You're the emotional glue holding the group together. Even when put into a group with all sorts of conflicting personalities, you just seem to be able to get along with everyone, and their mutual respect for you will make it easier for you to help settle differences between group members.

Scrollworm: [100 CP] You just can't get enough knowledge. You are incredibly booksmart, knowing everything from general knowledge to more niche topics and random trivia. You won't gain any real-world skills from this perk, however. Just the knowledge. Then again, knowledge is power, isn't it?

Wanted Alive: [200 CP] For one reason or another, your enemies would much rather have you alive than dead. Getting defeated generally means getting thrown in a prison cell rather than killed on the spot. Even more ruthless and violent foes would rather throw you in a cage for gloating purposes, only deciding to take your life if you continue pushing your luck with them.

Prophesized: [400 CP] You are a part of some kind of prophecy or legend. Regardless of its actual validity, most people tend to believe it, and you'll be treated like a celebrity whenever you reveal your identity. This may attract attention from enemy forces, but also will make you something of a hero amongst civilians. Expect all sorts of gifts from the people you meet on your travels, and random bystanders to come to your aid whenever you're being pursued by enemy forces.

Protagonist Syndrome: [600 CP] You can get away with a lot more than you should be able to based off of the sole fact you're a protagonist. If you're a student, your teachers and parents will be completely fine with you running off from class to stop the forces of evil. If you're some rando off the street, acclaimed military or government organizations will have no qualms with you taking over their operation to try and hunt down the bad guys. This perk affects all ally and neutral parties, however does not affect enemy factions, and won't allow you to just stroll into an enemy stronghold with no opposition.



Powers

Without the Power Mashup perk, you may only choose powers belonging to your associated tribe. Powers with "Free For" are free for their associated tribe, but must be paid for by other tribes with the Power Mashup power. "Paid For" powers must be paid for by their applicable tribe, or any tribe with the Power Mashup perk.

Flight: [150 CP] *Free for all besides Scavenger* - The one power shared by all dragons: flight. BeetleWings and SilkWings need to wait until they're six before their wings grow in, but the power is universal amongst tribes nonetheless. If you are a scavenger, you'll gain dragon-like wings to you through the air, applicable to your base form and all alt-forms.

Elemental Healing: [200 CP] *Free for all besides Scavenger* - The element of your associated tribe will help speed along your healing when you are exposed to it. Each tribe's element is as follows:

MudWing - Mud

SeaWing - Saltwater

SandWing - Hot Sand

SkyWing - Air (the higher the altitude, the more effective; does nothing at ground level)

IceWing - Snow

RainWing - Fruit Juices

NightWing - Moonlight

HiveWing - Honey

SilkWing - Silk

LeafWing - Plant Sap

BeetleWing - Arthropod Blood

Scavenger - Clay

While your first purchase (unless you're a scavenger) is free, all subsequent purchases will cost you; this perk can be taken multiple times if you have the Power Mashup perk, allowing you to select an additional healing element for every subsequent purchase.

Fire Breath: [200 CP] *Free for MudWing SandWing SkyWing* - The dragon power you're probably most familiar with. Fire breath will allow you to shoot a stream of flame from your mouth to burn and destroy. This power will give you an 'internal flame' where your fire comes from, which will change depending on your current state. If you are healthy and energized, it will burn brightly and let you breathe strong fire with little effort, while if you are exhausted or severely injured, you'll have much more trouble.

Frost Breath: [300 CP] *Free for IceWing* - Fire Breath's frosty cousin. Frost breath allows you to breathe a stream of pure cold from your mouth. Anyone grazed will suffer frostbite in the affected area, while anyone hit directly will be frozen solid; even if they manage to escape your breath attack, the ice will continue to spread until they are completely encased.

Magical Death Acid Spit: [300 CP] *Free for RainWing BeetleWing Paid for HiveWing* - Unlike the other two breath attacks, this one is a liquid that's affected by gravity. Anything aside from your own body struck by the acid will be dissolved into mush. Not immediately fatal unless it hits a vital spot, but one shot is enough to cause permanent disfigurement. The acid spit of someone directly related to you will neutralize your own acid and vice versa.

Poison Bite: [50 CP] *Free for NightWing* - You have a symbiotic relationship with a particular species of bacteria, living in your mouth and subsisting off the food you consume. Don't worry: brushing your teeth won't get rid of them. Anyone you bite will become infected by the bacteria, making them grow weaker and weaker until they perish, and causing them to emit a pheromone only you can detect, allowing you to track down the location of your prey once they've expired.

Stinger: [400 CP] *Free for SandWing paid for BeetleWing HiveWing* - The tip of your tail is armed with a scorpion-like stinger that can inject a potent venom capable of bringing down a fully grown dragon within a matter of minutes.

Color Shift: [450 CP] *Free for RainWing* - You can change the color of your scales/skin/whatever you have, like a chameleon. You'll change color subconsciously to match your current emotional state, with this growing harder to control the stronger your feelings are. With training, you can use this to change your entire appearance, even masquerading as dragons from other tribes. Better yet, you can match the color of your surroundings to become nearly invisible.

Shadow Sneak: [450 CP] *Free for NightWing* - You have an innate connection with the shadows, allowing you to become undetectable when in the dark. Even the sounds of your movements will be masked, and you'll inexplicably be hidden from scanners, thermal vision, etc. until you emerge from the shadows. Naturally, you'll also be able to see in the dark rather easily.

Stamina: [150 CP] *Free for SandWing SkyWing LeafWing paid for BeetleWing HiveWing* - You have powerful wings and lungs, and can fly for days on end without getting tired. Needing to eat may be another matter entirely. Still, your more powerful lungs will let you fly high in the atmosphere above where any other dragon would be able to reach. Just make sure you have some cold protection as well.

Desert Acclimation: [100 CP] *Free for MudWing SandWing* - You are better suited to hot climates, and won't be bothered by the heat of the desert at all. You're also a little better at handling fire, but are by no means immune or supernaturally resistant to it.

Tundra Acclimation: [100 CP] *Free for IceWing SkyWing* - You are better suited to cold climates, and won't be bothered by the cold or arctic regions at all. You're also a little better at handling frost attacks, but are by no means immune or supernaturally resistant to them. Combine with stamina to fly in the upper atmosphere with little to no issue.

Lung Capacity: [50 CP] *Free for MudWing* - You can hold your breath for up to an hour by default, but with training you can go for far longer. You also can see and move about underwater a little more efficiently.

Gills: [150 CP] *Free for SeaWing* - A step up from lung capacity. You can breathe underwater indefinitely. Additionally, if you don't have them already, you'll gain fins and webbing allowing you to move through the water with extreme agility and grace, alongside eyes better adjusted to see through the murkiest of waters.

Hooked Claws: [50 CP] *Free for SeaWing paid for BeetleWing HiveWing* - Your claws possess a hooked shape, making them more effective in combat, and giving them a better grip.

Serrated Claws: [100 CP] *Free for IceWing* - Your claws are serrated, giving them even better grip than the hooked claws. You can walk across ice or other low-traction surfaces without fear of slipping. Your claws are also a menace in combat, horrifically mutilating any part of the body you manage to swipe.

Muscular: [150 CP] *Free for MudWing paid for BeetleWing HiveWing* - You have a naturally more muscular and powerful build than other dragons. This isn't anything supernatural, and you still will need to exercise if you want to maintain your strength, but this will still let you beat out most others in contests of pure strength, and will make you a little harder to damage.

Bioluminescent Scales: [150 CP] *Free for SeaWing* - You have bioluminescent scales/parts of your skin/whatever you have, that can be switched on and off at will. This will let you speak aquatic (basically SeaWing sign language, letting them talk to each other underwater), serve as a personal light source, and can be suddenly flared up to generate an intense light that stuns foes.

Silk Sling: [100 CP] *Free for SilkWing BeetleWing* - You now have silk glands in your wrists. They aren't exactly Spider-Man level, but are in the same ballpark. You won't be able to websling or fire projectile shots of web, rather you can weave it like an actual spider to create textiles or webs strong enough to support a modern suspension bridge.

Photosynthesis: [300 CP] *Free for LeafWing* - You no longer need to eat (though you still need to drink water) as long as you have access to sunlight. You can eat for energy if no sun is available, but otherwise natural sunlight will be enough to get you through your day-to-day activities.

Scope Sight: [100 CP] *Free for SkyWing* - You have vision like a bird of prey, able to see for miles in any given direction, and pick out even the tiniest of objects from high up in the air.

Paralyzing Venom: [300 CP] *Paid for HiveWing BeetleWing* - Your claws or teeth can inject a potent non-lethal venom which completely paralyzes its victim for several days. If you also have the acid spit power, you may combine the two to make you paralyzing venom ranged, at the cost of it no longer being lethal.

Stench: [100 CP] *Paid for HiveWing BeetleWing* - You can emit a noxious odor which makes anyone who smells it nauseous and sick. You yourself are immune to this horrific stench, making it a great tool for quickly clearing out a place. You'll need a lot of tomato sauce and air fresheners if you don't want to wait several weeks for the smell to clear up on its own.

Wrist Stinger: [150 CP] *Paid for HiveWing BeetleWing* - You have retractable stingers in your wrists which serve as another weapon you may use to stab foes with. If you have either stinger or paralyzing venom, you may transfer the respective toxin into your wrist stingers.

Ovipositor: [150 CP] Paid for *HiveWing* *BeetleWing* – Your tail doubles as an ovipositor, which allows you to deposit any diseases, poisons, chemicals or parasites that may be afflicting you into something else. You can't just release them into the air; there has to be another victim you transfer your ailments to. On the flipside, however, you can also share the effects of any positive chemicals or concoctions you put into your body with others, like healing potions or stimulants.

Flamesilk: [200 CP] Paid for *SilkWing* *BeetleWing* – The upgrade to silk sling. Your web glands are able to fire out flamesilk instead of normal silk. Flamesilk is, as the name implies, silk that burns whatever touches it like fire. Well, magma might be more accurate considering how hot it can get. You can control the heat of your flamesilk, making it lukewarm, serving as a useful light source, or hot enough to melt through metal and stone. You are immune to the burning effects of your own silk. Be careful if your jump coincides with Queen Wasp's rule – she wants flamesilks for their unique abilities, and locks away in an underground production facility.

Leafspeak: [100/350/600 CP] Paid for *LeafWing* – The ability to speak to plants. For 100 CP, this is about all you can do. May not sound too useful, but you can convince plants to grow faster or in a certain way, and can ask them for information. The plants that have been around for a long time have a lot of wisdom to share, though tend to be a bit absentminded. You'll also gained enhanced charisma and charm when interacting with any plant-based characters from other jumps. For 350 CP, you can also control the plants to a degree, causing vines or roots to twist around those nearby to ensnare them, or convincing a tree to topple itself to crush a nearby enemy. For 600 CP, you become a master of plant manipulation, able to cause a seed to grow into a fully formed plant within a matter of seconds. With this kind of power, you could control entire forests.

Firescales: [200 CP] [Requires Fire Breath] Paid for *SkyWing* – Some would consider this more of a curse than a superpower. Remember that internal flame you got for your fire breathing? Well, it's a bit too powerful and now fire is literally flaring out from between your scales. Anything or anyone you touch will burn – useful in combat, but makes day-to-day life incredibly difficult. Dragons tend to be stuck with this for life, but since you can switch between your dragon form and other alt forms, in a way you can turn it off. Also, word of

warning: prior to the end of the War of SandWing succession, SkyWings kill dragons with firescales, though you may be able to get by if you get in Queen Scarlet's good graces.

Fireproof: [250 CP] Paid for *MudWing* - MudWings hatched from blood red eggs have a rare and special ability: fire resistance to a supernatural degree. Fire won't graze you, and you'll be one of the only living beings capable of making physical contact with a firescale. You can even submerge yourself in molten magma for a time. Just know this is an extreme resistance, not 100% fireproof, so don't go jumping into the sun or anything like that.

Mind Reader: [400 CP] Paid for *NightWing* - Did you know the world of Wings of Fire has three moons? Whenever a NightWing is hatched under at least one full moon, they'll gain a special power. In this case, mind reading. Through this power, you can tap into the thoughts of other non-plant organisms and freely browse through their thoughts. This power can be incredibly overwhelming at first, until you learn how to tune out the mental noise generated by everyone around you. Other mind readers will be able to tell when you're looking through their thoughts.

Prophecy: [200/800 CP] Paid for *NightWing* - The second of the three moons grants the power of prophecy. This can have varying degrees of power. For 200 CP, you'll get the more basic version. When a major event is bound to happen in the future, you'll enter a trance-like state where you'll deliver a cryptic prophecy. This prophecy may be a bit difficult to determine the exact meaning of, but will at the very least tell you the location and general nature of the event. For 800 CP, you gain future vision, able to see all possible timelines diverging from your current point in the timeline. It will be harder to see the further ahead you look, on account of there being so many different possibilities for the future the further ahead you go.

Telekinesis: [400 CP] Paid for *NightWing* - Can you guess what the third moon does? If you said telekinesis, well yes... but actually no. The idea the third moon grants the power of telekinesis is more of a fan theory than written fact, but there's enough evidence that it makes sense. With the power of telekinesis, you can lift anything at most equal your own mass (which may not sound like a lot, but remember you're a giant freaking dragon now) with your mind. You can lift anything within your line of sight, moving it, tossing it, crushing it, etc.

Animus: [2500 CP] Paid for *NightWing* *SandWing* *SeaWing* *SkyWing* *IceWing* - The power of existence itself is at your claw tips. Your words become indisputable fact. Tell a rock to defy the laws of gravity and float in the air, and it will obey. Command a wild animal to gain the intelligence of a dragon, and it will be so. For a few more examples of what animus power can do, most of the supernatural objects in the items section were created by Animus dragons. There are a few things you should be aware of. Firstly, *everything* you say becomes fact. Jokingly tell someone to “get out of here”, and they’ll be launched out the nearest window. Secondly, every command you cast takes a toll. By default, this will damage your soul, causing you to become more and more evil as you cast spells. This can be manifested in other ways, too, like causing your body to slowly turn to stone as you cast commands. No cheating and creating something like Darkstalker’s scroll or Turtle’s necklace to completely circumvent this caveat. For this jump and all future jumps, you may not use your animus powers to negate the effects of drawbacks, whether directly or indirectly.



Items

Bag of Scales: [Free/50 CP] Not literal dragon scales. Scales are the name of the currency used in the dragon world... at least on Pantala. For the sake of consistency let's just say it applies to both continents. You get about \$200 worth of scales, which should be enough to buy you food and bed until you can land yourself a job. Taxes and inflation are a lot less of an issue in this

world, so this money will last you a lot longer than it would back on Earth. Every subsequent purchase will cost 50CP and net you an extra \$200 worth of scales. On future jumps, this change to become whatever currency is used predominantly in that world.

Woodcarved Companion: [50 CP] A small wooden carving in the shape of an animal. It can be an octopus like Blob, or any other small critter. It's friendly and undyingly loyal to you, though of limited intelligence and not good for much beyond companionship and emotional support.

Tunnel: [50 CP] A special tunnel basically serving as a wormhole. It will connect to your warehouse, allowing you to place a second entrance to it anywhere in the jump you so choose. Once you pick a location, the tunnel must remain there for the remainder of the jump.

Teleslates: [50 CP] A pair of slates. When something is written on one, it will appear on the other regardless of distance or even dimension. This only works one way. For a second purchase, rather than getting a second pair of slates, you may combine them to create a pair of slates which send messages both ways.

Moon Glow Tree: [100 CP] A tree which bears glowing orbs of light instead of fruits. They follow those who pick them around, and can be set to float in place to act as stationary light sources.

Sleeping Darts: [150 CP] A crate of sleeping darts which slowly replenishes its own stock. The darts are potent enough to knock a fully grown dragon unconscious for several hours. Comes with a complimentary blowgun.

Obsidian Mirror [150 CP] Expose a wisp of smoke to the reflective surface of this artifact (fire breath recommended) and speak the name of an individual, and the obsidian mirror will show you what the spoken individual is currently up to. It won't show you their location, but it will show you what actions they're performing, what they're saying, and any other individuals they may be interacting with.

Dragonflame Cactus: [200 CP] A bag containing several dragonflame cactus bulbs that refills itself monthly. They violently detonate in a fiery explosion, sending spike-covered seed pods

everywhere. Be very careful; the tiniest ember will set them off, and they explode like they're filled with gunpowder.

Dragon Armor: [200 CP] A sturdy yet lightweight metal armor created by NightWings, though it can be used by pretty much any tribe. Makes you nearly immune to any form of slashing or piercing damage like the claws and teeth of other dragons, though can only do so much against breath attacks.

Skyfire: [200] A small black orb of a special stone which landed on this planet from the cosmos. When held, the holder is shielded from the three NightWing powers [mind reading, prophecy, telekinesis]. In future jumps, this will protect you from anyone who possesses the equivalent of these powers.

Dreamvisitor: [250 CP] A star-shaped sapphire which allows the holder to enter the dreams of anyone currently sleeping, regardless of location or distance. The user can use this to directly communicate with the dreamer, or perhaps manipulate them in more subtle ways.

Gift of Stealth: [300 CP] A pair of wristbands. When smashed together, they can make the wearer and their allies invisible. Their effects are strong enough to cloak an entire army.

Shifter Scrap: [300 CP] A scrap of Darkstalker's scroll encased within a piece of jewelry of your choosing, such as a necklace or ring. Inscribed upon the scroll scrap is an alternate form you may shift into. Create another dragon form with a budget of 800 CP, able to spend it on anything aside from items or companions. You may take an alternative origin for this dragon. Whenever you or someone else wears the jewelry, they will change into this alternate dragon, effectively giving you two forms to swap between. Note the scroll scrap has been entirely filled up with description for your new form, and as such cannot be used for anything else.

Protecting Earring: [350 CP] Whenever you enter a jump, choose one individual or entity. So long as you wear this earring, you'll be immune to any supernatural powers they possess, the one exception being magics which inflict physical damage (like summoning and launching fire).

Cursing Earring: [350 CP] When you wear this earring, anyone you meet will automatically have a positive first impression of you, feeling that deep down you're a trustworthy person. Keep in mind this is not all-encompassing control; if you do something that conflicts with someone's morals, they are going to start distrusting you.

Cursed IceWing Crown: [400 CP] Whenever you enter this jump, choose two groups. These can be anything from a species to an organization to the population of a certain location, etc. The crown will find its way to the first group, subliminally implanting their minds with thoughts of paranoia and hate towards the second group. Will basically let you force any faction to go to war with another without having to lift a finger.

Stick of Hiding: [700 CP] An unassuming-looking twig. Whenever you enter into a new jump, whoever your main foe is will be targeted by the stick. Whoever holds the stick is completely hidden from them. Your foe will not be able to see or perceive the holder of the stick as if the holder didn't exist. They may notice something is amiss if the holder does something like attacking them, moving objects while within their direct line of sight, or if others keep pointing out the holder's existence to them.

Duplication Bowl: [700 CP] Place anything in this bowl and say "twice as much, please!", and the contents of the bowl will be doubled, copied items keeping any sort of enchantments or magical effects their original counterparts possess.

Strawberry: [700 CP] A singular strawberry. You only get one per jump, and if it's lost or destroyed, it won't reappear in your warehouse until the start of the next jump. Whoever eats this particular strawberry will quickly find themselves reverting to a newborn child, completely resetting their personality and removing any supernatural powers or abilities they may have possessed. Even multiverse-level entities won't be able to save themselves once the transformation starts.

Darkstalker's Scroll: [No] No, just no.



Companions

Import: [50/200 CP] For every purchase of this option, import one companion, giving them an alt form as any one dragon tribe. For 200 CP, import eight companions.

In-Universe: [100 CP] Take any non-animus character with you as a companion, or create a non-animus OC to join you on your travels. Characters who had animus powers but lost them can be taken so long as they no longer have their powers by the time you companion them during the jump.

Animus: [800 CP] Take any canon animus character or animus OC with you on your journey. If the character loses their powers at some point, they will regain them at the end of this jump.

Othermind: [800 CP] Well you must've been a pretty awful person for the Othermind of all things to take a liking to you. The Othermind is an intelligent, parasitic plant able to take total control of the minds and bodies of anyone it infects, connecting them to a central hivemind. With it as your companion, it will allow you to tap into the hivemind and control anyone infected by it directly. Just keep in mind if it doesn't see you inflicting enough pain and suffering, it may ditch you and go on its own independent conquest.



Drawbacks

Disfigured: [+100 CP] Much like Queen Scarlet's acid-burned face, you're disfigured in a way which won't impede your body's functionality, but will make you incredibly uncomfortable to look at. More polite or civilized dragons may try to hide their discomfort around you, but no matter where you go, you'll always catch others staring and whispering when they think you aren't noticing.

Murderbasket: [+200 CP] Uh oh! Looks like something's gone wrong with your new form. The language synthesizers don't appear to have done their job right, and any omnilingualism perks miraculously don't seem able to compensate. You understand the gist of dragon languages, but you'll randomly be mixing up the meanings of words, and won't realize it until it's pointed out to you. This applies both to when you're reading/being spoken to, and when you yourself are talking. Expect these mistakes to come up quite frequently.

Crippled: [+150/+400 CP] For a gain of 150 CP, one of your four legs is damaged beyond function. It may be amputated or simply nonfunctional. Makes your day-to-day activities much more difficult. For a gain of 400 CP, your wings no longer work. Good luck getting from place to place. You may take both versions of this drawback.

Walking Stereotype: [+200 CP] You possess a negative personality trait stereotypical of your dragon tribe. No matter how hard you try to overcome it, there will always be a compulsive urge attempting to force you to act out this stereotype. Even perks which allow you to overcome personality alterations will not be able to quell these tics. The stereotypes are as follows:

MudWing - Unintelligent (1)

SeaWing - Arrogant (2)

SandWing - Dishonest (3)

SkyWing - Rude (4)

IceWing - Xenophobic (5)

RainWing - Lazy (6)

NightWing - Conniving (7)

HiveWing - Warmongering (8)

SilkWing - Doormat (9)

LeafWing - Psychotic (10)

BeetleWing - ??? (Roll a d10 to decide which of the above traits you acquire)

Birth Defect: [+350 CP] You were born with the primary ability your species is known for atrophied and nonfunctional. This means:

MudWing - No fire breath

SeaWing - No gills

SandWing - No stinger

SkyWing - No fire breath

IceWing - No frost breath

RainWing - No color shift

NightWing - No shadow sneak

HiveWing - Paid HiveWing powers may not be taken

SilkWing - No silk sling

LeafWing - No photosynthesis

BeetleWing - No acid spit

This disability will come with some physical deformity as well. This won't be as bad as the disfigured drawback, but will still be enough to draw negative attention. Some less understanding tribes may give you the boot for your inability to fit in.

Breath of Evil: [+500 CP] Even if you choose the HiveWing start option, you will not be infected by the Othermind by default. With this drawback, now no matter who you are, you will start the jump with the Othermind infecting you. Whenever either Queen Wasp or the Othermind itself desire, they will take over your body and force you to perform actions against your will. Both of them desire little beyond spreading pain and suffering, while also expanding their own influence and control as much as possible. Disabling levels of pain will force them out of your mind for a while. Cannot be taken with the Othermind as a companion.

Eye of Onyx: [+1000 CP] Be careful - this drawback is permanent and will follow you through future jumps. The Eye of Onyx will attach itself to you. No matter what you or anyone else does, you can never get rid of it, modify/alter it, sever its connection to you, or neutralize its powers. Even perks designed to cancel out drawbacks will have no effect on this. If you ever act in an amoral manner, you will be warned with a painful jolt by the eye, and if the eye decides

you are no longer worthy of your power, it will remove you from existence. Rather painfully, I might add. Don't worry too much. The eye doesn't actively have it out for you. It just thinks people in positions of power shouldn't use their power for selfish or amoral pursuits.

