

Miss Kobayashi's Dragon Maid Jumpchain

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Version 1.1

Welcome to the world of Miss Kobayashi's Dragon Maid! This story focuses around the day to day life of Kobayashi, a woman who takes in a Dragon as a maid after a drunk night on the town. Ignoring the fact that most of the main characters are literal avatars of the apocalypse, expect days of cute people doing cute things which sometimes may very well kill you if you aren't paying attention. Do try and avoid the curses. I hear that they sting.

Anyways, you'll be here for the next ten years.

You didn't think you'd be off on your own though, did you? Here, have **1000CP**.

***Location**

Roll 1d8 for your location. If you would like you choose your location, you may pay 50CP instead.

1. Apartments- A small area of a generic town, filled with houses and apartments affordable to your average desk jockey. This is where the cast of Miss Kobayashi's Dragon Maid reside, going about their daily lives. Expect to see some odd sights if you end up here. Perhaps you might even mosey on and meet up with them?
2. Shopping District- The combination of a street market and an indoor mall make for a lively atmosphere in this area of Miss Kobayashi's generic town. The people around here are generally quite agreeable and may be keen to give you a discount if you treat them nicely.
3. Urban District- Heavily populated by office buildings, this is the area where Miss Kobayashi and Elma work. Currently there are a few firms hiring, I'm sure you could get a job with a bit of effort.
4. Beach- It's the beach! What, did you expect something else? Well, there are a few shops here probably. A couple crabs are out on the beach, make sure not to get pinched. Or eat them. Who knows.

5. Comiket- A comic convention! Happening twice a year for three days, many enthusiasts gather here to buy merchandise and chat with others of their ilk. It is also a known hangout spot for magical beings, who can roam without their disguises during it's duration. At the moment the pavilion is deserted however, so there isn't much to do.
6. Pleasant Plains- A grassy field in the middle of nowhere, a placid sky stretches above you. Wherever it is, it certainly isn't Japan. While civilization surely isn't for a good distance, at least you can enjoy the scenery? Be careful though, this is a known play spot for dragons. They can be a bit...rough.
7. Dragon World- Much like the human world, save for the fact that magic is real, monsters roam the earth and humans are at war with the dragons. Technology is rather medieval here, although if you choose than I can't stop you from hanging out here. It's rather hard to leave unless you know magic however.
8. Lucky!- Pick your location from the seven above, no charge.

***Backgrounds**

Your gender stays the same, or you may change 50cp to change it.

Age in this jump tends to not matter in this jump due to illusions, but you may roll apparent age with 1d25 for every origin except for Sorcerer and Student, which go for 1d11. You may also choose freely, I won't judge.

An - marking denotes being dragon exclusive for backgrounds only.

Drop-In : You know the drill. You came into this world fresh from the last, no memories weighing you down. This isn't actually too uncommon, dimensional travel is possible in this world after all. As another option you can also be someone from the Dragon World having come here, having all the memories of being one such person.

Salaryman/Woman: Everyone needs to make a living, including you. You've gone into the world of office work and make a decent living. It might seem boring, but maybe you'll find something to add spice to your life.

Student : Or maybe you're not ready for that kind of responsibility? This sets you as an elementary schooler still living with your parents, or perhaps middle school if old enough. While structured education leaves less free time for you, surely you can enjoy spending time with friends after school.

Sorcerer: Unlike normal humans, you (or your family) come from the Dragon World. As such, you know magic! While it's been hard to adjust to this new world, surely you'll be able to do something good with your powers.

-Chaos Faction: Humans and Dragons cannot get along. They must be destroyed! This is the background you come from, whether you still follow this line of thought is up to you. However a life of fighting and hatred has left you equipped with the skills to defend yourself. Along with an odd taste for maids.

-Harmony Faction: Or perhaps you don't think that. Maybe you believe that Humans and Dragons could get along. Keep in mind that the idea of "getting along" is quite vague here, Dragons aren't above manipulation and mind control to get what they want. Regardless, you have been taught less indirectly powerful skills than your chaos brethren, but are still powerful nonetheless.

-Spectating Faction: Maybe you don't care for either? Perhaps you're neutral, preferring to take neither side and just watch. While some might call you lazy and laid back, perhaps this is the best route. At least you'll be able to say you enjoyed life to the fullest?

***Races**

Human (Free) The dominant sapient species of the Human World, thus it's name. While they are looked down upon as weak by dragons, they can become incredibly strong and learn magic if taught, as seen in the Dragon World. Shame they don't keep doing that in the former these days.

Dragon (200CP): A mythical scaled creature, often demonized in human cultures due to certain infamous ones. As a dragon you may take the form of a lizard with added horns and wings around the size of thirty to forty five feet, with your scale color being your choice.

-Sea Serpent (Optional/Free with Dragon) :You may also choose to forego your wings in exchange for a narwhal-like horn and two fins on the side of your head, becoming a sea serpent. While they do not have the ability to fly like a dragon, this also comes with passively faster swimming speed and increased resistance to things such as pressure when underwater. This also comes with an alternate option to be a normal serpent, which does not grant the fins and such, but comes with a faster land speed.

***Perks**

100CP Perks are free to their origin/race.

Perks pertaining to Dragon Origins can only be purchased by those who purchased dragon unless a * has been put before it's name.

D For Dragon! (Free): There is a rather odd contrast in this world. Flat as a board or...bodacious. Should you wish to enhance your appearance to fit in, than this perk will help you fit in, so to speak. I won't judge, I promise.

Contact With the Other Side (100CP, Discount Drop-In): No, not aliens or the dead. You have an innate sense for what doesn't belong, but not in the sense of crime. More that you can find things, or people, that are out of place almost instinctively. Often this will lead to further involvement with them if pursued. This can be turned off if you'd prefer not to bump into dragon maids on the street for whatever reason.

The Gamer! (200CP, Discount Drop-In): No, not the Manhwa. However, you are rather good at them. Twenty Four Hour sessions are a breeze, although keep in mind bodily needs are still a thing. In addition you will find it easy to enter into online circles related to what games you play, and may even be invited to certain events if you spend enough time online.

NINGEN (400CP, Discount Drop-In): You are no ordinary human. No, you are a Ningen! Nevermind that they're the same thing, it's the dramatic effect that counts. Regardless, your strength is now on par with the humans of the Dragon World, who with effort can tackle even the mighty Dragons and severely wound them with the correct tools. Use this wisely Jumper.

The Dragonslayer (600CP, Discount Drop-In): One thing, one fact, has embedded itself into your soul. You are a Slayer of Dragons, Destroyer of The Lizard Kings. And indeed, it reflects with your very being. When facing off against draconic beings, all of your attacks and efforts will passively have more effect. Punches will utterly batter and swords will tear through like paper in the hands of the skilled. Do us all a favor and try not to go on a genocidal rampage. You're not invincible, after all.

Dead Eyed Fish (100CP, Discount Salaryman): You have the look. Yes, it's in your eyes. Along with appearing as though you're a dead fish, you'll also find yourself with a total lack of fear as long as you fix someone with this gaze. This doesn't mean that you're not in danger, just that you'll face it unafraid. Also note that for whatever reason when you use this gaze you'll find yourself complaining about your lower back more often than not. I'm sure it's nothing.

Computer Genius (200CP, Discount Salaryman): A salaryman has to make their money somehow. While maybe you aren't into computers, you now have the skill and associated

qualifications to hold a desk job which could pay for yourself and three others. Now get back to number crunching, you desk jockey.

I'm Glad That I Have You (400CP, Discount Salaryman): Despite what may seem to be a cool exterior, you bring a light to other's lives. Others who you interact with in your daily life will see you as a benevolent force and are always happy to have you around. Save a dragon and have a conversation with them and they might very well show up the next day asking to be your maid. Say the right words when they're feeling down and they'll follow you forever. Please don't try to manipulate people with this though. You're not heartless, right?

We Two are Equals (600CP, Discount Salaryman): Even if it were Tiamat herself looking down upon you, you wouldn't flinch or cower. Instead, you hold yourself high like the responsible adult you are and have a conversation. Strangely enough, you won't be roasted alive for this. Beings that would normally consider you lower than them are much more likely to give you a chance when you speak to them, leveling the field to one of equals. Keep in mind that antagonistic remarks will make this perk irrelevant very quickly, do watch your mouth.

Moe Overload (100CP, Discount Student): You're rather cute, aren't you? Your appearance is enhanced towards what one would consider the 'moe' ideal, such as chubby cheeks, big smiles and whatnot. Thankfully you'll never find yourself with unwanted attention for this sort of thing from certain undesirables. Most effective when apparent age is younger, but can still be visible with age as a youthful appearance.

Art of the Tsun (200CP, Discount Student): The tsundere has become a bit of an endangered species in these times. Not for you. Yell at a person and challenge them to a contest? Oh, it's just normal behavior for Jumper. Harass them for days on end? It's just playful teasing. Remember though, if it starts becoming more malicious than not people are going to start calling you out on it, so be sure to keep it moderate.

Come On and Play! (400CP, Discount Student): People have obligations. Appointments, deadlines, all the like. Yet, whenever you're around, people are more likely to set those aside to spend time with you. Sure, let's go to my house and watch a movie! I can finish my homework later. This doesn't work on truly pressing matters though, so you're not going to get your friend to not attend his mother's funeral to hang out with you at the pool.

Love Has No Issue (600CP, Discount Student): Some might say that it's ridiculous to pledge your intentions for marriage to a dragon likely to be three times older than you despite appearances. You laugh in their face. No matter their age or whatever circumstances that may separate you in if you deliver a heartfelt confession the recipient will always answer honestly and with a truthful answer as though they had thought on the matter beforehand. The confession must absolutely be truthful though, lest they uncover the trick and become upset. You wouldn't do that though, would you?

General Magics (100CP, Discount Sorcerer): In a nutshell, grants you the amount of skill a journeyman practitioner from the Dragon World would have in magic. While a general education has kept you from accessing any and all spells, with this you can consider yourself a well rounded individual in this world's spellcraft.

I Want People to Respect Me (200CP, Discount Sorcerer): Some people might look down on you, whether for your small stature or age. Now, not so much. While people might jokingly act like you're a kid, you will always be held in a regard by other based on who you are and not what you look like. Keep in mind that this isn't always great, as that means they will judge you for whatever nefarious deeds you commit. Can be toggled if you want, for whatever reason.

Demon Summoner (400CP, Discount Sorcerer): Through some rather shady training methods you have learned how to summon demons and their ilk. While requiring plenty of preparation and ingredients, if done correctly you will be able to bind any who react to your summons towards your will. Keep in mind this is relative to your power level, summoning demons higher than your own magic levels will escape and attempt to exact revenge.

True Alchemist (600CP, Discount Sorcerer): People always make fun of the guy in the lab. You'll show them, don't you worry. You now have extensive knowledge of alchemy, able to rival masters in the craft. While it isn't shown just how powerful the alchemists of this universe are, you'll certainly be doing some damage if you can get your hands on some rare ingredients. Maybe you'll be the one who turns lead to gold?

It's a Dragon! (Free, Dragon Only): As a Dragon, you have some inherent biological advantages. Aside from being much larger, you have the strength and durability that one would expect from such a beast of legend. You also have the ability to fire out a breath attack of your choice, as long as it isn't something way out there such as "principle of continuity" or anything else like that. Prevalent choices in this setting seem to be the classic fire breath or pure waves of energy. Keep in mind that these do significant damage, so be careful.

-You can also choose to manifest your breath in other ways, such as a burst wave from your hand or surrounding an object with it. You can't use it on weapons however unless it's in tandem with Manifest Dragon.

Maybe Not a Dragon (Free, Dragon Only): But you can't always be that big, right? At will you may create a magic shell for yourself, creating a human appearance for you to inhabit. This will appear as a normal human's body and would normally appear as though the 'ideal existence' of yourself as a human, though if you want to make it more stylish then by all means go ahead. You may also create for yourself an outfit for whenever you transform out of your scales so that you don't end up running around in your birthday suit. While in this suit you can keep elements of your true form such as your tail and horns, or even partially undo it either for visual effect or battle.

*Omelette Rice Spell (100CP, Discount Chaos Dragon): For those times where you just really need the extra flavor. By drawing a pentagram and doing a three verse chanting exalting the demons of hell you can make it secrete a jet black sauce onto your food. Of course, this sauce is sinfully delicious. While normally used for omelette rice, surely you could use it for something else?

*Maid/Butler Dragon! (200CP, Discount Chaos Dragon): Oddly enough, apparently many dragons who appear here in the human world take on the appearance of a maid or butler. How well they do their jobs is up to debate. You, however, are up to the task! A master at cleaning and other such activities required by your position, you are truly the ideal Maid/Butler! Also comes with the magic spells 'needed' for deep cleaning according to Tohru. Try to not aim the room vaporizing blast at your friends, I won't be responsible for what happens.

*Portal Dragon! (400CP, Discount Chaos Dragon): Dragons shouldn't be restricted to two worlds, they're too big for them! As such, through the use of magic you may open up a portal to any of the Nine Worlds, from Vanaheim to Helheim to Midgard. Keep in mind that most of the above contain gods, who hate dragons and will likely smite you on sight if they see you.

Cursed Dragon (600CP, Discount Chaos Dragon): Like the Cursed Dragon Fafnir, you are knowledgeable in the art of curses. Through lengthy chants and pacts with demons you can unleash all sorts of misfortune, from plagues to outright waves of doom across the world. I would say be careful, but there is no doubt that you will wreak havoc if you take this. Along with this any powers already existing within you from previous jumps will have a power increase fitting to match a dragon's level from this Jump as long as they are related in some way to curses or dark forces.

Manifest Dragon! (100CP, Discount Harmony Dragon): Sometimes, you want to fight in your human form. Why, I can't tell. Maybe you don't want to obliterate that nearby town or something? Regardless, you won't be unarmed. Through magic you can create a weapon which is a manifestation of your dragon form to do battle with. Make a trident out of your tail, a pair of claws from your actual claws, fans from your wings, go nuts. Keep in mind that the weapon scales down with your human form however, and can't be used when in your Dragon Form. That would be strange.

*Sense Evil (200CP, Discount Harmony Dragon): Because sometimes, evil doesn't come in the form of a big baddie roaring over the horizon. By focusing your magic, you can sense who is considered "evil" within a kilometer radius. This doesn't mean that they are currently plotting anything, so much as they show up as they have committed bad deeds in the past. Do try to not arrest a reformed criminal or something of the sort.

*Barrier Dragon! (400CP, Discount Harmony Dragon): As a Dragon of Harmony, it's expected of you to protect others from would be threats. Whether you actually do that is up to you, but

you've certainly been trained to do so. At will you can create a large barrier, which appears as a thick wall of rectangular panels. This can span across the length of a medium sized town, such as Kobayashi's, while also being about to absorb the whole blast of a dragon's breath attack without breaking.

Dragon Religion (600CP, Discount Harmony Dragon): Humans are desperate to turn to a higher power, for the believe of something after death. That's where you come in. With expert skill and a few 'miracles' here and there, you can establish and maintain a religion based around yourself with the potential to spread across an entire continent and even a world if done right. Comes with the skill to do such things, although said miracles are always easier to make if you have things such as magic to aid you. Just remember what Uncle Ben said jumper, with great power comes great responsibility. You wouldn't lead the sheep of your flock astray, surely?

*Hidden Dragon (100CP, Discount Spectating Dragon): It pays to know certain magics as a dragon trying to fit in with society. As such, you now know the Perception Block, a personal invisibility spell which can be granted to others, along with a general mind alteration spell with the catch that it can be only used to cover up after events or to mask your true nature as a dragon. Won't do well to be spotted after all.

*I Just Pretended to Be Friendly (200CP, Discount Spectating Dragon): Wow, you're manipulative aren't you? Or do you even realize it? You're so friendly in the way you act that people are naturally drawn towards liking you, often to the point where they may start offering you gifts in an odd form of tribute every time you visit. Please don't abuse their generosity Jumper. Can be toggled on and off.

Infiltrating Dragon! (400CP, Discount Spectating Dragon): Not a place per say, but a ritual. You have a perception within a five kilometer radius of what kind of summoning rituals are happening and where. You can also choose at your discretion to interrupt the summon and have yourself brought through instead, likely confusing the summoner. Through this you may even enter pacts with them if you wish, although that is up to you alone.

*The Place Where I Belong (600CP, Discount Spectating Dragon): Many people spend their lives searching for their purpose and die never finding it. Not you. Here, with those you love is where you belong. Indeed, you'll always be able to find in each world those who would mesh with you in such a way without fail. Once you choose meet them, the bonds you will forge will just as deep as the ties of family. You'll also find that attempts at mind alteration to break those bonds will be severely hindered simply by the strength and dedication you have to them, also extending to those other people. Where else would you wish to be?

***Items**

100CP Items are free to their origin.

1,000,000 yen (100CP, Discount Drop-In): Exactly what it sounds like, the obligatory small mountain of cash. Don't blow it all in one place.

Eternal 6 Pack (100CP, Discount Salaryman): Every worker has to relax once in awhile. Every week a six pack of your choice of alcohol beverages will appear in the warehouse, chilled and ready for serving. This can also be replaced with a bottle of Dragonslayer alcohol at the buyer's discretion.

Sentimental Keychain (100CP, Discount Student): A keychain one might put on a backpack or a keyring in the shape of a bunny. While it serves no true purpose, it's always sure to bring memories of the ones who love you when held. Will return if lost.

Sorcerer's Hat (100CP, Discount Sorcerer): It's a cute black witch's hat, with a pointed tip! While outrageously stereotypical, it does give a slight boost to the success rate of magics when worn. I'm sure you can figure out how to rock it.

Maid/Butler Outfit (100CP, Discount Chaos Faction): Exactly what it sounds like. It's fitted exactly right for your size and resists all sorts of dirt and grime to maintain that pristine look. What's a servant if they can't look the part?

Cream Puffs! (100CP, Discount Harmony Faction): They're yummy and fluffy and so delicious! Aside from tasting good, they're loved by Dragons of the Harmony Faction and are good bai- I mean barter for when you want something from them.

Food From the Other Realm (100CP, Discount Spectating Faction): Every week, a small basket of foods from the Dragon Realm will appear at your residence of choice or in your warehouse, your choice. Within will be a random assortment of foods from the Dragon Realm. Do note that most foods of the Dragon Realm seem to be served or cooked alive, so do be careful when handling.

The Dragon's Layer (200CP, Discount Drop-In): A rather sketchy looking book with a name that is almost certainly a pun. Inside is all sorts of information on different types of dragons. More specifically, how to get close to and seduce them. Please be responsible Jumper.

Roasted Tail (200CP, Discount Salaryman): It's melty, it's delicious, it's...poisonous? Just kidding, we removed the poison. Every two weeks a plate will appear with this "delicious" dish in your warehouse. While for some it is an acquired taste, it is quite nutritious. Don't ask which dragon's tail it was, you don't want to know.

Twister Mat (200CP, Discount Student): It's a game of Twister! It's completely normal, except for the spinner which is enchanted via odd magic so that eventually those who play will end up in...slightly compromising positions. Please think before buying this Jumper.

Cauldron of Demon Summoning (200CP, Discount Sorcerer): A large cauldron used for demon summoning. When filled with liquid and used in a summoning ritual it increases the power one has over the summoned creature, allowing them to summon slightly more powerful creatures than normal.

A Charm With the Protection of Demons (200CP, Discount Chaos Faction): Exactly what it sounds like. A tea bag style Charm which has been inlaid with the Protection of Demons, likely by a Chaos Faction Dragon. As such it gives the user a shield against holy artifacts and attacks, projecting as an invisible shield. It isn't invincible however, and will only take the equivalent of two head on attacks from a dragon before breaking. If it is broken it will appear in your warehouse two weeks later, none the worse for wear.

Harmony's Poker (200CP, Discount Harmony Faction): a slightly bumpy looking trident, looking exactly like Elma's tail when manifested as a weapon. Despite being a sharp tool for poking things, it also gives a slight boost to water element magics when held.

The Invincible Dodgeball (200CP, Discount Spectating Faction): It's actually a volleyball, but close enough. This dodgeball has been enforced by heavy enchantments to the point where it can be covered in some of the most vile and deadly magic yet come out none the worse for wear. Perfect for a game of magical dodgeball.

The Unbreaking Complex (400CP, Discount Drop-In): All these Dragons, breaking things all the time! Sure, you could probably fix it with the right tools and perks, but now you won't have to! Purchasing give this gives you the rights to owning a six story apartments complex, each room sparsely furnished and livable. Both heavily resistant to physical and magical damage, if it is somehow broken it will be restored within a day by magics that have been laid into the foundation. Post jump this can be attached to your warehouse or spawn in a nearby location to where you begin, same as it was before.

Beastman's Medicine (400CP, Discount Salaryman): An incredibly hard to find medicine from the Dragon World, coming in the form of three black pills. While they are fabled to cure illness, one should note that it is meant for Beastmen only. As such, side effects can include sprouting ears and tails along with other such animalistic features upon consumption if not already possessed. If used, a single pill will reappear in the warehouse in about a week. Can be used just for the transformative effects without any negative consequences.

Mr.Crabs (400CP, Discount Student): A seemingly average crab, with a bright red shell. While it would be just a normal crab to most people at first, it has two distinct powers. One, it can be swallowed whole without any damage to the consumer (and tastes quite delicious) before appearing in the warehouse the next day. Another is the fact that somehow strange magic has worked a minor enchantment into it so that beings that look upon it are compelled to scream its name before yelling out in a screechy voice. Comes with a small terrarium for it and counts as a

pet instead of a companion. Mr.Crabs' enchantment doesn't work on you or your companions, unless you want it to.

Books of Calling Forth (400CP, Discount Sorcerer): A book on summoning demons and other mythical creatures. While also acting as an in detail bestiary of interesting creatures, it also contains all information required on how to summon them. As a bonus, each time you enter a new world it updates to include the creatures there along with summoning method if applicable.

Book of Curses (400CP, Discount Chaos Faction): A Book of Curses written by Fafnir himself, sold at Comiket. While some are useful, many require certain ingredients or other such conditions, such as at the apex of the sun's ascent while the smell of rotting dandelions fill the air in order to activate. While they aren't nearly as powerful as what one would do on their own if they had magic, even an unskilled practitioner could wreak havoc if given enough time with this book. As a bonus, every time you enter a new world with magic in it's setting it will update to include extra chapters on that settings curses.

Camel Carriage of Royalty (400Cp, Discount Harmony Faction): A large platform type carriage on wheels with silk curtains on each side, a plush seating allowing for incredibly comfortable seating. A duo of rather fast camels pulls this, which unlike normal ones do not spit nor smell nearly as terrible. As a bonus, those who ride in the carriage are surrounded by a mystic aura, making them appear as though royalty while at the same time maintaining a mysterious vibe around them.

License for Spectating (400CP, Discount Spectating Faction): While the Dragons of this world are notably complacent for letting a third of their population just sit around as the other two destroy themselves, not all civilizations and the like are so generous. Now, you don't have to worry. Show them this card and as long as you do nothing to directly influence the outcome of the conflict they will be happy to let you sit as a spectator. Note that this won't let you be a bystander that is set out to eliminate you or your kind specifically, so you can't use it to be a spectator to the Flying Spaghetti Monster who is ravaging planet earth to destroy all life forms.

The Holy Sword Jumpcalibur (600CP, Discount Drop-in): A ridiculously large sword, too large for any human to handle properly. While it's certainly an unwieldy weapon, it has been blessed by the gods to smite dragons and other infernal beings with ease. The original owner was seen throwing it to use it, perhaps you can try that? May or may not still have Tohru's blood on it.

Jumper Inc. (600CP, Discount Salaryman): Congratulations on owning a company, Jumper. You are now the sole owner of a rather decent sized company, by default making some sort of tech or programming. On its own it will run steadily and make you a fine profit, but taking the reins and putting in effort will net you a hefty sum in monetary gains over time. Post jump the company will appear in the world, still owned by you.

Nobody Kanna Cross It Elementary School (600CP, Discount Student): Not necessarily called this name, but bonus points if you do. Congratulations on owning a private elementary school, staffed by generic people who will teach your subjects. As a private school you can choose what subjects to teach, from English to Introduction to Multiversal Concepts in Relations to Chainsaw Fundamentals. You can also have yourself or any of your companions teach here without a license and nobody will say anything about it as long as they at least put a token attempt to teach something. Do try and not completely fill the children's heads with nonsense, alright?

Alchemy Lab (600CP, Discount Sorcerer): Sorcerer's tend to have their lair for practicing their experiments. This large lab, under the radar of the authorities, is large enough to house a few dragons within itself along with a couple other magical creatures. It comes fully stocked with common reagents and several uncommon ones from this world, which restock every three weeks. It also has an already set up desk with equipment for creating various potions and medicines, along with a dormant summoning circle for those interested in it. Post jump this can either attach to your warehouse or spawn somewhere in the world near your location.

The Cursed Hoard (600CP, Discount Chaos Dragon): A cave in the mountains, accessible only to you and any you allow in (all others would die of a terrible curse). Inside, it's filled with riches! However, unlike Fafnir's this is of a much smaller amount, although a hefty pile of gold and jewelry is nothing to sniff at. Sometimes it will push out some cooler items such as swords and other such weapons or armor, though these are likely to have some sort of unholy enchantment due to their surroundings. Resets every month and post jump will either appear in a mountain nearby or manifest in the warehouse as a small mountain attachment with the Cursed Hoard cave nearby.

Portal Monument (600CP, Discount Harmony Dragon): A small pedestal with a glowing blue portal on it, set to a world of your choice. Stepping through it will allow anyone to access that dimension, regardless if they know how to use such magic let alone are able to use it. Changing the universe it sets to is a simple process of changing the current setting. Post jump the setting will update to include other worlds that exist in them (such as Wonderland for Disney Princess). Cannot be used to travel to other jumps, but post jump this restriction is removed for your own convenience.

Forgotten Temple (600CP, Discount Spectating Dragon): A certain Spectating Dragon is known to have been a fallen god from ancient times. Whether you are one as well, you now own this ancient temple! Having a decidedly south american look, while it's a bit dusty and overgrown it will serve as the perfect hideout due to being armed with traps and the like for the owner to use. It can also be used as a place of worship, if you so desire. Post jump it can either appear near your starting location or become an attachment to your warehouse you can access anytime.

***Companions**

Direct Import (Free/100CP/300CP): What's a Slice of Life without other's to enjoy it with? A lonely one, that's what. With the free option for this you may bring up to eight, yes eight, of your companions with you along with a free origin. With the Free Option they gain 300CP, for paying 100CP they gain 500CP and for 300CP they gain a grand total of 800CP.

Original Character! (100CP Each): Oh, so you met a friend? How good! They get a free Non-Dragon origin and 400CP to spend. Can be bought multiple times.

Original Dragon! (200CP Each): Wait, they're not human? Alright, but it'll cost you. With the added CP cost your new Companion receives the Dragon Race and their respective Origin for free along with 400CP to spend. Can be bought multiple times. Just remember, more than one dragon waifu will end your laifu.

Canon Character! (300CP Each, Discount on Package Deal): So you'd like a canon character? Okay, but it'll cost you. After all, most canon characters are incredibly powerful. They gain all appropriate perks to their origin on top of that too. As an incentive to not separate them i'll discount them if you bring along their respective friends. The list goes like this.

Kobayashi and Tohru
Fafnir and Makoto
Kanna and Riko
Lucoa and Shouta

Elma and Iruru can be discounted together despite having no strong bond in canon for discount purposes.

***Drawbacks**

You may take as many drawbacks as you want, but do try and be reasonable.

Picnic Lunch Three Dish Showdown (+0CP): Every few months, Tohru will appear and challenge you to a competition as to who makes the best lunch of the two of you. The main cast of the manga will proceed to judge the food and the winner gets the grand prize (headpats from Kobayashi). If you wish you make keep this drawback for future jumps, but now it will only happen once a year. Tohru said something about it being harder to reach you again from that distance, so I hope you'll understand. As an added bonus the cast will stick around for that day only, but can only be interacted with for slice of life things. No bringing Tohru over to beat up the immortal undead army after your showdown.

Stereotypical Blonde (+100CP): You're a bit out there. It's not that you mean badly, but taking this drawback has your perception of the world around you take a hit. While this won't cause you to be in life threatening situations, it will make it harder to realize if you're making someone uncomfortable, whether through your mannerisms or style of dress. This also makes you blonde

for the remainder of the jump and whatever personality you had before is replaced with a rather airheaded and happy one.

Ranting Drunk (+100CP): Whatever tolerance you had for alcohol, you are now a bit of a lightweight. In addition, after one or two drinks, you enter “Drunk-Jumper” mode. While in this state you will find your reasoning rather impaired, regardless of whatever perks you have, while also being prone to start ranting about odd and inane topics. You’ll also often find yourself in situations where you’re close to alcohol more often than not and you’ll find your willpower significantly reduced when it comes to refusing one.

SQUEEEEEEEEEEEEEEEEEEE (+100CP): You’ve found someone. It can be a passerby, a companion, Jumpchan? I won’t judge. Issue is, you’ve gone head over heels in love with them. Expect odd noises to come out of your mouth when they do something you consider cute and to have a heavy blush around them at all times. For added kicks, you’ll find that you’re often put in these sort of situations.

Your suffering shall be eternal.

Getting Crushed Under Hercules’ Foot (+100CP): Have fun sleeping with this one. Whenever you attempt to relax or get some rest, ambient noise will ratchet up to annoy you and make sleeping uncomfortable. If you are in an urban setting this will come from surrounding neighbors and their noisy habits, in nature most likely it will come from the animal life. Prepare to invest in earplugs if you can’t deal with it. At least they aren’t attempting to make you uncomfortable?

Human Hatred (+100CP, can be taken twice for each half): Two separate drawbacks, under one blanket. On one hand, you may have an intense hatred for humans. Even if you are one, you will find them utterly repulsive and unlikely to socialize with any unless pressured over a long period of time. The other half consists of other humans naturally disliked you for whatever reason. Maybe it’s your dress or personality, but you will often find it rather difficult to speak with humans. Nothing that time can’t fix, right?

Faf-Kun (+100CP): Wow, you truly are a NEET. Just like a certain Fafnir, you have developed a hardcore addiction to gaming and other such otaku culture. Expect to spend many nights surfing the net and to have most of your off days being spent working for circles and appearing at events.

You’re Trying to Trick Me Again! (+100CP): A bit paranoid, aren’t you? You find it hard to believe others when they tell you face up facts, often yelling at them in an almost comical fashion. While this won’t make you deny other people when the information is of utmost importance, prepare to remain ignorant about a lot of things when you refuse to believe what others tell you. Aside from this, you also become much more prone to embarrassment. I wonder why?

The Death March of Hades (+100CP): If you weren't before, you now work at the same company where Kobayashi does. While this may be well and dandy if you have the correct skills, every month you will undertake the Death March of Hades. The project manager will dump upon you a ridiculously long project which will almost be completely unsustainable with the amount of time you will need to put in to make the deadline. No matter what kind of intelligence or technological manipulation perks you have, you will always struggle to meet the deadline due to Benefactor Shenanigans and you will find the project impossible to avoid. Expect to call in some favors and sleepless nights. In addition the world will conspire for you to finish the project and if need be will force you into a chair in order to finish it. The show must go on.

Magic Deficiencies (+200CP, Cannot take unless you have magic related perks/abilities): Upon entering this world, an accident of some sort has left you incapable of regenerating magic. Unless you can find an alternative source, you will find that energies that normally replenish over time will stay empty until refilled.

What's a Jumper? (+200CP): Is that the name of the training catapult human children use? It's not like you know, as your memories have been sealed for the remainder of this jump. However any powers you have from previous ones are still available, they simply need to be rediscovered once again. Do try to keep the ensuing wreckage to a reasonable level.

Exiled (+200CP): You have been exiled from the Dragon World and pushed into the human's. If a Dragon, this was likely due to pulling pranks and such while if you are a Human there's a high chance that you did something bad to deserve being cast out. Expect a return to the Dragon World to be met with hostility unless you can prove that you've 'learned your lesson'. You may also want to be on the lookout for others in a similar situation, who may or may not know you and want to beat you up.

Ridiculous Cinderella (+200CP): During the spring season you will find yourself feeling incredibly drowsy. No matter what perks you have, you'll find yourself incredibly sluggish and lethargic. If you give in and fall asleep you will stay that way until a condition is fulfilled. However, said conditions tend to be rather esoteric and often rather malignant. Take things such as "a sense of overbearing malice" and "the scent of blood evaporating into miasma" as an example and roll with it. Just remember Jumper, you wanted this. No, you cannot craft scents or fake any signs for this, it must be the real deal.

Like Oil and Water (+300CP): Normally you wouldn't see the action between the Harmony and Chaos Factions in the Human World due to a pact from both sides to not impact it. Now, all bets are off. Expect fights to break out every few weeks between both sides and massive loss of life and harmony if you can't solve the situational.

The Demise Emperor (+400CP): The Demise Emperor and leader of the Chaos Faction has decided that you must die. Keep in mind that this is also Tohru's dad. On the third year of your

jump he will descend upon you in Dragon Form with the full might and forces of the Chaos Faction to slay you. Prove your might Jumper and you just might survive this.

Dragon Apocalypse (+600CP): Why. Why would you do this to them. They could have had fun. Enjoyed life together, grown up as people.

Fine, have it your way.

All five sides have targeted each other in the final confrontation. It's Human vs. God vs Chaos vs Harmony vs Demon and nobody is safe, nothing can hide. The Human world will crumble in the upheaval and the Dragon's will be consumed in flame as the rage is fueled by the tides of war and the Nine Worlds begin to crumble. It is up to you Jumper, to stop this madness and restore order to the Nine Worlds. If you fail to do so by the time your ten years are up, you'll be sent home with the aching memories of those you doomed and failed to save.

Monster.

***Ending**

It's Endgame, folks. Did you enjoy? I hope so, for your sake.

With your ten years over, you have a choice to make.

- Back to Midgard: Did this homely world make you miss the place where it all began? That's alright, I understand. You'll keep everything you've obtained up until this point. Wherever you are, always know that we're watching out for you.
- In the Land of the Dragon Maids: Or did you like this place so much that you want to stay? We'll be glad to have you till the end of days. Have an extra 1000CP to spend on us, enjoy it.
- Places to Go, People to See: But in the end, we all know what you'll do. You aren't the kind of person to quit so easily. Alright, I can't stop you. I'll send you on your way with one last parting gift, a photo of you and all of the friends you made during this time. Stay safe.

***Notes**

-Dragonslayer is essentially a passive booster towards anything done against a dragon. Interpret it how you will. pervs.

- NINGEN humans are powerful enough that just with a sword they can strike so hard that it can pierce through dragon scales with ease. Granted it would likely be a holy sword or otherwise enchanted in order to do substantial damage to such a tough creature, but given the power level of Dragons in this jump it should give you a decent understanding of their power level however.
- The weapon created by manifest dragon is actually just your body, put into a mana casing similar to the Human Form utilized by Dragons.
- A combination of Dragonslayer and NINGEN simply means that whatever you do towards dragons gets a passive boost along with your already heightened abilities.
- Dragons are ridiculously powerful. Kanna, a rather 'young' dragon, is able to punt a person miles into the air and fire off a Kamehameha level of pure energy without breaking a sweat- meanwhile Tohru, a slightly older one, was able to quick literally flick that away before emitting an attack that appeared on the same level as Naruto's Tailed Beast Ball. There's also things such as Fafnir's curses, which are quite literally mythical.
- That being said, this could simply be a joke from the animators/author or their actual power level. Interpret that how you wish.
- General Magics covers any sort of magic in this setting not already under a separate perk. Keep in mind that knowledge in magic this way isn't infinite, overly complex spells and the like you'll have to go out of the way and learn it yourself. Indeed you'll have to work for it, you panhandler.
- The miracles of Dragon Religion aren't actual miracles so much as doing something that looks amazing and passing it off as one. Obviously this can be much harder to engineer without magic, but the perk comes with the intuition and strategy to pull it off anyways.
- While demons aren't directly shown in this jump, other creatures such as Succubi and Kappa are directly mentioned. As long as they don't belong in the upper echelons of hell you should be alright to summoning it with the Sorcerer tree, anything higher would most likely need outside influences as even dragons revere/make partnerships with them at that point instead of straight out just taking their power. Long story short, if it exists in ancient myth and isn't a big baddie, you should be alright.
- I'm not responsible for any trouble you get into if you take Ranting Drunk as a Student or a Sorcerer.
- I'm well aware that 1,000,000 yen isn't that much in the long term. It's supposed to be a starting fund to get you on your feet in the first few months or some nice spending money on the side. If you really want more money, I hear they're hiring over at the offices nearby. Get a job you bum.
- It's a Slice of Life, do try and enjoy yourself. Not all trees are meant to give world shattering power for a reason, I'm truly sorry if you need that in your life to be content.
- I'm not a pervert.
- Wanking helps.

***Changelog**

0.1-0.6: Lost to time.

0.7: Added more items, did a minor buff towards the Spectating Capstone.

0.7.5: Small change to Mr.Krabs text.

1.0: Now jumpable, fixed a minor text issue in locations which mortified the Jumpmaker for a day.

1.1- Changed pricing on Backgrounds and Dragon Race.