Yona of the Dawn jump
v1
by PerfectlyNormalShard

Welcome Jumper! To the kingdom of Kouka, home of the five clans and the dragons they harbor, a long time ago, nearly 2000 years, I believe, a red dragon god descended from the heavens and became human. He later in life founded the Kouka kingdom. He birthed its royal family, his companions, the other 4 dragon gods, shared their blood with four humans to act as brothers, guards, and companions, each of them gaining superhuman capacity and a unique ability based on the appendage of the dragon, be it claw, eyes, legs, or skin. Soon, without your intervention, the crown princess Yona will find herself entangled in schemes of rebellion and political turmoil.
Take **1000 Choice Points.**

Starting Location

Free Pick.
You are free to choose where and when you arrive, though it will be limited to the Kouka Kingdom and its surroundings. Perhaps you have arrived from one of the clans?

Age and Gender

You need to roll your age using a **1d20 + 1d8 or gain the same age as Yona was supposed to have**. By default, your gender is whatever you were previously, but you are free to choose a different one.

Origins

ALL origins can be taken as a Drop-in, for good or for ill.

A Wild Red Mane [200 CP]
Having untamable Red hair is optional, as it denotes you possessing the powers of the red Dragon; nevertheless, you do possess royal blood, tying you to the fate of this kingdom. Alternatively, you could be a dragon that became human, like the founding king; it's up to you, really.

Member of the clans
Perhaps you are a warrior from one of the clans, the wind clan, the water clan, the fire clan, or the earth clan, or even one of the secret villages that house the power of one of the dragons; it's up to you, really.

Perks

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

General [Undiscounted]

To fit one's taste [Free]
For those who wish to gender bend any character they like in this or future worlds, the history of the changed characters will be as close as possible to the original, despite potential divergence from such an act, and their personality will stay the same.

To embody a charm [100 CP]
No ugly people allowed beyond this point. Take this and embody whatever charm or feature you wish to put forward.

To live as one with nature [200 CP]
From hunting to foraging, to farming to stay incognito, with this, you will never fear being helpless in the wilds, provided they are not supernatural, even natural predators would be averse to hunting you specifically if there is prey elsewhere.

A Wild Red Mane

Pretty privilege [100 CP]
As royalty, it isn't enough to be pretty to have people listen to you; you need to know, even instinctively, how to leverage it. Thankfully, you can, in fact, with this perk, people will let you get away with a lot more than they should, the better looking you are, and the deeper your relationship with the target is.

Political mindset [200 CP]
You can be the most morally upstanding emperor in history, but if you can't address the problem of your citizens and understand the leverage of power, you will be swiftly deposed. Thankful for this, your political savviness is on par with Soo-won.

Disposition of soft royalty [400 CP]
Now this is a special kind of charisma, a charisma only an otome hero/heroine can have empowered even more by the princely aura of pure prince/princess, you can seemingly effortlessly slip pass trauma and social faux pas, have your subordinate reflect on themselves with a few comment, and generally seem to make the world bend ever so slightly to your favor, and as a bonus, your predisposed in inciting instinctive desire to shelter you from your closest subordinate if you wish,toggeable.

Oath to the Dragon [600 CP]
Congratulations, it seems you have inherited something from the four dragon gods. Perhaps you might contain the essence of the red dragon god? What it does is simple, you can choose up to four people and bestow them the power of one of the four dragon gods by drinking your blood, this confer several abilities, universally this make them humanoid dragons, with superhuman abilities, the ability to sense you and their fellow dragon subordinates, a higher regeneration, additionally should they die you may decide one of their descendent inherit the role and powers, their lines is loyal to their dragon and you above all, with no fear of inbreeding too. Along with an additional unique ability initially weak that will grow in power:
White dragon: a draconic right arm that is several times stronger than the rest, can enlarge at will, possesses extremely hard scales and nails that can cut through ANYTHING eventually.
Blue dragon: eyes that can zoom eternally as long as there is a clear line of sight, can read the hearts of people too, and induce paralysis in others who see them. In exchange for paralyzing them too, they will eventually gain the ability to paralyze anyone they see, and even spot bacteria on Mars if they squint long enough.
Green dragon: right leg several times stronger than the rest of the body, can jump as high as they wish, provided they prepare the jump long enough; eventually, they could clear the earth in a jump and run with supersonic speed past any barrier with no detection.
Yellow dragon: an immortal ageless body, as long as a simple piece remain, the pain fade in an instant, the more injured, the more scales appear, granting them the enhanced strength of the legs and claws of the green and white dragon, the scales vanish if there is no fight, eventually, they would be immortal to anything short than complete disintegration, and their scales will be near if not totally indestructible to anything in this world.
In exchange, they must follow their oath; they will love you in any way you want, and be impossible to betray, unknowingly or not. Any order is absolute, and it feels addictive.

Member of the clans

To know medicine [100 CP]
The most basic yet essential skill one might need in this era, you are proficient in herbalism, and any plant-based medicine that can be created using plants, even mythical ones, and you know all medical procedures discovered in this time period.

Beast lord [200 CP]
You didn't gain this title just for show; you are the combined strength of multiple elite combatants at once, a complete monster with the capacity to overpower a dragon subordinate through pure strength, and almost legendary skills with one weapon of your choice, like a spear.

Chosen Dragon [400 CP]
Congratulations, you have gained the power of one of the four dragon gods, and the best of all, you gain the evolved version, and with no force loyalty to the red dragon god, the powers are:
White dragon: a draconic right arm that is several times stronger than the rest, can enlarge at will, possesses extremely hard scales and nails that can cut through ANYTHING.
Blue dragon: eyes that can zoom eternally as long as there is a clear line of sight, can read the hearts of people, and induce paralysis in others they see too; they can even spot bacteria on Mars if they squint long enough.
Green dragon: right leg several times stronger than the rest of the body, can jump as high as they wish, provided they prepare the jump long enough, they could clear the earth in a jump and run at supersonic speed past any barrier with no detection.
Yellow dragon: an immortal ageless body, as long as a simple piece remain, the pain fade in an instant, the more injured, the more scales appear, granting them the enhanced strength of the legs and claws of the green and white dragon, the scales vanish if there is no fight, they are be immortal to anything short than complete disintegration, and their scales will be near if not totally indestructible to anything in this world

The Saint that listens to the gods [600 CP]
This is quite the prize, as you have effectively gained the same power as the priest of the gods, though the same in essence, if not in functions and mechanism, in short you can see the future and make prophecies, the longer you focus and meditate, the farther you see in the most probable future and the more accurate the prophecies, also the act is draining in term of stamina. Additionally, you can exude an aura that makes anyone in range averse to violence unless provoked; you are also seen as favored by divine beings, and this compels them to help and protect you. You are also regarded as an honorary god/divine being/messenger.

Items

You get 200 CP for this section only.

General

Essentials for the wild[Free]
It is tough to live in the wild without some essentials on hand: here is a bamboo gourd, a fire starter pack, a bag with dried meat, and a cloak to weather the elements.

Signature weapon[200CP]
From poles to axes to dual swords, any weapon you have an affinity with is extremely hard to break and needs no maintenance.

Pirate ship [400CP]
A pirate ship filled with followers skilled at piracy in general, from navigation to raiding to fighting.

Dragon medallion[400CP]
This medallion allows you to summon any dragon subordinate and enter communion with any other draconic beings you know.

Red dragon palace [600CP]
The sky clan and royal family palace, with guards and maids and all the facilities a noble from this era could think of. The treasury, priceless antiques, and beautiful clothing are certainly not lacking in any way.

Your own clan [600CP]
From the wind to the fire clan, you are now considered its head or heir, filled with warriors and estate. Along with subordinates and servants, to maintain your holdings

Dragon village [600CP]
This village is hidden from the world in the wild, filled with relatives who worship you and bow to your every whim and wish. They will happily protect you and pamper you away from the world. They come back if they died, and there is no fear from inbreeding, although the immortality is bound to the village.

Companions

Companion Import [100]
Import a single companion into any origin for 100cp each; they gain 600CP.

Canon Companion [100]
So you want to take any other existing character from this world. Well then, this option is for you.

Scenarios

The Dragon God Reborn(need Oath to The Dragon)

By taking this scenario, you may either take the place of Yona or be her sibling, forgetting about your past life and jumping in general, you must then recruit the four dragons, whose loyalty is not guarantee, and successfully be crowned once again, with the approval of all clans, all outside context item or companion are locked and your powers and perked are nerfed, along with the dragons powers, to a more canonical level.

Reward
1000CP, the power to turn into a Red dragon god, which boosts draconic abilities by a level to itself and its allies, and access to whatever powers, abilities, and items Yona is supposed to have.

Drawbacks

Take as many as you want

Incarnation and reincarnation [+0 CP]
Take the appropriate perks, items, and drawbacks, and you may be inserted as one of the existing characters.

Another time [+0 CP]
You may instead be inserted at the time of the first king.

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years. It can be taken 5 times.

Naïve and sheltered [+200 CP]
You are especially susceptible to the charms of a pretty face.

Bandit bait [+200]
You will attract far more bandits than you would otherwise; hiding is futile.

Love is dead [+200]
Whatever sentimentality you wish to bring, kiss it goodbye unless you have done them a great service; no human will ever offer their help or extend mercy, even as Yona, Yoo-won would kill you then and there if he could.

A more realistic world [+400]
Any hope of this being an otome world will vanish, as realism will enter the scenario at any opportunity, so be prepared for a darker world.

Cursed or illness [+400]
Be it curses or an illness, your body is weaker than it should and you cough blood, while you won't die from it after 10 years, you can contain it with the right procedures.

Everything changed when the Empire attacked [+600]
The plot of this world is mainly connected to one country. However, with this drawback, the empire of the north might declare war on the kingdom, taking advantage of the situation.

You may not wield a weapon[+600]
Exactly what it said, forget about drawing the bow, you're the damsel in distress here.

ALL Alone [+600]
You may not import any companions.In fact, you are separated from any follower potential or otherwise

Lockdown [+600]
You have no **Out Of Context** items, powers, or warehouse.

Decisions

You have three choices …

Go to next Jump
Continue onto the new mysteries.

Stay
Stay and enjoy your current life.

Go back
Tired of all that horror? Take this and go home.

Change Log

v1.0

Initial Template Creation

-Yes, I am aware the dragon abilities are stronger than what they are supposed to be. I don't care; they need to, or the price just isn't worth it in the greater scheme of things.