



HOW TO TRAIN YOUR DRAGON

*Welcome to the book world of How To Train Your Dragon. This world is a world of Vikings and dragons, of Romans and treachery. This place is not like the Dreamworks version. In here everything is slightly drearier, less idealised. The Vikings have long since domesticated dragons and now squabble among themselves or against the Romans. The story follows the adventures of Hiccup Horrendous Haddock III, who was an awesome sword fighter, a dragon whisperer, and the greatest Viking hero that ever lived. But that was later in his life. This jump takes place back in an earlier time when he was just an ordinary boy, only ten years old, and finding it hard to be the hero he would someday become. A few days after you enter into this world, Hiccup and other young Viking hopefuls of the Hooligan tribe are going to make their ascent up the Wild Dragon Cliff to catch their own hunting dragon, which they will then have to train for an upcoming initiation test. This is only the start of a series of events that will change the course of history for the Vikings and dragons. Have **1000CP** to start you on your journey in this wide, wide world.*

Origin:

Villager

You'll enter this harsh and unforgiving world any strong warrior background to help you survive this cold and treacherous world. People like you are usually at the mercy of the burly Vikings, snobby Romans, and self-centered dragons. Of course, there is nothing saying you can't turn this around on them should you choose, or maybe even join up with them.

Viking

One of the two main inhabitants of the Barbaric Archipelago. A great many different tribes of Vikings live on the various islands that dot this sea, each vastly different in behaviour and traditions yet at their core still very similar. You will start off in a tribe of your choice, from the Hairy Hooligans of Berk, to the Bog Burglars of Bog-Burglar Islands. Some of the tribes are sworn enemies of others (occasionally all others) so be careful which you choose. You might end up the enemy of the Hiccup if you choose a tribe like the Lava-Lout tribe.

Roman

As opposed to standard history in which the Romans and Vikings would never have met, in this world the two cultures were very much around at the same time. If you asked any Viking around about the Romans, they would tell you that they were "a very bossy lot who wanted to take over the world and had jolly nearly got there". The Romans have recently taken an interest in this archipelago, mainly the numerous dragons that inhabit it, and so they have established a small foothold in one of the corners of the Archipelago. They have started to capture the dragons that stray near them to ship back to Rome. They have also discovered that dragons taste nice with a little bit of honey and treacle. You will insert in as one of the Roman masses who have made their way into Viking territory. I hope you are prepared for hostilities from Vikings and dragons alike.

Outcast

Founded by Thugheart, Grimbeard the Gastly's traitorous son, this tribe of cannibals and savages is the legacy of the one who betrayed the king of the wilderwest. This 'tribe', due to their practices, are enemies with just about every other Viking in the archipelago. They are led by Alvin the Treacherous, grandson of Thugheart, a cunning man who is as skilled with words as he is with a sword. Little known fact, it is considered an honour to be able to eat the body of a defeated chief and his heir for the outcasts. Maybe you will try to reform them from the inside, or maybe you feel like these are your kind of people. Either way, I wish you good luck.

Race:

Human

You are one of the many humans that live in this world. Your kind has conquered most of the lands of the world, even when faced with terrifying dragons and harsh terrain. Your kind have tight knit groups that nonetheless often squabble and fight each other, whether appropriate or not.

Dragon [1000]

Convert your initial 1000 CP into DP that can be used in the dragon section alone. You are one of the many dragons that make these lands their home. Dragons come in all shapes and sizes, from tiny little Nanodragons and Venomous Vorpents, to mountainous Seadragonus Giganticus Maximus and Doom Fangs. Those on the smaller side of the spectrum will often find themselves as food for larger dragons or captured by Vikings and Romans for various purposes. The eyes of a dragon are slightly hypnotic and staring into them feels slightly like it is sucking in your soul. It is recommended to blink often while having a staring match with one. Dragons as a rule are selfish creatures who think only for themselves. It would be ill-advised to trust any dragons you make 'friends' with as they are just as likely to backstab you as help you. Dragons are just as intelligent as humans, and the best way to please them is with food and a good joke. By default your race is able to breathe fire.

Location: Roll 1d8 for a location or pay 50CP to choose

Isle of Berk

Welcome to Berk, one of the dampest places in the entire Barbaric Archipelago and home to the tribe of the Hairy Hooligans, led by Stoick the Vast. It is one of those damp places where clothes never really dry. They just become warm and wet rather than cold and wet. This island is where Hiccup and Fishlegs call their home. It is soon to be guests to not one but two Seadragonus Giganticus Maximi, for a while at least, before the bigger one eats the smaller one.

Bog-Burglar Islands

This set of islands are home to the Bog Burglar tribe, a tribe of female vikings renowned for their skill at thievery and good friends (for vikings) with the Hairy Hooligans. Leading them is the chief, Big-Boobied Bertha and her heir Camicazi. The Bog Burglar islands are made up of two large islands next to each other surrounded by hundreds of tiny islands that are mainly bogs, which makes moving around them rather difficult. This fact might explain why the tribe are so light on their feet.

Meatlug Public Library

The only known library in the Archipelago, this vast place is guarded by the Hairy Scary Librarian, whose skill with the sword are near unmatched. Despite its name, this library is not for public use as Vikings are not allowed to read. Famously Gobber the Belch stole the book 'How to Train Your Dragon' from this very library which has earned him no small amount of praise.

Hysteria

This island runs parallel with Villainy to its North, with the Wrath of Thor sea channel in between. It is home to a particularly aggressive tribe of Vikings known as the Hysteric tribe, the Viking naming sense shining through. These Vikings in particular are known for their 'kill first, ask questions later' attitude and would be causing all kinds of trouble across the seas if not for the Doom Fang that patrols the harbour entrance and prevents them from leaving by boat. The only time the Hysterics are able to leave is during the peak of winter when the sea has frozen over and the Doom Fang can no longer reach them.

Fort Sinister

Located on the small island of Sinister, there are no real beaches on this island, only sheer cliffs that fall down to jagged rocks battered by harsh waves. The entirety of

the top of this island has been converted into a great big fortress by the Romans, and one can always hear the cries of caged dragons contained within. Within these walls are hundreds of Romans that patrol the grounds, making escape all but impossible.

Island of Tomorrow

This large island is located on the western edge of the Barbaric Archipelago. Nearly a century ago it was the location of capital city of Grimbeard the Ghastly and housed his great castle. After the downfall of the king, the island was abandoned and is now considered cursed by the Viking tribes of the archipelago. Even trying to leave this island will be a challenge as the shores are guarded by blinded druid warriors and to-fast-to-see Dragon Guardians buried under the sand.

Wild Dragon Rock

You have somehow found yourself on the top of a large plateau high above one of many islands. Above, below and around you fly many dragons for the cliffs of this plateau are riddled with the nests of wild dragons. There are two visible ways down to the shore, one is a long and perilous climb down the face of the cliff, where one is less likely to be hounded by the dragons yet faces the risk of falling, while the other is a tunnel in the middle of the plateau that seems to go deep into the earth and leading to the bottom, but connected to various dragon nests along the way.

Open Ocean

You appear in the middle of the sea, aboard a small wooden boat that looks to fall apart at first landfall. You are somewhere in the middle of the archipelago and can see various islands off in the distance. You can choose to sail over to one of those, or set off in another direction in search of other land.



Perks:

Villager

Making Ends Meat [100]

Let's just say the culinary skills of most people you are going to meet in this world are somewhat lacking. Ten years of a bland selection of blandly coloured bland food is what you are likely walking into. Good thing this shouldn't be a trouble for you. Blandness won't bother you from now on. You may not even experience it. Where before you would taste unseasoned mackerel and limp lettuce leaves, now you will taste wonderfully seasoned fried fish and crispy fresh salad. Meals are now something to enjoy, instead of just a necessity.

Insults Galore [100]

If there is one thing you can say about Vikings, it is that they can be downright creative with their insults. Insults are so important to them that there are lessons on it during Viking training to ensure that the young hopefuls can turn a Romans face bright red in anger. Now you too can insult others like the best of them. Camicazi would eagerly take notes during one of your rants against your enemies and even Thor himself would gain a blush at some of the things that leave your mouth. This is especially useful for throwing opponents off their groove, causing them to slip up in their relentless attacks.

Friend to Reptiles [200]

Since the youngest age, lizards, dragons, and other cold blooded reptiles have never been scared to come up to you, curious at the person before them. From short tempered Gronkles to skittish snakes, they would all allow you to stroke their scales if you were so inclined. If you had some way of talking to them I imagine that they would be quite amiable to chatting with you. Talk with them long and frequently enough and they may even start calling you a friend. Of course convincing a dragon to do anything that they don't want to would take much more than just being their friend.

Berserker Mode [400]

When you fight, you can enter a berserk state where pain and fear fades away and all you focus on is the fight as you try and bury your axe in the skull of your opponent. Without such restraints, you will strike faster, stronger, and without

hesitation. Vikings revere those who can enter the berserk state and would even respectfully avoid a four foot ten berserker with a squint, a limp, and lacking any sword skills, however unfrightening that is. Contrary to most normal berserks, you have control over your fiery rage. You can choose to enter and exit out of this state whenever you wish, and even while in it you will continue to think with a clear head.

Flashmaster 2.0 [400]

When surrounded by big muscled Vikings and hulking seadragons, it is rare to see someone that is truly agile, like a hurricane on feet (or wings as the case may be). Your sword skills are similarly enhanced to match. Sure some of the Vikings are surprisingly flexible, and they aren't too slow either, but they seem like snails when compared to you. Only people like the Hairy Scary Librarian, with the title of Flashmaster, would be considered your equal. You could blitz past most anyone else. It won't be long before your name is a household one, someone for swordsmen to aspire to be.

A Hiccup [600]

You are a hiccup. Something that was never meant to be in this world. Because of this, fate and destiny has no real hold over you. Where you go and what you do is up to you and will ignore any preordained story. As a consequence, you will almost certainly be the cause of a great event or turning point in history. There have been 3 other Hiccups before you, one of whom still lives, and each have made great changes to the world. Lord only knows what two Hiccups will do to the world if they happen to appear at once. Interesting each Hiccup has been a friend of dragons. This may just be a consequence of the world and civilization they lived in though.



Viking

Glorious Facial Hair [100]

Rather self-explanatory. You have the most glorious head of facial hair. This could take the form of a massive bushy beard that practically doubles the size of your head, or maybe wonderful flowing hair that never seems to tangle. Whatever the style or form, people will be stopping and staring at your magnificent mane.

Supper's Song [100]

This is a rather strange phenomenon only usually observed around Seadragonus Giganticus Maximus. Things you kill will make sure to sing their supper's song, a beautiful song to make known their life and death, after they perish. Everyone is something's supper, so all have a supper's song. From the remains left on the road to the food in your stomach, there will be a faint little song that you can hear if you listen hard enough. "We're all snatching precious moments from the peaceful jaws of time, that's why it's so important for the supper to sing as beautifully as it can."

Yell At It! [200]

There is a special technique that has been taught to young Vikings for decades. A technique that is the culmination of years of research on dragons by Professor Yobbish who wrote a book specifically on how to train dragons which was later stolen by Gobber and taken to Berk. This wonderous technique is: Yell at it. The louder the better.

Bit of a anticlimax but luckily yelling at stuff happens to be a speciality of yours. Your yells would bounce off the seas and echo for miles around. A single yell containing the full power of your voice could bring an entire generation of young dragons to a stop. Yell too loudly and passing birds may just drop down dead from fright. Gobber would be proud.

Of Two Minds [400]

You have the impressive ability to think and do multiple things at the same time, without sacrificing any of your skill doing them. You could bring out your best in all of the many things you happen to be doing at once. You could be fighting a Nutjob with one hand, eating a sandwich with the other, doing backflips and cartwheels all the while driving said Nutjob up the wall with your incessant talking. This also naturally makes it much easier for you to become ambidextrous or use two weapons at once. You can focus on up to four things at the same time with this.

Soothsaying [400]

Village elders or scary witches are known to occasionally practice this vague magic. It is a valuable skill and is slightly involved in the choosing of names for babies for one that is most suited for them. Using it, one can predict future events by looking into the entrails of an animal, or staring into the heart of a flame. These predictions are not 100% accurate and even then are on the vague side, but they can give a good indication of whether one will encounter fortune or danger soon. The further into the future one looks, the more obscure the result will be. As Soothsaying is usually reserved for the eldest and wisest of the tribes, making it known that you can use this skill will net you a certain amount of cautious respect.

Clan Heir [600]

The clan heir is an important member of any clan, no matter how pencil thin and unvikingly they may be. As the hope and heir to a tribe, they gain access to certain privileges that the average viking does not, from getting better dragons to receiving skilful tutors. Now you are a clan heir. Each jump, you can be the heir to the royal family of a local tribe or small nation of people. A blood test would show you to be a long lost child, or lacking technology like that, stating as such will make various elders remember your existence.



Roman

Fashionable [100]

Romans tend to like things that look nice. Much more than any viking, they will go out of their way to make sure things are neat and tidy, and aesthetically pleasing. This extends not just to clothes but also to architecture. You too have gained somewhat of a fashionable touch. When you make things, they won't necessarily turn out as slightly ugly products. Even your very first attempts will show signs of being a diamond in the rough, appearance wise, with room to improve on.

Roman Engineering [100]

When people think of Rome, one of the first things that usually come to mind is their marvellous structures. Their roads were legendary, with many still in use centuries later, and their aqueducts and bridges lasted a similar length of time. Not only that, they could also build fast when required. They could construct a temporary fort in as little as a few hours even while under attack. Now you have been similarly educated in the intricacies of Roman engineering. From camps and forts to traps and cages, you know it all. Of course, out here in the archipelago the Romans care more about the cages. They want to capture as many dragons as they can to ship back to Rome, for less than healthy reasons. Dragon leather has become all the rage I hear.

Logistical Management [200]

Sometimes organising large scale operations can be time consuming and confusing, even if you know what you are doing. Luckily you are a master at managing logistics. You are able to easily delegate jobs and manage large scale operations, which would make you rather valuable for the Romans, who are more concerned about proper organisation than most Vikings. Alternatively, if you were thinking of starting your own viking tribe (for some strange reason), this could be of great use.

Gullible Idiots [400]

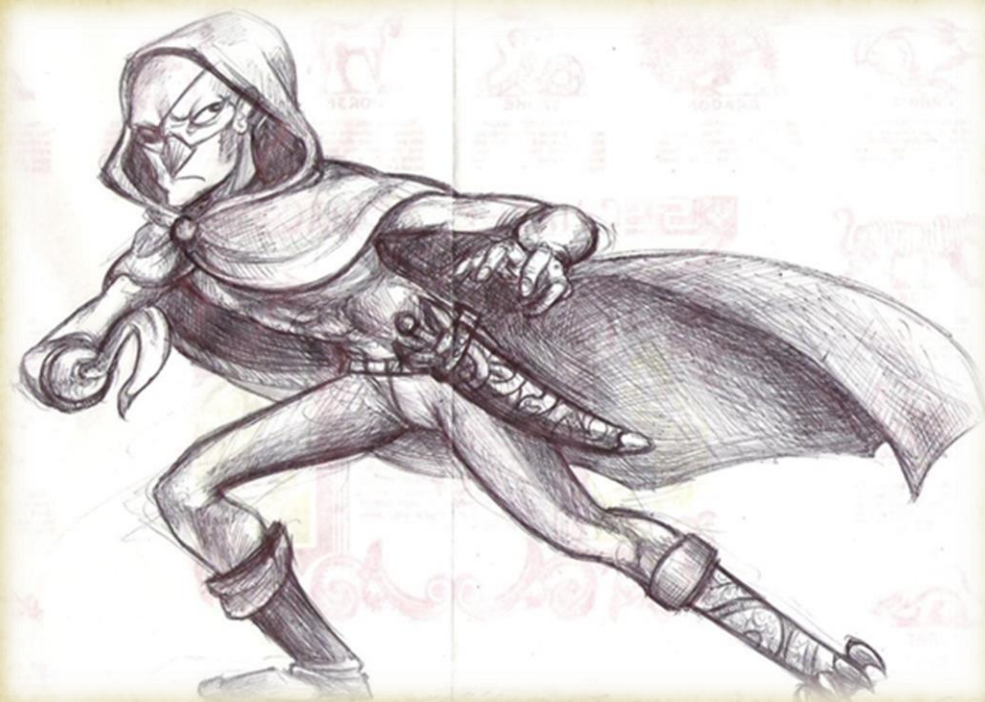
Why is it that everyone you meet seems to be so gullible? You could tell the most outrageous lie to people's face and they would believe it. You could dress two burly men as people from a tribe of women, with blatantly obvious fake breasts and wigs, and people would still believe they were in fact who they said they were, at least at first. Stick around too long and people will start to notice your paper thin falsities are just that, a lie. Of course, the better the lie the less likely they are to see through it.

Local Blood [400]

Sometime it can be a bit of a pain when you try and move countries or nations. You have to jump through so many hoops and are often eyed with suspicion for your alien roots. Wouldn't it be great if you had some obscure aunt or uncle from that nation that you could claim relation to? What's that? You do? Well isn't that convenient. No matter where you go, or nationality you visit, as long as it is biologically possible you always have a distant relative among the populace who is willing to vouch for you and make the whole process of entering so much easier.

Smartest Person Around [600]

To be brutally honest, Vikings aren't exactly the brightest lot. They are the kind of people who think they can scare away a living murderous mountain by yelling 'go away' at it loud enough. The Romans on the other hand pride themselves on their culture and intelligence. To the Romans you would be considered an exceptionally smart individual, who is going places in life. To the Vikings you are a very odd nerd and not all that useful except in extenuating circumstances. But not only are you naturally intelligent, you can learn new things with great speed. It wouldn't take you too long to become an expert in a new subject once you hit your stride. You would be able to learn an entirely foreign animal language in your spare time before even entering your teen years.



Outcast

Language of Dragons [100]

Dragons aren't just smart animals. They have long past the level of sentience and have become fully sapient, with their own language to go with it. Dragons speak the wonderful language of Dragonese. If a human were to speak it, it would sound like an odd combination of pops and whistles. Then again, much like reading, Vikings have forbidden people from learning Dragonese for some reason. A dragon wouldn't have to worry about this obviously. Vikings aren't quite silly enough to stop dragons speaking dragonese. This will translate to future jumps as well, letting you speak, or at least understand, the dragon tongue.

Suitably Scary Name [100]

The Vikings believe that having a scary sounding name will keep away monsters such as trolls that would otherwise mess with you. Well something about your name is scary. When people who would seek to harm you hear your name, they will not be able to stop a shiver of fear creep down their spine. It will make most people think hard about whether they actually want to start trouble with you. Only a real scary warrior could walk around unembarrassed with a name like Fishlegs. Trolls and creatures like them are especially scared by your name.

Thicc [200]

You are a model Viking in appearance. 7 foot tall, strong as an ox with bulging muscles to match, yet not in an ugly way. Not only do you already have large muscles, you also can put on muscle much more easily than most. Keep working out and soon your leg muscles could have muscles of their own, so large do they become. And despite all this, you will still remain as supple and flexible as ever, able to bend as if you were lithe instead.

Burglary [400]

Superb burglary skills, as if learned from the bog burglar heir herself. This amount of skill is enough to steal the pants off of a Viking without him even noticing. Then again, Vikings are generally an unobservant lot so they would likely not notice it had been nabbed even after reaching down to scratch their dirty pants. This skill doesn't only lend itself to stealing though. Just like you can get into places, you can also get out. Breaking out of a heavily guarded Roman prison cell is only a matter of time and patience, if you somehow found yourself in such a situation.

Pirate Training [400]

When the local area is 99% rough seas, it becomes a basic requirement to be able to use a boat. And when everyone and their mum is sailing about, well, the Vikings are obviously going to learn how to properly pirate. You have also gone through this extensive training as well, learning the proper manner of which you pilot your boat, how you should board other ship, and how to navigate no matter the weather. To complement, you have basic sword fighting skills so that you can actually conquer the ship you board as well as steady feet that won't let you lose your footing no matter how treacherous the ground. You're a real sea dog. Do try not to board a Roman ship with only yourself, a friend, and two very small dragons though. You likely won't get very far.

Escape of the Wicked [600]

It's really annoying when the villain gets away once again. Something always gets in the way or happens to facilitate their escape from the good guys, or you as the case may be. But it sure does seem like a handy ability. Now you too seem to be able to escape life threatening situations in ways that not even you would expect. Maybe the dragon that swallowed you died minutes afterwards, before it could digest you. Maybe the other dragon that swallowed you can't handle humans and burps you back out, protecting you from the lava it was wallowing in. Maybe you managed to kill the other other dragon that swallowed you and hid in its mouth for air while the area around you floods. Maybe you should stop getting swallowed by dragons.

Dragon

For those that chose the dragon race, you may spend your DP in this section to build your own dragon in the separate supplement. Additional CP can be converted to DP at a 1:1 ratio.



Items: You can discount one 100CP, 200CP, 400CP, and 600CP item, one for each tier.

Warm Covers [Free]

If there is one thing you can say about the murky archipelago, it's that it is a cold place. Most Vikings will have hardened themselves to the cold before they reach adulthood, but who doesn't like coming back to a warm fire and a comfy bed? This box contains half a dozen cosy covers to wrap around yourself in the cool and windy nights.

Hopeful Puffin [Free]

The Hopeful Puffin is a small little boat that is in fact remarkably round for being a boat. Made from the combined efforts of Hiccup and Fishlegs, this rinky little vessel, while still technically sea worthy, leaves much to be desired. Luckily this one has been cleaned up somewhat, so it doesn't leak everywhere, though it still has the problem of leaning slightly to the left due to a wonky sail.

Wool Clothes [Free]

The warm and furred clothes worn typically by Vikings to withstand the cold. Slightly on the thin side, since no true viking would be such a pansy as to get ill from a little cold.

Feet Warmer [50]

A small dragon shaped object that radiates waves of heat. Simply place on the end of your bed and enjoy the warmth for the rest of the night. For those days when your dragon is off gallivanting somewhere else.

How To Train Your Dragon [50]

Contained within the pages of these scruffy, sea salt stained pages are the complete memoirs of the Viking Hero Hiccup Horrendous Haddock the Third. A complete tale from when he was a wee boy just catching his dragon for the first time, to when his hair started to turn grey after many decades of treacherous adventures.

Climbing Gear [100]

A relatively simple bag filled with an assortment of ropes, hooks, and pegs. A starter pack for any of your climbing needs, whether this be climbing wet rocky cliff faces or scaling tall buildings. Handy for both travel and burglary.

Book of Jokes [100]

A good joke is something just about anyone can enjoy. Even dragons. Actually, especially dragons. It probably wouldn't be too much of an exaggeration to say that jokes are one of the few things dragons like about humans. This handy dandy little book is chock full of funny and topical jokes, for all your laughter needs. It's got everything, from long complex jokes rarely heard, to the most basic 'what's black and white, and red all over?'

Sword and Shield [100]

While it is entirely possible for you to go into combat unarmed and use your powerful muscles to defeat your foes, it is ill advised. These may help you; a set of sword and shield, whose origin is of your choice. They could be Viking, or maybe Roman. If people question it, the answer of them being spoils of war would be all that is needed for people to accept it. It should be noted that a Roman shield is considered one of the Kings Lost Things.

Bag of Fish [100]

It's a large bag. Inside the bag is fish. What kind? Well, a whole variety. Cod, haddock, tuna, and more. Enough to keep you and your dragon well fed for a good week, if you pace yourself. The fish won't go off while inside the bag, and it restocks each week.

The Key-That-Opens-All-Locks [200]

One of the Kings Lost Things. This strange key has the even stranger ability to open any and all locks. How it does this exactly is unknown, though terribly useful. The original is currently in the hands of Norbert the Nutjob. A true skeleton key.

Fire Retardant Clothes [200]

Primary used by the Lava-Lout tribe on their volcanic island, this full body covering is made from the skin of dragons, and is enough to prevent most excess heat from reaching you. It would even hold out against lava for a few minutes, if you happen to be fleeing from wave of the stuff. Of course, how likely is that? There is only one volcano in the entire Archipelago and, despite some recent stirrings, it hasn't erupted for ages. This can be worn over existing clothes and is pleasantly cool when wrapped around you.

The Second Best Sword [200]

An unimpressive looking yet trusty sword. While only his second best sword, this sword named Endeavor was nonetheless Grimbeard the Ghastly's favourite sword. Before even that, this sword was known as the Dragonsword and was wielded by Hiccup the first. Despite being over a millennia old, this sword is still battle worthy. This is yet another of the Kings Lost Things.

The Vegetable-No-One-Dares-Name [200]

It's a potato. A potato with an arrow in it. A frozen, perfectly preserved potato with a feathered arrow from a strange land sticking out of it. Now before you go crying about this being useless, there is one very important thing to know about potatoes: they are the only cure to the poison of a Venomous Vorpent, whose dreaded toxin will eventually kill even gigantic Sea Dragons. With this, you may just be able to earn the eternal gratitude of some dying dragons. As a side note, the arrow stuck inside the potato is yet another one of the Kings Lost Things.

Dragon Harness [200]

It's a saddle for a riding dragon. Comes with all the things a saddle needs, you know; leather seat, handholds, stirrups. That kind of thing. Adjustable to fit just about any size or shape of riding dragon.

Sturdy Cages [400]

Purchasing this option will grant you a dozen sturdy wooden cages of varying sizes, from no larger than a meaty fist to large enough to fill half a bedroom. Treated with special chemicals to make them flame resistant, these cages can hold many human captives, hunting dragons, and whole swarms of nanodragons. If you want to be boring, I guess they could also hold things like sheep or cows.

Ticking Thing [400]

Perhaps the most confusing of all the King's Things, the Ticking Thing has a dozen arrows that have many different functions such as working as a compass, a clock, a stopwatch, and a lie detector, to name only a few. After years of study, even Hiccup wasn't sure what each individual arrow did, though it could be theorised that it was designed to fulfil the purpose of every handheld device out there.

Proper Viking Ship [400]

Having a proper ship is one of the more basic requirements for living in the archipelago. Nearly as important as owning your own dragon. Hand made by a dozen strong viking, big enough to contain a full raiding party, built thin and to a point, this boat cuts through the water like an axe through a scallop. Two sturdy sails juts out from the center of the boat. This sea carriage would be the pride of any viking tribe.

Vials of Venom [400]

Two small, innocent looking vials. In each is a clear viscous liquid that does nothing to warn of just how dangerous each compound is. In one of the bottles, labelled with a tiny dragon, is the venom of the Venomous Vorpent. A terrifying venom that once injected will definitely kill its target within a few months, with no known cure bar one. Potato. This may have to be used situationally. The other bottle, labelled with a tentacle, contains the venom of the Monstrous Strangulator. Once injected this venom will swiftly kill its target by causing their entire nervous system to explode.

Dragon Eggs [400]

A small clutch of hunting dragon eggs, with a variety of different species. About two dozen different eggs. Enough to supply a generation of young hopefuls. More often than not you'll get the more common breeds, but occasionally you'll get the odd rarer breed, like a Monstrous Nightmare. You'll get a new batch each jump, though there is nothing stopping the current batch from coming back to roost early.

Gladiatorial Arena [600]

What Roman doesn't enjoy watching a bit of gladiatorial combat to the death before supper? All kinds of chaos can happen in this large arena. Measuring a solid 100 meters in diameter, with entrances from multiple direction as well as cages for captured creatures, and filled with traps, this place could keep a roman host entertained for hours.

Dragon Mountain [600]

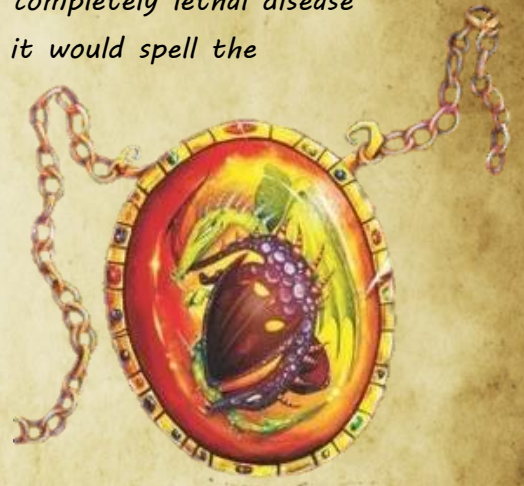
This is a small mountain riddles with tunnels. Each tunnel is its own rocky cave filled with twists and turns. Near pitch black inside and pleasantly warm. A few trickles of water flow down the walls, quenching the thirst of any hungry dragons that happen to have taken roost inside of it. This place was carved out over many centuries by generations of hunting and riding dragons to be the perfect home for them.

Treasure Stash [600]

What dragon or viking doesn't like to have their own hoard of treasure? This is a room filled with gold coins, precious gems, and rusted weapons. Of little monetary value to vikings, but still something to gloat about owning. If you also buy Dragon Mountain, this could be placed in the very heart of the mountain if you wish. I'm sure dragons who call it home would love to slowly add to the piles. At the top of the highest pile of treasure sits a small red heart shaped gem. The Heart's Stone. One of the Lost King's Things.

Dragon Jewel [600]

A small amber that contains a nanodragon infected with a completely lethal disease for dragons. Should it be broken, and the plague released, it would spell the extinction of dragon kind. Dragons can naturally sense this and will flee from or obey those who hold this gem. I imagine that if you were to destroy this amber so that the disease is destroyed along with it, the dragons would be terribly grateful to you. Well, as much as they can be. You may also have just lost your bargaining chip for survival. This is also considered the most valuable of the King's Lost Things.



Fire Stone [1000]

Somehow you have managed to get ahold of a strange red stone that glows with an inner light. If you stare into its depths, you may catch glimpses of reptilian eyes. This isn't just a stone. This is the egg of a Fire Dragon, a massive dragon that is rarer than any other. The only known force that can crack this egg is the heat and force of an erupting volcano, so these eggs are only laid inside an active volcano. Unfortunately for them, the egg releases chemicals that actually prevent the volcano from erupting, meaning that these dragons rarely hatch. This particular egg has a weak point though. Smash the very tip of it and it will explode, with all the force of a volcanic eruption, as a dragon as big as a mountain is instantaneously released from a rock so small it can be held by a child. This dragon will then eat any nearby creatures before flying into the nearest volcano, never to be seen again. Your egg will be restored if smashed at the beginning of the next jump. This really is the nuclear option. Make sure you are far away when it cracks.

Companions:

Dragon [Variable]

Where others may train hawks to hunt for them, and horses to carry them, you have a far more wild and dangerous creature. A dragon. A baby dragon to be specific, only just out of its shell. You can choose this dragon to be an existing breed, or build one in the supplement with 800 DP. Training this dragon will be up to you. Nano and Hunting Dragons are free first purchase, and 100CP after. Riding dragons cost 100 CP, House Dragons 200 CP, and Seadragonus Giganticus Maximus cost 400 CP.

Import [50]

For 50CP you may import up to 8 companions, who will gain 800 CP or DP to spend how they wish.

Canon Companion [100]

Taking this options means that, if you are able to convince them, you can take any single canon character with you as a companion in future jumps. You may find that some dragons are slightly harder to convince than you would expect. Be wary of backstabbing, should they agree.



Drawbacks:

Norse Myth [+000]

Your story, should it be appropriately heroic or noteworthy, shall make its way into the mythology of the Vikings in future worlds. A great being that thrived in the twilight years of the dragon.

Audio Book [+000]

Very oddly Hiccup seems to sound an awful lot like David Tennant in this version of the jump. As does Fishlegs. And Gobber. And Toothless. In fact, it's like just about everyone in this world was voiced by David Tennant. Weird. They don't seem to notice, and it goes away post jump, should you choose.

Toothless [+100]

Toothless! You may just be the second toothless dragon in the entire uncivilised world. As a Viking, this would be slightly less rare, though still something of a bother. At least you will have something in common with a certain small common or garden dragon.

Susceptible System [+100]

Immune system? What immune system? A Viking shouldn't need to rely on some ickle white blood cells. Flu is for babies! Colds are for softies! Wait, why are you sneezing so much? For the duration of the jump, you seem to be particularly vulnerable to basic illnesses.

Lugworm Lunch [+100]

What did you do Jumper? What could possibly have caused you to receive such a punishment? Somehow, nearly every meal you have will contain lugworms. Even if you don't need to eat, these little grubs will still somehow manage to end up in your mouth with disturbing frequency. They are bit like worms, a bit like snot, and a lot less tasty than either.

Pirates Life For Me [+100]

For each purchase of this, your jumper will permanently lose one of their main four limbs for the duration of the jump, leaving a stump in its place. Unfortunately the local prosthetics leave much to be desired.

T-t-terrible Stutter [+100]

I-i-it is n-n-never pleasant to have s-s-such a t-t-terrible stutter. C-c-constantly being forced to repeat w-w-words until you can f-f-finally get them out. If you happen to be something of an introvert, this may not be quite so bad, but is still annoying nonetheless.

That's Not My Name! [+100]

Now Bumper, I'm sure there is a perfectly good reason why everyone keeps getting your name wrong. Hm? What's that? Of course I was talking to you Jumbo, who else would I be talking to?

Allergies [+200]

Taking this drawback will mean that you are allergic to either humans or dragons, depending on your race. Dragons will be allergic to Humans, and vice versa. Hanging around them will leave you constantly itchy and sneezing.

Reedy Thin [+200]

You call those muscles? They look more like limpets! You look like you couldn't fight your way out of a paper bag! Even holding that sword I can see your arms trembling! You must be one the saddest excuses for a warrior that I have ever had the unfortunate chance of meeting! My granny could lift more than you and she's been dead for three years!

Social Outcast [+200]

You are something of an oddball. A social pariah. Others will actively go out of their way to avoid talking to you, and will exit conversations as quickly as possible. Even if you happen to do something impressively heroic, it will be forgotten by most people after the next dig made at you. On the bright side, you might fit right in with Hiccup and Useless.

Delusions of Grandeur [+200]

You have a rather inflated sense of your own worth. You believe that you are the king of the world, the ultimate pinnacle of your race, and you can't resist rubbing it in the faces of those around you. If something went well, it was naturally because you were there. If something fails, it was obviously someone else's fault. You may find it slightly hard to make friends like this. Or even just avoid a good old bludgeon round the head.

Dragon Magnet [+200]

Did you roll in fish or something? Why are all these dragons always going after you? Dragons just love to attack you, prank you, and generally make your life Hel. In any kind of combat, they will gravitate towards you, concentrating on you above other opponents. Outside of it, they may do simply things like trip you up, or poo in your helmet. Even your own dragon may find itself enjoying annoying you more than usual.

A Series of Unfortunate Events [+300]

Wow, you really are unlucky. Bad things just keep happening around you. In fact, it just never seems to end. From giant dragons, to roman legions, to poisonings, and more. Danger hounds at your heel none stop. Already perilous situations just get worse before they get better. You're going to need all your wits to get through the ten years unharmed.

Branded [+300]

You have been branded. Branded with the mark of a slave. Permanently marring the skin behind your ear is a burn the shape of a snake. No one respects anyone marked by this symbol. Not even the dragons will think of it in a good light, as if it were a Dragon Mark of old. Should it ever get out that you have this, you will likely lose all respect everyone bar your close friends have for you, and lose any kind of authority you once had. You will become little more than a slave in most people's eyes.

The Treacherous [+300]

Alvin the Treacherous has decided that you are his worst enemy. Greater than even Hiccup, he will go out of his way to make sure you die. He has many connections, from the Roman legions to the tribes of Outcasts, all ready and willing to follow his word that you should die. He'll even start training armies of baby dragons to do his bidding, if given the chance. On top of that, he is a cunning genius himself, second only to Hiccup, with the luck of the devil that lets him repeatedly escape thought to be inescapable situations.

Jump by Lone Valkyrie. Hope you enjoy