

Dragonaut: The Resonance Jumpchain

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Welcome back to Earth, Jumper, Holy Terra, etc. This story you are about to embark upon takes place in a time when mankind has begun to expand our

species beyond the limits of our planet. All prior space-programs have joined together under the banner of the ISDA (International Solarsystem Development Agency) based in New Ogasawara, Japan. They presently also have a base, alongside a thriving colony, on the moon.

Now, by itself that doesn't seem too special, but there are wrinkles to this story yet. First of which is Thanatos, a gigantic asteroid that collided with, and destroyed, Pluto twenty years before you'll arrive. And while it has currently stalled in what used to be Pluto's orbit it is still of grave concern to the ISDA. As it should be, being a potentially total-extinction level collision if it continues its projected path.

Second, Dragons. And no, not the scaly, fire-breathing dragons you see all over the place in popular culture and media. These dragons are from SPACE...! Mostly. The ISDA discovered a single dragon egg beneath the sea, and have since made their own, pairing them with human "pilots" dubbed 'Dragonauts.' (Dragon+Astronaut) through a process they have dubbed 'Resonance.' They are, naturally, kept completely secret from the public, and are alternatively studied/experimented on/used as weapons/abused by the ISDA.

Your particular story will begin two years after a catastrophic shuttle crash orphaned a young boy named Jin Kamishima, in New Ogasawara currently terrified of a brutal serial killer...

Take this 1000 CP, Jumper, and do try to enjoy yourself.

Origin

Either Origin may be toggled to Drop-In, and you will have the appropriate documentation to seamlessly slide into your new role, or ditch it entirely at your discretion. Age is also up to you, as long as it would be considered "Adult."

-ISDA Dragonaut: Free

To say that your future role will be “general” is a good way of phrasing things. As Dragonauts are deployed for a variety of roles from scouts, scientists, and, if need be, soldiers. The elite of your peers form the Lyndwyrn Unit, what amounts to the ISDA’s crisis-response team to priority situations. Like, say, a renegade Dragon from space, or a hostile push from the ISDA’s private competition and nominal ally, the Gillard New Emirates, aka The Gillard Army. Get used to hearing that name, combat with them will abound in your future if you get even close to the main plot. Really, the only downside to this Origin is that you are an otherwise normal human and subject to the full spectrum of human mortality.

For a 100 CP Discount, you may purchase 1 ‘**Dragon**’ Companion as described in the Companion section to be *your* Dragon.

-Dragon: -200 CP

The big time, you, Jumper, are a motherfucking SPACE DRAGON!!! Naturally, this comes with a slew of benefits, from being completely superhuman in your “Communicator” (aka human) form in terms of agility, strength, durability, and senses, the undeniably useful ability to “breathe” in vacuum, and the ability to ‘Actualize’ into your true form. Contrary to the generic designation as “Dragon” your “dragon” form need not look like a dragon at all, oddly enough. And by default your true form will resemble something bio-mechanical instead of truly biological, and will generally be roughly the size of a real-world space shuttle.

Of course, this Origin does have its fair share of issues to go with this power. One, you were likely, literally created by the ISDA and forced into a Resonance with a human “master/pilot/dragonaut” while still in your egg, drawing a bit of their DNA into you in the process. This bond has made you deeply connected to this squishy, very mortal human, and their nature and mental state have a deep effect on you. For instance, if they die violently, YOU will go berserk for a short time, and then expire yourself.

Alternatively, for an additional 100 CP, you may be an Independent Dragon, one from space, and not tied to the ISDA at all. This carries a bit of risk though, as the ISDA will not tolerate the presence of a Dragon not under their auspice. If you

are discovered, the Lyndwyrn unit will be dispatched to capture you, or, barring that, kill you.

Perks

Discounts are 50% off to the applicable Origin. 100 CP Perks are Free to the appropriate Origin.

General Perks

Gorgeous Jumper: -200 CP

The practically obligatory beauty/handsome/attractiveness Perk. Taking this grants you an objective +2 on the theoretical scale of 1 to 10. As this is a Perk, I do very much mean 'Objective +2.' Meaning that it applies even if your appearance isn't what an individual would normally find appealing. They'll still find themselves admiring and admitting privately that you are one FINE specimen.

Filler Arc: -400 CP

Need a break, Jumper? Look no further. Taking this Perk allows you to, every other month, pause the progression of the Plot for a single week so that you can relax, enjoy yourself, etc. Additionally, whenever you activate this Perk there will always be an opportunity that will fall into your lap. A beach trip, a nearby hot spring, some casual sporting, etc. Bear in mind, when I say "pause" I do mean pause. Any action on your part that is even tangentially related to progression will break the pause and drag you back to the action. Though take heart, your enemy will make no advances either. This Perk also extends the duration of your Jump by a single week per use, so no sandbagging, Jumper.

Resonance: -600 CP

This is a very potent thing, Jumper. The ability to bind others so deeply to you. Taking this Perk allows you to freely Resonate with as many individuals as you like so long as you can touch them and they are willing. This deep bond amplifies the

potency of anything 'team' related that you do with your Resonated partners by several orders of magnitude, sped by a communication between you that is practically telepathy. As this is a Perk, Resonances you form with it will be made without the potentially devastating feedback effects if you or your partner dies, and any negative mental attributes or conditions cannot flow across either. Additionally, having this Perk makes you *very* interesting to cosmic-level entities, take that how you will.

ISDA Dragonaut Perks

Born to Fly: -100 CP

As the astronaut of the near-future you naturally have been trained to fly/pilot anything you would reasonably need to for your job. This includes all manner of space shuttles of varying speeds, and even the genuinely confusing manner in which you would "pilot" a Dragon via strings like a marionette from inside their bio-mechanical 'cockpit.' No, no, don't question it. You'll just make it weird.

People Person: -200 CP

The ISDA was formed by the fusing of all prior space programs worldwide, so naturally, some potential friction was inevitable as conflicting cultures and customs rubbed together. It is only fitting that such a worldly organization have its emissaries capable of smoothing out these differences among others. Taking this Perk will mildly boost your charisma and empathy, making you an effective negotiator as long as your 'other' is willing to talk things out.

Resourceful: -400 CP

In space, no one can hear you scream. So you need to be able to take care of yourself. This Perk covers anything you could reasonably need to know how to do to survive and thrive in an environment where a single point of failure can spell death for anyone that isn't a dragon. Mechanics, mild engineering, computers, light combat, and even the unique technology developed by the ISDA with regards

to Dragons. You won't understand how exactly a Resonance works, but you could build the proper facilities and figure it out through trial and error, if you can stomach watching people violently explode when you get it wrong.

Zero-G Ace: -600 CP

Space is a fundamentally different environment from atmosphere and the ground, this much should be obvious. You though, you understand this on such a level it's like you were born in it. Anything you do in space is just, easier, because of this deep understanding. You could, say, calculate on the fly exactly the angle you'd need to push off at to reach that person floating towards the void, and do so with perfect precision to avoid getting sucked out yourself. You know exactly how hard you can push any vessel you're in, taking full advantage of the lack of gravity. Hell, get in a zero-g gunfight and you could probably bounce bullets into your desired target with reasonable reliability. You are the king of space, and a treasure to your allies.

Dragon Perks

Intuitive Mind: -100 CP

In all likelihood, you were born/grown in a lab, and are far younger than you would outwardly appear. However, despite this, you seem to just 'get it' at an utterly astonishing rate. You learn basic things within moments, know how to handle yourself in a fight practically from your first step utilizing your natural abilities... Post-Jump this becomes a general, mild, learning boost.

Dragonhide: -200 CP

Normally, in your human form, you would barely need to worry about regular bullets to begin with, either shrugging them off or moving out of the way with contemptuous ease. Now? Enjoy being completely bulletproof to small arms fire, and in your Dragon form, capable of all but ignoring the weaponry of the Gillard Army's ship-grade weapons (if they hit you to begin with). Taking this as a human will not grant you the same level of protection, but it will make you markedly more durable.

EM Immune: -400 CP

Something the ISDA discovered rather quickly is that concentrated electromagnetic fields could prohibit Dragons from Actualizing into their true forms, making them significantly easier to deal with. Taking this perk negates that weakness entirely, very important if you happen to be an individualist that doesn't want to toady around for the ISDA. Post-Jump, this Perk will afford you significant resistance to being forced out of, or prevented from transforming into any alternate form, requiring exponentially more powerful foes to inhibit you.

Consume: -600

... Alright Jumper, time to level with you. You see, Thanatos is not just a giant asteroid. She (yes, Thanatos is female) is a giant Dragon, and the ultimate progenitor of all Dragons on Earth, using that asteroid as a glorified space bus. And that asteroid's innards are the compounded minds and bodies of the countless beings she has "merged" with in her eons of travel across the stars. You can now duplicate this feat of your "mother," absorbing other life that you overpower or otherwise dominate. This absorption grants you the knowledge and memories of the individual, along with a minute piece of their objective power (strength, intelligence, durability, etc...) limited only by how much you "eat." How greedy are you, Jumper?

Items

General Items

"Official" Art book: -100 CP

If you even glanced at the title picture, you should know that this setting is rather replete with quite a few amazingly gorgeous women. Wouldn't you like to... see them better? This incredibly detailed, exactly drawn book contains full profiles and many 'compromising' drawings of every attractive female Character in the setting. It even comes with hard numbers like their bust/waist/hip

measurements, weight, height, etc. For free, this book updates itself with a repository of the select 'top of the heap' women for every Jump you bring it along to. For no charge, you could, I suppose, have it show the dudes instead.

Personal Beach: -200 CP

Want a place to get away from it all? Sun and sand? Look no further. This property is a near-perfect replica of the beach resort on the moon, ergo, it is an entirely self-contained beach experience that is always sunny, no matter the actual weather. At your discretion, this 'Beach' can either be attached directly to your Warehouse or manifest nearby your starting location whenever you enter a Jump. Additionally, you can set a handful of rules, like, 'swimsuit optional,' if you are so inclined.

Resonance Chamber: -400 CP

Want to forge your own Resonance bonds without the ISDA getting involved? Here you go. This do-it-yourself set-up comes with a full manual that defines exactly how the Resonance works, and how to adapt it to function between pairs that aren't human+Dragon. If you were so inclined, Prince Asim of the Gillard Army would offer you a king's ransom for this... though he would probably stab you in the back the moment you fulfilled your end.

ISDA Dragonaut Items

ISDA Flight Suit: -100 CP

The standard-issue uniform of the near-future astronaut. It is a marvel of science that combines all aspects of a space suit into one significantly slimmer package. Pressure suit, atmosphere control, thermal insulation, etc. It won't, however, hold up to bullets, as some learned the hard way...

Tartarus: -200 CP

Eww... this is a, significantly more grim option, Jumper. Remember how I said that the ISDA abuses their Dragons? This nearly barren island is where the IDSA drops Dragon's that they've decided it has no further use for. The island itself is

surrounded in potent EM fields to ensure that any 'discarded' Dragons don't escape. The island is littered with the corpses of long-dead Dragons, which *could* offer up a priceless trove of genetic material if you were scientifically inclined. Or, you could also theoretically use it as a death prison for anyone that can't fly, or a Dragon from this setting, due to the EM fields. The, bodies, will repopulate between Jumps, even collecting the dead of any other dragon's you happen to slay.

Mecha Dragon: -400 CP

Want to go it alone? Don't want to bother with a Resonance? Well, to each their own. This massive contraption roughly follows the rules that a Dragon would (by which I mean almost none regarding appearance), though being notably weaker and incapable of adopting a human form. Fair is fair, you can certainly load a boat-load more weapons onto this thing than a Dragon. And you don't have to worry about getting hit if you're the empathetic type. Not to mention if you're mechanically savvy, which you likely are as a Dragonaut, you could do some really impressive things with this.

Dragon Items

Signature Weapon: -100 CP

This purchase fundamentally covers two things. One, what kind of weapon you can draw at will in your human form. And two, what your main method of attack will be while in Dragon form. You may opt for either a melee or ranged weapon, and it will be seamlessly integrated into your Dragon form when you transform. Alternatively, you can use this purchase to grant yourself a minor elemental affinity, useful if you wanted to go the classic 'fire-breathing dragon' route. Purchasing this as a human will simply grant you an above-average weapon of your choice.

Progeny: -200 CP

This is... Jumper! You proud parent! Or, maybe you just stole this from the ISDA? This Dragon egg is currently dormant, waiting for the right circumstances to

hatch. While it's incubating you may make a bevy of choices regarding the Dragon that will hatch from it: Their sex, their personality, their mentality, and even their build when they hatch. And no rush, this thing won't hatch until five years in the Jump have passed, so you have plenty of time to think it over. Needless to say, your hatchling will become a Companion after that, with the first two Perks of the **Dragon** Origin for free.

Jumper-oid: -400 CP

Ah, it's a giant spherical asteroid? Well, more accurately it's a replica of Thanatos's asteroid, complete with the ability to send it hurtling through space on a whim as long as you occupy the core. While it might not be armed, unless you count sheer high-indestructible mass, it is furnished in a manner that you would find comfortable, and the atmosphere inside can be adjusted at will, by you. It also has a rather uncomfortable, visually, prison area where you can encase people in large, pink flesh pillars. Long term confinement can even grant you a weaker version of the **Consume** Perk, as long as you stay in the asteroid.

Companions

Jumper Unit: -50 to -200 CP

Because flying alone is one of the best ways to end up dead. You may Import Companions you already possess, 50 CP for one and subsequent purchases, or 200 for the full eight. Anyone you Import in this manner receive 400 CP to spend as they choose, though they cannot purchase Companions of their own or take Drawbacks. Imported Companions may either become a Dragonaut, or pay the 200 CP to become a Dragon.

Canon Human: -100 CP

Did one of the valiant, mortal defenders of the Earth strike your fancy? Doctor Yuuri Kitajima? Sieglinde Baumguard? The other Dragonauts? Or... perish the thought, Jin Kamishima himself? For the listed price you may make the offer to take them with you as a Companion. Of course, they must accept, but this purchase raises your odds of them saying 'Yes.'

My Dragon: Varies

There are effectively three tiers of choice here. One, and for 100 CP, Free if your chosen Origin was **Dragonaut**, you may select any one canon Dragon that was independent or otherwise bereft of a Resonated master, such as Gio or Widow.

Second, for 200 CP, you can opt to supplant any canon Dragonaut and take their Dragon for your own. This includes those such as Machina, Howling Star, and Amadeus. Choosing Toa herself with this option will make you the main character, with all the benefits and trials that entails.

Garnet, is a special case, and will require an investment of 400 CP. This is due to not only the fact that Prince Asim cannot be supplanted by you, but also the fact that you will probably have to kill him to “free” Garnet for recruitment and the “I just killed your master” factor will undeniably sour the situation.

Thanatos is not available for purchase. But...

You may purchase multiple Dragons, but the discount from the **Dragonaut** Origin only counts once.

Drawbacks

You may acquire up to 600 CP from your selections here, any points in excess of that will be lost.

Inversion!!!: +0 CP

A bit of silly fun here, Jumper. At your discretion I can, with a bit of targeted, modified EM radiation, invert the personality of one Dragon character (not Thanatos) for the duration of the Jump, and if you took them as a Companion, permanently. This manipulation does not change their core values, only their major character traits. So, for example, Toa is normally rather reserved and modest. Under **Inversion** she becomes a 10,000 percent moe-blob fond of cat-girl bikinis. Garnet is typically aggressive and dominant (in public), under **Inversion** she becomes a meek, submissive kitten. Howling Star is typically brash and hot-

blooded, **Inverted** Howling Star is a weak coward terrified of thunder and lightning. I think you get the idea.

Inversion...: +100 CP

Hah ha, this is still fun, but primarily for me. You see unlike the above option, you have no control here, and it applies to **EVERYONE**. And, what's more, it doesn't just happen once. Up to five times a week the personalities of the people around you will flip without warning from one end of the spectrum to the other, and only you will notice that anything is amiss. Ready for a rollercoaster of a time?

Is This Loss?: +200 CP

Oh, poor Jumper, it seems you recently suffered a great personal loss. Family, multiple friends (Drop-ins will receive simulated memories), and other people you felt deeply connected to. As a Dragon, this Drawback is slightly different. Like Widow, you lost your master, but in such a way that you did not go berserk and die. However the depths of your depression are equally deep either way. Perhaps the bonds you build may raise you from this sadness, but it will not be quick.

Insufferable Couple: +200 CP

You're a Jumper. Assuming that this isn't your first Jump you can likely already field incredible power that would leave those around you in awe... usually. By taking this Drawback you resign yourself to forever living in the shadow of Jin and Toa, subject to hearing a never-ending fountain of praise, for them, regardless of how well you perform. If you happened to purchase Toa as a Companion, fret not, she will be returned to you un-spoilt at the end of your Jump, with no memory of her time as Jin's arm-candy.

Wanted: +400 CP

Congratulations, you are now a reviled criminal, whether you actually did something vile or not. In addition to being thrown out by the ISDA if you were a part of it, you are now a perfectly legal target for the Gillard Army. And if you're a Dragon, expect the Lyndwurm Unit to support them.

Spiritus Syndrome: +400 CP

Congratulations again, Jumper, you now have a certified, aggressive, mental illness that drives you to kill people. And no, not just 'evil' people, but the innocent. In fact your psychosis is so severe that if you've Resonated with a Dragon you will infect them with your bloodlust, making you a (rather justified) target for the whole world if you don't keep it together.

Gillard's Revenge: +600 CP

You just HAD to be greedy, didn't you, Jumper? The Gillard Army is no longer the utter joke it is in the anime. They are a hyper-competent military engine armed to the teeth with weaponry that pose lethal threats to humans and Dragons alike, along with the accuracy to render it effective. Even if you might be fine, your friends and colleagues will be getting brutalized left and right, dropping like flies if you aren't hyper-vigilant. Welcome to a real war, Jumper. And this is completely ignoring Thanatos...

The End is Nigh: +600 CP

... I take back what I said before, this is worse. The Gillard Army might be vicious, but at least you had an organization backing you up. But with this? Thanatos has arrived on Earth, and is at this very moment working to Consume all of mankind for the hubris of bending Dragons, her children, to their will. The ISDA and the Gillard Army are devastated and mostly dead, barring any Companions you may have purchased. And it's just you verses Thanatos's nearly infinite brood of dragon-spawn. You have six months, and if you fail to slay or drive Thanatos away before she devours all of mankind you fail the Jump, and get sent home.

Scenario: Defy Death

This Scenario is Optional.

So... Jumper, I may have whispered into a certain asteroid-camping Dragoness's ears. I may have regaled them on the legendary feats of Jumpers as a whole; the terrible powers you might wield, the tales of conquest, the odd arbitrary genocide "because I didn't like that guy..."

Really, you should feel honored right now. An eons-old cosmic dragoness... Is now FUCKING TERRIFIED of YOU! And what do most people do when faced with something that scares them? If your answer was a resounding KILL IT, you're right.

You are going to have to hit the ground running, Jumper. Because once your Jump starts you have a scant two months before the first wave of dragon-spawn arrive at Earth to swarm you specifically to death. And you cannot hide, either, another little manipulation of mine.

Holding the line and waiting for Thanatos to come to you will not cut it. She knows what you might be capable of, and is going to stay right where she is at the edge of the solar system, as far away from you as possible. You need to take the initiative. You, need to bring the fight to her doorstep.

Don't expect much in the way of aid, either. The ISDA and anyone else you turn to for refugee will quickly learn that you personally are the target of Thanatos's aggression, and each would happily serve you up on a plate for the chance to spare the Earth, or themselves, even if they don't know why you've "pissed Thanatos off."

You have to secure your own route to the edge of the solar system, wading through Thanatos's nearly limitless brood the whole way. And I should point out that the bulk of the solar system in this setting is still uninhabited. You have a long, lonely road to travel.

Should you manage to reach Pluto's former orbit intact, without getting eaten, starving, or suffocating in the vacuum of space quite possibly your greatest challenge awaits. Not only must you convince Thanatos that you personally are not a threat, you have to both overturn her extremely negative opinion of humanity, of which my stories have only dramatically reinforced, but you have to do something even Toa and Jin couldn't do in the anime. You need to teach her what love is.

... Yes, I'm not joking. You need to teach her what love is while at the same time convincing her that humanity isn't as bad as she thinks it is, while simultaneously slaughtering her brood to stay alive. Killing Thanatos herself counts as a Fail condition, by the way. You'd make all of her children so sad.

If you should manage to accomplish this, rather arbitrary, task, the reward should be rather obvious. Thanatos may become a Companion, joining you on the very journey I used to make her afraid of you. While she does not get to keep her asteroid, and the cosmic-level power the collective countless she has Consumed would otherwise offer her, she does get to keep the knowledge and memories, along with her ability to spawn other Dragon's essentially on a whim. And, if you taught her what love is, I'm sure she certainly wouldn't mind making that "spawning" a joint venture.

Ending

You survived! Fantastic. But, now what will you do, Jumper?

Stay?

I'm sure all the friends you've made here would love to have you. And just think of the bright future you could make for humanity.

Home?

Has this Jump finally worn you out, Jumper? Return home in glory then, with all you have acquired.

To distant Stars...

Keep going? Sure thing. I expected nothing less.

Notes:

Consume Note: You don't get to cheat with this Perk, Jumper. An individual you Consume will die permanently, and if they either are immortal or can 'respawn' you cannot Consume them unless you have a separate power that allows you to kill the immortal or prevent the respawn.

“Official” Art Book Note: The book will only ever contain art of established characters in your jumps. No background NPC’s need apply, nor any OC’s you might create or are offered by another Jump document.

Scenario Note 1: Yes, you can use out-of-Jump powers. The only ones that will fail are extreme charisma boosting perks, mind control, and any other ‘cheating’ way of, effectively, wooing the ancient Dragoness.

Scenario Note 2: Thanatos effectively has the entire **Dragon** Perk tree, along with boosted versions of **Dragonhide** (x5 strength) and **EM Immune** (she cannot be denied her Dragon form). While taking her as a Companion does reset her to just her own personal power, **Consume** is in full effect if you’ll allow it/encourage it.

Scenario Note 3: Thanatos’s Dragon form is, rather classic, all things considered. IE, her dragon form is essentially that of your normal fantasy dragon, and completely silver in coloration.

Scenario Note 4: Thanatos’s humanoid appearance is... undefined at best. The only certain detail I can give is that she has waist length, platinum blonde hair. But, judging from female Dragon’s in the setting, I would postulate that her human form would be A: Exceedingly curvy top and bottom. And B: A little on the plump side, on account of having several million children.

If you find my suggestion not to your liking, feel free to fan-wank her human form to your preferences. Given the uncountable lives she’s “merged” with, it’s likely she can just decide what she looks like anyway.