



Dog Days Jumpchain

Welcome, to the land of Flonyard! This is a wonderful land of beastmen. Humans don't exist except for the summoned heroes who are brought to help in the many wars waged on this land. Despite the many wars this is a great place to relax, due to the magic that is inherent to the land. This magic makes it so that people cannot be killed. When badly wounded, instead of actual damage, you are instead turned into a Pet Ball form, a small ball of fluff with ears and a tail. After about an hour passes you are then restored back to your normal form. Be warned that should your clothes or weapons be damaged, they are liable to explode into lots of fragments before vanishing.

Because of this grand magic wars have turned into a sport, where armies compete against each other in order to obtain a cash prize.

Of course, not everything is safe. Places up high in the mountains are far enough away from the magic so as to be unaffected. To make matters worse, there are monsters that patrol these regions, requiring squads of soldiers to take them down. However, if you stay away from these areas you are all set to have a fun time.

Here's 1000 CP, now get out there and have a blast.

*First things first, decide how you enter this world; your **Origin**:*
Choose your gender and roll 1d6+14 for your age or pay 50 CP to choose.

Drop-in

You had just finished your last jump when suddenly a giant summoning circle appeared under you and swept you away. You appear in Flonyard in a giant pink flower which slowly unfurls, granting you vision of the surroundings.



Local Academic

What's a kingdom without its civilians? You were never particular a physical fighter, much rather using your wit and mind than your fists.

Local Fighter

While you may not be the best with the economy or business, there's one thing you can do, and that's fight. You start off in the middle of your race's kingdom, decked out and ready for combat.

Summoned Hero

You were just an average Joe before any of this. Sure you were a bit stronger, a bit faster, than your peers, but why would that make you assume you were something special? But within a day of your arrival, a small animal will appear and whisk you away to a faraway land in their time of need. The Kingdom that summoned you is up to you.

*Of course, this world of Flonyard is rife with a plethora of different beastmen species, their individual races separated by different animal ears and tails. With that in mind, please choose your **Race**:*

- Human. You are just a bog standard human. Nothing seems particularly special about you. You may have trouble fitting in in a world where humans don't exist.

- Animal Person.

You have the ears and tail of an animal, just like everyone else in this world. Kingdoms are made up of the various races that live on the continent.

- Monster

You are not human or even humanoid. You are some kind of creature, whether a giant mouse, an exotic crab or something more fantastical. If you show yourself to be peaceful, most people will be perfectly content to leave you be.

If you have chosen Animal person, roll 1d8 or pay 50 CP to choose:

- 1 - Cat
- 2 - Dog
- 3 - Squirrel
- 4 - Bear
- 5 - Mouse
- 6 - Rabbit
- 7 - Deer
- 8 - Free Choice of mammal



Have some **Perks** to help you during your time here:
100 CP perks are free for your origin/race.

General perks

Flonyard Magic [Free]

The people of Flonyard gather and combine energy from the earth and the sky to form crests, this world's version to magic. You start off with the ability to cast level one crest magic, letting you do things like boost your physical stats by a small degree. The highest level is three. With time and training you may increase the level at which you cast. Post jump, you no longer need to rely on external energy to cast your crest magic, you may use your own personal mana supply.

Colourful Biology [100] [One free all]

Many of the inhabitants of this land have some kind of exotic feature, such as brightly coloured hair. Now you can have one too! For each purchase you may grant yourself one such feature that you desire, be it strange eyes or colourful hair. These will not grant any inherent advantages but they will look cool.

Commentator [100]

When you wish, you may materialise an excited commentator above the field of combat, who will narrate what is happening to any onlookers, much like a sports commentator would. When and where they appear, and how they commentate is up to you.

Puff Goes The Clothes [200]

You can choose to have your attacks damage clothes instead of bodies, destroying them to give 'tasteful' views of the person's exposed body. A glancing blow may tear a sleeve or pants leg, while a direct strike could reduce these clothes to scraps. The stronger the material, the more damage is required to break them.

Soft Physics [Free/300]

Being a light hearted anime with plenty of action, you will often see characters being tossed around with nary a scratch on their bodies. Now this applies to you. Physics is now just more forgiving towards you, more likely to give you a bruise than a broken rib. This effect lessens in serious combat. Alternatively you can gain this perk for free, but it will not carry on to later jumps.

God Of The Land [400]

You are a god of this land, though more akin to a spirit than a divine being, a reflection of some facet of nature. You could be a chilly winter god, or a rosy summer spirit. Being a representation of this aspect you can reflect this on the land. An earth god can make the grounds fertile and rich. A wind god could spread flowers and plants, much like the breeze spreads seeds.

Drop in

Right Place, Right Time [100]

You have a knack for just being where you need to be, when you need to be there. This won't affect how you act, but will make it so that you are just more likely to encounter a situation that could use your help.

Tail? What Tail? [200]

Sometimes you will find yourself in a place where the general population has a certain type of feature or look, such as everyone having animal features. This perk means that people will overlook your strange, or lack of strange, features, dismissing it from their mind.

I Command You To Stand! [400]

By targeting a specific sentient target, you may grant them the ability and knowledge on how to turn into a humanoid form, as well as the intelligence level that comes with it. Whether they change is their choice and they will have the ability to change back when they wish.

That Still Only Counts As One! [600]

Isn't it amazing how just a simple swing of a sword can send multiple enemies flying? With this, when you perform an attack you may choose to have it have an AoE effect, even if it would not normally do so. Send the front lines of armies into disarray with your sweeping blows or piercing lunges. This effect can reach up to 20 meters, but is more tiring.

Local Academic

Voice Of An Angel [100]

You could bring tears to my eyes! You have such a beautiful singing voice, capable of holding an audience of two entire kingdoms captive. People would eagerly await any performance by you, selling out tickets in record time.

Guided Research [200]

When searching for a specific thing while working you are much more likely to come across what you need. Need to find a piece of information on a hidden treasure? It's in the third book you check. You seem to have a knack for stumbling upon the knowledge you were looking for. A forbidden book would still be completely hidden, but you are more likely to come across the switch that opens the hidden door.

Defense Construction [400]

While the fighters directly help with the wars, the land they fight upon was designed and built by you. You now excel at designing bases, fortifications and traps, creating delay after delay to any invading forces. These defenses could be as harmless as wooden walls or frictionless holes, or maybe more sinister if you truly wish. But most importantly, you can build these constructs fast. With a fortnight's prep, you could have a small fortress constructed.

Magitech wizard [600]

You are able to easily combine magic and technology, letting you make things like radio antennae and signal boosters that rely on magic. Maybe you could replace ammunition with bolts of magic. With this you can replicate the effects of technology with magic, and it will likely be less complex too. This isn't a one way process however, you may also replicate the effects of magic with technology. This will be much more complex than the alternative however.

Local Fighter

Weapon Proficiency [100]

What is a soldier without their weapon? You may choose to gain a high degree of proficiency in a weapon of your choice, or raise your proficiency in a weapon that you can already wield with skill. A sword and shield are the most common weapons of choice in this land, maybe you would want something different?

Seasoned Fighter [200]

With battles no longer being very dangerous, wars have now become a way of making money. This means that many of even the common peasants know how to fight with a reasonable degree of skill, even if this is only due to having fought for many years instead of any combat training. If you're going to be a fighter you have to at least be as good as them.

Crest Specialist [400]

You are an expert at wielding the power of the crest, many could say you are one of the best in the kingdom. This boosts your crest ability all the way to level three, letting you launch large scale attacks that can devastate entire acres at once. You still have much to potentially learn, one day being able to slice a watchtower in half with wind alone, but that is a ways off.



Summon Champion [600]

Once per day you may summon a champion to help do your battle. The summoned champion will be your equal in one field. A mage will match your spell for spell, a warrior could match you in an arm wrestle or a scholar could think up plans and strategies just as fast as you. The more general the class and skills of the champion summoned, the weaker they will be in those skills. They can be as good as you are in one thing, or a third as good in three. When the battle has concluded the champion will disappear, fading into the wind in a swirl of blue particles.

Summoned Hero

Unflappable [100]

You are able to stay calm in most any situations as they occur. This doesn't make it so that you will not be angry or surprised, only delay and control your reaction until such a time as that it will not interfere with the current situation, such as when the event is finished.

Athletic [200]

What's one of the basic requirements of a summoned hero? That they can perform to the required standard and beyond. You are near the very limits of what is humanly possible in terms of agility and speed, and sometimes seem above even that.

Fast Learner [400]

You learn skills incredibly quickly through practical work. It may take you a week to learn the theory behind a spell, but once you start practicing it you'll have it down within hours. This can apply even to things you might not expect. Some field work in archeology may really drill in your head the best way to locate ancient sites and treasures.

Not-Very-Fatal Death [600]

Flonyard contains a great magic that means no one can be killed. You can now set up a similar field in places that you are located at, equal in size to an entire battlefield. With willing permission from the participants, you may apply this field to all in its radius. Anybody that would be severely wounded or killed instead become Pet Balls for an hour, before they regain their original form. Additionally, once per jump, this magic will activate to save you from death. Be warned however, spreading out this magic across an area weakens it such that a strong enough being can overpower it were they to come across it. Post Jump, you may change into Pet Ball form when you want, however will not gain the invulnerability unless the magic is activated, at which point the usual conditions apply.



Human

Badass Introduction [100]

You just know how to make an entrance and the world will conspire to help you do so. Explosions will go off at just the right moment to look great, the sun will break through the clouds at the second of your reveal. You will definitely leave an impact.

That's Pretty Cool [200]

Woah! That move looked awesome! You really are cool. At least, to your observers you are. You just look so cool when you're leaping off a banister to land on the head of your opponents, even to your foes. If you do something particularly special, they may even stop what they were doing for a second to stare in awe, giving allies a welcome advantage... if they themselves can concentrate on their enemy.

Friend To All [400]

Much like how humans can make friends with most animals, you too can easily make friends with others races or species, ignoring any negative stigma that this might usually entail. Great for diplomatic missions or even just moving to a new area filled with other beings. As a bonus, some people will be more likely to view you in a positive or even romantic light. Someone who acts kind and heroic may earn the affection of a great many people.

Animal

IT'S SO FLUFFY! [100]

It's just so soft! Your fur I mean. It's soft enough that you could just curl up and fall asleep on it as if it were a pillow. As a bonus, if you wish, you may also increase the size of your non-human features, each purchase letting you double their size and fluffiness. This can also apply to non-human features you gained outside this jump as well. Giant soft wings or large horns, it's up to you. Additional purchases are discounted for the Animal race. For an extra 100CP you can spread this to your companions.

Animal Ability [200]

You may talk the talk, but can you walk the walk? With this, your physical ability is in one area that an animal is strong in. Do you have the agility of a cat? The speed of a wolf? The hardiness of a bear?

Peaceful Resolution [400]

Whoever said words can't do anything? Sometimes it just takes the right person saying the right thing. That would be you by the way. You seem like the harbinger of peace, with your ability to end conflicts in a peaceful, or at the very least civilised, manner. Send you out to an enemy commander and you may just be able to talk them down.

Monster

Just Some Low Level Fodder [100]
Overwhelming opponents are more likely to ignore you unless directly challenged. Why would a lion care about a single ant? Why would a strong adventurer care about a low level slime?

That's My Body! [200]

In a puff of smoke, everyone is no longer who they seem. You may release a cloud of smoke that will randomly swap the bodies of everyone caught in its radius. Men become women, women become children, and it will be pure chaos. Powers inherent to their bodies will not swap, but anything on a non-physical level will be transferred. You may choose to be included in the swap, but you will retain the ability to swap everyone back.

I Curse You [400]

Even in this colour and happy world, there is a smudge of darkness. This smudge is the power of curses. Vile magics made by evil beings. You can now use this foul magic, at a level equivalent to a novice level three crest user. This magics can be used to corrupt the innocent or inflict great pain. The greatest of these curses would even allow you to kill beings in areas where deaths are not normally possible. This is the equivalent to black magic.

*We can't leave you without a few **Items** as well:*

Your Own Look [50]

Most of the cast have their own distinct look. Now you can have your own stylish clothes, distinct from any of the others. Design it with some flare if you really want to stand apart from the crowd

Animal Ears [50]

A small headband with animal ears attached that looks rather cute. The type of animal ear can be changed if the user channels magic through the headband while thinking of the animal in question. The ears are purely cosmetic.

Copy Cat Clothes [100] (First Free Drop In)

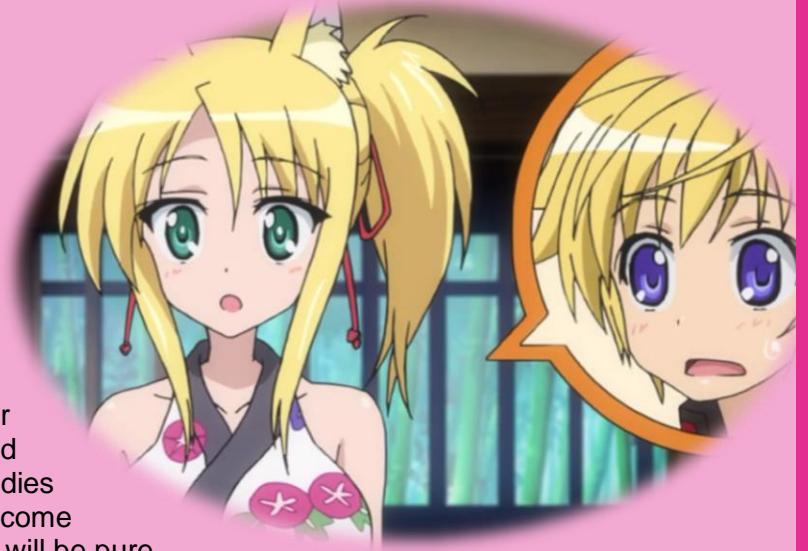
There are some really awesome or sexy looking clothes out there. Now you can get a copy of one of the casts' outfits. Want to look pure like Millhiore, or cool like Cinque?

Transformation Pendant [100] (Free Academic)

A cool pendant one can attach to their clothes or wear around their neck. By pressing a button or flipping a switch you can change clothes in an instant, into a different pre prepared set.

Box of Fireworks [100] (Free Fighter)

This place loves their fireworks. Now you can join in with the festivities with this crate filled with all different kinds of fireworks. Once used up, just reseal and then open the box again to get more.



Ears and Tail [100] (Free Hero)

A set of fake ears and a tail that act like the real thing, which are fully under the wearers control. Easy to put on and remove. Optionally may have grant tactile feedback. Great if you think someone just needs a little bit more cuteness.

Interdimensional Phone [200] (Discount Drop In)

This phone that is enhanced by magic so as to allow it to call to anywhere from anywhere. Want to call your childhood friend to tell them you're ok from a parallel world? No problem, this phone will get it done, and with great clarity too.



Stylish Wardrobe [200] (Discount Academic)

A closet full of cool and stylish looking clothes. Great for making yourself look unique, but not weird.

Bright Gear [200] (Discount Fighter)

Your Crest power made manifest as a weapon. This weapon will have some special effect in line with your speciality in magic. Alternatively you can choose to have one of the casts' Bright Gear. Do note that it is the user, not the Bright Gear that matters in terms of power.

Sacred Relic [200] (Discount Hero)

A hero's weapon for sure. This magic weapon is stored within a ring and can manifest in an instant. This weapon is especially good for channelling Crest magic, making the use of such much easier. It can be any type of weapon you want, even a gun if you really want but will use mana instead of bullets. You may optionally choose to import a weapon into this slot.

Youthful Mice! [300] (Discount Drop In)

This box contains one hundred Half Sprite Half Demon mice. These little creatures feed on age, reducing anyone they can get their paws on to 8 year olds. After one day this effect will wear off. I hope you have a change of clothes ready.

Magical Artillery [300] (Discount Academic)

The magical equivalent to a cannon. Shots fired by this waist high device creates a large shockwave on impact, and is recharged with magic. Good for crowd control. You may import a gun in here to let it run on magic.

Cabin In The Woods [300] (Discount Fighter)

Exactly what it says on the tin. A quaint little house out in the woods, full of wildlife. It even comes with its own bathhouse out back. Post jump it can be reached through a door in the warehouse.

Cerkle [300] (Discount Hero)

This is a large bird like mount, which runs on two legs with the speed of a horse. It is good for long distance running and short distance flights. This mount is much more intelligent than a horse and as such can be taught any number of tricks or commands. You may optionally import another mount into this, granting them a Cerkle alt-form

Crystal of the Floating Isles [600] (Discount Drop In)

A large blue gem which can be used to make a portion of land float up high in the sky when implanted in the ground. Over the course of a year, a second one will grow out from the first implanted one, letting you slowly increase the number of floating isles. Each crystal can float

an island of diameters around 500 meters. Each additional one planted will increase this size by the same volume.

Ritual of Star Reading [600] (Discount Academic)

This encased crystal can be used to see a vision of a probably future. Best used at midnight, when plenty of star are about. It will show a clearer picture if it is a vision of personal interest to you. As the moon waxes and wanes, so too does the accuracy of the vision. On the night of the full moon, performed under the stars, you would be able to view a near 100% accurate vision of something significant to come.

Sealing Knife [600] (Discount Fighter)

This knife amplifies and strengthens any magic used to seal a creature. It will act as the container for anything it seals, making sure anything that it seals cannot escape unless the blade is broken from the outside. It can be used to seal anything you have defeated and will act to purify them while sealed. You may choose to instead imbue this effect onto a weapon of your choice.

Hero Crystal [600] (Discount Hero)

This small crystal has accepted you as its owner. This acts as proof that you are a hero. When used, this crystal will age or de-age you to your prime, as well as enhancing your magic, making spells slightly more power, and powerful spells slightly easier to cast. Additionally, it creates a weak magical shield around you, used to protect you from weaker magic. While using the crystal you are also able to use more advanced versions of your crest spells, with them dealing more damage or affecting a larger area. A fiery whip might become a giant flaming sword, or a fireball spell may shoot out three. You can use this form for up to one hour each day.

*But what's an adventure without some **Companions**:*

Trusty Pet [100]

A small intelligent animal of your choice. It can be used to carry messages or deliver small items. A truly reliable pet.

Import a Party [50]

You import up to eight companions for 50 CP each. Each member gains 600 CP to spend for themselves.

Canon Companion [100]

Want to bring along a member of the cast on your future journeys? With their consent, you may take them with you when you leave this world.



Of course, if you want a few extra points you can take some **Drawbacks**:

Protagonist Who? [+0]

You may take the place of one of the main characters of your choice. You can choose to be any major character, gaining both their body and memories, but not their skills or powers. Want to be the happy Yuki, or chipper Couvert? Well who am I to stop you?

Shared Universe [+0]

Why are magical girls flying around? What's that girl with brown doing? It seems this universe is shares itself with another. This jump now shares a universe with Nanoha.

Mandatory Fanservice [+100]

Your clothes just can't stay intact, especially if there are people around to see. Expect to need to get some new clothes at least once a week.

Can't Stop Petting [+100]

You just can't resist reaching over to pet or stroke their ears or tail. The longer you can see these animal features, the more you want to stroke them before it eventually becomes too much and stroking ensues, at which point the need resets. This will make long discussions a problem and may make just walking down the street an exercise in willpower

Tsun Tsun [+100]

There's just someone that you can't help but be a tsundere over. You struggle to truly express your feelings to them, always saying something harsh even with a large blush on your cheeks.

Annoying Narrator [+100]

Now, instead of just commentating on your battles, this narrator will keep a running commentary of your normal life. For an extra 100 CP, they will also be able to comment on your thought. Be warned for others will be able to hear the narrator and may react accordingly if you have any impure thoughts

How's That Spelt? [+100]

People consistently misspell and mispronounce your name, no matter how much you correct them. This will likely get annoying very fast, especially when even your companions start to trip up.

What Are You Thinking?! [+200]

For the duration of the jump, you will receive a shock every time you have an impure thought. The more inappropriate, the stronger the shock. It will always be at the very least slightly painful.



We Need Your Help! [+200]

People are always asking for your help for all manners of things. These could be simple requests like looking after their pet to more complex, important tasks like leading your country to victory in their war game. Moreover, you will feel a powerful compulsion to accept their request.

Summoning Gone Wrong [+200]

Something went wrong during your entrance into this world. Normally one would lose their memories of Flonyard when they are sent home, but for some reason you have lost all your memories of things other than Flonyard when you entered. I hope you have some memories of this place to fall back on.

Demon Awakening [+300]

Demons can be terrible beings that bring ruins to gods and countries. They have the ability to kill even with the magic cast on Flonyard. Now, some are appearing around Flonyard, ready to wreak havoc on the surrounding populace. Formed from the corruption of spirits and gods, there is rumour of a way to return these beasts back to their original forms. You'll have to defeat them before you can do this though. I hope you are prepared for the fight of your life.

Back In Time [+300]

You enter this world long in the past, when demons roamed the land freely, causing chaos as they wished. This is also a small amount of time before the great magic was cast onto the continent, meaning that wars are no longer peaceful sports events.

People Die When They Are Killed [+400]

Why would you take this you monster?! Now the magic inherent to Flonyard has disappeared, meaning that any wars fought and injuries taken now carry the risk of actual death. I hope you are prepared to deal with the consequences, because the local population also know that you are the cause. They will hunt you down for this offense.

*It's over, you've lived 10 hopefully happy years in this bright and happy world. Now it's time to decide **what to do next**:*

Go Home?

Maybe this warm land has taught you the value of family and friendship. You decide to be sent home, keeping everything you've gained.

Stay Here?

Perhaps you love this land too much to leave? Maybe you settled down with someone and feel like spending the rest of your days here.

Move on?

Or perhaps you know it is time to move on to bigger and better things. The story must go on!

Notes:

- Protagonist Who? Isn't just restricted to the 3 summoned heroes.
- With Hero Crystal, you may instead choose the age it changes you too, but if the vanilla crystal will default to your prime
- I Curse You: The peak curse doesn't let you kill immortal beings, merely bypass death negating magics.
- Crystal of the Floating Isles: each new isle will also generate a crystal once a year, but they will not start the generation of another one until the previous has been harvested. Likewise they will not start generating a new one unless they have been implanted. You may choose the height at which these islands float.
- It's So Fluffy! You can choose each purchase to boost a single feature such as your tail, or all of them at once. You can also change how fluffy these features are, letting you make them less fluffy (for whatever reason) for a while before making them properly fluffy again.
- Cabin in the Woods: this can also be placed somewhere in the world, not just connected to your warehouse. For reference, this looks like the house where Brioche and Yukikaze live, complete with river nearby.

Jump by Lone Valkyrie, hope you enjoy

