Temeraire Jumpchain

Welcome to a world where dragons have existed along humanity for as long as either species could remember. Consequently, dragons have been a branch of the military in most countries. Their treatment differs based on country - in some they are little better than slaves, in some they are full citizens before the law and in others they occupy a special and privileged position before the law.

Many (but not all) dragons take a companion/captain - a bonded rider - that they come to love above all else. These captains are what encourage most European dragons to fight for their home countries. As most dragons outlive humans, their captains are often replaced with a descendant or relative of their original captain.

Of course, the situation in much of the world has changed because of the presence of dragons. China still stands strong and the Inca survive for example.

While much of the world has changed, Europe still seems to be the same and the Napoleonic Wars are raging. You enter this world a day after William Laurence bonds with the hatchling Temeraire whose egg was found on the French Schooner Amitie.

Gender

If you're a Drop-In, an Aviator, or a Dragon, you may freely choose your gender. If you're a Navy Man, however, you may freely change your gender to male but must pay 50 CP to become female (and you'll have to pretend to be male).

Nationality

Nationality is important in this world. It's time to determine what yours is. Roll 1d12 to determine it or pay 50 CP to decide for yourself. Human Drop-Ins automatically take the eleventh option but Dragon Drop-Ins can take any as you will be hatching in this country. If your breed's nationality is different from the nationality you get, your egg will have either been sold away, stolen or even just found by fortunate circumstances.

1 - British - whether you're from Scotland, England, or any of the far-flung British colonies, you're a subject of his Majesty, King George the Third. You can choose to be British, Irish, Scottish, Australian, Canadian, etc.

2 - French - life in France has been unsteady since the Revolution, but Napoleon now leads the way. You can choose to be a member of the French exiles who left in the wake of the Revolution or you can choose to be a proud follower of Napoleon (or somebody who lives in France and tries to keep their head down).

3 - Chinese - you live in the greatest country in the world - no matter what those white barbarians think. You may be from anywhere in China though depending on your location, you might feel more dismissive of certain areas.

4 - Inca - you live under the aegis of the Sapa Inca and your dragon's ayllu (or your own if you're a dragon). If you're human, life here is much the same even if you're a noble - humans are to be treasured and protected.

5 - Tswana - you are of the Tswana. You are either on your first life (human) or have been "reincarnated" as a dragon to watch over and protect your descendants. More and more of your people have gone missing but soon revenge will be yours.

6 - Japan - you are a citizen of Japan. Fun fact: If you're a dragon, you're automatically part of the nobility. If you're a human, maybe, but there's no guarantee.

7 - American - you're a good old yankee. You may choose to be either a descendant of European settlers or a member of one of the close Native American tribes - don't worry about any forced relocation if you do though. The Natives and settlers get along MUCH better here than in your timeline.

8 - Prussian - you are Prussian and proud to be a subject of King Frederick William III. You can be from Prussia proper or from certain parts of Prussia that might not be so happy to be part of Prussia.

9 - Russian - you are Russian. If you're not a dragon or a serf, life here is decent or even great. If you are a serf, history should tell you all you need to know. If you're a dragon, expect to be essentially tortured and have all the empathy stamped out of you.

10 - Australian - you are a Native Australian. You can choose to be a member of the Larrakia, Pitjantjatjara, or Wiradjuri people at your choice. The world is shrinking on you and radical action needs to be taken if your people are to be preserved.

11 - None - you are a man with no country, no flag, no place to call your own. Some may claim you in the future, but for now, you owe allegiance to none.

12 - Free Choice - you can freely choose your nationality including those not mentioned above such as Portuguese, Spanish, Xhosa, and so forth.

Location

There are many many locations for you to choose from in this world. Roll a 1d12 to find out where. You can pay 50 CP to pick your location instead. Depending on your nationality and/or

species, any of these choices might be bad, good or neutral. After all, you could end up in your own homeland, the land of an ally, behind enemy lines, or lands completely unknown to you. For Dragon Drop-Ins, if your breed and location match but not your nationality, then congratulations your egg is in the process of being stolen by another country. Turns out you like your kidnappers more though so it all worked out.

1 - England - Britannia rules the waves! Britain is much as you know it, engaged in a fight against the tyrant Napoleon. Here dragons live in coverts, kept separate from the main population while the aviators are considered the lowest of the military branches.

2 - France - Vive L'Empereur! France, like Britain, is similar to your world. Like most European countries, treatment of dragons here is oppressive. However, if things go as they did in canon, soon a new dragon will appear changing much of how France considers their dragons.

3 - China - The greatest civilization in the world! Far from the fading power in your world, China remains strong and triumphant and even the greatest European powers must tread lightly around this country. Here dragons are considered full and equal citizens by the law and China can field the greatest Aerial Army as a result.

4 - Inca - the land you know as Mexico. Here, the whole "conquistador" thing never really flew past the initial stage and the Inca still rule over their lands. However, European diseases still struck humans killing millions of them. As a result, dragons are mostly in charge of "ayllus' and viciously hoard their humans as other dragons viciously hoard gold.

5 - Tswana - you are in the territory of the Tswana. Just another African tribe in your world, here they are the most powerful dragon power in Africa. Recent slave raids have depleted their numbers but they could definitely be considered a slumbering giant. Dragons here are "reincarnated" humans - dragons who have been convinced that they are great Tswana reborn.

6 - Japan - an island off the coast of Asia. Japan is heavily isolationist and if you're European starting off here nets you an actual death sentence. Dragons are all considered to be lords and ladies here and are discouraged from taking on a companion.

7 - North America - unlike in your world, thanks to the presence of dragons, the Native American tribes have managed to hold their own much better and many Native American nations are U.S States. Indeed, absent your intervention, the Shawnee warrior Tecumseh will eventually be elected President. Without Manifest Destiny, Americans have mostly turned to becoming the traders of the world - especially aerial shipping. Dragons are considered equal citizens here (with some even owning businesses) though their treatment isn't quite as good as China.

8 - Prussia - the land that in your world will eventually become Germany. Here dragons are treated as in most European nations though their Aerial Corps seem to lack the creativity and ingenuity that most other nations have.

9 - Russia - Mother Russia! Here the situation for dragons is dire - those who don't prove useful are essentially tortured at all times and the loyalty of the big dragons is only kept up through constant bribery.

10 - Australia - Home of both the Aboriginal people and of British prison colonies. There don't seem to be any native dragons but there are giant flightless lizards called bunyips. There's not much to say about it but things are going to get exciting in a few years.

11 - Open Ocean - you wake up on a ship on International Waters. Whether this is a frigate, a schooner, or even just a one person ship is up to you. You could also wake up on a deserted island in the middle of open ocean.

12 - Free Choice - you get to choose including locations and countries previously not mentioned such as Portugal, Spain, non-Tswana parts of Africa, New Zealand, etc. So long as it exists in the world, you can start there. You may pay for this option.

Backgrounds

You can choose between four different backgrounds.

Drop-In - you have no need of new memories and countries. You drop into this world as you were - though this may cause people to distrust you. Your age is between 16 and 60.

Navyman - you are a member of your country's Navy or closest equivalent (if you land in a country with no Navy, you are part of a tiny and fledgeling one). You know the waves and how to sail them and know the proper discipline of a sailor. You can alternatively choose to be a Merchant Sailor with experience in the Navy. Your age is between 12 and 60.

Aviator - you are a member of your country's Aerial Corps or closest equivalent. Your whole life you've wanted nothing more than to have your own dragon. Now is your chance. Your age is between 18 and 45. (100 CP)

Dragon - You are no puny human. You are an actual dragon. Whether you're feral or a dragon of the Aviator's Corps, you are about forty years old with your most recent captain having died (if you're of the Corps). Alternatively, you may choose this as drop-in and be hatching from an egg as you enter this world. This costs nothing for this being your background but you do have to buy a breed, which will cost CP.

Perks

Drop-In

I am glad to have been of service (100 CP) - you always seem to have the right comeback at the right time, giving sarcastic comebacks and wittily being able to illuminate some of the wrongs of the world. On a more serious note, you also know how to say the right words to pull people back from the brink of despair.

The Journey Tempts Me (300 CP) - you've seen so many different worlds and places. You can quickly and easily adapt to each culture - and better, you know how to shock them and put them off their toes - all without pushing the envelope so far that they decide to just kill you.

No one remembered seeing him go (600 CP) - people really should keep their eyes on you because the second they don't, you've snuck off somewhere. You're a master at stealth - hell even in an open desert, you could find ways to disappear from your companions - with one of those companions being a twenty-ton dragon.

Navy Man

The Habits and Modes of a Lifetime (100 CP) - those aviator ruffians don't know how to be neat and tidy and disciplined, but by God, you do. You can literally run things so they're ship shape and always know how to stay organized even in your own personal life.

Comfortable at Sea (300 CP) - you are a man of the sea. Your sea-legs grew in a long time and you know, just by the feel of it, which way to turn your sail. You know how to read the stars and a compass, how to ration out food to keep everybody fed and how to appreciate the deep musk of the sea.

Naval Strategist (600 CP) - knowing how to sail is fine and all. You know how to fight on the sea but you also know how to lead ships in battle - dozens of them and how to destroy enemy fleets. You know the finest points of naval warfare to the point where even Admiral Horatio Nelson would begrudgingly call you an equal.

Aviator

Rumpled in Their Dress (100 CP) - everybody else is so stuffy. So what if you remove your coat on a hot day? So what if women serve alongside you? Who cares? Not you. You're fully capable of serving in an army and knowing the exact right amount of slack you can get away with.

Comfortable in the Air (300 CP) - some people might call flying a terrifying experience. Not you - you love every moment of it. You will never feel uncomfortable while on dragonback - you even feel comfortable when jumping from one dragon to the next when trying to board an enemy dragon.

Aerial Battle Strategist (600 CP) - you're a master of aerial combat and tactics. Not only do you know how to best use a dragon in combat, you know how to use dragons to transport goods and soldiers by the hundreds thus changing even land-based battles to your favor. Finally, you also have a good idea of how to feed these multiple ton monsters and how to work it into your plans.

Dragon

Mathematics (100 CP) - Many many dragons are very good at math - if not all of them. After all, if they couldn't do math, however would they count their treasure? You are one of those dragons now and your skill with math is good enough that you could, uneducated while living on a breeding grounds deprived of any civilized contact, independently develop the Pythagoras and Binomial Theorems.

Seats for Dragons in Parliament (300 CP) - you have an inner supply of pure willpower that allows you to keep fighting for equal rights for dragons and others in a world full of both racism and speciesism. You also have a good idea of how to plan for this realistically - years, if not decades in advance. It might take a lifetime but you're willing to fight the good fight.

Entirely Unique (600 CP) - you have an ability that isn't typical to your breed. You have an ability generally only seen in other breeds - maybe you have a distant ancestor from them. Examples would include a Regal Cooper being able to breathe fire or a Fleur-De-Nuit be able to breathe underwater. Available only to Dragons.

Other Perks

Dragon Cookery (50 CP) - you seem to have picked up the art of Chinese Dragon Cookery. You now know how to make cooked food for dragons that they find tasty and can help stretch out your food supplies. You can choose which style of Dragon cookery this is - Northern Chinese or Southern Chinese or a different style entirely. As a bonus, you also know how to cook food for humans.

Dragon Surgery (50 CP) - you are an accomplished dragon surgeon - which actually makes you more competent than the normal human surgeon. You are familiar with all the standard dragon diseases, how to cure them, what they need and when so they can be healthy.

Durzagh Speak (50 CP) - you know how to speak Durzagh, the language of feral dragons in a few specific mountain ranges in Central Asia. Not super useful but if things go as they did in canon, multiple feral Durzagh speaking dragons will be coming to Britain. While humans generally have some trouble pronouncing the words right, you can speak it as well as a dragon can. Taking this perk means that when learning new dragon languages, you can eventually learn to pronounce them perfectly.

Gear

Drop-In

Shoulder Bird (100 CP) - you're simply so badass so you need a badass pet. While dragons companions are awesome, you also have a sweet bird of prey of your choice who follows your orders and perches on your shoulder (without pecking your eyes out).

Survival Equipment (300 CP) - you have a bag containing all the needed equipment for any Earthly environment you can go to. The bag changes equipment based on where you are - so you won't be needing a huge coat for the desert or an icepick for the open ocean. Updates to reflect the technology of your current setting.

Gentlemen's Estate (600 CP) - you have a large piece of land and a manor in any country of your choice - or the closest equivalent possible. It makes about ten thousand pounds annually (or the closest equivalent). After the jump, you can choose to add this to your Warehouse afterwards or have it follow as a piece of land. It also maintains any improvements and modifications you give it.

Navy Man

Grog and Rum (100 CP) - There's nothing quite like good alcohol to help while away the days on long sea trips. Fortunately, you have a nice share of it and it replenishes each week.

Frigate (300 CP) - a brand new top of the line Frigate - and the command is yours. This will be equivalent to the finest ships of the day and keeps any improvements that you give it. Who needs dragons when you have such a beauty to command?

Sea Serpent (600 CP) - wow, how did you get this? Unlike dragons, sea serpents don't seem to be intelligent but the Chinese will eventually figure out how to tame them. Seems you've beaten them to the punch (or not if you're Chinese yourself). You now have a fully obedient two hundred and fifty foot long and twenty feet thick Sea Serpent that can be used to attack ships and transport goods. This also comes with a watertight container. Just don't expect any good conversation from it.

Aviator

Carabiner Lock and Uniform (100 CP) - it might be a bit sloppy but you have your own Aviator Green uniform and a good carabiner lock - guaranteed never to break at a critical moment.

Prize Money (300 CP) - you've somehow managed to your get hands on a large amount of money - namely ten thousand pounds or the closest equivalent (accounting for inflation). You get this every jump.

Dragon Covert (600 CP) - you've somehow inherited your own dragon covert - it's just absent of any dragons or people at the moment. Standing near a mountain, it has multiple acres and landing zones. It also has hot stones for dragons to sleep on. It has a medieval castle to serve as the base for human aviators and currently empty stables for dragon food.

Finally, it has a nice big lake for dragons. This gets reshaded slightly based on your nationality - pavilions instead of hot stones if you're Chinese, an Incan Temple instead of a Medieval castle if you're Incan, etc. Whatever people and dragons agree to come here will accompany you in future jumps (though they won't count as companions). This also maintains any improvements and modifications you give it. You can choose to add this to your Warehouse afterwards or have it follow as a piece of land.

Dragon

Cows (100 CP) - is there anything quite so good as a cow? I think not. Now you have an entire herd of cows all to yourself and whose number always seems to eventually replenish. If you prefer pigs, sheeps or goats (why???), you can have those instead. If you're Inca, you can also get Llama instead, if you're Tswana, you can get elephants (yes, the Tswana have domesticated elephants), and if you're American, you can get bison. This can be purchased multiple times.

Harness (300 CP) - your very own harness. Unlike other harnesses, this one is incredibly comfortable and you barely seem to feel it at all. No harness rash for you. Depending on your size, the size of the harness will vary too.

Dragon Transport (600 CP) - how a dragon came to own this in a world where dragons don't always have property rights is unknown. You have an amazing and huge British dragon transport. It's bow has been replaced by a huge dragon deck for dragons to land and live on, heated below from the galley. It's four hundred feet long, has five masts and a hundred and fifty guns. It could most likely hundreds and hundreds of tons - in the books, it can fit at least a few heavy-weight and middle-weight dragons and the cows/pigs needed to feed them (even if somewhat slightly cramped) and not to mention the supplies needed to help supply and crew a ship of such a size. It also maintains and improvements and modifications it gives you.

Other Gear

Piles of Books (50 CP) - a pile of books sure to entertain higher intelligence dragons and humans. Includes the dear old Principia Mathematica.

Dragon Tent (50 CP) - a nice tent that can be pitched on a flying dragon so that their aviator doesn't die of hypothermia or so they can relieve themselves from the buffeting winds.

Tswana Mushrooms (100 CP) - a strange type of mushroom. It stinks to high heavens and is completely unpalatable to humans. To dragons, however, it is one of the finest spices for cooking and also happens to be a cure for the upcoming dragon plague so this might come in handy.

Companions

Dragon Companion (Cost Dependent On Breed) - the dearest wishes of all aviators and the fear of pretty much everybody else. You have your own dragon - well your own dragon egg. It will hatch in a few days. Head on down to Dragon Breeds to determine what type of dragon it will be. Aviators get a discount. They get 600 CP to buy and have the Dragon Drop-In background.

Human Companion (200 CP) (Discount Dragon) - honestly, some dragons get stuck with the worst captains but not you! Your human is the best - caring, wealthy, and able to wash off just the right parts of unpleasant slurry. They'll read to you and do all the things it's hard for dragons to be able to do due to their size and lack of opposable thumbs. They can either be of the Aviator or Navy Man background and get 600 CP. You can import a companion into this role. If you're a non Drop-In Dragon, they'll be a descendant of your first captain. If you're a drop-in dragon, they'll be one of the people present at the hatching of your egg. If you're not importing a companion into this role, you can decide their particulars such as gender, age, race, whether they're the approved captain for your hatching or a stranger who got lucky.

Tenzing Tharkay (500 CP) - this half-British half-Nepalese is a world-wanderer and a badass. He has no dragon of his own but has convinced ferals to let him ride them, has explored large parts of the world in a time where few ever left their homes, and can tame wild hawks to sit upon his shoulders and do his bidding. He is also educated and knows how to fit into British society (if it wasn't for the color of his skin at least).

Treat him with loyalty and he'll be one of your most steadfast companions throughout this jump and any other.

Aviator/Dragon Combos

In this section, you can purchase aviators and their dragon companions. In the future, they'll count as one companion - but they do come as a combo deal. You can't have one without the other. If the dragon and their aviator haven't met yet and you buy them, fate will fall in such a way that they do. These Combos will have their canon crews for the period of the jump, but after leaving it will all be given a Medium Crew. For 100 CP, you can upgrade that to an Elite Crew.

William Laurence and Temeraire (500 CP) - the main characters of the books. William Laurence is the highly honorable, moral and polite sea captain and gentleman turned aviator while Temeraire is his Chinese Celestial who is highly intelligent, radical and extremely powerful.

Jane Roland and Excidium (400 CP) - the third captain of Excidium is a no-nonsense and mannish woman who knows how to fight, how to lead, and how to enjoy herself using drink, cigars and men. Excidium is an older male Longwing, capable of the famous acid attacks.

Catherine Harcourt and Lily (400 CP) - a young and new captain but one with the fiery spirit of all female Aviators and her own powerful Longwing (if a strangely named one at that). The two are going to go on to become a mainstay of Britain's defense.

Demane and Kulingile (300 CP) - a young Xhosa boy who will become the captain of a Chequered Nettle/Parnassian Crossbreed - a very pacificistic and simple one. But that's okay Demane's own aggressive nature should help even that out.

Berkley and Maximus (200 CP) - this fat jolly older captain is a sure delight for any of his companions - his dragon, while relatively simple compared to others, is a humongous Regal Cooper called Maximus.

John Granby and Iskierka (400 CP) - John Granby is about as loyal as a man you can get, but his dragon Iskierka, while a powerful heavyweight firebreather, can be a little bit of a tempest and treasure hunter.

Elizabeth Bennet and Wollstonecraft (200 CP) - wait, what? Yep, Elizabeth Bennet and all the other characters of Pride and Prejudice exist within the Temeraire universe but Elizabeth has been slightly altered by the presence of dragons in this world - namely being an aviator and the captain of her own Longwing. If you want, you can even try romancing her before Darcy gets in.

Import and OC (200 CP) - You can import two companions into this role and gain 800 CP for both of them together to help determine their perks/gear and the dragon's breed. After this jump, you can choose to separate them again or keep them as one companion slot. Alternatively, you can make them up.

Dragon Crew

Depending on dragon breed, they can have a crew as few as solely their captain to as many as thirty people. If you choose a lightweight dragon, skip this section.

The average crew consists of Top-Men, Bell-Men (the people assigned to your dragon's back and belly when flying) the riflemen, your runners (young children who acts as go-fors and who "run across" the dragon while in flight), your first lieutenant (a second Lieutenant depending on

your size), a gunner, a leatherworker, an armorer, a Ground Crew, and a Ground Crew Master, a Harness-Master and his Harness-Men. Some crews will also include a dragon surgeon and a dragon cook. You will choose from five basic options.

The Skeleton Crew (+100 CP) - you must have pissed somebody high up because your crew is generally incompetent, your first lieutenant is openly disloyal, your dragon surgeon is more of a dragon butcher, and your bell-men and top-men take the rivalry way too far. Not only that there's clearly not enough of them so even the few competent members of your team are stuck with more jobs than they should realistically be able to handle.

The Nothing Crew (FREE) - it might sound strange to some but you want to discover and create a crew of your own in this new world. You start with no crew, which means you can have infinite potential when recruiting. Any members of your crew that you can convince to come with you after the jump ends will become companions.

Basic Crew (FREE) - Everybody on your crew is generally competent. They might not be the best of the best - or even second best. But they'll take your orders and won't make any mistakes of astounding incompetence. Your first lieutenant follows your orders even if he doesn't show much initiative. You don't have your own dragon surgeon but members of your crew know enough dragon medicine to make up for it. You're short a couple of people so your crew does a little more than they should be, but it's nothing they can't handle.

Loch Loggan Crew (100 CP) - Everybody on your crew could probably be near the top of their respective professions and you have enough members so that everybody isn't forced to be taking on tasks outside their purview or overloading themselves. You even have your own personal (and highly recommended) dragon surgeon and managed to nab a decent dragon cook. You can also choose to import your previous companions into select positions like First Lieutenant, Ground Crew Master, Harness-Master, and Dragon Surgeon.

Imperial Crew (200 CP) - the companion of the Chinese Emperor doesn't take any passengers save the Emperor. But if they were to, this would be the crew they chose. This crew are each the very best of the best of their country's aerial corps (or closest equivalent). Your dragon cook makes the best dragon AND human food. Your dragon surgeon seems more like a miracle-worker. Your bell-men and top-men work in perfect harmony. Your first lieutenant would make the perfect captain for any other dragon but seems perfectly happy to be your second. You can also choose to import your previous companions into select positions like First Lieutenant, Ground Crew Master, Harness-Master, and Dragon Surgeon.

Dragon Breeds

Here you can choose the breed of your dragon companion, or if you're a dragon, your own breed. Aviators get a discount on any dragon breed (keeping in mind that any Aviator can only have one dragon).

There are more forty different types of dragon breeds in the series...that are named. This isn't including the various unknown dragons, the feral dragons without breed, the dragons from other countries that we meet without breed etc. Dragons are generally divided into three categories - lightweight, middleweight and heavyweight. As one can surmise, the main difference is their size. Generally, lightweights have a single rider, middleweights have about eight to ten, and heavyweights can have as many as thirty. Here we include some of the most notable:

BRITISH

Winchester - Lightweight. British.The Winchester is a sturdy and capable flyer, but don't expect to use them in combat anytime soon - they serve primarily as couriers. (100 CP)

Greyling - Lightweight. British. This courier dragon is incredibly fast - managing to stay in the air with as little as one wing beat per hour. Their intelligence has suffered substantially however and while they're still sapient, they won't be winning any prizes for intelligence. (100 CP)

Yellow Reaper - Middleweight. British. Ah, the Yellow Reaper so underestimated. And yet they are sturdy, can eat most food and form the base of the British Aerial Corps. (200 CP)

Anglewing - Middleweight. British.The Anglewing is capable of sharp and sudden turns that make it seem devastatingly fast compared to most other dragons. (300 CP)

Longwing - Middleweight. British. While these dragon's wings are long, it's most notable trait is its acid spitting - with the acid being corrosive and deadly enough to kill most living beings and eat through stone. This acid is actually shot from bony spurs on the jaws. For some strange reason, they also do not go in harness for male captains. For this reason, if you're buying this option for your dragon companion, you MUST be female. If buying for yourself as a dragon, you may be either gender but your captain MUST be female. This applies to any crossbreeds as well. (600 CP)

Chequered Nettle - Heavyweight. British. While not quite the Regal Cooper, these dragons do possess a spiked tail that can prove deadly to their opponents. (400 CP)

Parnassian - Heavyweight. British.They possess sharper than average talons than the normal dragon thus physical aerial fights can often prove in their favor. (400 CP)

Regal Cooper - Heavyweight. British. The pride of Britain - possibly one of the biggest flying dragons in Britain, if not the world. They weigh as much as fifty tons and can eat an elephant in almost one bite. (400 CP)

CHINESE

Lung Yu (Jade Dragon) - Lightweight. Chinese. These dragons are small enough to stand eye to eye with humans. They're usually green in color and can fly 120 miles in two hours. They're incredibly intelligent. (200 CP)

Lung Shen Li's Breed - Lightweight. Chinese. This dragon isn't even technically supposed to exist yet but here it is. Thanks to its wings that are twice the size of its body, it's capable of flying for two weeks without touching down - more than any other dragon though it sacrifices its ability to carry much. (200 CP)

Chinese Imperial - Heavyweight. Chinese. These are one of the most precious and favored dragons in China. They both possess the ability to hover as well as being incredibly proficient with languages, managing to learn them in months, if not weeks. (400 CP)

Chinese Celestial - Heavyweight. Chinese. Everything the Imperial can do, so can the Celestial but the Celestial is also capable of a devastating sonic scream attack known as the "Divine Wind." There are currently only eight Celestials and they're reserved for members of the Royal Family so explaining your existence/the existence of this dragon is going to be difficult. (600 CP)

JAPANESE

Kai Ru - Lightweight. Japanese. While not much is known about this breed, it is known they are capable of an acid attack like the Longwings. (400 CP)

Sui Ru - Heavyweight-ish. Japanese. Unlike most dragons, the Sui-Ru is most comfortable in water, not the sky. Almost incapable of flying, the Sui Ru could only be considered a middleweight dragon on land. In the water, however, they are capable of expanding their size several times becoming the biggest dragon in the world thanks to taking on water in their air sacs - they can extend to as much as two hundred feet. They can heat water and spit it out again creating a devastating attack. They are also possibly the most long-lived dragon in the world. (600 CP)

OTTOMAN

Turkish Kazilik - Heavyweight. Ottoman Empire. The only fire breathing heavyweight in the world, this red dragon has multiple steaming spikes across its back but its size and breath attack make it a devastating fighter (and one always eager to fight too). (600 CP)

FRENCH

Plein-Vite - Lightweight. French. Incredibly fast but it has little endurance. (50 CP)

Pêcheur-Râyé - Middleweight. French. Very common with no special abilities. (50 CP)

Flamme-De-Gloire - Middleweight. French. The curse of Britain, these flying fire breathers have been used by France and are a part of Napoleon's Aerial Corps. (500 CP)

Chanson-de-Guerre - Heavyweight. French. By far the most common of France's heavyweight dragons. They are colored shades of ivory, orange yellow and brown. (300 CP)

Fleur-De-Nuit - Heavyweight. French. These nocturnal dragons possess night vision making them a menacing threat when most other dragons have trouble seeing at night. They also sound exactly like Yellow Reapers when in flight and have dark skin to blend in with the night. (400 CP)

Defendeur-Brave - Heavyweight. French.This dragon has a hook tail capable of doing extreme damage to other dragons - especially smaller ones. (400 CP)

Grand Chevalier - Heavyweight. French. These dragons are the pride of the French Aerial Corps, being nearly as big as a Regal Cooper. They have a belly that looks like clouds allowing them to camouflage themselves. (500 CP)

SPANISH

Flecha-Del-Fuego - Lightweight. Spanish. These Spanish dragons are perhaps the only lightweight dragons that are used in combat - most likely due to their ability to breathe fire. (400 CP)

Cauchador Real - Heavyweight. Spanish. These dragons are the big heavyweights of Spain at around twenty-five tons. They were actually one of the three breeds used to make the Regal Cooper. (400 CP).

INCAN

Yupanqui - Middleweight. Incan. This dragon has green and purple feathered scales and is capable of learning new languages long after leaving the shell. (200 CP)

Copacati - Heavyweight. Incan. This dragon is capable of vitriolic acid attack similar to the Kai-Ru and the Longwing. Like most Incan dragons, they have feathers on their wings. (600 CP).

RUSSIAN

Ironwing - Middleweight. Russian. One of the three breeds used to create the Longwing. It possesses a venomous bite. (300 CP)

PRUSSIAN

Eroica's Breed - Heavyweight. Prussian. This unnamed Prussian dragon breed has bone armor covering most of its body allowing it to taking attacks that would harm or even kill other dragons. (400 CP)

TSWANA

Mokhachane's Breed - Middleweight. Tswana. A near identical dragon to the dragon-king of the Tswana people. It has two sharp tusks jutting from both sides of the mouth. Don't get too excited about having a king dragon- Mokhachane is supposedly the reincarnation of their actual king, not a king because of her power. (200 CP)

Kefentse's Breed - Heavyweight. Tswana. A near identical dragon to the Tswana dragon Kefetnse. It has ten ivory tusks jutting from its lower jaw and weighs in at around twenty tons. (400 CP)

NATIVE AMERICAN

Dakota - Heavyweight. Dakota. A fierce fighter, it also possesses an immunity to the Dragon Plague that Eurasian dragons have no real defense against (400 CP)

OTHER

Chequered Nettle/Parnassian Crossbreed - Heavyweight. British. This dragon, upon hatching, looks incredibly pathetic. It has trouble breathing, it can't fly, it whines in a pathetic voice and all it seems to be able to do is eat, eat, eat. But feed it and love it, and it will eventually grow big enough to be bigger than even the Regal Cooper, the biggest of all British dragons. It's voice becomes majestic and sonorous, it can fly, and it possesses both the spiked tail and sharp talons of both parents. (800 CP)

Chinese Celestial/Turkish Kazilik Crossbreed - Heavyweight. This dragon, like its Celestial parent, is dark skinned and yet it seems to have an iridescent layer of red, green and blue that creates an almost rainbow like effect over its skin. It possesses both fire breathing and the divine wind and can combine them for devastating effect to create a fireball attack. It also possesses the intelligence and language capabilities of its Celestial parent and its hovering ability. (1200 CP)

Feral - Lightweight to Middleweight. The world is full of feral dragons with no breeds. They come in all sorts of colors and shape but they're usually much smaller than their domesticated cousins. They tend to not have special offensive weapons. As far as dragons go, taking this option will result in a dragon that is fairly unremarkable. It isn't bad but it's nothing special. (FREE)

Crossbreed - Dragon breeders are always looking to find new dragons to breed to create new types of dragons - indeed nearly almost every dragon today is the result of careful breeding programs. With this option, you can crossbreed any two dragon breeds to create a crossbreed we haven't seen yet. This costs the combined cost of all the dragons used. Fanwank responsibly. (Cost Variable)

Builder - If you want to build your own dragon breed, you can. The cost for this will vary depending on how cool you want to make your dragon. If you're a dragon, you will be utterly unique. If you're a human, this dragon will hatch from an unknown egg. Head on over to the Dragon Builder.

Drawbacks

You can get as much as +600 CP from drawbacks. Any drawbacks you take after that are just for fun.

Divine Will of Heaven (+0 CP - mandatory for Chinese Celestial and any Chinese Celestial Crossbreeds not living in China and for anybody with a Chinese Celestial or Chinese Celestial crossbreed companion) Chinese Celestials are incredibly rare and according to conventional wisdom, they're not supposed to be able to breed with other dragons. So how is it that you are or have one? Needless to say, the Chinese Royal Family are very interested in you and you'll have to either prove yourself worthy of adoption into the royal family (non-dragons) or that you should be allowed to leave China (Celestial) or that you should be allowed to exist (Celestial Crossbreed). It's probably best to ally yourself with the liberal parts of the court as the conservative parts of it probably aren't going to be your friends.

Celeste (+100 CP) - Naomi Novik has written at least one AU of her own work where Temeraire hatches before coming into contact with Laurence, names himself Celeste and bonds with him only much later. You start in this universe instead now, arriving shortly after Laurence and

Celeste come back to Britain. Since this was one story, you now have much less idea of what canon is going to be.

Obsessed (+100 CP/+200 CP/+300 CP) - Most dragons LOVE their captains and want to spend as much time as possible with them. You're even worse than normal, babying and mothering your companion as much as possible. Even if you would be a feral, you'll soon find a human to bond with. It's okay though - they're a pretty chill person and a good human being. For another 100 CP, you are attached to the vast majority of your crew and are unwilling to let them go. For another 200 CP, you will still be obsessed with them but they're also the worst. They see you as being a mere animal, neglect you and you won't do anything about it but hope for the faintest scraps of affection - indeed, no matter how awful, you'll do nothing.

If you're a human, this instead impacts how clingy and controlling your dragon is of you as a human.

Treasure! (+100 CP) - If you're a human, your dragon seems to be more obsessed with treasure and taking prizes than they are with following your orders. This will cause problems with both your superiors and with your dignity. If you're a dragon, then you're so obsessed with anything shiny that you're easily coaxed and bribed with the promise of treasure. If you're a dragonless humans, you act like a dragon around treasure which is sure to attract looks.

Albino (+100 CP/+200 CP) - you seem to be an albino and completely white. If you're a human or a Chinese Dragon (white dragons are considered an ill-omen), take 200 CP. If you're a non-Chinese dragon, take only +100 CP as most aerial corps won't really hit down too hard on you for being differently colored than your peers.

Scared of Dragons (+200CP) (Humans only) - it doesn't matter what the aviators say, dragons are little more than feral beasts! You will never feel comfortable around dragons and will always be scared of them. If you're an Aviator yourself, you'll be an absolute monster to your dragon and generally disliked by your peers.

Suspicion (+200 CP) - for some reason you've decided that people are generally suspicious of you for illegitimate reasons and so you've decided to give them legitimate reasons to be suspicious of you. You will constantly disappear on them when they might need you, break small promises and so forth. You'll never actually betray anybody but people will generally look at you with mistrust - and it'll be your own fault.

Jumper's Honor (+200 CP) - you have both a strict code of honor and a strict code of morality and unfortunately, it seems the two always get in the way of the other causing you no end of mental anguish and guilt. For example, you may be ordered to guard a slave ship and will be tormented with following your orders from your lawful superior or freeing those poor innocent souls. Regardless of the decision you reach, it will cause you pain and these decisions will pop up every so often.

Size Obsessed (+100 CP/+200 CP/+400 CP) (Dragons Only) - size matters - or at least it does to dragons. No matter how big you are, you're threatened by dragons that are bigger than you and you lose your confidence around them and often end up submitting to their wishes. If you're a heavyweight, you only get +100 CP, if you're middleweight you get +200 CP, and if you're a lightweight you get +400 CP.

I was hatched! From an egg! (+400 CP) - just like the dragon Volly, you're not exactly the brightest candle. If you're a dragon, you're fairly simple - being unable to understand bigger picture plans and even intelligent conversation -and are easily manipulated by humans and more intelligent dragon.. If you're a human, you're just at the same general equivalent level of intelligence for humans - meaning that even the less intelligent characters in the series will be able to run circles around you.

The Dragon Plague (+600 CP) - the Dragon Plague from the fourth book has mutated, infecting dragons from all corners of the globe and the Tswana Mushrooms are no longer an effective cure. Slowly but surely the dragon population is dying out. Your goal is to prevent this - and it will take all your wit and intelligence to accomplish this with at least ten years of hard study. Fail to do this and you get sent back home. You cannot use out-of-jump magic, high sci-fi or any form of jump fiat to help cure this plague.

Wilberforce's Spirit (+600 CP) - Wilberforce is dead and his followers scattered. Slavery is even allowed on British soil now. The Tswana, those who would have ended slavery through force, have fallen to in-fighting and have been devastated by this. Your goal is to pick up their mission and finish it. Whether you do so through force or through diplomacy, you WILL end the Transatlantic Slave Trade and chattel slavery in every Western country. You won't be leaving until your job is finished. You cannot use out-of-jump magic, high sci-fi or any form of jump fiat to help end this problem immediately. It WILL take at least a decade no matter what else you do. For obvious reasons, you cannot participate in the Transatlantic Slave Trade.

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Now that you've lived and dealt with dragons, perhaps it's time for you to decide to move on. You can choose to:

GO HOME - living in a world so similar to your own has convinced you to go back to your own, Enjoy introducing dragons to your homeworld.

STAY HERE - dragons in the Napoleonic War? What's not to like? You're going to stay here.

CONTINUE - you loved this world but it's time to carry on, continue onto to new worlds and find out what else is out there.

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Notes:

For the drawbacks, The Dragon Plague and Wilberforce's spirit, you can still use magic/superpowers whatever for things like personal profit, protecting yourself but nothing can be done in the direct pursuit of your goals.

Canon for this jump is all seven Temeraire books, everything from Golden Ages save for the alternate universe story (yes, this means Dragons and Decorum is canon) and alternate universe drabbles, and the two short stories "Vici" and "In Autumn, A White Dragon Looks Over the Wide River."

For obvious reasons, if you take The Dragon Plague and purchased Tswana Mushrooms, all you've purchased is the equivalent of black pepper for dragons instead of an essential cure.