REIGN OF FIRE

By Valeria

Introduction

Humanity was never the apex predator of this planet. The masters of the world were merely sleeping, hibernating until the world was full of prey once more. It was the dragons that caused the last extinction event and when they were awoken once more by a mining operation in the city of London, they have almost caused another.

The reign of fire began decades ago when the only male dragon in the world was disturbed from it's rest, waking and spawning an ever growing swarm of powerful flying beasts. They took the human world by storm, wiping out countless cities and overwhelming the world's military with endless numbers and power. Years of hopeless battle raged on but eventually humanity was crushed.

Decades passed since the day it all began and what little is left of humanity is spread across the world in small pockets, tiny villages and towns doing their best to stay quiet, keep their eyes on the sky and keep surviving.

Some wish for a different path. A convoy of militaristic Americans, armed with tanks and heavy weaponry, is due to arrive in Britain in a few weeks time, seeking the source of the dragon menace. They'll meet a man named Quinn, a leader of a surviving town, who may hold the key to the male dragon's location. He was the one to inadvertently wake it as a child, after all.

In a world where humanity has been mostly burned away, leaving ash and silence, you'll be spending the next ten years. You've got 1000 Choice Points (CP) to spend on advantages for your time here.

Locations

1- **Fort**
The small British castle that Quinn and his community call home. It's probably one of the safer places to be, with a tight knit community, some evacuation plans and a stone fortress that can shelter you from at least normal dragon attacks. You can start here for free as a Survivor.

2- **Convoy**
The military company led by Van Zant, currently preparing for the voyage to Britain. They're currently on the east coast of America, in a military base that's long been picked clean by the company for resupplying. You can start here for free as a Hunter.

3- **Nest**
The centre of it all. You start near the middle of London city, a few kilometers from the nest that the Male roosts in. It's a very dangerous place for a human, though not inescapable by far due to the heavy cover provided by the ruins. Even dragons are at threat to go too near the nest, given the Males' habit of eating female dragons for food. As a dragon, you may start here for free, far enough to not be threatened by your sire.

4- **Free Choice**
A free choice of where you begin. You can choose anywhere in the world for this, provided it's not some secret location. There's dragons everywhere you go in varying amounts, as well as little pockets of human resistance. Perhaps there are different kinds of dragons elsewhere, even different male dragons.

Origins

Survivor

A human eking out a simple life on the empty world after humanity met it's end. You're most likely a second generation human, born after the end of the world, but could even have been a child when it ended if you were old enough. You might be a travelling merchant, a bandit or just another farmer on one of the few communities left in the world.

Hunter

A human that took a different path, striking back against the dragons in revenge. As part of the dragon hunter Van Zant's military convoy or as a lone mercenary of your own, you've chosen the way of war. A capable fighter, you yet search for a reliable way to kill the dragons. Maybe something exists to wipe them out for good but it's not been found yet.

Dragon- 400

One of the beasts that ended it all. You're a full grown dragon, a massive beast the size of a large truck with two rear legs and two enormously strong arm-wings that can double as forelegs as well. You have an enormous wingspan that can propel you to fly through the air at high speed, powerful muscles that can crush cars and the talons to tear metal open easily. Your deadly breath of fire can even melt metal with focus, able to fire it as like a flamethrower, as a fireball or even in a napalm-like form. Dragons are mighty beings, the greatest predators the world has ever seen, and it's made worse by how they can survive. Dragons survive on both meat and ash, eating the burnt material for sustenance.

You begin as an adult of your species, at age 18+2d8 for humans. Your sex is the same as the previous jump. Both may be changed for 100CP.

Dragons have a unique interaction with physical gender. Females are as described above in size but only one male is known, called the Bull. It is not only far larger, as big as a castle or large aircraft, but is also the progenitor of all other dragons. Males are incredibly rare, only one is seemingly present in the entire world. You can remain as a male if you choose to be a dragon but will have to live with being equal in size and power to the females, as well as lacking the Bull's reproductive ability. You can swap to being female for free as a dragon.

Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

Survivor

Surviving Life- 100

After the world came to an end, there wasn't any government aid to bail people out. No one was coming to help you and so you learned to help yourself. You know how to survive in this post apocalyptic world. How to find food and shelter, how to build simple tools and fortifications, a bit of fighting skill and being capable at organising other people around you to stick together and work together. You're not the best but you are a survivor, so you don't really need to be the best.

King of Dirt- 200

The world is a harsh place these days, one not fit for those weak in heart. That's what you often hear from the mercenaries and travelers that pass through, from people that don't know the value of community. You were a born leader and keeping a community, even a few hundred people, united is something that comes naturally to you. You're good at keeping morale high, ensuring people retain their drive and focus even with years of hard life. If you're putting in your best efforts, your people will know it too. It'll depend on the person as to whether or not they respect you for it but they'll at least know you're doing everything you can for them. A side effect of your years of experience in this world is that you've got a weird skill for keeping structures and settlements hidden from flying beings, even sizeable farms or castles will appear uninhabited to the dragons if your people follow your plans and rules well.

Steel and Oil- 400

Dragons aren't the only things that were born to fly, you just needed to have wings of metal before you could take of. When it comes to just about any land vehicle you can find, you're a natural that can get it working just a few minutes after getting into one. From successfully getting away from a dragon swarm in a car you've got no experience driving to figuring out how to one man pilot a battle tank and use it in effective combat against the wyrms above, you've got it covered. Whether it has wheels or treads or maybe even legs, you can get it running and put up at least a decent fight in it.

Kill The Bull- 600

There's always a core to every problem. No matter how complex it seems, hidden somewhere deep beneath all the danger is the keystone to victory. So long as you can find it, you'll be able to stop the whole problem in it's tracks. Whether it be finding the one dragon that wipes the race, the one bit of a building that knocks it all down or the one part of someone that takes them down in one blow. You've got the ability to find these kinds of 'keystones' that let you solve normally much larger and more difficult problems in a single blow,even causing secondary effects that clean up linked problems, though that won't mean the act of even finding the keystone isn't a great undertaking and actually destroying it might be even more difficult. The bull dragon's death may cause the extinction of the race through lack of new dragons and a quick death to many existing ones but killing such a beast is no easy task. The bigger the problem, the longer it will take you to find the keystone and the harder breaking that keystone, whatever form it takes, will be.

Hunter

Still A Soldier- 100
The only way any man can make his way in this ruined world is by having the guts and muscle to do it by force. You kept yourself fit as a fiddle and most of the stringy stragglers you find in villages or foxholes along the way can't hope to beat you in a fight. Not with the added military-style training in hand to hand fighting and firearms you have. Against a dragon? It's worthless. But a lot of the fights in these times are against your fellow man, not the beasts above.

Might is my Right- 200
Rule is taken and held by the sword and the gun here. If you're not strong enough to keep your spot, you didn't deserve it in the eyes of the people anyway. You can prove this, taking the authority from other people by publicly beating the shit out of them, at least if they accept to the brawl in the first place. Just hitting someone out of nowhere won't prove anything to anyone this way. You won't be officially replacing them but to everyone that saw, they might as well look to you as the leader because they'll unconsciously respect your authority far more than whoever you just beat. At least until you prove yourself a poor leader.

Arch Angel- 400
Van Zant came up with a way to slay dragons. It's just a completely insane way. Dive out of a helicopter, skydiving down to bind and net a dragon midflight, before guiding it into the path of a massive harpoon gun. It's mad, it has a really high casualty rate and it's really honestly not as good as just shooting them but somehow, you've turned it into something effective. Not only do you have the absurd force of will and bravery to actually try these jumps, you're somehow a really effective aerial marksman and sky diver, making these Archangel leaps something with a pretty great chance of success when you're leading them. Additionally, though not nearly to the same level as just leaping out and trusting in your parachute, you're quite the decent hand at aerial vehicles. You can keep most modern planes and helicopters flying around a dragon or three, though a proper swarm will be too much without support.

Dragonslayer- 600
Men rose above the beasts of the wilds. Wolves and lions and bears. We conquered them. Slew them. Hunted them. Why should dragons be different? You're a Dragon Slayer, like something out of legends, and you know that that is your title. When it comes to figuring out the weaknesses of a dragon and how to use it, you barely need to spend the time thinking to get a hang on it. You've got some unnatural luck when tracking, harming and attempting to slay them. Glancing blows become direct hits, a bad trip gets you out of the way of their fiery breath. While your plans against dragons need some base in reality, you'll find even insane things like tying dragons up mid-air with sky-divers so you can shoot them with harpoons will have a good chance to work.

In future jumps, you can choose to alter the target of this to another category of being at the beginning of each jump. It can be quite common, so long as it is a specific species. Humans would be viable but mammals would not be.

Dragon

Clever Girls- 100
In some versions of this world, for little explainable reason, the dragons can talk. Not that it changes anything. You can still manage to do it though, speaking like a person in spite of the complete lack of human vocal chords and shape. Other dragons will be able to speak back to you but only you'll be able to be understood by the humans. Maybe you can try to set up some sort of peace. Or find some way to use it beyond freaking out the food. It'll carry into other non-human forms to let you speak despite your shape and speak to others of the same species.

Winged Ace- 200
Few dragons can come close to the marvels of aerial acrobatics you can achieve. Your wings are strong and well controlled, your time as a hatchling spent as a talented young spitfire. You have incredible skill when flying under your own power, taking almost no energy at all to move about and even easily hovering or making slight adjustments in any direction. You're able to quickly dodge to the side, avoid obstacles and chase prey through narrow passages without risking harm to yourself. Attacking mid-flight is no problem and you won't get yourself caught up in tiny obstructions. Don't try to fly through a castle wall but a few phone lines won't send you tumbling either.

Flying Cockroach- 400
The dragons, against a fair bit of logic, managed to erase the world of man from the face of the Earth, leaving only ruins and stragglers. What fortune the wyverns had to find the nuclear weapons and powerful bombs of mankind to be so ineffectual. It's fortune you share in, since you find that so long as an attack is not directed at you, you're very likely to survive without more than minor injuries. A nuclear weapon going off in your face will still kill you but one going off a few hundred meters away would see you miraculously emerge with some bruises from beneath the rubble an hour later. It'll even spread to any allies you have around you.

Bull- 600
Draconic majesty in all it's glory. The origin of the species is you now, at least one of them. You've either taken the place of or become a new Bull Dragon in your own right. Normally the males of the species, you gain the advantages regardless of gender. Your size and strength grows until you could tower over a small castle and eat a battle tank in one gulp, despite still being able to fly at high speeds.Naturally, your fire production becomes a much more fearsome ability at this size. As a Bull, you have the incredible reproductive capacity that caused the end of the world as well. You are able to produce thousands of females of your species in just a few days, producing asexually. The children naturally fear and obey you as the parent and while they are much smaller than you, they remain as dangerous as any ordinary dragon. In future worlds, you can choose to apply this perk to other races you become or not, boosting their size, natural abilities and reproductive ability in similar ways.

Items

All 100CP items are free for their origins and other items are discounted for associated origins.

Survivor

Fireproof Suits- 100

A full line up of fireproof suits, covering the entire body in their thermal protection. They're relatively comfortable and easy to move in but they do limit vision somewhat with the masks. They're quite rare these days and not much else will let you stand a glancing blow from a dragon's breath. The suits will restore themselves if damaged within the week and there's around two dozen of them right now.

Water Trucks- 200

A set of four tough trucks made for the rocky hills left after the war. Each truck, beyond having an incredible range due to high fuel efficiency and generally tough make, has a large water tanker on the back. Quick and easy to fill, these are vital for managing the damage after or during a dragon attack. Which is why each truck comes equipped with a water cannon, firing different levels of pressurised water over short distances. The water's uncannily good at putting out fires, even a small inferno won't take more than a few seconds to put out. The trucks also have a machine gun that can be swapped into the water cannon, though ammo is relatively scarce.

Secret Land- 400

A proper castle of your own, much like the one that Quinn himself is leading his small village from. Only a few stories tall, this squat stone box remains a near impenetrable force in these times, given how rare heavy ordinance is. There's a range of underground tunnels beneath the cave and around the castle are not just supporting buildings for a budding community but also a range of farms to support a few hundred people at once, if not with very tasty food. Over three hundred people make their homes here, looking up to you as the leader, and they've got a reasonable idea of how to manage the community and keep it secret already.

Hunter

Angel Wings- 100
A skydiver set of gear just for you. It includes a high altitude suit to protect you from the cold and win, particularly some sturdy goggles to keep your vision clear. A parachute that is amazingly easy to repack and use over and over, along with a net-gun that can even tangle up a dragon if shot just right. Just in case, it also includes a rifle kept in good condition with a few packs of ammo. Danger is not only in the skies.

Military Supplies- 200
Something of a stockpile that might be considered a miracle to some in this world now. There's enough ammo and fuel here to keep a decently sized military convoy supplied for almost a months' travel and maybe two or three big fights. It's currently stored in a sturdy little garage but there's three big carrier trucks able to bring it with you if you like to keep mobile. The stockpile restores to full at the start of each month but won't go beyond the original storage. You'll have to be careful how you ration it out and how you act if you've got too big a group with you.

Convoy- 400
You'll be leaving slack jaws and wide eyes wherever you go now, given the small army that you can take with you. A hundred well trained soldiers of varying professions, armed with military grade weaponry and equipment kept in good condition. Along with them are at least a dozen armoured trucks, a small handful of light and heavy tanks, two helicopters and even a carrier jet. You've got enough food, fuel and ammunition to last a few months but you're going to need to find more on your own while here. The force considers you to be their leader and they're relatively loyal, though too many insane plans without results might mean you need to take disciplinary action.

Dragon

Food Pile- 100
Little treats, really, but enough for an adult dragon to skim on by with. You've got a secret stash of cattle and ash, never more than a few minutes flight from your location. Nice and fresh, if still dead. It's far from a full meal and you can't find it more than once every few days but it's enough that any female dragon would at least stay healthy, if not grow stronger.

Nest- 200
Even the mighty beast needs a home to rest at night. This outcrop of ruined buildings crowns a small hill, forming into a comfortable hollowed area for a small number of dragons to rest within. Hiding you from the sight of those that walk on the ground yet leaving an easy entrance for you. The buildings seem constantly covered in ash, though only enough for snacks, and natural vents in the ground below keep the place well heated despite any climate the nest may be found in. There are even small caves formed from the basements of the buildings that would be perfect for storing eggs.

Flock- 400
A small family of your own, certainly more put together than the usual swarm of dragons. This group of six female dragons has gathered around you, each around the size of a normal dragon but much more competent. Almost as intelligent as actual humans, they see themselves as something of a royal guard for you, even if you're not one of the mighty Bull dragons. The flock does hunger however and keeping them well fed may prove to be a challenge without preying on other dragons.

Companions

Import- 100 per

Company is more precious than ever. It's understandable to want to keep the company you already like, so every purchase of this option will let you either import an existing companion you have or create an original character to your liking. Both gain 600CP to spend, can take a free origin or pay to be a Dragon and gain all associated discounts and free options for their origin. Companions cannot buy 400CP items.

Canon- 100 per

There's a few well known faces hanging around these parts. With some pretty out there personalities too. If you wanted to bring anyone from Quinn to Van Zant along, this option will effectively give you a ticket that lets you bring any single canon character from this world along with you. As long as you convince them to come with you. For most people, it probably won't be too hard to offer a way off this ashen world.

Drake- Free

The world's tiniest dragon, hatched from the tiniest egg. Whereas most dragons can swallow men whole, this one might be lucky to swallow a finger. It's a adorable little thing that acts more like a playful cat with wings than it does an actual dragon. It's very fond of you, given you may have raised it from birth, but it won't be received well by humans given the rightful hatred of all dragons. Just let it snuggle down into your shirt to hide if need be, it'll keep you nice and warm.

Drawbacks

You may take up to 600CP in drawbacks from the following list.

Birth of the Beast- +0
Instead of decades after the end, you now appear just minutes after the end began. The male has been awoken by young Quinn and his eggs are rapidly beginning to hatch around him as he rampages through London. Doing nothing will lead to the original outcome, a world war that ends in the world of ash. Perhaps you could nip the Bull in the bud right here and now, if you can fight through the growing swarm that emerges from his den.

All drawbacks will apply as without this, so unwise purchases may guarantee the presence of dragons and destruction of humanity.

Dragon Eater- +100
Even among dragons, you would have an unimaginable thirst for destruction. Your blood pounds in your ears at just the thought of combat and you find it near irresistable to not go into a rage in actual combat. Your powerful bloodthirst makes it difficult to ever hold back from killing others once you fight and gives a strong urge to seek out battle, even as a human trying to hunt down dragons. It'll certainly get you into plenty trouble if you can't stop yourself from looking.

Real Men- +100
The time of prissy little intellectuals has passed. It's a world for real men to conquer, with their fists and guns and blades. Where all you need to kill a dragon is raw muscle. Not a very realistic view but it is your belief now. You have an enormous amount of personal pride, especially when it comes to your strength and skills in combat. Even if you're not a musclebound elite soldier, you'll have the full belief you can beat one in a fight, and if you finally hunted down a dragon you've been tracking for years, you might just try to take it on with an axe.

A New World- +100
Little hope is there to be found when the entire world has been taken over by predators. A life of constant fear and work, to know it could be snuffed out in moments by a hungry lizard. It's no wonder you're depressed so often. You're hardly suicidal but energy is often hard to summon outside of life or death situations, leaving you lethargic, unhappy and struggling with feeling like there is much of a point to anything at all.

Burnt Badly- +200
Violent experiences as a youth taught you the terror of the dragon well. The memories never left, leaving you quite badly traumatised by dragons. Terror grips you whenever you hear their roars and it is near impossible to not run at their presence. Immense bravery may allow you to temporarily stand against them but the fear never leaves for long. As a dragon, you'll have similar experiences with older members of your species as a hatchling, though you won't fear your own body.

Juvenile- +200
As dangerous as it all is for an adult, the world is ever more hostile for the children. You're beginning as a child of your species, unable to change this save through purely natural aging in the course of your time here, only reaching maturity by the end of your time. Humans will be ordinary children, weak and feeble, whereas dragons will take the form of the tiny raptors that run about on two legs

without any wings. They even lack their dangerous breath of fire, though they are at least the size of an adult man.

Starve Them Out- +200
Life struggles to thrive in a world baked in ash. Food is especially scarce for you, as are other basic living supplies like water and shelter. Often what sources you can find will be quickly diminished or outright destroyed by outside influences, such as dragon attacks or bandit thieves. You'll need to constantly be on the move to keep finding supplies, especially given the way others will react to you if they realise your presence is what spoils all the resources.

Lizard Bait- +300
Particularly delicious is the smell you give off to dragons, even should you be one yourself. The flying beasts are actively lured to you in large numbers, able to track you down to areas only a few kilometers wide. Even as a dragon, your kin will want to feast on your meat and are happy to share should they get even a small taste. You'll rarely be without a flight of dragons in the skies above hunting for you and in areas where dragons are already common, you may be harassed by tens of dragons at a time.

Swarm Wars- +300
When it rains, it pours. Nothing ever comes alone for you when it comes to conflict. There's never just one dragon, it's always a small pack of them together at once when they come to threaten you. The humans don't just have one tank but a whole convoy just over the next ridge. Whatever threats you face will be numerous in number, usually being aptly described as a swarm.

Herd of Bulls- +300
Originally, there was only a single bull at the centre of the dragon menace. Maybe you made that two. Now there are over a dozen at once, each violently competing with each other for what little living food is left. It truly is a dragon's world now, as you are stuck between these twelve hives. They won't be targeting you specifically but it is severely unlikely that more than one will be your ally and only then if you are part of that nest yourself. Even dragons will find themselves preyed on by rival nests.

Ending

At the end of your ten years, you have three choices to make.

Do you want to Go Home?
Do you want to Stay Here?
Do you want to Continue On?

Notes

Special thanks to my honey bee, I'm so proud of all he's able to achieve and all the ways he helps me succeed.