

The background of the title card is a detailed illustration of a fantasy war scene. In the upper left, a large, dark, mechanical airship with multiple gun turrets and propellers is shown. In the upper right, a large, green and blue dragon with a red eye is depicted in a roaring pose. The center of the image features a map of a continent with various regions and a large, glowing orange sun or explosion in the sky. The title 'DIVINITY DRAGON COMMANDER' is prominently displayed in the center, with 'DIVINITY' in a smaller, gold, serif font and 'DRAGON COMMANDER' in a large, red, stylized font with a white outline and a registered trademark symbol. The overall color palette is dominated by oranges, yellows, and greens, creating a dramatic and intense atmosphere.

DIVINITY DRAGON COMMANDER®

With great machines of war, the old Emperor bound together a fractured realm. The Emperor married and sired many children. He even had a love-child with mysterious Aurora: an ancient dragon in a woman's guise. Once united, peace was declared in Rivellon and bloodshed soon forgotten. This peace was shattered when the Emperor's sons and daughters rose against him. Desperate to safeguard the Emperor's legacy, the wizard Maxos sought the help of the one child that never betrayed their father. They would be the one to save the empire from ruin and to aid him in his quest, Maxos delivered unto them the imperial command ship known as the Raven.

This is your story Dragon Commander!
You have 1000 CP

Races

You may change gender for 100 CP.

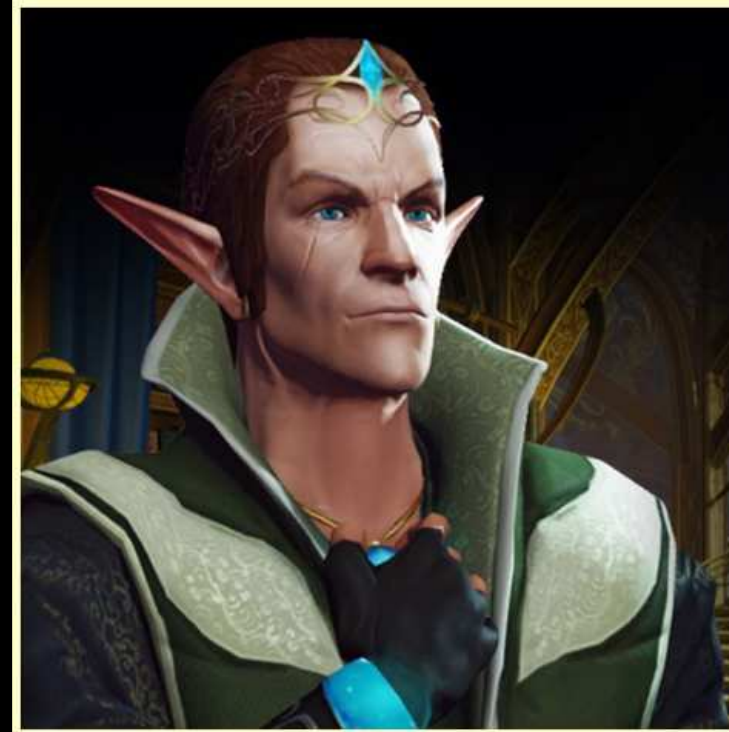
Roll 15+1d8 to determine your age or pay 50 CP to choose.

Human



You are human (well sort of). Your father was the human Emperor Sigurd and your mother a dragon. Your father's people are varied.

Elf



Proud and well meaning (although perhaps a little naïve), the Elves are extremely fond of all things natural, disdaining all things that damage the Green Mother's domain.

Dwarf



Short, stout and strong, the Dwarves combine pragmatic conservatism, an adherence to Dwarven values and a love for gold, power and, of course, drinking.

Lizard



Cold, practical and (mostly) forward-thinking, the Lizards are a generally liberal and reasonable people.

Imp



Eccentric and overly fond of dangerous tech. If it hasn't blown up or caused something else to blow up it probably isn't of much interest to an Imp.

Undead



The Undead tend to be an extremely religious and conservative lot due to closely held beliefs in the Seven. You're still a Dragonknight (somehow).

Each race will give you a history and a set of memories as well as friends in this realm. You may instead choose to 'drop in', so to speak, and arrive without memories or friends in this realm.

Only human males make canonical sense, choosing another race changes your deceased father's race.

Skills

Here are some basic skills to facilitate your rise to Emperor.
Discounts cost 50% of the full price.

Dragon Form

You gain a dragon form that you can slip into at will. While in this form you have a considerable passive health regeneration (while not in combat), the ability to shoot fireballs and (obviously) flight. While in other forms you do not retain your regeneration or flight but can continue to use Dragon Skills unless explicitly stated. As a Dragon Knight your lifespan is much longer than it would otherwise be.

Free

Good Advice

You have the fortunate ability of not only attracting intelligent advisors clued in to the needs of the groups they represent but also have an uncanny knack of weighing what they suggest and choosing whatever option will be most popular with your people.

100 CP

Fresh Recruits

While not necessarily popular with the masses, they just can't seem to say no when you come recruiting. You always seem to have fresh recruits in your army.

200 CP

Mass Production

Factories (and other areas of manufacturing) under your control are strangely efficient. There are no accidents, they produce little waste, often work under cost and produce things very quickly.

200 CP

Politician

You are the consummate politician, capable of gaining and keeping support of even the most ornery and diametrically opposed parties. As well as clear judgement this requires charisma which you have in spades. You are a master manipulator - capable of always having the perfect line, tone or expression to best facilitate getting what you want.

600 CP, Discount Human

Green Mother's Blessing

You are blessed by the Green Mother and have a great deal of control over her dominion – nature. Your plants grow incredibly quickly and are always perfect specimens (and seem to do so even under completely inappropriate conditions). All animals simply like you, understand you and tend to do what you say.

600 CP, Discount Elf

Capitalist

Gold and business come easily to you. You can tell whether a business venture is going to be profitable at a glance and instinctively have an understanding of all the variables involved. Nobody haggles better or gets better deals in trades. Your business savvy means that if you even vaguely oversee a business it's almost guaranteed to be an incredible success.

600 CP, Discount Dwarf

Tactical Genius

You have a supreme knack for tactics and leading men. You tend to know precisely what your opponent is going to do next on the field of battle or in the war-room and know exactly what to do with this knowledge to best serve your ends. Your plans are so brilliant, elegant and complex that even history's greatest tacticians could never understand them in full.

600 CP, Discount Lizard

Technician

You have an affinity for machines and things that go boom. Your designs of war machines are excellent and novel. You have a frightful affinity for the crafting of explosives (and their mechanisms) and you find there are few problems that you can't simply blow up. Your ability to upgrade existing technology is born out of great insight and has consistently useful results.

600 CP, Discount Imp

Seven's Blessing

By the Seven! Although merely an imperfect creature of bone (and maybe flesh too) it appears the Seven have taken note of you. You will find yourself considerably luckier than you were before. Although it is a sin (and a dangerous one) to rely on such luck things will go your way more often than not in both small and large ways.

600 CP, Discount Undead

Dragon Forms

Choose your dragon form.
Dragon forms come with further discounts.

Sabre Dragon



The most versatile of dragon kinds, the Sabre Dragon is a formidable foe that combines might and mind to overcome his enemies.

Mountain Dragon



Mountain Dragons lead cutthroat lives among the frozen peaks of the north. It relies on raw power above all else.

Zephyr Dragon



Proud and highly gifted, Zephyr Dragons try to avoid overtly physical confrontations. Their natural powers tend towards support.

Dragon Skills

Advance!

With a roar you can grant all your allies within 1600 metres 60% faster movement for 10 seconds. Has a cooldown of a minute.

100 CP, Free Sabre

Acid Blaze

Upon activation your fireballs become acid. This acid is highly corrosive and sticky.

100 CP, Free Mountain

Purifying Flames

Your dragonfire turns to blue restorative charges that can heal you and your allies.

100 CP, Free Zephyr

Soar

You fly half again as quickly as other dragons.

100 CP, Free Sabre

Rejuvenation

Your health regenerates extremely quickly while in dragon form and you find that your wounds heal slightly quicker in other forms too.

100 CP, Free Mountain

Friends with Benefits

A shield is cast on an ally reducing all damage by 50%. Any hit inflicted on this shield also heals you for 100% of the damage done.

100 CP, Free Zephyr

Sabotage

You can cause any one piece of technology within 100 metres to stop working for 15 seconds at will. Has a cooldown of a minute.

200 CP, Discount Sabre

Blood Leech

Your health regenerates when you damage an enemy. This happens to the effect of around 30% of the damage dealt.

200 CP, Discount Mountain

Ray of Power

You may choose an ally within 2000 metres of you. This ally will be around 1.75x stronger in terms of both physical strength and in the strength of their abilities.

200 CP, Discount Zephyr

Aura of Annihilation

Permanently increases the damage done by friendly units in a 1500 metre radius around you by 30%.

300 CP

Eye of the Patriarch

You unleash a single, devastating ball of fury that explodes on impact. Severely damages anyone and anything within a 300 metre radius.

300 CP

Pillar of Flame

Causes a great pillar of flame to appear for 20 seconds. All enemy units within a 500 metre radius of the pillar are attacked by fireballs. 20 second cooldown.

300 CP

Aura of Frailty

A permanent debuffing aura around you reduces the fire range of enemy units within a 1500 metre radius by a third.

400 CP, Discount Sabre

Scales of Steel

You are unnaturally tough, any damage you take is reduced by 35%.

400 CP, Discount Mountain

Mass Restoration

You fully heal a friendly target and all friendly units within a 500 metre radius around it. 30 second cooldown.

400 CP, Discount Zephyr

Dread Roar

All enemy units within an 800 metre radius around you are paralyzed in fear for 15 seconds. 30 second cooldown.

400 CP, Discount Sabre

Devastation

Permanently increases the damage done by all breath attacks by 50%.

400 CP, Discount Mountain

Charm

You charm an enemy unit so that it temporarily fights for your side. After 150 seconds it becomes an enemy again. 30 second cooldown.

400 CP, Discount Zephyr

Companions

Your friends, companions, betrothed and general buddies.



Political Marriage

During your time here you are likely going to have to marry in order to bind together the peoples of your empire. Whether princess or prince, you are likely to have an option from each of the 6 civilised races and whoever you pick will be both thrilled and unshakably besotted with you. You may choose to take this spouse as a companion and can instead import a companion to this role. You may also combine this option freely with the companion options below to grant them those benefits at the usual cost.

Free

You may create or import companions. Created companions gain a background and history in this world and are extremely loyal to both you personally and your cause as ruler.

All companions imported or created here get a Race as well as the perk discounted for that race for free. Companions cost 50 CP for one, 100 CP for up to four and 200 CP for up to eight.

Alternatively you may pay 100 CP for one, 200 CP for up to four and 300 CP for up to eight and your companions will get not only their racial perk but also a Dragon Form and 500 CP to spend as they like.

Varying Costs

Drawbacks

Choose up to 600 CP worth of drawbacks for extra points.

Sabotage Units

There are enemy agents in your army constantly sabotaging your warmachines.

+100 CP

Mercenaries

Every time you or your troops enter a battle the enemy seems to inexplicably have a vast array of mercenary troops you couldn't have anticipated.

+100 CP

Drinker

You're a common sight in the bar. You're a little unsteady on your feet most of the time and get headaches if you've not had a drink for a while.

+100 CP

Snoot

You're a terrible snoot and consider your own race well above the races of the others. You will not be able to hide this in conversation.

+200 CP

Coward

You're a coward! You will not be able to enter combat yourself for fear and tactically you will be cautious to a fault failing to grab land boldly as you must.

+200 CP

Genocide

You don't know why but it seems that any land you hold has horrendous luck and you frequently receive news about the deaths of large proportions of the population. The people may begin to consider you cursed.

+200 CP

Phantom Limb

You lost a limb some time ago and have very frequent, intense and incredibly unpleasant surges of pain where it had been.

+300 CP

Angry Feminist

You are a female supremacist working nominally for equality. Your attitude will rub everyone up the wrong way and people will find you very difficult to be around long.

+300 CP

Corvus

You are in the thrall of a demon. You have the need to sacrifice people to it at an ever increasing rate.

+300 CP

Future

After 10 years you will be presented with a choice. Regardless of how you choose you will keep all your skills and lose any drawbacks taken.

Go Home

You wake up at home in your own bed.

Stay

You stay in Rivellon for the rest of your life.

Press Onward

You move on to the next universe and the next adventure.

Notes:

- . Your race and your dragon form each count as alternate forms.
- . You get a free jetpack almost the moment you step on the Raven.
- . Imported companion/spouse must be of one of the six civilised races. A companion imported through *Political Marriage* get a new form of their chosen race.
- . You can probably get away with not marrying anyone if you kick up enough of the fuss. Expect serious political repercussions and insinuations about your person however.
- . Cool cats don't trip.