



The Elder Scrolls: Dovah

By Pokebrat_J

Dragons. Though many different settings have equally different types of dragons, few can match the dragons of the Elder Scrolls universe.

Described as eternal, immortal, unchanging, and unyielding, dragons simply are, closer in nature to the Aedra than any animal or mortal race. And indeed, they are the living fragments of the original god of time, AKA. From their voice comes the Thu'um, powerful tonal magic that can change reality with but a few words, while their scales render most swords and arrows useless. They are the masters of the skies, and are the ultimate creatures inhabiting Nirn.

But you did not come here for lessons. No, you came here to become a dragon, to wield their power for yourself. And so you shall.

You receive **1000 cp** to decide what kind of Dovah you are.

Dovah Type:

Although all of the Dovah are of the Children of AKA, they were not created equal. All dragons come in ranks, the higher the rank the more powerful the dragon.

Dovahkiin [+200]: Though you are not a Dovah in the traditional sense, you certainly possess the soul of one. You are Dovahkiin, Dragonborn, someone with the body of a mortal and the soul of a dragon. You possess the Thu'um and ability to absorb fallen dragons like your more reptilian kin, but you do not have their powerful bodies nor the freedom of their wings. Still, you are known as one of the best dragon slayers for a reason.

Brown: Dovah of this rank are not necessarily brown in color, as this is a title referring to them being closer to the ground, the furthest in power from Bormahu, the great Dragon God of Time. And though they may be the weakest and lowest of dragons, even they stand leagues above most mortals.

Blood [50]: Named as such for their propensity for getting injured in battle more often than other types of dragons, they are only a step above the standard Dovah. Still, they are a terrifying sight to see on the battlefield.

Frost [50]: Named so for their innate connection to the ice, these are dragons that adapted to better withstand the cold of Atmora best, though it left them with a slight weakness to fire. Well, as much of a weakness as a Dovah could have.

Elder [100]: Since dragons do not age, it is strange to think of them having elders. In this case, it simply means that they have defeated a few of their kin, and taken their memories for themselves.

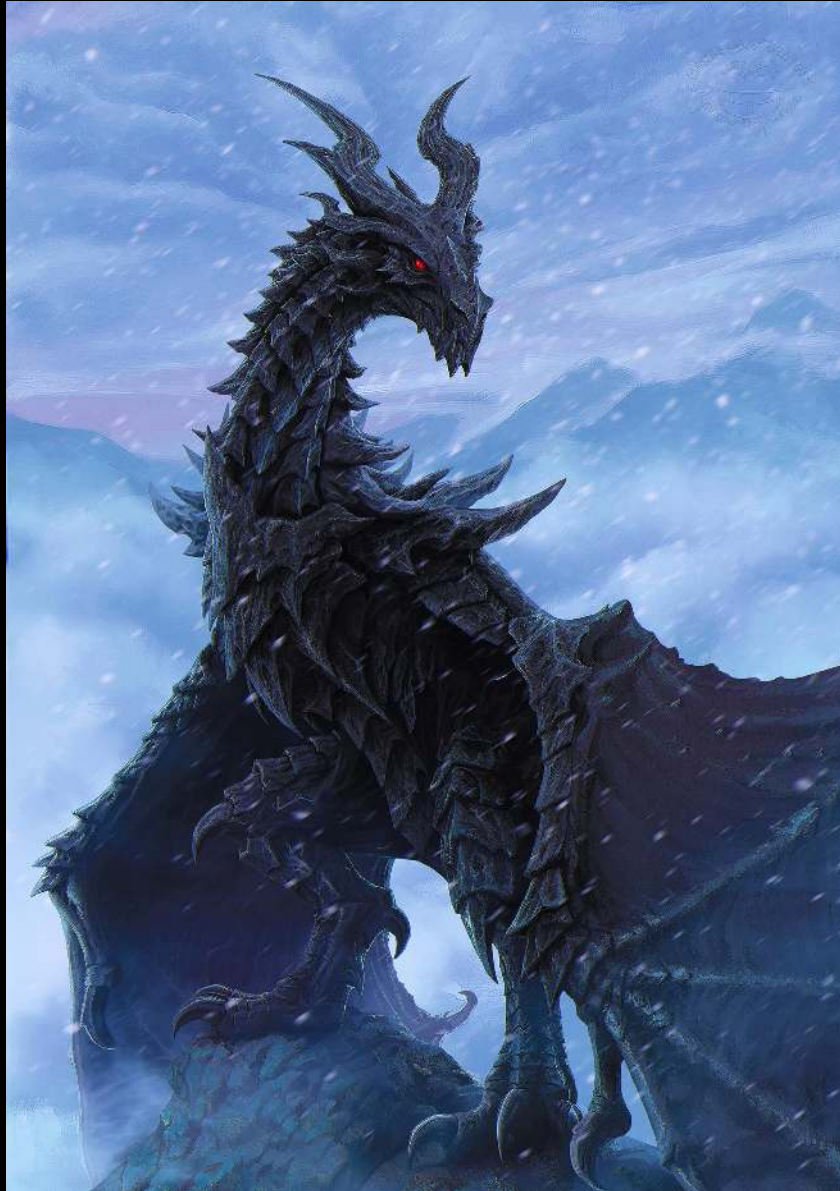
Ancient [150]: Similar to the Elder Dovah, it is strange to refer to dragons as ancient when all Dovah have existed since the Dawn. These ones have absorbed a large number of their brethren, and have accumulated a good amount of power.

Serpentine [200]: A strange type of dragon, more closely resembling eels than any kind of lizard, they are an especially deadly breed. They tend to be faster fliers, their smooth scales meeting little resistance from the winds.

Revered [250]: There are few dragons as bizarre looking as these, yet strength cares not for looks. Their flat look allows them to glide near endlessly in the air, not using as much energy to keep them aloft.

Legendary [300]: These are dragons that entire countries would fear, their flesh stronger than ebony, their Voice a storm. This is the very pinnacle of what a dragon could be, and these were often the generals in the Firstborn's army.

Firstborn [600]: There should only be one Firstborn amongst the Dovah, but it seems like there is one other, or perhaps you Mantled him? Regardless, you have only one equal, Alduin himself, the Aspect of AKA meant to bring about the end of this kalpa, and is fittingly called the World Eater.



Locations:

Dragons have been around since the beginning of mortal memory, and do not possess the biological failure that is aging. As such, you may start anywhere on Mundas at any point in time, limited to between the beginning of the Merethic Era and the start of the events of Skyrim in 4E201. This includes Atmora, Yokuda, Akavir, or even Pyandonea should you not want to be in Tamriel.

Should you be particularly brave, or foolish, you may instead be placed within one of the Planes of Oblivion, specifically one owned by the Daedric Princes or the Soul Cairn of the Ideal Masters and gain an extra [100].



Perks:

You may discount two perks from each price tier, with discounted [50] and [100] perks becoming free.

Child of Akatosh [Free]: Calling Dragons the Children of Akatosh is a bit misleading, as it possesses incorrect connotations. It would be more accurate to refer to them as Shards, the broken off splinters of the mighty oversoul of the time god. But all of that implies that the soul can be returned back to its original state, to have the thousands of shards join together as one. See, whenever you slay another Dovah, you will absorb its soul into yourself, adding its knowledge and power to your own. This could vary from dragon to dragon, from entirely new Shouts or enhancing your understanding of existing ones, to gaining their understanding of how to utilize their reptilian form for combat, to just claiming their memories as your own. Though this should only apply to the Dovah found here, it can work on dragons from other settings, just with a lesser effect.

Thu'um [Free]: The Storm Voice, a skill that made the ancient Nords a fearsome force on the battlefield, it was the Dovah who originally possessed the ability. Such was their inborn connection to this form of Tonal Magic that they could learn words instantly that would have taken the most gifted mortals years to master. You know a majority of the Shouts found within the time of Skyrim, and can even create new ones with time and experimentation.

Touching The Sky [Exclusive to Dragons]: According to all known laws of aviation, there is no way a dragon should be able to fly. Its wings are too small to lift such a massive creature off the ground, let alone allow for hours of uninterrupted flight. The Dovah, of course, do so anyway. A strange type of magic unique to only dragons, this allows you to take to the skies with the same grace as a bird, tied directly to your wings. Sadly, this means that **[Dovahkiin]** do not receive this benefit.

Mortal Body [Exclusive Dovahkiin]: You were not blessed with the immortal body of the dragons, but I suppose you'll have to make do with what you have. You are one of the ten playable mortal races of Tamriel, with all of the associated abilities of your chosen race. Altmer, Bosmer, Dunmer, Orcimer, Nord, Imperial, Redguard, Breton, Khajiit, and Argonian. These are your options.

World Eater [Exclusive First Born]: Alduin, the World Eater. Believed by the Nords to bring about the end of the current world, and to usher in the new one. And yet, it would be a bit difficult to bring about this new world if they were slain by some lucky mortals, or some treacherous Dovah. Much like Alduin, you can only be killed by the hands of a chosen few. During your stay in Mundus, those capable of killing you would be Dovahkiins, while in other worlds it would be a specific, yet naturally occurring, demographic of people.

Brii [50]: Beauty. It's such a subjective thing, as what is beautiful in the eyes of one can be horrible to the eyes of another. Nonetheless, should your pride demand it, this is the option for the vain. For **[Dovahkiin]**, this will improve your appearance so that it's a solid 10/10, and scars will heal in an aesthetically pleasing way. For **[Dragons]**, you may instead be able to customize how you look, as examples like Odahviing and Kaalgrontiid are extremely unique looking compared to others.

Golt [50]: Ground. Though it pains you to admit, there are some advantages to being on the ground, be it food, rest, or interacting with the *joor*. But your body is large, bulky, not built for movement on the ground. But you do not care, or perhaps you were just built different, as you are much more agile on the ground, and able to move faster than something your size should be able to. If they think that bringing you down to their level will make you easy prey, show them the error of their ways.

Hah [50]: Mind. For creatures as long-lived as the dragons, sometimes the days and decades start to meld into each other, the fog of ages seeping in. Not so for you, you whose mind is clear as a crystal lake. Your memory is perfect, able to recall events millennia ago with such clarity that it may as well have happened five minutes ago.

Rein [50]: Battlecry. It is a terrifying thing, to see a dragon and knowing that it has come to do battle with you. And yet, fighting and intimidation are important parts of winning a battle, so you have chosen this option. Your roars are extremely loud, able to be heard from miles away. Should anything be unlucky enough to be close enough when you do so, their eardrums will most likely burst or render them deaf. That is of course if they weren't scared off first, though the more willful and brave ones won't let a little noise deter them from what must be done.

Tinvaak [50]: Talking. Even though the dragons have no lips, or even the correct skull shape for talking as the mortals do it, incorrect biology has never stopped them before. But that does beg the question of their enunciation, which you can safely say won't be a problem. When you speak, your words are clear for anyone who can listen, with no chance of them mishearing you or misinterpreting your meaning. You will also never suffer from accidentally biting your tongue or cheeks.

Viidost [50]: Poison. Even for a dragon, there is always a possibility that a coated dagger will kill them just as surely as a warhammer to the skull. Yet you are different, and refuse to be brought low by such an underhanded and dishonorable threat. Through some means, be it magical or biological, you are now completely immune to all poisons that would attempt to infect you. Should they wish to fell you, then it will have to be on the field of battle.

Eternal Spirit [100]: Even if the body is broken, the spirit is more than willing. This defines you, as your willpower is truly something else, an unlimited font strength for you. You will not bend or break, and even the most talented of torturers won't be able to get a whimper out of you. Even when faced with certain defeat, you will stand tall and keep on fighting.

Fire Within [100]: When the mortals think of fire, oftentimes they think of only the burning and destruction it brings, and though they are correct, that's not the whole story. It is heat, warmth, comfort, light, and much more. You have pondered the meaning of fire, and have come to an understanding that few can match. As proof of this, all fire attacks against you are only half as effective, while all fire damage you deal is tripled.

Force Without Effort [100]: There is one unilateral way of understanding that is used by all within the Aurbis. Force, violence. Many use violence to get their way, even the gods, and now you are more proficient in continuing this cycle. You will find yourself three times stronger than before, while your body will see a similar increase in durability.

Iron Fangs [100]: My, Jumper, what big teeth you have. All the better to chomp down on some poor fool. Yes, there don't seem to be a lot of good offensive options for a dragon if you ignore the Thu'um, but that's forgetting about the mouth, and it's many dagger-sized teeth. Your teeth can pierce through most substances but ebony with surprising ease, while the inside of your mouth and tongue are as durable as your scales. Additionally, your teeth will never chip or break, and are always clean.

Swift Wings [100]: You have been given a great gift that the vast majority of mortals will never experience, flight. So why not do something more with it? Through long practice or natural talent, you are nearly thrice as fast when flying, putting most other dragons to shame with speed alone. But speed isn't the only factor in flight, as you are much more agile and graceful in the air than anything your size has any right to be.

Unchanging Soul [100]: You are a dragon, eternal, immortal, unchanging, and unyielding. Though your body might be susceptible to being broken and killed, your soul is different. It cannot be broken or changed, not by anything, even the Daedra. No, the only way your soul may be altered, is if you willingly consent, and even then all changes will be nothing but beneficial to you. There is no chance of you suffering the same, tragic fate of Durnehviir.

Creator [200]: It may come as a surprise, but the dragons are surprisingly great craftsmen. They are capable of shaping metals and woods into various shapes through some unknown method, most likely a specialized use of the Thu'um or another form of Tonal Magic. Whatever it is, you are a master at it, able to create great works that can equal and even surpass the greatest creations of mortals. Should you be **[Dovahkiin]**, then you are a master craftsman through mundane means, though no less capable.

Dragonhide [200]: It is a blessing to be one of the Children of AKA, although your power makes the mortals fearful of what you might do with it. In order to alleviate the threat of some mortals jumping and killing you, you now have the advantage of Dragonskin. This ability will cut all damage you receive in half. Unfortunately, this will not affect the attacks of other dragons or Dovahkiin.

Dragon Runes [200]: Have you ever wondered how the highly sought after Dragon Priest masks were created, beyond their physical forms? The powerful enchantments on those masks cannot be found anywhere else, all thanks to the Dovah's unique enchanting methods. By carving dragon runes into an item, you can permanently imbue it with a Word of Power, granting it abilities based off of said Word. Imbuing more Words requires greater skill, but when you've got an eternity, you can take your time.

Innovator [200]: Just as language changes over the course of hundreds of years, so too does the Thu'um evolve through experimentation by inquisitive Dovah. You are one of those experimental folk, finding it much easier to develop new Shouts through better understanding of the Words, and how they all tie into each other. In time, you may even be able to create those rare, powerful Shouts requiring four Words of Power.

Sorcerer [200]: In a world filled with limitations, magic is one of the few things that is truly limitless. The energy of Aetherius can and has been shaped by mortal hands into what is known today as the various schools of magic, something you have made an effort to study. Indeed, you are now an expert at utilizing modern magic, having trained in all schools of magic with a focus on a specific one. While you won't be considered a master of the arcane arts, you're still better than a majority of practitioners.

Precise Words [200]: The power of the Thu'um can be a dangerous thing, one that strikes down friends and foes alike. Yet, after much meditation and experimentation, you have come to avoid that issue all together. You can now control exactly what your Voice affects, and what it doesn't. A wave of Unrelenting Force reducing a man to mush, yet leaving the thin walls behind completely untouched. Call upon a furious Storm in the middle of a city of thousands, and no innocents will be struck by its lightning.

Chosen Teacher [400]: When you look upon mortals, you just can't help but feel pity for them. Their lives finite, their forms frail, their Voices weak. Luckily for them, you are capable of teaching any mortal the ancient art of the Thu'um in a fraction of the time it would take, allowing them to learn a full shout in a month. This is an even more fantastic ability then you might first think, as you can even teach those who originate from worlds completely devoid of any magic.

Dragonslayer [400]: Much like with mortals, the greatest killer of the Dov are other Dovah themselves, and it seems as though you are no different. All of your attacks towards another dragon are three times more effective, while their attempts at harming you are reduced by half. Though this may seem like a simple ability, it will undoubtedly make you a nightmare for any dragon who thinks of going against you.

Imbuement [400]: Power comes in many forms, though a method unique to the Dovah would seem inhumane to most, a sickening scenario. To slay their own kin, and take in the other's soul, gaining their knowledge and memories and power. Barbaric and monstrous to mortals, yet an accepted fact amongst the dragons, and actively participated in. This method is especially potent for you, as you will see a noticeable increase in your capabilities for every dragon soul you absorb. Be it physical strength and durability, magical potency, of some other attribute of yours, each of the fallen will empower you to further heights.

Peerless Eyes [400]: The eyes of mortals do more than see, and you have got some unique eyes of your own, capable of seeing past illusions in order to see reality for what it truly is. This is more than a metaphor, as illusions no longer affect you, be they visual, audial, or even scent or taste based. You are also immune to lesser forms of illusions, such as hypnosis. To trick a dragon such as you is truly the height of folly.

Social Creature [400]: All words have power, even those not connected to any magic. You have taken this to heart, and have taken efforts to improve. Be it convincing a single person or an entire crowd, there are few amongst the Dovah who could match your oratory skills. Convincing mortals that you are not like the rest of your domineering race is child's play, as would be tricking them into doing your dirty work.

Temporally Attuned [400]: As the very fragments of the time god Akatosh, it would only make sense that dragons have a special relationship with time. You yourself seem to be especially attuned to the flow of time, and have gained some benefits. You are able to tell when time is being messed with, along with an instinct telling you where and how. Additionally, you are immune to any time shenanigans your enemies may put you through, such as pausing you or sending you into the future.

Doom Driven [600]: Many think of doom as something bad or disastrous, but once it meant something else, a decision determining fate or fortune, or even destiny. If we take it as the second meaning, what does it mean to be Destiny Driven? For you, it means that fortune will always be by your side, always pushing for the best probable outcome. This can come in many forms, from granting you greater opportunities than others, to stumbling upon ancient treasures that no one else has discovered, to your enemies showing off their weak points much more often, to many more. The foolish may call this luck, you call it fate.

Dragon Break [600]: Time is a finicky thing. AKA, the Dragon of Time, is said to have had his mind shattered under its rigidity, in a place where the gods are fluent. It's even possible to *break* time, which few dared to do. You, however, can now stretch time in a fashion. When you are faced with a dilemma, you can choose six possible paths and then opt for the one that worked out best for yourself. Should you die in any of these paths, you will be forced to choose another. Do take care not to do this too often.

Urge to Dominate [600]: Within each Dovah, no matter their form or mentality, hold some desire to dominate, to demonstrate their power for the world to see. You are no different, and it shows. When you prove your undeniable strength to a creature, be they animalistic or sentient, they shall willfully submit to you, and follow you loyally. Additionally, you will instinctively know the best way to go about this domination, be it through words or might. This will only happen if you actually want them to submit to your authority.

Will To Power [600]: Power is an addictive substance, as the more one collects the more they desire it, until nothing of their original selves is left. I hope that you are stronger than those poor souls, as power, in all of its forms, is naturally drawn to you. Artifacts of great power, legendary magical spells, political leverage, and many more will inevitably fall into your lap. This is especially true for monetary wealth, as even a trip into a single dungeon will leave you with enough to last for months, perhaps even years.

Items:

All Origins receive an additional [300] to spend in this section only. You may discount two items from each price tier, with discounted [50] and [100] items becoming free. You may freely import any related items you own at your discretion.

Word Wall [Free]: A large section of engraved wall, telling a short story in the dragon language. What this story is depends on you, though it doesn't have much use other than being a good perch.

Amulet of Talos [50]: There are few of the dragon blood that are as famous as Tiber Septim, the one who ascended into the god Talos. This amulet has been imbued with a fraction of his divine nature, making your Thu'um just a bit easier to use.

Draconic Aesthetics [50]: Your Warehouse is something that has been with you since day one, though don't you ever feel like it could be spruced up a bit? Upon purchase, you can have your Warehouse take on a Nordic or Akaviri aesthetic, an effect that you can extend to any properties that you own. There's even a perfect replica of Alduin's Wall on your Warehouse.

Dragon Remains [50]: Though a bit morbid, there are few materials with as many uses as a dragon's remains. The scales are extremely durable while being naturally resistant to most forms of damage, while the bones are just as durable as ebony. You will receive a stockpile of fifty that will replenish itself after a week.

Kahvozein's Fang [50]: A bronze dagger made in the standard fashion of the Dragon Cult, it was used in many arcane rituals utilizing Dragon Heartscapes. Their draconic essence seems to have granted this dagger some manner of power, allowing it to completely bypass the natural defenses of dragons.

Myth No More [50]: For as instinctive as Dovahzul is to you, it can be difficult for mortals to understand the intricacies of your tongue. This book is a comprehensive dictionary, translating draconic words and phrases into some other language of your choosing.

Nordic Set [50]: Dating back to the days when men were first migrating south from Atmora, this armor set is highly durable and easy to wear. Should you be a **[Dragon]**, then it will offer you an additional layer of protection. Should you be **[Dovahkiin]**, then you will receive an additional three weapons crafted in a similar style.

Treasure Pile [50]: Though it may be a stereotype, there is nothing wrong with hoarding vast amounts of wealth. With each purchase of this, you will receive a pile of gold, gems, and jewelry that is worth around one hundred thousand septims.

Dragonstone [100]: An ancient stone tablet held within Bleak Falls Barrow, this is a detailed map for dragon burial sites. Though you may think it to be useless in future worlds, the engravings will change, leading you to at least one draconic burial site no matter what kind of world you are in. Whatever uses do you have for the remains of a dragon?

Ebony Set [100]: Believed to be the crystalized blood of the trickster god Lorkhan, this midnight material is highly sought after. How lucky you are to have a full set of armor crafted just for you, though if you are **[Dovahkiin]**, then it will also come with three weapons of your choice.

Shield of Ysgramor [100]: The shield of the ancient nordic hero, Ysgramor, crafted by the one who would one day become Ahzidal. In addition to being much lighter than it should be, it will absorb one fifth of all magic that strikes it, using it to replenish your pool of magicka.

Enchanted Gear [100/50]: Only fools go around without the very best equipment they can acquire, and you are no fool. Upon any item you own, you may add a single, powerful enchantment with each purchase of this option. This cannot be used to acquire unique enchantments, such as the effect of Mehrunes' Razor. This option may be taken multiple times, at a discount after the first purchase.

Priestly Staff [100]: An elegant staff carved in the likeness of a dragon, these were gifted to many of the Dragon Priests, and were highly treasured. Not only does wielding one of these staves reduce the cost of your destruction magic, but it will make any fire related abilities twice as powerful.

Wooden Mask [100]: All the masks gifted to the Dragon Priests were crafted using a special type of magic known primarily to the Dovah, giving them great magical abilities. This wooden mask may not be as powerful as others, it will allow the wearer to slow down your perception of time to a crawl whenever you desire. Should you wear this mask in a certain area, something interesting will happen.

Armored Robes [200]: Not all members of the Dragon Priests were content with the ceremonial robes, instead desiring something with more protection. This set of armored robes is as protective as steel armor, and offers a decent amount of magic resistance, reducing its effects by a quarter. Additionally, wearing it allows you to levitate a foot off the ground.

Dragonbane [200]: A finely crafted akaviri katana, with a stylized dragon head on the hilt. It is perfectly balanced, and sharp to the touch, though that is not what makes this a valuable weapon. That would be credited to its powerful shock enchantment, which has the added effect of bypassing the defenses of dragons.

Dragonhorn [200]: Crafted from the horn of a slain dragon, this is one of many artifacts crafted by the Dragonguard, used as weapons against the Dragons. This magical warhorn is inscribed with various arcane runes, and capable of producing a tonal sound that temporarily incapacitates any dragons that hear it.

Relics of Ahzidal [200]: Ahzidal was the first great Nord enchanter, and possibly the first human to master the Elven methods of enchanting, with this set of ancient armor as one of his crowning achievements. In addition to its many perks, this armor will empower any enchantments you make, becoming twice as powerful.

Shield of the Wyrms [200]: This is an akaviri style shield, crafted from the scales of a slain dragon. Though it is enchanted to grant a strong resistance to magic, its real strength is shown when used against dragons. It will render its user completely immune to dragonfire. Though, the creators may have forgotten that fire is not all of a dragon's tricks.

Three Masks [200]: The masks gifted to three of the Dragon Priests of Solstheim, each of these are connected to a specific element. Ahzidal allows the wearer to resist half of all hostile fire effects, while boosting their fire spells. Dukaan allows the wearer to resist half of all hostile frost effects, while boosting their frost spells. Zahkriisos allows the wearer to resist half of all hostile shock effects, while boosting their shock spells.

Dragonsreach [400]: Crafted in the ornate wooden style of the great Nord longhouses of ancient days, this palace was built in order to house the captured dragon Numinex. It holds all of the amenities you'd expect from a palace, from the main hall to numerous guest rooms, an extensive kitchen and larder, even an area made exclusively for the court mage. Despite its construction, Dragonsreach is extremely resistant to fire, as well as magic in general.

Eight Masks [400]: These eight masks were gifted to eight Dragon Priests who lived on the mainland of Skyrim. Henvoraak grants its wearer an exceptionally strong vitality, rendering them immune to all diseases and poisons. Krosis improves the wearer's skill with archery, alchemy, and lockpicking. Morokei gives its wearer a monstrously high rate of magicka regeneration. Nahkriin boosts the wearer's magicka pool, while increasing their skill with destruction and restoration magic. Otar gives a high resistance to all three destructive elements. Rahgot grants unlimited stamina and removes their need for sleep. Vokun improves the wearer's skill with alteration, conjuration, and illusion magic. Finally, Volsung allows the wearer to breathe underwater and improves their charisma.

Mask of Alkosh [400]: A holy relic of the Dragon-Cat Alkosh, his light willing it into existence to help mend the tapestry of time, first worn by the Ja'darri the Endless. In addition to greatly increasing all of the wearer's physical capabilities and their resistance to damage, it makes them immune to all hostile time manipulation.

Zahkrii [400]: A sword made from a material that looks similar to gold, draconic writing engraved on the blade. It is wreathed in draconic flames that allow the blade to cut through steel and scales as if they were hot butter. Additionally, the flames hold a unique property, bypassing a target's resistance or immunity to fire.

Elder Scroll [600]: It would be wise to practice caution with this purchase. Elder Scrolls are artifacts of unknown origin and quantity, fragments of creation, and are commonly believed to be created by the Aedra. They are simultaneously archives of historic, past and future events, though that is the least of their uses, should you be clever or foolhardy enough. Often reading a scroll leads to blindness and insanity, though this one will only lead to temporary blindness, lasting only a single year.

Large Island [600]: The island of Solstheim is a remote place, it has a long history of habitation by other races, but it has traditionally been primarily Nordic in influence. The southern half is relatively temperate, and houses the town of Raven Rock, as well as Fort Frostmoth. The northern half is more arctic in nature, with constant snow and large glaciers. In the center is a mighty temple, built around one of the six All-Maker Stones that dot the island. You are this island's new master, with all who inhabit it bowing to your rule. Should you desire it, the southern half of the island may better resemble Morrowind, like it was after the eruption of Red Mountain.

Portal [600]: There are few permanent portals that remain, especially after the Oblivion Crisis. Though originally a privilege allowed only to Alduin, you now own a portal into a chosen Realm, be it the eternal feasts of Sovngarde, or one of the many Daedric Realms. No inhabitants can cross over to your side without your express and willing permission, so that should ease some of your worries.

Two Masks [600]: The final two Dragon Priest masks, and the most powerful, Konahrik and Miraak. Both will never fall off its wearer's face, while improving the power of their Thu'um. Konahrik grants its wearer a powerful regeneration, resistance to all types of damage, and allows them to summon a protective cloak of dragonfire. Miraak grants the wearer a vastly increased pool of magicka, high magicka regeneration, and allows them to summon a spectral dragon.



Companions:

Inner Circle [50/100/200]: Though territorial, all dragons are social creatures, and as such it would be wise to bring in some allies. In order to avoid that dreaded solitude, you may import or create 1, 4, or 8 companions respectively. Each companion receives 800 cp to spend on dragon type, perks, and items. You could alternatively use this to have canon characters become companions, but they will still need some convincing to join you.

Flight of Dovah [300]: But the Dragon shattered into innumerable shards, not merely eight. Should you desire to gift your companions with the power of a dragon, you can import any number of companions you desire into this world. Each companion receives 800 cp to spend on dragon type, perks, and items.

Dragon Cult [Free]: How many follow you from world to world, thankless in their service? Should you be so kind, you can import any number of your followers into this world, granting them a history as well as a new form, one of the ten main races.

Housecarl [Optionally Free]: Having been trained as a warrior from a young age, this Nordic woman has devoted herself to you, swearing to guard you, and all you own, with her life. Stoic and fearless, she will act as both your sword and your shield, taking care of many threats before you're even aware of them.

Desert Storm [50]: An amazonian Redguard, this warrior has traveled all across her desert homeland, mastering the blade. Though her flaming red mane stands out, it is her masterful combination of swordplay and shock magic that makes her stand out, as well as her strong will and courageous nature.

Fire Acolyte [50]: Holding an obsession of dragons since childhood, this young Argonian is a powerful mage who utilizes powerful flame spells, mixing it with his unarmed prowess. Though with a bit more brawn than brains, his good heart and destructive power are great additions to have on your side. Just don't let him on any vehicles, as they tend to make him sick.

Ice Queen [50]: An Altmer who studied at the College of Winterhold, she is a mage whose skill in magic is matched only by her arrogance. Her focus on ice magic allows her to generate massive amounts of ice to control the battlefield, or just freeze her opponents solid. Still, she desperately craves a place to belong, and friends who will stand by her side.

Woolled Behemoth [50]: Commonly found within the northern province of Skyrim under the care of Giants, mammoths are mighty beasts with many uses. You are the proud owner of one of these mammoths, one that is well trained, capable of being used as both a mount, and a battle companion.

Ancient Tongues [100]: Three ancient heroes from the Dragon War, these were the ones that were able to defeat Alduin, sending him forward in time. Hakon One-Eye, Felldir the Old, and Gormlaith Golden-Hilt are all powerful warriors, and masters of the Thu'um. If you are ever in need of someone to fight by your side, you can call them to you by Shouting three words.

Nahfahlaar [100]: A crimson dragon who has gone by many names, he has allied with all manner of mortals to ensure his future survival, regardless of the Fenjuntiid, the will of Akatosh to dominate. He is an exceptionally experienced dragon, having played a part in many events throughout history, and is willing to submit to your control.

Dragonguard [200]: The original Akaviri Dragonguard came to Tamriel in search of a Dragonborn, the ultimate dragonslayer. Though they have changed over the centuries, they are still searching for one of the dragon blood to serve. You. This group of one hundred are all fully trained soldiers, with a wide array of skills, and are undyingly loyal to you. Most importantly is their expertise in espionage, cutting down any threats to you before you ever know about it. They will act as followers, or take on a single companion slot, should you so desire.

First Dragonborn [200]: He was once one of them, a dragon priest. He ruled over Solstheim, but did not serve the dragons. He devoured them. Like them, he seems to return, seeing you as his best option. He has learned much over his time spent in Apocrypha, with a strong Voice that even few Dovah could ever hope to match, capable of such fierce battles as to tear an island from the mainland.



Drawbacks:

Legends of the Frost [+0]: If this is not your first trip to Nirn, then this option is for you. This ensures that your previous actions in The Elder Scrolls universe have carried over in some form.

Supplement Mode [+0]: Should you desire something more from your stay here, then you can use this as a supplement for another Elder Scrolls Jump. Alternatively, you could use this to travel to another world, separated from The Elder Scrolls entirely. It would certainly be a surprise seeing a dragon in a world with a broken moon.

Draconic Greed [+100]: A dragon, sitting on a mountain of gold, destroying any who would dare take even a single coin. Though it is a stereotype, it is one that you embody. An unquenchable greed that forces you to hoard all treasure you come across, while keeping those foolish enough to steal from you away.

Extended Stay [+100]: Ordinarily, you would be spending at least ten years here before being given the choice to stay here or move on. Now, you must stay an additional ten years before being given the choice. This drawback can be taken multiple times, but you will only benefit from nine.

Prideful Creature [+100]: With such natural gifts and clear divine lineage, is it any wonder that dragons are prideful creatures? You would certainly know of pride, being the poster child of the sin. Your ego demands that you will never back down or admit defeat, no matter what situation you are in.

Edge of the Sky [+300]: The freedom that dragons experience cannot be squared to anything else, able to cross the whole of Tamriel exponentially faster than any mortal. And while that is true, you unfortunately won't be doing just that. There seem to be invisible walls all along the border of your starting province, making you incapable of traveling beyond. I sure hope you chose a nice area to start off in.

Grounded [+200]: The joys of flight is an experience that cannot be properly explained with mere words, the freedom of traversing the open skies a luxury that the Dovah relish in. Except you. You are incapable of flight, be it from your wings or the Levitation spell, and as such are stuck to trudge across the earth like the mortals.

Test Subject [+200]: Dragons are extremely fascinating creatures for a wide number of reasons, many of which are magical. You are so magically fascinating, that any mage you run across wishes to study you in depth, something which will not be a pleasant experience for any dragon. And depending on the mage in question, it could range from politely and constantly expressing their desire to poke and prod at you, to forcibly bringing you down, perfectly content with a corpse if they cannot bring you in alive.

Dragon Hunters [+300]: There are few warriors as romanticized as the dragon hunters, men and mer and beasts who are capable of bringing down the mighty Dovah. So it should come as no surprise that there is a group out there hunting you, eager to take on the title of Dragonslayers. The worst part is that they are actually quite skilled and well equipped, and could easily kill you if you aren't careful.

Powerless [+300]: The delicate metaphysics of the Aurbis don't seem to mix well with your other powers. You will be stripped of all outside powers and abilities, leaving only your mundane skills, what you bought here, and anything else you might have gained in the Elder Scrolls universe.

Tongue Tied [+300]: The Thu'um is an integral part of being one of the Dovah, their Voices how they battle and debate, coming to them as naturally as breathing. How unfortunate it is, then, that you are not capable of this form of Tonal Magic. Though your Voice may be restored after your time here is at an end, can you really call yourself a dragon?



Ending:

Stay: Have you been enraptured by the winds of this world?

Go Home: Do you long for the skies of your homeland?

Continue: Shall you show future worlds the true strength of dragons?

Notes:

-Personally, I like to fanwank dragon sizes. **[Brown]** dragons would be the size of those found in Skyrim (the game, not the country), getting larger the higher rank of dragon you are, with a **[Legendary]** being five times larger than those. The **[Firstborn]** would be around ten times larger than **[Browns]**. If you don't want to change the sizes of dragons, and keep them all the same size as was seen in the game, that's up to you.

-Regarding what shouts you know with **[Thu'um]**, you know all shouts found in Skyrim with the exceptions of Bend Will, Call Dragon, Call of Valor, Dragonrend, and Summon Durnehviir. Should you be **[Firstborn]**, then you know Alduin's unique Meteor Storm shout.

-All masks and clothing/armor can and will be altered to fit on Dragons

-About **[Enchanted Gear]**:

- It adds an enchantment equal to a maxed out Skyrim player, without the use of potions or exploits, and includes enchantments found in Oblivion and Morrowind.
- You totally can stack effects, allowing you to cast Destruction spells for zero magicka or a bullshit level of resistance.
- If you choose a constant effect like *Detect Life*, *Invisibility*, or *Levitation*, then you can activate it and turn it off at will.
- I would say that *Increase Attribute* enchantments would be worth around 50 points.

-Custom Companions here are based on Urbosa, Natsu Dragneel, and Weiss Schnee.

-You can use **[Supplement Mode]** to make this into a supplement multiple times for multiple Jumps, but you will not get any CP except through Drawbacks.

-When in doubt, fanwank. It just works.

-Have the day that you deserve~