

# **Temeraire Dragon Builder**

Maybe something about the list of known dragons just isn't doing it for you. Here you can build and create your own dragons. Unlike most builders in jump, you will just use the CP provided to you at the start of the jump.

## **Appearance**

Unless you specifically take something like camouflage, your dragon's color doesn't really matter. So you can choose whatever color you want for the dragon for free. This also applies to things like wing length (just so long as it could realistically hold your dragon up), and color patterns.

## **Weight Class**

**The size of dragons is not equally distributed between them - many are smaller and bigger than others. This can have a variety of advantages and disadvantages on a dragon's combat ability. Subsequently, some of the things that can be bought into this builder will cost more or less depending on what weight-class you buy for your dragon/dragon form.**

Lightweight - your dragon is among the smallest dragons. It is about the size of an elephant and can carry yourself but not much more beyond that. Abilities marked with L are discounted for Lightweight dragons.

Middleweight - your dragon is around the middle of the pack, enough to have a decent crew but there are multiple dragons far grander than yours. Abilities marked with M are discounted for Middleweight dragons.

Heavyweight - your dragon is probably among the biggest dragons around with a crew of around twenty to thirty and you can be bigger. Abilities marked with H are discounted for Heavyweight dragons.

Biggest of Them All (100 CP) - your dragon is among the biggest of all dragons comparable to the Regal Cooper or Kulingile from the series. This dragon profits from the Heavyweight discounts.

## **Flight Abilities**

**People can talk about fire or acid as the pinnacle of a dragon's abilities, but all dragons can fly and being the best flyer can often be the deciding factor in a battle. You may take two of these abilities.**

Hovering (200 CP) (H) - your dragon can hover in one spot - an ability only ever seen in the Chinese Imperial and Celestial.

Angling (400 CP) (L/M)- your dragon can make sharp and sudden turns allowing them to fly around enemy dragons.

Sustained Flight (400 CP) (L) - your dragon can stay aloft for two weeks, longer than any other dragon currently in existence.

Camouflage Belly (400 CP) (H/L) - your dragon's belly resembles the sky, allowing them fly above other dragons without realizing that you're there. In addition, the dragon knows how to beat their wings in such a way that they can't be heard by other dragons.

## **Miscellaneous**

**There are many many abilities that don't quite fit into a single category whether it's being able to see at night or a hooked tail. You can find them here. You can take up to two of these abilities.**

Venomous Bite (400 CP) (M) - your bite is very poisonous to to other living things, including dragons. A few bites applied could take out to another dragon, multiple of them could kill the dragon.

Hooked Tail (400 CP) (H) - a long tail with a hook at the end that can be used to help impale and slice other dragons.

Sharp Talons (200 CP) (M) - your talons are uncommonly sharp compared to the average dragon, being able to rip through dragon flesh deeper and easier than the average dragon.

Night Vision (400 CP) (H) - most dragons have the same vision abilities as humans but not dragons with this ability. They can see in night as well as they can during the day. If you want, you can discount this if like the Fleur-De-Nuits, your dragon cannot see well during the day. Discounts stack.

Bone Armor (200 CP) (M) - a large amount of bone armor covering your dragon, allowing them protection from things like venomous bites, sharp talons, hooked tails, and gunshots.

High Intelligence (200 CP) (H/L) - your dragon is incredibly intelligent and can understand high concepts like philosophy, history, poetry and so forth.

Languages (300 CP) - most dragons stop learning new languages shortly after they're hatched. Dragons with this ability can learn new languages long after they're hatched and they can learn it very easily. If you took High Intelligence, you can discount this.

Spike Tossing (400 CP) (L) - your dragons has sharp spikes over their body that they can throw at the enemy.

## Breath Weapons

**This is the classic trope when we think of dragons - the ability to breathe some sort of attack. In this world, however, this is actually incredibly rare. So you can only take one of these abilities.**

Acid (600 CP) (M) - your dragon can spit an incredibly potent acid that will melt through stone, wood, and human flesh (a human having acid shot on their foot would be enough to kill you).

Divine Wind (800 CP) (H) - your dragon can create the Divine Wind - how and why when only Chinese Celestials should be able to do this is unknown. The Divine Wind is a power sonic scream that can break stone, wood, and cause aneurysms in smaller animals like humans and massive pain in larger animals like dragons.

Firebreathing (400 CP) (M/L) - this is the most famous of breath weapons - the ability to breathe fire. Your dragon can release a long stream of fire that can last for up to three minutes. In an age of sailing ships made out of wood and canvas, this ability is lethal on the sea.

Waterspitting (600 CP) (M) - your dragon can swallow large amounts of water, thus expanding their size, and can then shoot that water out at extremely hot temperatures. It's useful both as a weapon and as an ability to rapidly gather up a large amount of drinkable water!

Poisonous Gas (600 CP) (L) - your dragon can unleash a poisonous and toxic gas. It can't melt stone and wood but it will kill those who breathe it in.

Ice Breath (600 CP) - your dragon can unleash a breath of frost and cold that will devastate and freeze your enemies.

## Quirks

**Most dragon breeds have odd quirks that can seriously impact their quality. Taking these however will allow you to take more dragon abilities (each quirk is equal to an additional**

**flying ability or an additional misc ability or an additional breath weapon). Feel free to take up to two of these.**

Charming Company - your dragon will only take captains of your non-preferred gender. If you're a male, you'll have to be female this jump. If you're a female, you'll have to be male. If you don't have a preferred gender, this defaults to female with treatment of you because of that gender being even worse than normal.

Which Orders To Follow - your dragon doesn't want to seem to obey you. They do love you but they usually decide which orders of yours they actually want to follow.

Perscita - your dragon dislikes battle and will do anything it can to avoid that battle. This obviously will be a bit of a problem if you want to serve in your country's aerial corps.

Volly - this dragon is not that bright and suffers from the effect of the I was hatched! From an egg! Drawback for no points.

Obsessive - this dragon has the qualities of the +200 CP equivalent of Obsessed for no points, being even more clingy than the normal dragon.

Steaming Spikes - this dragon doesn't necessarily have steaming hot spikes, but they do have something that makes keeping a harness or riding them extremely hard and slightly uncomfortable.

Kulingile Start - in the first half-year of your dragon's life, they'll be this pathetic, defenseless little creature unable to look after itself. You'll have to protect, care and feed for it during this time to make it bond to you.