



Generic TES Fanfiction Jumpchain

CYOA

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Welcome jumper, to the world of Nirn, most likely on the continent of Tamriel. You will be spending the next 10 years in either the setting of a specific fanfiction based on The Elder Scrolls, or in a blend of tropes and ideas found in most TES fanfictions.

Either way, take **+1000 CP** and begin your journey.

Age, Location, and Gender:

All of these things may be picked for free. If you wish to roll age for some reason, roll $1d8+20$. Location must be an unsecured area in Nirn, or in any property you own.



Races:

Pick one and only one.

Altmer (Free): Tall, gold-skinned elves with a high affinity to magic.

Argonian (Free): Intelligent, sneaky reptilians who can breathe underwater.

Bosmer (Free): Olive-skinned elves with natural talent in nature and archery.

Breton (Free): Half man, Half mer people with high magic resistance.

Dunmer (Free): Dark-skinned elves with red eyes who are good at magic and thieving.

Imperial (Free): Humans who are natives of the Cyrodilic empire. Generally well rounded.

Khajiit (Free): Sly Catpeople with abilities in fighting and assassination.

Nord (Free): Scandinavian-esque people with extreme cold resistance and affinity for heavy weaponry.

Orsimer (Free): Orcs with a love of warfare and smithing.

Redguard (Free): Dark-skinned, fast humans who make amazing fighters.

Origins:

Pick one and only one

Drop-In (Free): You were placed into this world with no connections or memories.

Bright (Free): You have a history of defeating evil and seeking justice.

Night (Free): You have a past dedicated to serving yourself, regardless of the cost.

Otherworldly (Free): You are not a native of Nirn, and instead originated from a different place.



General Perks:

Basic Protections (Free/-300 CP): Unless you decide to consciously attempt to fundamentally restructure reality in this setting, there will be no chance of you being erased from existence or changed into some abomination. For 300 CP, you will be completely immune to these nasty problems in any future settings as well.

Boosted Skills (-100 CP): One of your skills (such as smithing, heavy armor, etc) is now twice your racial average in potency.

Boosted Stats (-200 CP, additional purchases are discounted): One of your stats is now twice your racial average in potency. The stat boosted can either be from the D&D system, or a custom system of your choice.

Protagonist (-300 CP): You are now the main character of whatever story you are currently in. Events and plot threads just seem to surround you (although this can be toggled). More importantly, you may use the developer console one every 10 years to make one command that could drastically affect reality itself (note that this cannot be used to bypass jumpchain's purpose and give you omnipotence/a planeswalker spark). Finally, this perk boosts certain capstone perks for each origin that are listed in the perk descriptions.



Drop-In Perks:

Everything here is discounted (50% off) if you chose Drop-In as your origin.

Innate Knowledge (-100 CP): You gain at least a cursory level of information related to the societies, cultures, and histories of whatever worlds you are placed into, without needing to talk to a single person.

Unifier (-200 CP): You are capable of bridging racial and cultural gaps extremely easily, making alliances almost trivial. Although difficult, creating long standing peace between Man and Mer is not impossible for you.

Merger (-400 CP): Integrating vividly different forms of tech and or magic is possible for you. Although it will take a lot of trial and error, you can make these things work.

Individuality (-600 CP): You are you and nothing will change that. Any attempts to deprive you of your personhood, whether they be mental, social, supernatural, etc, will fail to work.

However, if you purchased Protagonist, this ability has evolved to a much greater height. You are now capable of using CHIM. Note that this will only work either in the metaphysics of the TESverse, or in any other setting that has an omnipotent arbiter. Additionally, you are not capable of using the full power of CHIM, you could only match one pantheon of gods instead of everything save the Godhead. Finally, actually using this power requires intense concentration and introspection.



Bright Perks:

Everything here is discounted (50% off) if you chose Bright as your origin.

Incorruptible (-100 CP): Nothing, not even being embraced by the chaos gods will change your moral compass. Note that this perk does not factor for sanity.

Army Leader (-200 CP): You are adept at raising, maintaining, and using military forces. This perk alone won't make you into the second coming of Tiber Septim, but you will still be a military powerhouse.

Emperor (-400 CP): Your mastery of legal systems and civilization knows almost no bounds. Any institution you create will be guaranteed to survive for at least 1000 years, and that's assuming you leave it to its own devices immediately.

Mantle (-600 CP): Pick a pantheon: Aedra, Daedra, or Magna-Ge. You are now capable of entering and exiting a mantled alt-form of any god in the picked pantheon, as long as your current actions/motivations/values align with the aforementioned deity.

However, if you purchased Protagonist, this ability has evolved to a much greater height. You are now capable of mantling any god in any pantheon in whatever setting you are currently in. Additionally, once you have mantled a god, you permanently gain access to the relevant alt-form. Note that you cannot mantle truly omnipotent gods with this perk, such as the Godhead, The One-Above-All, and Azathoth.



Night Perks:

Everything here is discounted (50% off) if you chose Night as your origin.

Unslaved (-100 CP): Although you often engage in evil, it will not consume you. You are the master of your actions, and only your will allows you to descend. Additionally, you are now pretty much immune to depression and regret.

Dark Magics (-200 CP): You are talented in “evil” forms of magic such as necromancy. Although you aren’t Mannimarco, you could potentially train to his level.

Gates (-400 CP): Much like Mythic Dawn, you are capable of opening gates to different planes. Although this only works for planes, not timelines or universes, you can open them pretty easily, and to any unsecured location in whatever connected plane you wish.

Usurp (-600 CP): You are now capable of killing anything. As long as you put up a long enough and impressive enough fight relevant to the power of whatever entity you want gone, it will happen.

However, if you purchased Protagonist, this ability has evolved to a much greater height. You are now capable of taking things from whoever you kill. Their power, their title, their charisma. Even abstract things. Note that this ability grows through practice, and you will need to train it in order to reliably take everything



Otherworldly Perks:

Everything here is discounted (50% off) if you chose Otherworldly as your origin.

Non-Player Race (-100 CP): You have gained access to a race that would normally be inaccessible in character creation. The specifics are up to you, but this cannot be used to bypass purchasing other perks in this jumpdoc. No, you cannot become a Daedric Prince with this.

Unbound (-200 CP): Your unusual origin has no doubt made you vulnerable in many ways. Thankfully, any specific racial weaknesses you have have been heavily suppressed. Vampires would feel discomfort in the light, for example, but not burn with this perk.

Planar Travel (-400 CP): Many special creatures are capable of traversing through planes, and now you can do the same. Note that this is for planes, not alternate timelines or alternate universes. This could be used to go from the material plane to the Feywild, for example, but not to go from Earth-616 to Earth-1610.

Et'Ada (-600 CP): You've really done it now. You are now either a Divine, a Daedric Prince, or a Magna-Ge. Your power is overwhelming.

However, if you purchased Protagonist, this ability has evolved to a much greater height. You are now the undisputed head god of your pantheon. You are now the strongest Aedra, or the strongest Daedra, or the strongest Magna-ge. May you have mercy on Aurbis.



Drop-In Items:

Everything here is discounted (50% off) if you chose Drop-In as your origin.

High Quality Arms and Armor (-100 CP): You have two extremely reliable but mundane weapons and one similar set of armor. It gets the job done.

Property (-200 CP): You get your own property in a city, with lots of additions. Follows you in future jumps, either by appearing into the world, or as an attachment to your warehouse.

Amulet of Kings (-400 CP): Although not the same one in canon, you get a modified copy that is fiat backed to not break or be stolen. This one can be configured every year to block something. In canon it was Oblivion, but it can be anything that you wish.



Bright Items:

Everything here is discounted (50% off) if you chose Bright as your origin.

Resources (-100 CP): You get an excessive amount of gold at the start of every jump, enough to make you a definitive part of the top 0.1% of the population.

Aedric Artifact (-200 CP): You get your own Aedric artifact (that cannot be the amulet of kings or Lorkhan's heart).

Empire (-400 CP): You have a (very small) empire. You won't inherit all of the racial area you live in (ie, you can't choose to have the entirety of the Skyrim empire), but this is still pretty cool. You can customize the canon (mortal) TES races that live there, or import entirely new races/alt-forms as residents. Finally, you can either have your empire's placement be random, be in a specific location in Tamriel, or have it be in a different area entirely. Your empire will follow you in future jumps, either by appearing into the world, or as an attachment to your warehouse.



Night Items:

Everything here is discounted (50% off) if you chose Night as your origin.

Lair (-100 CP): You own (small) hideout far from any civilization that would threaten it. Doesn't have much in it by default, but people are pretty unlikely to find it. Follows you in future jumps, either by appearing into the world, or as an attachment to your warehouse.

Daedric Artifact (-200 CP): You get your own Daedric artifact, such as The Mace of Molag Bal, or The Wabbajack.

Secret Society (-400 CP): You gain your own secret society. You can either make it stretched out over the entirety of Tamriel (making it extremely sparse) or concentrate it in a single region, making it almost take over the nearby crown by default. Follows you in future jumps, either by appearing into the world, or as an attachment to your warehouse.



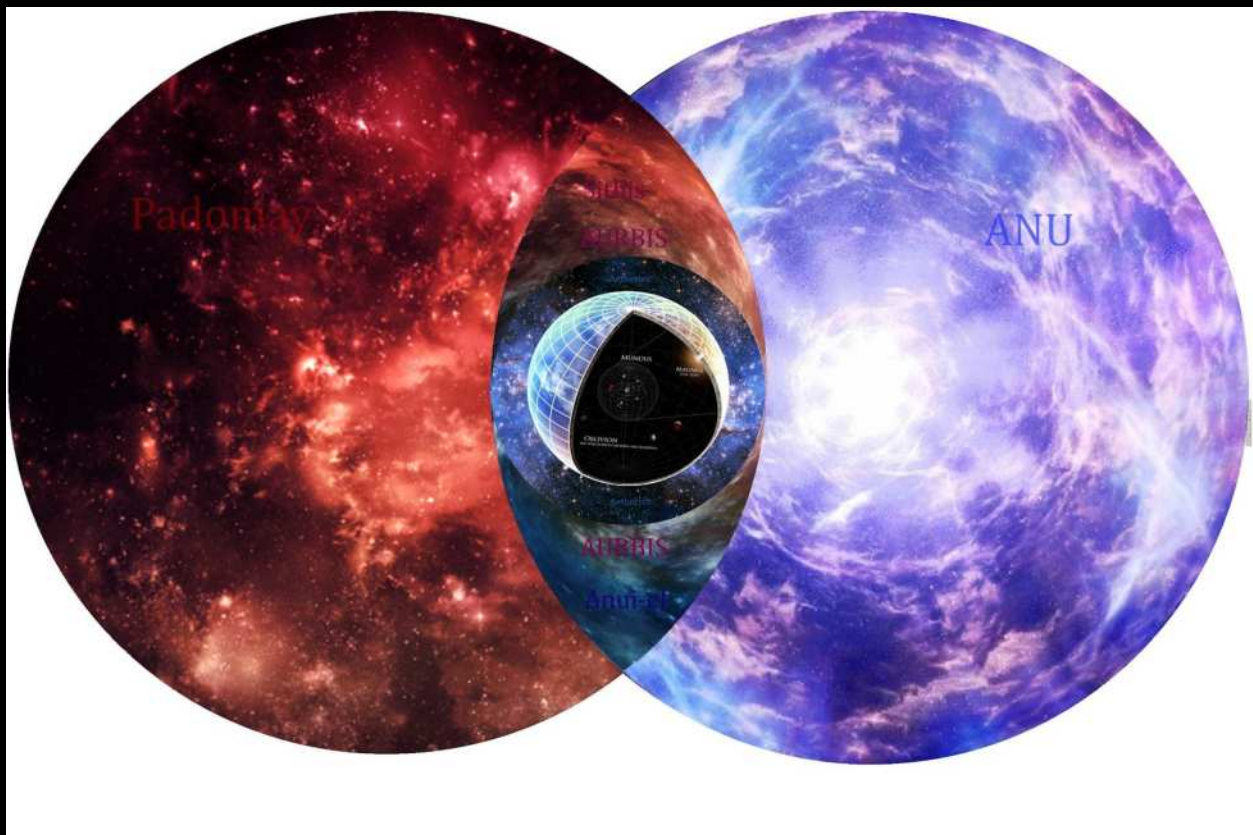
Otherworldly Items:

Everything here is discounted (50% off) if you chose Otherworldly as your origin.

Otherworldly Armor (-100 CP): You get your armor set, whether it be Aedric, Daedric, or that of the Magna-Ge.

Religion (-200 CP): A religion has been formed around worshipping you. You can either make your believers into a small population across Tamriel, or a large population in a small area. Follows you in future jumps, either by appearing into the world, or as an attachment to your warehouse.

Personal Plane (-400 CP): You get your own personal plane. This is less of a whole plane, like Aetherius or Mundus, and more like the Daedric Planes of Oblivion. However, it can be located anywhere you please (so long as it's in Aurbis but not overlapping Nirn).



Companions:

Companion Import/Creation (-50 CP/-200 CP): You may either import preexisting companions or create new ones. They get 800 CP to spend on themselves, and can take drawbacks. Individual companions can be imported/created for 50 CP each, or you can pay a flat 200 CP to import/create 8 companions.

Canon Companion (-100 CP/-200 CP): Want someone from this world? You can take them with you, as long as you pay the relevant CP.

For 100 CP, you can recruit any random nobody, such as a common citizen, but capped at someone capable of legitimately disrupting either the political or physical structure of Tamriel.

For 200 CP, you can recruit anybody in the setting (Except for the Godhead, you powergamers).

Drawbacks:

+1500 CP drawback limit.

Specific Fanfiction (+0 CP): You may choose a specific TES fanfiction to be inserted into.

Adoring Fan (+100 CP): At some point in your time here, you will find an annoying person who insists upon being around you. They won't actively try to harm you or your companions, but they might accidentally get you into trouble from being too dense. Thankfully, after a year, they will either leave your life or get killed by something (probably you).

Arrow to the Knee (+200 CP): NPCs will often repeat the same exact dialogue over and over again, and also look somewhat generic. Not saying you won't find interesting people here, but that you might have to look for a while.

Authentic Bethesda Experience (+300 CP/+500 CP): Like a real Bethesda game, you are going to see a lot of weird bugs and such. Thankfully, they will all be benign and harmless, unless you want an extra 200 CP, which causes a risk of them actually being dangerous to you (ie, important people noclipping through the map, crappy physics causing you to take damage).

Poor (+400 CP): You lose access to any high amounts of wealth you had or would normally get in this jump for its duration, and it becomes much harder to get cash/loot/resources.

Cliched Jumpchain Drawback (+400 CP): You lose access to outside perks and items for this jump, just giving you your warehouse and bodymod.

Wrath of the Gods (+600 CP/+1000 CP): For 600 CP, a specific Divine/Magna-Ge/Daedric Prince wants you dead, and is determined to get results. For 1000 CP, an entire pantheon of gods want you dead.

Dare you Enter my Magical Realm? (+1000 CP): Your experience here is going to be like what would happen if an unironic Slaanesh worshipper got to choose what mods to install for your jump/metaphorical game. May god have mercy on your soul, jumper. Why would you choose this?

Ending Options:

Go Home: Tamriel and jumping have been too much for you. You will be returned back to your home, with everything sorted out.

Stay Here: Maybe this world is interesting enough for you to live here? You stay in this jump, and you get a complimentary +1000 CP.

Move On: You decide to keep looking for new worlds to travel to, new adventures to be had.