The Elder Scrolls IV
OBLIVION

When the dragon dies, the Empire dies.
Where is the lost dragon's blood, the Empire's sire?
And from the womb of the void, who shall stem the blood tide?
So long as the Blood of the Dragon Prince runs strong in her rulers, the glory of the Empire shall extend in unbroken years.
His heart's blood bleeds in darkness
For once the portals are opened, who shall shut them upon the rising tide?
For Lord Dagon forever reborn in blood and fire from the waters of Oblivion.
Find him... and close shut the marble jaws of Oblivion.

"I was born 87 years ago. For 65 years I've ruled as Tamriel's Emperor. But for all these years I have never been the ruler of my own dreams. I have seen the Gates of Oblivion, beyond which no waking eye may see. Behold, in Darkness a Doom sweeps the land. This is the 27th of Last Seed; the Year of Akatosh 433. These are the closing days of the 3rd Era, and the final hours of my life."

"Come with us. Your destiny is bound up with mine, and with the fate of Tamriel itself."

YOU HAVE A THOUSAND CHOICE POINTS TO SPEND

LOCATION

The Province of Cyrodiil. Also known as The Heartland, Starry Heart of Nirn, and Dragon Empire. This is the center of governance for the whole empire. The population is incredibly diverse with peoples from every part of Tamriel calling it home. It is the most cosmopolitan of the provinces within Tamriel. Once a believed jungle territory today it boasts a primarily temperate climate. There are two main cultural centers here, the Nibenese and Colovians. To the west are the four Colovian Counties of Anvil, Chorrol, Kvatch, and Skingrad. This culture is known for possessing the frontier spirit of their ancestors. These are lands where strong work-ethic and self-sufficiency are highly prized, keeping to traditions of the Nedic settlers. The Nibenean East is sometimes seen as the soul of Cyrodiil. There is more focus on elaborate ceremony and esoteric and philosophical matters. Bruma, Cheydinhal, Bravil, and Leyawin are all part of this culture. So too are the Heartlands around the City Isle.

Your adventure can start anywhere in the province. While the following location suggestions are all for Cyrodiil you can start anywhere in Tamriel for a payment of 100CP.

THE IMPERIAL CITY: It is dominated by the White-Gold tower, the most renowned monument of the known world. In modern day serves as the Imperial Palace. It is a thriving city - the beating heart of the empire. The walls divide the city into several districts: Green Emperor Way, Market District, The Arena, Arboretum, Temple District, Talos Plaza District, and The Elven Gardens. Sharing the island is the Arcane University, Imperial Prison, and harbor district of the city, the Waterfront. As large as the city itself, under it is a sprawling labyrinth of sewers.

ANVIL: The westernmost city of Cyrodill This prosperous harbor is on the shores of the Abecean Sea. Anvil is the most important port on the Gold Coast. The Hammerfell city of Rihad can be reached by following a coastal road, taking you through the ruins of Sutch. Redguards have had a strong influence on the city all the way to the architecture, though culturally it is Colovian. It host the Chapel of Dibella, which will soon come to be the site of a ritualistic massacre.

BRAVIL: One of the poorest towns can be found on the banks of the Niben Bay. Structures here are little better than stacked shacks. It is a town for smugglers, dealers, bandits, and the poor they prey on. Many beastfolk find their homes here, either as part of the crime gangs or victims to them. The already damp swampy climate is made more fetid by the Larsius River dividing the town, which also serves as the town's sewer. Perhaps the only brightness the statue of The Lucky Old Lady and her stories.

BRUMA: The Jerall Mountains are rugged and inhospitable. But the northern mountains are home to many of the province's Nords. Despite this, it is a Nibenese community. Here you can find followers of the Divines at the temple of Talos as well as others who praise the traditional Nordic Pantheon. The only consistency here is the weather, constantly cold and snowy.

CHEYDINHAL: An idyllic and prosperous city of well-maintained parks. Many dunmer have been drawn to the city as a way to distance themselves from the theocracy of Morrowind. There is currently some division between old Imperial families and the dunmer, causing many of the citizens to overlook corruption in the guard and even a orcish skooma ring in the city. Famous artist Rhythe Lythandas can be found within the city.

CHORROL: On the border between the Colovian Highlands to the west and Great Forest to the east is the town of Chorrol. It is as close as one can get to the average Cyrodiilic town. The city places great value on healers and mercy, both with its statue to immortalize Saint Osla and the chapel of Stendarr. A Great Oak has been the centerpiece of town since the Second Era.

KVATCH: This naturally defensible city perched atop a large bluff. It has often served as the tipping point in invasions, being attacked by by the Order of Worms and Camoran Usurper in the past. The staging point of Kvatch was instrumental in toppling the Alessian Empire. Today, it hosts the only arena in the province outside the Imperial City. Saint Juib, a well-known dunmer figure, has moved here to write his anticipated autobiography.

LEYAWIIN: At the extreme southeast of the province, Leyawiin is found at the mouth of the Niben River. Its strategic position between Elsweyr and Black Marsh keeps the historically opposed provinces from conflict. Though the city still sees its share of racism between local khajiit and argonians. Ancient explorer Topal the Pilot is the city's patron saint, with a prominent statue of him found here and the Topal Bay being named after him.

SKINGRAD: Located in the heart of the West Weald the city is famous for its fine wines, tomatoes, and cheeses. The northern side holds major businesses and guilds, while the south side features the Great Chapel of Julianos. Castle Skingrad looms over the city on a steep hill, a fitting home the reclusive wizard Count Janus Hassildor.

RACE

The various peoples of Nirn are known to have various strengths and weaknesses. Your choice will make more accustomed to a handful of skills, but this is not an especially noteworthy boon. Those advantages are something that can be matched by those who put effort into the same areas, just as the disadvantages can be overcome with the same kind of training. Your choice of race is completely free. If you want to be a member of different sentient mortal race in setting, the cost to do so is 100CP.

MEN

Imperial: The well-educated and well-spoken Imperials are the natives of the civilized, cosmopolitan province of Cyrodiil. Imperials are also known for the discipline and training of their citizen armies and their respect for the rule of law. Though physically less imposing than the other races, they've proven to be shrewd diplomats and traders, and these traits, along with their remarkable skill and training as light infantry, have enabled them to subdue all the other nations and races and erect the monument to peace and prosperity that comprises the Glorious Empire. Their hegemony has waxed and waned throughout the eras, and most historians refer to three distinct Empires, the ends of which each mark a new epoch in Tamrielic history.

Redguard: Redguards are the most naturally talented warriors in Tamriel. The dark-skinned, wiry-haired people of Hammerfell seem born to battle, though their pride and fierce independence of spirit makes them more suitable as scouts or skirmishers, or as free-ranging heroes and adventurers, than as rank-and-file soldiers. In addition to their cultural affinities for many armor styles and weapons (particularly swords), Redguards are also physically blessed with hardy constitutions, resistance to poison, and quickness of foot. Unlike most other human races, they are not believed to have any connection with the ancestral Nordic homeland of Atmora.

Nord: The Nords are the children of the sky, a race of tall and fair-haired humans from Skyrim who are known for their incredible resistance to cold and magical frost. They are fierce, strong and enthusiastic warriors, and many become renowned warriors, soldiers and mercenaries all over Tamriel. Eager to augment their martial skills beyond the traditional methods of Skyrim, they excel in all manner of warfare, and are known as a militant people by their neighbors. Nords are also natural seamen, and have benefited from nautical trade since their first migrations from Atmora. They captain and crew many merchant fleets, and may be found all along the coasts of Tamriel.

Breton: Bretons carry mixed human and elven ancestry and are now the inhabitants of the province of High Rock. They are united in culture and language, even though they are divided politically, for High Rock is a fractious region. Bretons make up the peasantry, soldiery, and magical elite of the feudal kingdoms that compete for power. Many are capable mages with innate resistance to magicka. They are known for a proficiency in abstract thinking and unique customs. Bretons appear, by and large, much like other pale-skinned humans. They are usually slight of build and not as muscular as Nords or Redguards. The great diversity in their appearance is to be expected from their politically fractured society.

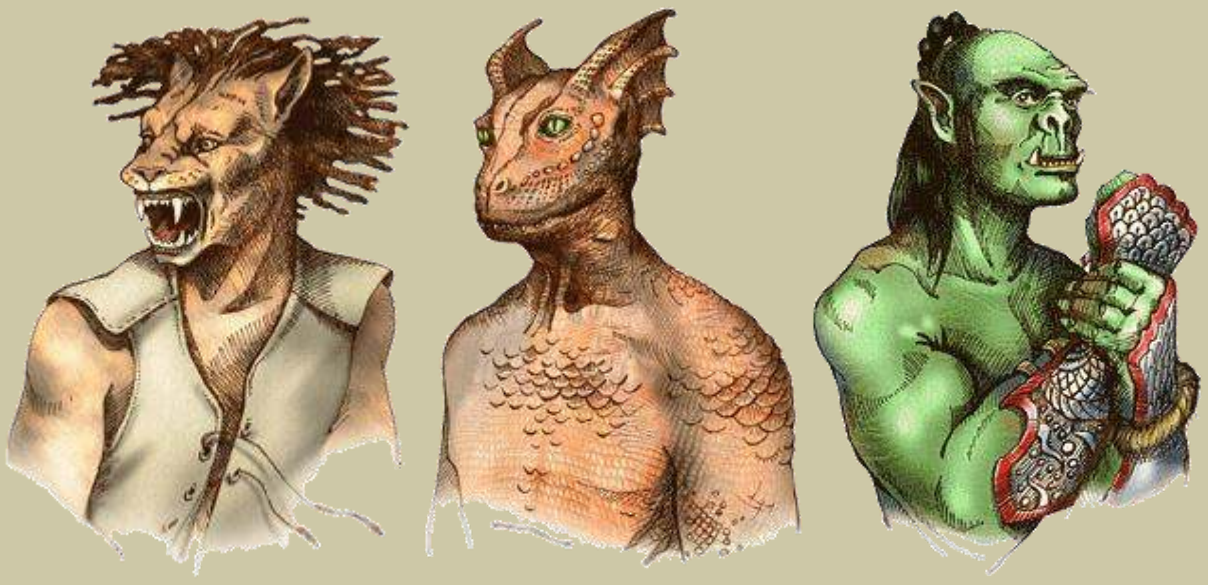
MER

High Elf: The Altmer are a tall, golden-skinned race, hailing from Summerset Isle. In the Empire, "High" is often understood to mean proud or snobbish, and as many elves generally personify these characteristics, others generally resent them. They consider themselves to be the most civilized culture of Tamriel; the common tongue of the continent is based on Altmer speech and writing, and most of the Empire's arts, crafts, laws, and sciences are derived from Altmer traditions. They are most strongly gifted in the arcane arts of all the races, and they are very resistant to diseases. However, they are also somewhat vulnerable to magicka, fire, frost, and shock, leaving them weakest against their strongest point - magic. They are among the longest living and most intelligent races of Tamriel, and they often become powerful magic users due to both their magical affinity and the many years they may devote to their studies.

Wood Elf: The Bosmer are the Elven clan-folk of Valenwood, a forested province in southwestern Tamriel. Rejecting the stiff, formal traditions of Aldmeri high culture, they preferred a more romantic, simple existence in harmony with the land and its wild beauty and creatures. They are relatively nimble and quick in body compared to their more "civilized" elven cousins. Their agility makes them well-suited as scouts and thieves. However, they are also a quick-witted folk, and many pursue successful careers in scholarly pursuits or trading. Though they are considered less influential than some of their elven brethren, they are also relatively prone to producing offspring. As a result, they outnumber all other mer on Tamriel. As the best archers in all of Tamriel, they snatch and fire arrows in one continuous motion; they are even rumoured to have invented the bow. They have many natural and unique abilities; notably, they can command simple-minded creatures and have a nearly chameleon-like ability to hide in forested areas. Many in the forests of Valenwood follow the tenets of the Green Pact. These "Green Pact Bosmer" are religiously carnivorous and cannibalistic, and do not harm the vegetation of Valenwood, though they are not averse to using wooden or plant-derived products created by others.

Dark Elf: The Dunmer are the ash-skinned, typically red-eyed elven peoples of Morrowind. "Dark" is commonly understood as meaning such characteristics as "dark-skinned", "gloomy", "ill-favored by fate" and so on. The Dunmer and their national identity, however, embrace these various connotations with enthusiasm. In the Empire, "Dark Elf" is the common usage, but among their brethren they are called "Dunmer". Their combination of intellect and strong agile physiques produce excellent warriors and sorcerers. On the battlefield, Dunmer are noted for their skill with a balanced integration of the sword, the bow and destruction magic. In character, they are grim, aloof, and reserved, as well as distrusting and disdainful of other races. Dunmer distrust and are treated distrustfully by other races. They are often proud, clannish, ruthless, and cruel, from an outsider's point of view, but greatly value loyalty and family. Young female Dunmer have a reputation for promiscuity in some circles. Despite their powerful skills and strengths, the Dunmer's vengeful nature, age-old conflicts, betrayals, and ill-reputation prevent them from gaining more influence. Those born in their homeland of Morrowind are known to be considerably less friendly than those who grew up in the Imperial tradition.

BEAST RACES



Khajiit: Khajiit are cat-like people who come from Elsweyr, known for high intelligence and agility. These traits make them very good thieves and acrobats, but Khajiit are also fearsome warriors. However, they are rarely known to be mages. Khajiit mostly stay on land, but piracy and Skooma trade does draw some to work as sailors. Khajiit anatomy differs greatly from both men and elves, not only because of their fur, tail, and sometimes toe-walking stance, but also their digestive system and metabolism. There are many different furstocks, variations of the khajiit in sizes and shapes, based on the phases of the moon at their birth. From the housecat-like Alfiq to elvish Ohmes to the common bipedal Cathay all the way to the towering Pahmer – all are equally Khajiit. They have a lifespan similar to that of humans. There are no well-documented cases of cross-breeding between Khajiit and other races, though there are rumors of such a thing. The foreign appearance and behavior of Khajiit make them common targets of racial discrimination.

Argonian: These are the reptilian natives of Black Marsh, a vast swampland province in southeastern Tamriel. In their native language, they are called Saxhleel. They are known as the foremost experts in guerrilla warfare throughout Tamriel, a reputation brought upon them by defending their borders from enemies for countless centuries. They have a connection to the Hist, a race of sentient trees. Agile and cunning, are swift swimmers and can breathe underwater. They possess natural resistance to poison and disease, a trait that serves them well in their treacherous homeland. They are also naturally adept spellcasters and excel in the art of stealth. The Argonians' alien nature is often commented on; they are called strange, expressionless, reserved peoples, slow to trust and hard to know. This problem lies in them not facially expressing their emotions as men and mer do, generally relying on body movements to communicate.

Orc: The Orcs, also called Orsimer or "Pariah Folk" in ancient times, are sophisticated, brutish elves of the Wrothgarian Mountains, Dragontail Mountains, Valenwood, and Orsinium (literally translated as "Orc-Town"). They are noted for their unshakable courage in war and their unflinching endurance of hardships. Orcs have elven blood, but are usually considered to be both beastfolk and goblin-ken. In the past, Orcs were widely feared and hated by the other nations and races of Tamriel. However, they have slowly won acceptance in the Empire, in particular for their distinguished service in the Emperor's Legions. Orc armorers are prized for their craftsmanship, and Orc warriors in heavy armor are among the finest front-line troops in the Empire, and are fearsome when using their berserker rage. Orcs have a lifespan similar to that of humans. Most Imperial citizens regard Orc society as rough and cruel. The Orcs of the Iliac Bay region have developed their own language, known as Orcish, and have often had their own kingdom, Orsinium.

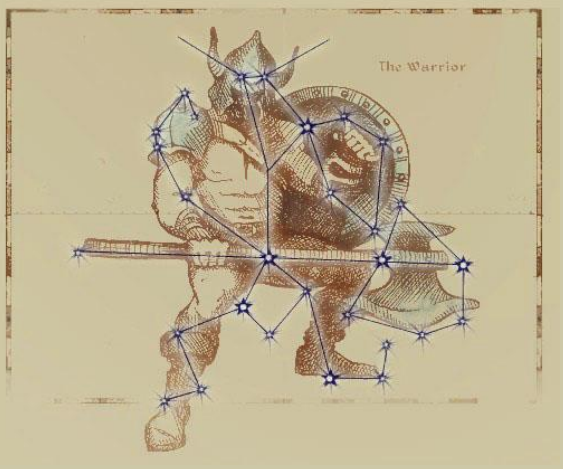
ORIGIN

"Pssst... It's Barbas here with a special offer from a little Daedric Prince you might know called Clavicus Vile. That's right, the boss man of bargains himself wants to give you some help. So instead of being a sucker and taking just one Origin, how would you like to have two of 'em for the price of one? More options is always better, right? Master Clavicus is giving you the option to expand your background experiences and it won't cost you a thing. Now, it will affect your discounts a little – but that's a small price to pay, right?"

This choice determines your background and which benefits you're most likely begin with. As offered above instead of choosing one origin you can have a custom one that incorporates two. Doing so reduces the freebies and discounts to half their normal value. Heroes don't always fall neatly into a single archetype. As one final option you may opt for no clearly defined origin. Instead this means you get one 100CP perk, item, and companion for free. With no origin you get six floating discounts (50% off); the restriction is these discounts have to be applied to three perks of different prices and three items of different prices. Every choice comes with the option of having a history or being treated as having appeared on Tamriel with no explanation.

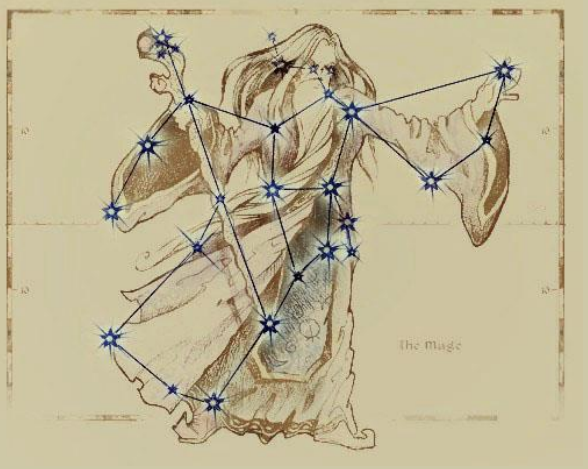
PRISONER

Like everyone else you are trapped in this mortal coil of Mundus. As with many citizens you probably have a stable schedule. Wake up, visit temple, work, eat, visit a friend, and sleep. You probably saw a mudcrab the other day, and it was the most interesting part of your week. This origin boasts no impressive past or talents. You might have experience from a couple jobs around town like being a farmer, priest, steward, or something else unadventurous. Like many in Tamriel, you may find that your name is never recorded in the annals of history. Perhaps it's time to step out of this your routine?



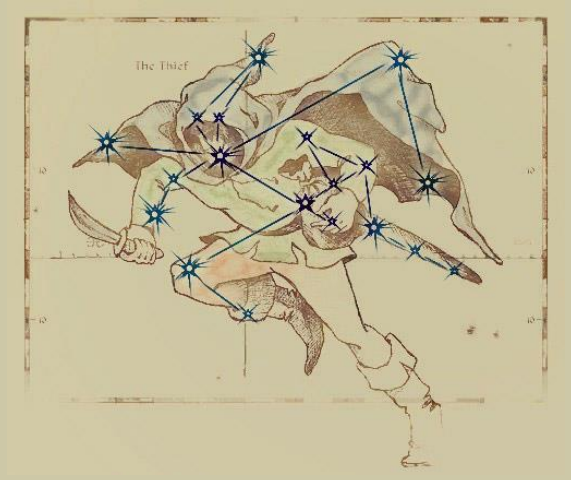
WARRIOR

Perhaps you are one of the many knights of Colovia, or more of a rugged Nibenese mountain mercenary? You could also be employed by one of cities as a guard. With this background you can hold yourself well on a battlefield. You are comfortable using shields plus all manner of bladed and blunt weapons… or even your fists! With tools, you know how to keep your equipment in repair. Even when wearing heavy armour (which you're comfortable in) you're clearly athletic. You're equipped with a full set of steel armour and weapon of equal quality.



MAGE

The Mages Guild is hemorrhaging membership with their stance on necromancy. You could be part of the guild, a necromancer, or even an initiate in one of the many daedric cults throughout the province. This background provides the knowledge of a apprentice mage. That means you know the basics of Alchemy, Alteration, Conjuration, Destruction, Illusion, Mysticism, and Restoration. Your personal possessions include a set of robes and a simple enchanted stave. The spell can be attuned for Destruction (Fire, Frost, Shock), Illusion (Charm, Paralysis, Silence), or Mysticism (Dispel, Soul Trap, Telekinesis).



THIEF

There are beggars and bandit found all over Cyrodiil. At the moment you don't have any outstanding fines. In fact, you don't have much notoriety at all. It's your secret whether or not this is because of being a law-abiding citizen or if you're just good at covering your tracks. The picture of a loveable scoundrel. While you're acrobatic and sneaky, you're also personable and good at haggling. When it comes to combat you aren't helpless either having a bit of training with bows and light armour. You have a bit of coin to show for your efforts and a set of flexible leather armour. You also receive a bow, quiver, and a dozen arrows.

PERKS

There is a 50% discount on perks with a matching origin. The 100CP choices can be taken for free if you selected the origin for which they are discounted. Should you have opted to take two origins, then the 100CP perks for those will cost just 50CP, and other discounts bring the price down to 75% of the original cost.

PRISONER

[100CP] All Things Being Equal: Good things happen to lucky people. Luck has an little effect on everything you do. Some will say it's better to be lucky than good. But you are good. This makes you infinitesimally better at all the things you do. Because you've got that little bit more luck than others. The scales are ever-so-slightly tipped in your favour. Essentially, 50/50 odds are closer to 45/55 odds where you're concerned. This doesn't so much affect the world around you. It's your attribute. So no, luck won't make treasure exist just so you can be the one to find it. And no, it won't make foraging for fresh ingredients any more likely to spontaneously generate those ingredients. It makes you lucky with the things you can control: your skills. This has an effect on everything you do. Crafts, sports, shopping. Tools that can break, might not. Spells that can fail, might not. Like your other more measurable attributes of strength, or dexterity, or intelligence, or charisma… you might start to notice… the dice you're rolling seem to get just a bit more loaded each day.

[100CP] Blissful Illusions: Blessed are the Musicians, for in their ears they hear the music of the soul. You are granted the 8th of his 13 Blessings. It is a gift of music. A special soundtrack that caters to you. You can memorize music easily. Audiation is a major part of this, allowing you to enjoy your favourite tracks or create new ones in your mind easily. This auditory imagination takes on a life of its own if you allow it. At first it'll just play the classics: Reign of the Septims, Wings of Kyrnareth, Peace of Akatosh. It is excellent for setting a mood of exploration and adventure when you're travelling alone. Or it can be downright eerie, if you're lurking in dangerous forgotten places. It's also a wonderful early warning for threats, as the chords will adjust to a much more aggressive track whether or not you're aware of the danger. This works as a great alarm for when enemies approach in your sleep! After a bit of time this music will cater more to your tastes. It may create music more like Imperial Legion marching songs or the Nibenese Opera. Or perhaps you will take the skald's poems of Skyrim with you?

[200CP] An Uncaged Mind: Little boys shouldn't summon up the forces of eternal darkness unless they have an adult supervision. Now normally, you need a witches coven, or a mages guild, or at least matching pillow case and sheets to invoke a daedric prince. They're beyond the mortal scope, breadth, ken, blah, blah, blah. But these things are not beyond your scope, no siree! You have escaped limited scopes, breadths, and kens too! Your mind is free of such trappings. You have nothing to fear from the mind-shattering madness that comes from forbidden knowledge or embracing avatars of madness. Do you know what it's called when you do the same thing over and over again and expect different results? Practice! And you, my good sir or ma'am or other preferred term of polite address are so extremely well-practiced at being sane it's frankly insane. Nothing could break your mind any further than has already been done, congratulations!

[200CP] Mysterious Past: Unbeknownst even to himself, Martin was the bastard son of Uriel Septim VII, and last heir to the Ruby Throne. He alone could use the Amulet of Kings to light the Dragonfires that wards the barrier between Tamriel and Oblivion, and save the world from the Mythic Dawn plot. Like Martin Septim or the Hero of Kvatch, your history is not indicative

of your true potential. When choosing to be part of a royal bloodline, you could be anonymous and completely untethered to the family. You can have all the extensive powers of your origin without being burdened by those abilities. Someone in the Septim Bloodline would not be sought by the Mythic Dawn cult, as an example. That is, if you have a history at all. You can unmake any history you would normally be assigned entering a world. Be nothing. A complete nobody. Simply appearing in a cell that is supposed to be off limits. This gives much more freedom to decide your past, including having all of your chosen abilities and items with no explanation at all.

[400CP] Doom-driven: Each event is preceded by Prophecy. But without the hero, there is no Event. You are blessed, and perhaps cursed, with the ability to rule your own destiny. One aspect of these means that while you may be closely related and indeed force yourself into the roles of prophecies, but are never bound by them. It is easy for you to follow the steps of prophecy when you choose to and blaze your own trail when you find the guidance of fate unseemly. You defy determinism and have the potential to achieve impossible results. When time breaks for other mortals, you can still account for where you were. Even an event as infallible as the Greymarch, devised by a being of perfect order, can be thwarted. Your potential gives you an absurd likelihood of coming into contact with many legendary artifacts that are destined to be recovered or used again. Though what you do with them once they find their way into your hands is not as set in fate as it would be for others…

[400CP] Azura's Sight: The stars were right, and this is the day… Often referred to as divination or scrying, this ability is far different from the school of Mysticism practiced by mages. Whether by lucky birth, imperial bloodline, or devotion to the gods, you have obtained this gift. Perhaps you receive visions through communication with the stars or see the future in your dreams, like the Emperor. Or alternatively, constantly hear voices that give you insight into the future. The Sight, despite its name, does not always work on purely visual means. Many prophets can be troubled or overwhelmed by the information and dreams they receive of the future, but you will never be unduly burdened; while the contents of your visions could bring you stress the visions themselves will never overwhelm you. You have a keen understanding of potential fate which only grows more powerful if you nurture this talent.

[600CP] Dragon Break: This is a known phenomenon in which time is broken, and becomes non-linear. These distortions typically challenge comprehension as continuity in reality breaks down. These timelines eventually reconverge into one whole and render all the happenings to be true, though often with consequences of the paradoxical actions making things

extraordinarily complicated. Most mortals will remain uncertain of which events if any are wholly accurate in these contradictory histories, creating great spiritual anguish when they conclude. What is less known is they can be enacted by mortals who try to manipulate the divine. Some methods have been graceful, dancing with the music of Nirn until it matches their steps. Other wrestled control of the heavens through violent tools like Numidium that throws time out of alignment. You can invoke these un-times allowing you to explore the outcomes of different potential choices – bearing in mind the risks of doing so. If you do not actively designate when to use a Dragon Break, it can be used automatically in the event you suffer an untimely death. This will of course be unhelpful if all eventualities have equally poor survival rates…

[600CP] Blood of Dragons: You share the sacred blood that was given to Saint Alessia, the first Dragonborn in recorded history. As a human or elf, you may have inherited this from her. This can be as a distant relative to the Septim Dynasty or an immediate relative. Having such a direct tie to the royal family will have both benefits and consequences in the turbulent times that are approaching. Alternatively, this bond was bestowed on you or one of your ancestors directly by the Dragon God, separate from the Alessian bloodline. While you lack the fame and benefits in this case, the heritage will still offer your descendants certain power. Firstly, you have the favour of Akatosh and will receive (modest) divine support when praying in any of The Nine's temples or shrines. In another time, this particular lineage might offer extraordinary ease in learning the thu'um as you are blessed with learning the language of dragons. You also carry the power to become the ultimate dragonslayer, though such power is mostly irrelevant in this era.

WARRIOR

[100CP] New Blood: Often, being the new person comes with its share of difficulties. Newcomers aren't as trusted as familiar faces. They don't get the same access to information and resources as those with seniority. Well, you never suffer those problems. Most members of organizations you join seem to give you their full trust immediately. They might not be confident in your skills, but will always give you a chance (and often second chance) to prove yourself. This trust and opportunities could see you promoted extremely rapidly through the ranks. When it comes to resources you can take nearly anything that isn't nailed down. Never personal possessions but in general the items of organizations you're a part of is freely available to you. Take as many quills home from work as you want. If you've joined the Fighter's Guild for example there will be many weapons available for you to just take. Nobody will complain if you take all of the ale or food that's there to feed members either. Your novelty as a newcomer also carries a benefit of being able to jobs where other organizations won't view you as being part of their rivals. Precariously, this puts you in a position where you receive the most subversive jobs of infiltrating opposing groups. Of course, those groups will probably trust you with their secrets too…

[100CP] Fame and Fortune: If you're willing to lower your standards a bit, finding someone with a task or errand for you is easy. Some days it'll be clearing rats from a sewer. Other days it might be finding the fiend who's hurt adorable basement rats. All the way to making an impromptu deliveries through a rat-infested sewer. That's just the beginning. While you can always get work, you'll also always receive credit for a job well done. There's never a shortage of people who have things that need doing. And while they may not always be able to repay your service in equivalent earnings, they will pay for it in exposure. Whether it is your employer directly or other witnesses, tales of your deeds spread. You have much greater ability to accumulate fame through your deeds and this fame invariably makes people like you more. The benefit from each quest you undertake may be small but word of your accomplishments will spread quickly. Very soon, instead of having to look for work your reputation will precede you. Citizens will start coming to you offering jobs that match what you're worth.

[200CP] Combat Specialist: Whether with the crushing blows of axes, the slashing of a sword or dagger, or even attacks without weapons – you are a master of combat. Choose any weapon type (Blades, Blunt, Bows, Shields, Hand to Hand) to receive this mastery. You unleash powerful and skillful strikes that deal greater harm than the weapon would be able to unleash from a apprentice. In addition, using your attacks to disarm, knock-down, or even outright temporarily stun your opponent come easier. When you make this choice it can also come with a martial tradition. Choosing Hand-to-Hand could make you accomplished in Goutfang, Whispering Fang, or even an unarmed style of Morrowind. Picking Blades could make you accomplished in the Way of the Sword or Akaviri Swordsmanship. Additional purchases can grant you expertise in further weapon types, or can upgrade a previous selection into something more formidable – such as understanding the basics of Sword-Singing or Kiai shouts for the aforementioned blades examples.

[200CP] Competitive Edges: Naturally times of conflict are bound to inspire others to take up arms and gain skill in combat. There's a certain… special escalation that seems to occur on the path of your adventures. If you're just starting out, you won't seem to encounter threats beyond your ability to face. During times of peace when you're just learning the ropes it's almost like everyone else is too. At this stage you'll cross paths with real danger only if you seek it out. The greater you personally become as a combatant, so too do the armaments of those who stand against you improve. This of course has an upper limit; others can't achieve impossible prowess to keep up with you! But they do advance to a point that stretches the imagination. Most noticeable is equipment they use. Instead of just leathers or iron, even common bandits will be armed with elven glass or daedric ebony. Rest assured this benefit will never supply your opponents anything beyond your ability to contend with.

[400CP] If You Require Further Training…: The best techniques are passed on by the survivors. Unless you are the undisputed master of your skill, you will always be able to track down someone who has the ability and willingness to guide you further. They may require you to prove your worth or otherwise perform a favour for them to earn the privilege, but the opportunity exists. As with anyone, they will likely require some kind of compensation for their time but it is well worth the payment for the freedom to become a master of all, no? Curiously, you are able to rapidly make gains through these exchanges. When you have a skillful teacher assisting you, what takes days or weeks for others can be accomplished in mere hours. At times you grasp what they're trying to instruct you in instantly! The results of hard work and dedication always look like luck. But you know you've earned every ounce of your success.

[400CP] Antipodean Hammer: You've got the hands of a smith. Must have spent some time repairing your gear. You can even handle materials other craftsman wouldn't dare work with like amber and madness ore. You can make phenomenal repairs to even the most unusual or enchanted armour and weaponry. Even gear that would typically require more equipment to restore just needs you and a hammer. You need only the bare minimum gear to keep your weapons and armour at full capacity. There is no need for grindstones to make edges on your chipped equipment even again. There's no need to replace damaged parts. You never need to reforge a sword that's completely broken. Something as simple as a hammer will be sufficient to completely restore any sword or cuirass. Furthermore as a true master of the craft the tools you use will no longer decline or ever need replacement. Even that single hammer will last a lifetime. With the talent you possess as an armorer, your equipment can be advanced beyond mint condition increasing effectiveness of anything by 25%.

[600CP] Grand Champion: Look at the muscles on you! Stronger than an ox doesn't cover it. You're stronger than a minotaur. Like them, the damage you can do in melee is something to be feared. Well-aimed *unarmed* strikes from you can punch holes in armour. Swinging dremora equipment around that generally weights thrice as much as iron equivalents? That's effortless for you. As a bonus you know how to use this strength gracefully. Your weapons aren't going to wear down any faster just because you hit someone with the force to tear their armour apart. The only limitation to what you can carry away from your adventures is the size of your bags – at least until you try dragging doomstones around. In combination, not only could you fight your way through an oblivion gate alone – you could carry all your dremora enemies' heavy (and valuable) equipment out with you. Minotaurs are all over Cyrodiil so maybe your strength isn't so strange? Technically speaking the son of Saint Alessia was a minotaur. That means the entire human empire that descends from her at least *a little* minotaur…

[600CP] Earthbones: You possess the extreme endurance that could have you mistaken for a sort of eternal law of nature. You have been toughened by the hardships of Nirn more so than any others. Surviving this arena has reforged you with truly remarkable constitution. You can survive in any environment this world has to offer, and have an easy time adapting to even inhospitable regions. This means an immune system that could survive Black Marsh, where conventional poisons and diseases are overcome with ease. The frigid waters of Skyrim would cause you little discomfort. Even entering in to a volcanic dimension of cataclysms where the skies are choked with ash? That's fine too. Survival for days on end without food or rest would be uncomfortable but not bring you any risk. While you shouldn't risk swimming in that lava, you can easily swim across the Niben Bay or be able to plunder it's depths for treasures without your stamina failing you. You could spend an afternoon enduring wild animal attacks just to teach yourself to block better. You could be riddled with dozens of arrows and it would just be an excuse to practice field medicine or healing spells rather than a risk to your life.

MAGE

[100CP] Bright One: Some mages fail, fumble, and otherwise struggle to use their magic. As long as you have the required energies and proficiency to cast a spell, doing so will succeed. Barring silencing spells or physical injuries that prevent your gestures, that is. You have an intuitive grasp of your own skill level and know which spells are within your capability to cast. You can accurately assess your own magical limits, understanding how much magicka you possess and the metaphysical weight of each spell you know. You can accurately gauge the cost of spells others are willing to teach you as well as the strengths and

costs of theoretical spells before you work on creating them. Additionally, the greater your familiarity with a particular discipline of magic, the more you can reduce the amount of magicka required to cast spells that fall under that school.

[100CP] Mysticism 101: You have a handful of minor cantrips that can be used without putting any strain on your reserves of magicka. Another valuable skill you possess is the ability identify all enchantments on gear as soon as you pick it up. This also applies to knowing the effects of magically potions (and poisons) by sight alone. You also have a minor form of clairvoyance you can call upon, and when focusing on your current objective feel a subtle force that identifies the direction and gives you a sense of distance to reach the next step of your quest. Lastly, and perhaps a minor boon by comparison, you can manipulate light objects within a short range. Even move small creatures with a bit of effort! This particular use of telekinesis has no more range nor dexterity than you would have simply manipulating the object with your hands, however.

[200CP] Magical Mastery: There are six recognized schools of magic by the Mages Guild: Alteration, Conjuration, Destruction, Illusion, Mysticism, and Restoration. All spells can be divided into one of these categories with the current system. Every spell has more than just a magicka cost; they also have certain skill levels before they can even be attempted. Magic skill has five ranks: Novice, Apprentice, Journeyman, Expert, and Master. For hours, days, weeks, months… you've toiled to improve in both practical use and deeper understanding of magic. There are different choices when making purchases of this perk. You can either advance your understanding of a single school of magic up to mastery, or you may improve your understanding of all six disciplines to the next level. By default, someone with the Mage origin is already considered to be apprentice level in each. Prisoners might be apprentices in one or two depending on their occupation. You can purchase this perk multiple times.

[200CP] Ban On Necromancy: Because of Necromancy's immoral practices, the current Arch-Mage Hannibal Traven has banned it from the Mages Guild and excommunicates anyone who openly practices it. The practice remains technically legal in Cyrodiil even though frowned upon. You will find that you face no consequences whatsoever for animating corpses nor for capturing the souls of sapient peoples unless doing so is a crime. When the laws conflict with mere rules of other organizations, you can openly defy regulations with impunity. This protection does not extend specifically to necromancy, and permits you to defy any unjust regulations against magic and a lot of rules of etiquette. So go and Charm those townsfolk - it's not against the law to make people like you! Lockpicking might be outlawed, but no similar laws exist against Open Lock spells.

[400CP] World of Wortcraft: Alchemy is a time-honoured and rewarding discipline that can change the lives of those who truly master it. Wortcraft is the fundamental basis of this field. This is the practice of eating an ingredient and grinding it down with one's teeth rather than in a mortar. It never holds as potent a result as a potion and you can generally avoid poisoning yourself unless a substance is inherently dangerous to make contact with. With care, even a small sample can reveal to you all the potential effects of an alchemical ingredient with a few moments of tasting the energies they release during wortcraft. As a side, you can toss care to the wind and quaff piles of ingredients at a time and multiply some of their baser effects for brief surge of whatever basic properties they bestow. Of course, you have done a great deal more than mastering the basics. You are one greatest alchemists of the era, peer to Sinderion in training. You can keep a perfect mental catalog of the properties of various reagents you've studied and the best ways to combine them. A potion is only as good as its ingredients, and when gathering reagents for your alchemy (or dinner) you are always successful at foraging and able to collect the most potent samples. Your final result is sublime, allowing you to either maximize or minimize unwanted effects of certain combinations.

[400CP] The Dark Practice: To view necromancy as part of the school of conjuration is misinformed. This is a multidisciplinary magic requires an understanding on mysticism, restoration, and enchantment practices as well. You have a foundation in each of these fields. Most soul trapping busies itself with the binding and use of white souls of lesser beings, only taking the animating energy of the spirit instead of the identity. You have branched into the arcane arts which harvest and use the black souls of sentient beings. This entraps not just the energy of life, but their identity with it. You understand the secret rituals of crafting black soul gems from white ones. The necromantic rituals for creating your own permanent undead minions are likewise known to you. With time and access to resources, you could build a formidable army of skeletons, spirits, zombies, or whatever other undead you require. Your skill in reanimating the dead makes you peer to figures like Mannimarco and Potema. When you wrest a soul from its owner and use that power to create another undead minion, you will them easy control, keeping any original personality subjugated as you refashion it into the servant you need. Achieving a state of lichdom would be possible for you, should you wish it. Binding your servants to your own life force as a means to control them, like some vampire clans or dragon cults is also within your skillset.

[600CP] Daedra Summoner: At its most basic, the school of conjuration is summoning creatures or items (usually because the items are formed from the animus bound as these items) from other planes. While it has been practiced for centuries, it was only in 3E 417 that it became a mainstream study instead of fringe magic of secretive covens. This skill notably suffers from the peril that many daedra resent being called forth to serve another's bidding and can bear ill-will for their summoner. You never end up marked for vengeance by the dremora you call on unless you purposefully act to earn their ire. Arrangements with sentient outsiders are easy for you to secure and building mutually beneficial amicable relationships with your summons comes naturally. Your binding is precise preventing hostile actions from your summons. You will never fall victim to mistakes such as *A Tragedy In Black*. Furthermore you do not require Summoning Days or meeting other specific criteria reserved for other mortals. When you reach out to the Daedric Princes or their equivalents, your offerings to such entities will be acknowledged even when they ignore most mortals. (This is not necessarily a good thing.) Regardless, the long-term binding of artifacts created by these entities will not fail you either so you won't ever lose these artifacts when they're needed.

[600CP] Spellmaker: Quiet spaces and specific altars are seen as best for spell making and enchanting - but they are far from required. You're extremely talented in regards to both creating your own spells and enchanting items. Most mages won't risk doing either without the environments to guarantee success in the process. You possess the necessary skills to perform both tasks without the added supplies and complexity. While you do need the basic energy collected from soul stones, the added aspects like altars or magetallow candles aren't required. These are skills that you have honed after all – not any special property of an altar. You can do your work anytime, anywhere. This method is sometimes frowned upon for enchanting, as there has been known to be a risk of failure that can destroy the soul gems. As a master enchanter that won't be a problem for you. Custom spells are known to take years of experimentation and trial and error to perfect. You can craft your own spells in a fraction of the time. When adjusting spells you already know with minor changes, such as modifying their intensity or making a spell target strength instead of speed for instance, the time it takes to build a new spell could be as little as an afternoon!

THIEF

[100CP] Hurried Hands: You have a keen eye and swifter fingers. Even a brief glance into a cabinet or chest will reveal all of the contents. You have keen mind for loot letting you assess everything inside in a flash. Just as quickly you can take anything you desire. If you wanted to clean out an entire wardrobe or wine rack it would just take a split second. Your precise motions mean you'll only ever take what you intend to. Any items you have on your person can be drawn in a moment. Weapons, potions, poisons, coins. You reliably grab the exact item you're looking for even when carrying a bag with hundreds of other items cluttering it. Your ability to undress, and redress, is also shocking. You can change outfits so quickly it's as if you instantly swap from one outfit to another. This applies to getting in and out of even complex armour. Stripping defeated opponents of their loot has never been easier.

[100CP] Security Specialist: Lurking out of sight has never been easier! You have an incredible grasp of the world around you. At times, it seems as if you can see around corners and have spatial awareness that borders on uncanny. Avoiding the notice of others comes naturally. You simply know when you're being observed. This sixth-sense also allows you to perfectly intuit what actions would be considered illegal. Just by looking at an object you know if it's appropriate to take. You always can tell the line where harmless exploring ends and trespassing begins. The subtle rattle of lockpicks and falling lock tumblers is music to your ears. When dealing with locks it's easy for you to see their inner workings clearly. Not only does it make it easier to deal with those pesky tumblers but you'll never be surprised by traps on doors or containers.

[200CP] Welcome to the Family: You have membership to a group that operates in secrecy. It's probably less than legal… but doesn't need to be criminal. This can be a group based outside Cyrodiil, as long as they use agents within the province. Prominent choices include: The Thieves Guild, The Blades, or The Dark Brotherhood. Maybe you want something more unique? The Cyrodiil Vampyrum Order, Morag Tong, Shadowscales, Renjira Krin, or Glenmoril Wyrd could use you. Your choice ensures the appropriate skills to be a valuable member. This also provides you contacts/informants in each major city (generally criminal depending on your group choice). In your future travels (when you wish) a remarkably similar organization exists and invites you to join. You may buy this perk multiple times; doing so has two options. One, you join a second faction for different experience and connections. Or two, you can improve your rank and skills within a previously picked group. This is the noteworthy difference between a normal thief and a doyen, or a knight and a captain… or an assassins and a Speaker.

[200CP] Independent Thievery: Stepping softly, hiding in the shadows, you do everything in your power to remain undetected. You have impressive jump height and can maneuver through the air as a trained acrobat. Getting onto roof or falling from one without hurting (or revealing) yourself is little challenge. This agility and balance makes all forms of stealth quite easy for you. This makes you an expert pickpocketing, climbing places you shouldn't be, and just simple sneaking around. Your equipment barely makes unwanted noise to give away your position, regardless of how quickly you're moving or its weight. Your attacks strike with far more lethality when hitting a target who has not detected you; ranged attacks deal multiple times the amount of damage they reasonable should be able to while one-handed attacks (with weapons or fists) are even more absurdly lethal for the initial strike. Many attacks you land before being detected seem to bypass the defenses of opponent's armour.

[400CP] Golden Tongue: Your power of persuasion is without peer. You have such a strong intuitive understanding for what kind of interaction will be received most favourably by others that you can practically sense their reaction just from contemplating the option. Your compliments and jokes always land perfectly without leaving the recipient uncomfortable. Similarly blatant boasting and even threats against people can leave them impressed with you instead of put-off or resentful. Even open bribery from you is accepted and treated as friendly gifts by the recipient, generating genuine amity from the receiver. Of course, you have the ability to do the reverse as well, should you choose too. You understanding exactly which buttons to push in such an infuriating manner that even a minute of conversation can lead to even seemingly friendly citizens attacking you.

[400CP] Darkness Eternal: You dream of someone sleeping peacefully in his bed, when a shadowy, gaunt figure silently enters the room. Approaching the bed, the figure leans down and sinks its fangs into the sleeping person. After a few moments, the pale figure rises, blood dripping down their chin. As color returns to the vampire's face and their features fill out, you recognize that face as your own! You were infected with Porphyric Hemophilia. While well-fed you will be indistinguishable from the living. While you have a weakness to sunlight and flame that intensifies the longer you go without feeding the benefits far outweigh the risks. As these weaknesses grow, so too will your strength and speed become unnaturally bolstered, as will your resistance against mundane weapons. Regardless you will always maintain a few basic traits from this boon. In addition to a complete immunity to other diseases and paralysis you are able to flawlessly see in the dark and sense any nearby source of life.

[600CP] A Stranger: “His true nature shall be unknown to all who meet him. His identity shall be struck from all records and histories. Memory will hide in the shadows, refusing to record the name of the owner to any who meet him.” You have received a potent daedric boon from Nocturnal. This has granted you a second identity, of which no others can see through. The effect is so potent that even if you were to be observed switching between these identities, witnesses would be left confused as to how you had swapped places with that other stranger. This can be useful if you want to become a legendary criminal without any risk of it ever being tied back to you. Perhaps you will become like the infamous Gray Fox? Or maybe you long for peaceful anonymity for a change? You can take this gift further, though doing so many be seen as more of a curse than a blessing. You may entirely conceal your past existence. Friends and family would not recall you. Even directly telling someone your name would leave no traces of it in their memory. There will just be the gnawing sensation of something missing for all those you’ve affected in your old life. Shadow hide you.

[600CP] Must Have Been The Wind: An unseen hand seems to benefit you at all times, at least as it pertains to remaining undetected during your crimes. Your prey has a stunning lack of suspicion of the world around them. If you were to leave a poisoned apple lying around somewhere, they’d think nothing of it. The same can be said for slipping a cursed item into their pocket. Instead, they’d consider themselves lucky to discover a free meal or new accessory. If you’re the only frost mage in town and bodies are turning up dying to ice spells… only the shrewdest investigator will consider you a suspect. This isn’t only for murder. Lesser crimes won’t be attributed to you either. A rash of home invasions and thefts, even if you’re the only logical culprit, won’t come back to you unless you’re actually seen committing the crimes. When you make a suspicious noise, it’ll be brushed off as nothing. People *might* ask if someone’s there. Even if there’s more direct warning signs of a threat lurking around (up to the dead bodies of their comrades) people won’t necessarily feel at risk. They’ll be upset about the loss, but the dagger wounds to their back could have been a tragic accident! If you give people even the flimsiest excuse to write off your involvement as just part of their imagination, they’ll take it.

ITEMS

All items receive a 50% discount if you have the matching origin, but 100CP items can be taken for free. Any similar items or properties you possess can be imported in to gain the new functions of options found below. If you’ve taken two origins, the price reduction is halved. Discounted items for those origins will be 75% the original cost, and 100CP choices become 50CP.

PRISONER

[100CP] Map & Journal: You have a personal journal with detailed entries keeping track of all your current objectives. It is magically organized based on the names of the quests recorded within, without ever becoming unmanageable. All entries related to a particular adventure will be kept neatly in the book in reverse chronological order to easily determine what step you last completed and need to perform next. Naturally, you can change details such as titles given to quests or add notes of your own for a particular quest. Included is an immaculate map of the nearby regions. The more you explore, the more it will be noted with additional locations and details that do not clutter. Others are able to easily identify locations of interest for you if you ask around.

[100CP] Cheese For Everyone: Perfect for a celebration! You have a vast assortment of cheeses that regularly replenishes. Nibenese and Colovian Cheese are the most plentiful part of this supply to reflect the local cuisines. Nibenese is a hard and fatty product from Cheydinhal’s sheep. Colovian is more popular among high society, a sharp yellow cows cheese perfect with the Colovian wines of the region. You can have a lot of the soft white Jerral Cheese produced from Eidar cows, and the closely related Eidar Cheese of Skyrim (which is similar save for being grown with mold to produce a blue cheese). The last major cheese of the region is the extremely rare Olroy, which carries a legendary aroma due to the combination of herbs and troll fat used to process it. By default, this also stocks cheddar, marble, goat, and mammoth cheese – and the cheese-like substance of scuttle, popular in Morrowind. As you continue to travel the world and experience more cheeses, this collection will expand to include samples of those treats. Perhaps consider visiting High Rock, which hosts some of Tamriel’s finest cuisines and cooks.

[200CP] Imperial Orrery: This ancient dwarven machine has many mystical properties. The better you understand the cycles of the heavens, the more aware you can be of prophecy and your path in life. Understanding the stars and how to chart your course may take great effort, but understanding your potential future is made much easier with this facility. The primary function here is the magic it can harness from the moons: Masser and Secunda. Depending on their phases when this ability is bestowed, you will be granted great power from the heavens. Doing so substantially fortifies one of your attributes at the cost of draining another attribute for half an hour and it can be used each day. When the moons are different, you may revisit here to swap out the power or keep your previous one. Even when you find yourself in a world with different moon cycles, you will find that the skies viewed through the orrery still match Nirn's and provide the correct insights and powers.

[200CP] Great Sigil Stone: While other similar tools may exist in theory these artifacts are they only known devices that allow for sustained breeches between realms. Simply: this collects the tremendous arcane power required to sustain a portal between different planes. These cannot normally be obtained without some kind of contact with daedric lord, as the exotic material can only be harvested and inscribed properly by those forces. Unfortunately, it is just a battery and would require much more work to create a stable gateway. But even on its own this quasi-crystalline morpholith hold great power. Extremely potent enchanting tools that far surpass filled soul gems, these can easily be used to apply the strongest of enchantments to equipment. This is a step higher, one of the sigil stones that has strength to sustain multiple gates – or huge ones. With greater understanding of the stones, a potent artifact could be created – possibly rivalling the infamous Staff of Chaos.

[400CP] Gateway To Oblivion: A strange doorway appears in a location of your choice. Through this portal lies the realm of one of the Daedric Princes known to mortals. These powerful entities view mortals as little more than minor amusements, or even as collectibles. During the Oblivion Crisis vast numbers of these portals appeared. As the invasion was orchestrated by Mehrunes Dagon, the majority of these gates connect to The Deadlands from which he stations his armies. This volcanic dimension of destructive change is perilous for any attempts to counterattack. But that is not necessarily where your portal leads… Perhaps it is a border between sanity and madness, and leads into the Shivering Isles? Maybe you wish to enjoy the dense woodlands and formidable beasts found in the Hunting Grounds? You may choose a different daedric plane to be connected to. You may get along with the daedra that dwell within, or share a more antagonistic relationship in which you use them for training. They do not experience death when their physical bodies are slain and their animus will eventually coalesce into physical form again. As such you will find the realm offers endless training for your skills.

[400CP] Classic Cult: The Imperial City has been called the City of a Thousand Cults. Now, one of those cults is your own. It is quite a thriving group, with a scope similar to the secretive Mythic Dawn or Dark Brotherhood. Like these groups, you have a few secret cells around the country separated so that untrustworthy members will never be able to bring down the operation. The specifics of your cult are for you to decide, though if you dedicate it to a daedric prince or demiprince you can expect to begin with their favour and be able to contact them for quests and guidance in the future. Comes with stylish tapestries, matching outfits for members, and living quarters for them too. The entrance to your cult will be well-guarded, likely requiring a password or other secret technique that cannot be circumvented.

[600CP] Amulet of Kings: Symbol of the divine covenant between Akatosh and the Alessian dynasty that has carried forth into the modern era. You possess not only a duplicate of the Chim-el Adabal soul gem but another pact with the dragon god and have another Sublime Brazier containing Dragonfires of your own to guard. The flames cannot be extinguished conventionally as they will continue to burn as long as you live and can be reignited whenever a new bearer with your bloodline binds themselves to the artifacts. Tied to your bloodline and souls of your ancestors, while lit the Dragonfires maintain a barrier against invasion from other planes. Additionally, the oversoul of those who came before you are contained within the gem and should you wish it they can provide you with counsel.

[600CP] Kingslayer: You are worthy of wielding the most famous of the daedric artifact's created by the Daedric Prince of Destruction. Also known as Mehrunes Razor, this dagger has always heralded bloody change and carnage. Obviously daedric in its appearance the weapon appears to absorb much of the light on it giving it an unnaturally dark shade. It is famously deadly, slicing through armour effortlessly and often enough immediately severing the lives of victims with the slightest scratch. Indeed, this vicious weapon allows Dagon himself to claim souls on those it strikes. Additionally it is prized for its ability to

inspire power struggles and has a long history of carving a bloody path across Tamriel. Certainly, those that value revolution and change will be drawn to you and are more likely to follow you if you bear this blade.

WARRIOR

[100CP] The Black Horse Courier: Get your copy of the Black Horse Courier! This is the only newspaper available in the province, and is funded by the Elder Council making it available free of charge to citizens. None of these newspapers are particularly hard to get your hands on. Couriers are likely to give you a copy regularly. There's an extremely high chance that new issues will be about you. For you are now a regular focus of the news being delivered to the province. Your exploits (whether or not the journalists can specifically attribute them to you) will be showcased and talked about by people all over. This can be an excellent way to archive your adventures – though the news is sometimes guilty of not having all the facts right. While this may not function exactly the same in other worlds, you'll continue to see your deeds immortalized in print.

[100CP] Levelled Loot: When you start questing and combating the menaces around the land, it's only fair to be adequately rewarded. Even those desperately asking favours from you to help earn a bit of gold seem to find a way to repay your service in a way that exceed expectations. Perhaps they don't realize the true value of the reward. Maybe they will only discover the special item because it was you who helped them. Or it could be some special aspect of you that unlocks hidden potential of them. Regardless, when you get magical items as payment for completing jobs, they scale in quality based on your capability as a warrior. Gear won't constantly improve with you. This applies to both physical structure and magical characteristics of the gear. An enchanted sword not only has the magical aspects improved, but the edge of the blade will be all the more lethal.

[200CP] Bloodworks: Tamriel is seen as a place where life and death are different sides of the same coin tossed every day. For this reason, the continent itself is sometimes referred to as the "Arena". While it may not be true to that extent, things are much more deadly in your actual arena. In a city of your choice will be a battleground in which you can star, at least up until your inglorious defeat… You can determine the exact rules of the battles in this arena from strict regulations up to "anything goes" and whether they're fights to the death or more forgiving combat. The facility contains a spectacular magical basin where after each fight surviving combatants can be restored to pristine health. For each victory here your fame will grow and your wallet will fatten. As a special bonus here you're able to face weekly battles against exotic and powerful beasts from all over Cyrodiil. And, as your travels continue new threats will be included to keep things interesting for your many fans. Though there will always be some naysayers who believe it all to just be theatrics. "It's just berry syrup and ham-acting."

[200CP] Battlehorn Castle: Through your triumphs and victories, you've been awarded an entire castle. It's fallen on hard times recently but it's still a castle, and it's yours! As large as any keep found in the province's cities. Some small investment it could easily be fixed up to be fit for a count. It already has the wine cellar fit for one. There are countless bottles of Tamika's West Weald and Surilie Brothers (including the sought-after 399 and 415 Vintages) and casks of Cyrodillic Brandy. A vineyard near the grounds will provide all you need to keep it stocked too. That and a personal alchemist-turned vintner. Additionally the castle is staffed with maids, a chef, vintner, taxidermist, and some men-at-arms to keep the property secure. There's a spacious kitchen, dining hall, barracks, master bedroom, library, training area, and even room to display trophies. An altar space can be dedicated to any aedra or daedra of your choice. You might even find a few hidden passages and dark secrets…

[400CP] Dwemer Fireheart: Not many can boast of having their own antique forge. This place is heavily enchanted to bring out the craftsman in anyone. Because of the power in this place, all smithing done here will be amplified in quality. A newcomer to blacksmithing would be able to fashion serviceable iron weapons here, to say nothing of what could be accomplished by a true artisan. Along with the forge itself are matrices to make armour and weapons from many of this world's exotic materials. The molds for glass, amber, and bonemold aren't easy to get a hold of. Of course, those wouldn't be very useful without the supplies to fill them. While you begin with a stockpile of local metals (ex. steel, mithril, and orichalcum) you also arrange for raw material deliveries from across Tamriel and even the Shivering Isles. It won't be cheap but you also won't have to worry about a shortage of precious dwarven metal or ebony or madness ore. Even with the enchantment, it might be best to wait to work with glass, ebony, amber, or madness until you've at least familiar making elven and orcish equipment.

[400CP] Fighter's Guild: You run a mercenary operation with as much reputation as the Fighter's Guild. When you do face major competition for contracts, you will undeniably be the morally superior one. Opposing companies will have difficulty competing with your fame and are more likely to resort to criminal means such as theft, ritual drug abuse, property damage, or even indiscriminate killing to stay ahead. When you don't want competition, this effect can be toggled to ensure that if you go looking, you will be able to find evidence of wrongdoing that justifies destroying your opposition – or at least doing enough damage to them and their reputation that your own guild will remain preeminent. As the master of this organization, you receive a generous monthly salary of your share of this organization's income. It will always have members that are vastly skilled in at least one aspect of being a fighter, should you require training or sparring partners.

[600CP] The Hist: Like the Blackwood Company of Leyawin you have a very special sentient tree. Normally these are found only in the depths of Black Marsh and used for religious rites there. Others of its kind are connected at the root as a form of hivemind. As an isolated Hist this one has a bit more agency than its relatives and has chosen to aid you. Now, you could have a threatening steam-powered mechanism forcefully extracting sap from it if you wanted. But that's not necessary. Your tree is willing to share this energy to you and your companions. The vibrant amber sap it produces is made out of the very spirit of the tree. This resource is invaluable for an Argonian wanting various forms of metamorphosis and empowerment. For them, the sap also allows a link to the tree permitting spiritual communication, though it can be difficult to understand. Regardless of race you can benefit from a great increase to combat prowess and health by imbibing its sap. It will also provide various hallucinatory experiences as a means of communication or to defend itself with this spiritual sap.

[600CP] Crusader's Relics: Pelinal Whitestrake, the Divine Crusader, once bore a set of aedric artifacts into battle against Umaril the Unfeathered. Each of the Eight contributed to the creation of these relics. You receive your own equipment with matching power. It can come in a set of heavy armour or more lightweight depending on your preferences. This includes a special armour stand. It's for much more than displaying the relics. Whenever placed here they are recharged and repaired. They will also constantly be enhanced to match your level. Whatever strength or durability or magical power you gain, this blessed equipment will improve along with you to remain viable. The enchantments are molded to the needs of the wearer. One consistent element is all armour pieces fortify your potential to use Restoration. By default, this would allow the uninitiated to cast healing spells as if they were actually trained. But, should you reach the same heights of power as Pelinal himself, this understanding of Restoration could eventually match his mythical feats. These include continuing to speak after being dismembered as well as crossing the boundaries of time into the ancient past.

MAGE

[100CP] Mages Guild Membership: You have spent time travelling the province and studying, and have the necessary paperwork to give evidence that you will be a valuable member of the Mages Guild. In particular, the glowing recommendation you have from the Kvatch Mages Guild speaks volumes to your potential! No mere Associate you have been acknowledged as a full member by the council. In future settings you will receive a similar history (and reference letters) that can help to get your foot in the door with a similar magically-inclined organization. As a non-Mage, if you purchase this you may substitute these letters for support in joining a different group and already have a history of entering their ranks.

[100CP] Soul Gems: Essential tools for enchanting, these morpholiths have unique qualities that allow them to be used to store the energy of living beings. These gems come in all kinds of sizes that correspond to the size of the soul they're able to trap. This collection of a dozen soul gems has some of every capacity ready for you purposes. There's petty ones, common ones, grand ones… some of them are already pre-filled! If nothing else, they can make for lovely jewelry. Of course, the higher souls of mortals can't be trapped in any of these. This collection contains no black soul gems. This supply refreshes irregularly, giving you new unfilled gems. Once in a while you'll get an egg or tomato instead of soul gem, but it's not a common enough problem to cause a problem. Gems like these also have use in animating undead or other artificial constructs, but this is beyond the purview of most mages.

[200CP] Ancient Ayleids: A common sight around the landscape of the province, these ruins are all that remains of the city-states that once marked the Ayleid Empire. What is uncommon is that this site has great potential historical value, having been left essentially untouched since it was abandoned eras ago. Within can be found all manner of priceless art and insight into Ayleid life. There are also defenses, puzzles, and remaining treasures. The most notable of these treasures are the welkynd and varla stones that can be uncovered. These were crafted from fallen stars and used by the elves to replenish their personal magicka and the energy of their enchanted items. With the loss of Aldmer civilization the secrets to recharging them was lost too and these treasures crumble to dust when used. That is not the case here. At the heart of this abandoned city lies it's Great Welkynd Stone which will serve to power any of the enchantments kept within the city. This ensures your various stones will be able to recharge keeping your magicka strong.

[200CP] Frostcrag Spire: Located high in the frozen Jerall Mountains of Cyrodiil far away from prying eyes. This isolated tower has everything for the aspiring hermit wizard. Potent mysticism magic is enchanted through the tower, with the most prominent of these effects being the a chamber dedicated to portals. By default, the exit of these portals will take you to any of the Mages Guild locations across Cyrodiil (including the Arcane University) but you are free to tinker with them and change the destination. Currently there are no returning portals, but the library has a large collection of tomes for just such a task. It should be noted that teleportation magic is outlawed, so this is one of few places to find it in Cyrodiil. There are also altars where you can summon forth Atronach familiars to obey your commands, and loyal guardian imps to protect the vault of your treasures. Lastly it has convenient spaces for enchanting and spell making that circumvent the need to join the Mages Guild for access to such services.

[400CP] Lustratorium: A substantial indoor and outdoor botanical garden offers a vast assortment of ingredients that would otherwise be hard to come by. You can plant anything here to grow it safely. Furthermore the area contains a full lab of alchemical equipment for producing potions from the supplies here. The entire space carries a unique enchantment of Alchemical Brilliance on those inside which offers substantial bonuses to the quality of elixirs that can be made here. You personally receive a set of tools suitable for a master of the craft: mortar & pestle, alembic, calcinator, and retort. This includes botanical ingredients from across Tamriel and even rarer specimens from Oblivion, allowing you supplies from the Deadlands and Shivering Isles without needing to brave those regions.

[400CP] Community Arcane College: You operate one of the local Mages Guild halls as its head, or run another institution that caters to magical study in Tamriel that has around the same influence as one of these halls. One choice gives you much more connections, while the other a bit more freedom to determine what topics can be studied. For a discounted fee here, your magical items can be recharged here without the need for you personally to track down the resources that would normally be needed to do so. Other members are gifted in various schools of magic and can help offer training to members or share spells

they develop. As a bonus you'll have a personal chamber with altars for both spellmaking and enchanting allowing you to craft spells and enchanted equipment of your own without resorting to the services of others. It should be noted that the research and development of such magic is not without requiring considerable resources as you create greater works of magic. The public space for your members holds an additional chamber with its own altar.

[600CP] Mysterium Xarxes: Greetings, novitiate, and know first a reassurance: Mankar Camoran was once like you, asleep, unwise, protonymic. This book is your doorway to liberate yourselves from the trappings of Mundus. It is an artifact of great power. It is revolution, cutting, and change. Merely handling the book can be dangerous. One example of the power of this tome would be creating a personal plane of Oblivion to bring the souls of those that follow your teachings upon their deaths. It is also possible to remake one's body through transformative powers of the tome, altering your race and even carrying the blood of kings. In less direct power, the teachings within allow one great understanding in how to sever magical covenants and overthrow empires, but it would be up to you to put that knowledge into practice.

[600CP] Oghma Infinium: No book of forbidden knowledge is more coveted than this. The Oghma Infinium. The Librum of Knowledge. The Book That Knows. Knowledge is power, and the information in this book is proof to that statement. Few exist who can resist the temptation. What this tome does reveal the paths to different kinds of power and opens them to you. It has sections related to each of the Guardian Constellations: The Warrior, The Mage, and The Thief. Opening this tome connects it to you and grants a surge in capability to follow the chosen path. It's been said the tome confers such power with its secrets that readers become like demigods. The closer you already are to mortal limits, the more true that claim is. No matter your current level it will be improved noticeably through studying the secrets within. For a warrior, this tome would improve your body's strength and endurance while all skills related to combat. A mage would become smarter and wiser, and advance their understanding of every magical school. Even a thief will gain improved speed and reflexes and find all of their skills related to stealth are better. Take care to read it when the time is right. Afterwards you can keep the volume, though you will find the special energy it shared to empower you as yours alone.

THIEF

[100CP] Lockpick: This appears to be a common lockpick. By most measures, it is. Conveniently, it will work in any kind of conventional lock. Rather than needing a whole kit or variety of differ shapes on your tools this singular simple one will suffice. What's more, as long as you keep this item in your inventory those attributes will be shared with any other lockpicks you might pick up while travelling. While somewhat fragile when in use, with some care you should be able to avoid breaking. As long as you're careful and don't try to overzealously force a lock it should serve you well! Don't worry much if you end up breaking this special lockpick though. It will always find its way back to you eventually. With how subtle and small the device is, you won't go more than a day before finding a replacement somewhere. Even when strip-searched and left without any of your other possessions, you will always mysteriously be able to retrieve this tool. Perhaps because of the shape of the item, and that you only have one, no one can identify it? Or you're just that good at hiding things.

[100CP] Crates & Barrels: Convenient assortments of supplies are waiting to be discovered in every settlement. All you need is the courage to scrounge around through containers like a beggar. Any market districts are bound to have some scraps for you.

These will be extra shipments that no one can account for or products mistakenly discarded as flawed and unfit to be sold. Regardless no one minds you taking them. These supplies are perfectly fine. There's nothing wrong with them. These aren't treasure caches, after all. But it will be enough to get by. You'll find assorted clothes, food, and assorted clutter mostly. This doesn't permit you to loot people's homes or workplaces by any means. A few of these barrels can be found near properties you own too, and will restock. You'll also be get a few special storage containers. Whether they are chests, cabinets, or something else these storage spaces have no upper limit on what can be kept inside.

[200CP] Shadowmere: Inky waters frothed and billowed unholy thick plumes of smoke, from which the silhouette of a horse was barely visible. When its glowing crimson eyes pierced this sinister cloud before the beast emerged it appeared more like a malevolent daedra than any creature of Nirn. This aggressively loyal and seemingly immortal being has entered your service. Her attacks are powerful and she never shies from entering combat alongside her master. Though it is undead Shadowmere shows no outward evidence of this nature beyond the overtly menacing stature. One tell might be the frankly unnatural rate of recovery from injury. Should this unparalleled steed somehow be slain, fear not! In a period of no greater than ten days she will be restored to unholy life near the site of death once again emerging in her frightening display from darkest depths.

[200CP] Ring of Khajiiti: This ancient relic is hundreds of years older than the thief that made the ring so famous. The mortal who first harnessed the power of the ring turned became as swift and difficult to see as the wind, enhancing the natural gifts of his ancestry. With the ring Rahjin was able to become the most successful burglar in Elsweyr's history and eventually be known as the Thief God of the Khajiit. While the ring itself is not responsible for the vast array of that thief's accomplishments, it certainly played a valuable role in his later victories. It allows one to blend in to their surroundings almost as if invisible. The cover of this chameleon effect is sufficient enough to move around unnoticed within the shadows or under cover of night – but is likely to be seen through if you are running around in front of people in the middle of the day. The effect to fortify one's speed is still quite noticeable.

[400CP] Den of Thieves: Why settle for joining a Thieves Guild that expects a cut when the province is already rife with successful independent bandit gangs in these troubled times? You have found the perfect coastal cave location that is delightfully close to a major port city. The entrance is naturally hidden such that only supreme negligence on your part could lead authorities finding this hideout. A secure tunnel even connects the location to another structure in the nearby settlement for ease of smuggling your plunder into the community. Someone else clearly had the same idea before, as a legendary vessel in immaculate condition was abandoned here and is now yours to claim. The lost ship's reputation will assuredly help to draw new crew using its infamy. Those lured will always be experts in at least on stealth-based skill such as marksmanship or mercantilism and willing to teach if you if you offer a better share of the loot. The more investment you put into this hideout and effort towards your piracy, the better associates you can find who can be sent out to pillage on your behalf. It can generate respectable profits without your direct involvement, but can be much more successful when you take an active role in collecting spoils!

[400CP] A Kiss, Sweet Mother: "They became as black queens, screaming live with a hundred murderous sons, a thousand murderous arms, and a hundred thousand murderous hands, one vast moving event of thrusting-kill-laughter in alleys, palaces, workshops, cities and secret halls." The immortal spirit of the Night Mother is revered and worshipped by the Dark Brotherhood. Whenever a person prays for the death of another, it is heard. A ritual known as the Black Sacrament is often used to best communicate these desires and intent to reach her – where an effigy made from deceased remains is used in a macabre display of reenacting the Night Mother's own death. The Night Mother hears these requests and passes on the details to her Listener. You are that Listener. From this point you can reach out to the desperate party to come to an arrangement on how to grant their prayers. Through this system you can be contacted by prospective clients that want you to end lives. This alone is easily enough to begin a vast information network and untraceable assassination business.

[600CP] An Elder Scroll: A fragment of creation from outside time and space. It offers incredible insight into the fabric of reality. This archives both past and future events. Information revealed in this scroll is not absolute, and not necessarily the same with each reading. Full of esoteric swirling symbols that at times match up with the daedric princes, or constellations, or even planets. These symbols become more legible the more familiar one becomes with reading a scroll and more closely start to resemble one's preferred language, yielding further insight. However the meaning cannot be transcribed to another medium by

the reader. As the scroll offers an infallible record of creation, it can be used to undo any effect that would remove or mask something from reality.

[600CP] Brush of Truepaint: With this, Rhythe Lythandas went on to become famous across Tamriel for his realistic landscape paintings of Cyrodiil's Great Forest. Some even said you could see the trees sway in the breeze. And you could. This aedric artifact supposedly has bristles created from Dibella's own hair. Far from simply creating art, the paintings made with this have a life of their own. You can create painted worlds and creatures to inhabit them, as well as use those paintings as portals to enter the scenes depicted. It should be noted, that the creation of beings within offers no inherent method of controlling those creatures. They are likely to act in accordance with their appearance. Be careful not to lose this brush while within one of your painted worlds, or creating a portal back out of the portrait will not be possible…

COMPANIONS

You are free to design the appearances and personalities and histories of these allies so long as they do not conflict with the descriptions given or offer them any undue advantages. Initial pricing for companions is unchanged from previous sections. The choices here can be purchased as many times as you want for more characters. Unless otherwise specified all purchases after the first of that character type will cost 50CP (no additional freebies or discounts). These companions listed after the general section can be treated as roles for previous allies instead of as new companions. Doing so gives them a body and history in this world as described by the purchase, but no CP. Similarly, purchases of items that include followers may be treated as imports instead of new characters.

GENERAL

[Free*] Guildmates: This is a special bonus with Classic Cult, Fighter's Guild, Arcane Community College, or Den of Thieves. Functioning as a Mass Import, it allows you to bring in all of your companions as a part of the organization. While they can't take any items of their own they otherwise have an origin (that matches the discounted origin for the property) and 200CP to spend on perks. If there are no companions left to import, you can use it for creating new allies with the same benefits. If you don't want to use it for imports or character creation, you can keep the other benefits of the property without gaining allies.

[100CP] Followers: For each purchase you may import companions giving them a new history in this world, complete with a choice of race, origin(s), and 600CP to spend on their own perks or items. The first purchase provides a single ally, with each subsequent purchase offers a number of allies one greater than the previous (two purchases totals to three allies, three purchases totals to six allies, etc.). Individual companions can gain the advantages of this budget plus one additional role. You do not need to grant a companion CP through this perk to let them benefit from being part of a another (ex. Battlehorn Castle or The Hist). If you purchase any of the companions options below, those can also serve as roles for existing companions instead of being treated as new characters.

Instead of imports, these slots for characters can also be used for the following two choices:

[1 Follower] Citizen of Cyrodiil: Is there someone in Tamriel who you wish to have your destinies intertwined? This will guarantee a meeting with that person, but taking it any further is up to you. A day will eventually come when they are offered the choice to travel with you forever. If they accept they will be able to leave behind this arena and see what the next world has to offer. Though if you're uncomfortable interfering in fate, you can hold onto this invitation. Instead of choosing a person now, you can wait until you get to know someone worth bringing with you.

[1 Follower] Character Creation: There's no one in Cyrodiil that's quite right for you? That's what this is for. Instead of leaving a meeting up to the stars you can meet your perfect travelling companion. You choose their race, gender, birthsign, history, favourite food… everything about them. Every aspect of their personality and life experiences is up to you, including their relationship with you. This history cannot give them any special powers or advantages. Certain traits can be set in stone or open to change with experience. If that wasn't enough, this new companion has 600CP for any perks and items they want, with their origin(s) providing discounts as normal. You may buy as many custom companions as you want. They may also benefit from taking one of the available roles from any of your properties or the OC companion options below to add to their abilities.

PRISONER

[100CP] A Soldier of the Imperial Legion: A proud guardian of The Golden Road. This imperial man is suited up in the signature gear of the legion, with a trusted bay horse by his side. He is eager, perhaps too eager, to jump into action at the first sign of trouble. He has been reprimanded a few times for his intense zeal for keeping the roads safe from ne'er-do-wells, having leapt from horseback to chase threatening creatures through the Colovian wilderness while leaving his horse to care for itself during the pursuit. While largely tasked with stopping criminals he goes the extra mile to eliminate all beasts that threaten the law-abiding citizens of the Empire. He barely requires food nor rest, justice is enough to sustain him. However on occasion he has been known to enjoy a quick drink and mutton at taverns along his route.

[100CP] Shivering Split: At first glance this person appears to be your identical twin! This could be the result of a mad wizard attempting to prove that every person has two different sides… or it could just be your twin. Physically identical, your personalities could not be more different. If you were a gloomy and paranoia person, they'd be much cheerful and probably suspect people of being secretly out to do them good. Even though they differ from you in some major aspects of their disposition, fundamentally underneath you have quite similar interests. Sadly their fashion sense is quite contrary to yours. Unlike certain residents of the Shivering Isles, your double has no interest in seeing harm done to you.

WARRIOR

[100CP] An Adoring Fan: Maybe it was a stint in the arena, or perhaps the last job you did saved a life and earned someone's deepest affection. Regardless, you've struck a chord with them earning the eternal enthusiastic adoration of a completely useless civilian. This could anyone from a bosmer lad to an argonian lass. Ultimately they are not very experienced in the ways of the world. But they'll carry your weapons, shine your boots, and offer backrubs when the mood strikes. For some, this level of adoration could get a bit grating. It wouldn't be out of character to hear, "You're the best! I'm going to follow you and watch you and worship the ground you walk on!" They are actually pretty dedicated to performing all the tasks they offer well though.

[100CP] Knight of the Nine: Founded in 3E 111 was an Order with the intent of recovering the lost relics of the Divine Crusader who was killed and scattered while fighting the forces of Daedric Prince Meridia. This self-appointed knight sees the wisdom in that. She has always recognized the importance of being prepared to battle evil. Formally trained as a priestess, she has plenty of training in healing magic matching her acceptable combat prowess. A believer in the aedra, she has dedicated herself to the teachings of one and can share many stories and scripture about her patron. Seeing you as a heroic figure who is capable of standing against powerful evil, she has sworn into your service on her honour as a knight. They have a knack for finding clear meaning in old stories, especially when it comes to discovering hints of long-lost relics.

MAGE

[100CP] Mage Apprentice: As a fresh student accepted into the Arcane University they don't have any other prospects lined up if their education goes badly. Mostly they busy themselves with attending lectures, strolling around campus, and doing their best to study up on the arcane arts. Currently they know a decent bit about Destruction magic, have some weak summon spells, and through errors in casting those spells have come to understand the value of their singular strong self-healing spell. What they have in intelligence they lack in force of personality. This student seems hesitant to speak much at all, even if they are excellent at following instructions. Perhaps they view you as a respected professor and are afraid to embarrass themselves?

[100CP] Greater Daedra: With the weakened barriers between dimensions unique opportunity arises to recruit permanent daedric teammates. A chance encounter has given you an ally who sees advantages in feigning being bound to your service. Permanent residency away from their home plane suits them. This can be any of the intelligent daedra such as: dremora, dark seducers, golden saints, spider daedra, xivilai, and daedroth. As a rule they show strong disdain for mortals through scathing commentary about their inferiority. To listen to them, you would think their loyalty lies with one of the Daedric Princes. When you pay attention it's quite clear their criticism about your mortal failings masks other feelings.

THIEF

[100CP] Beggar: They suffer from an ongoing ailment of some kind, be it addiction, disease, or an old injury. The pity they provoke in others gets them enough coin to survive. For just a bit of genuine compassion you earned a valuable ally. It is said that if you really want to know something, go ask the beggars. They have eyes and ears throughout the cities. They know all the little secrets of the daily lives of its citizens. If you were to describe this person in one word, it would be disregarded. They have access to the secrets of the realm. People unknowingly say important things around them. No one is a better source of rumours and the intimate comings-and-goings of every citizen in their city. If they don't know something today they will know tomorrow with a little incentive.

[100CP] Running Liar: This one is M'aiq, son of M'aiq. Or perhaps Shor, son of Shor. This one is an aspect of Lorkhaj, yes? Some say that he is merely one of a long-line of sweet-toothed khajiit that speaks nonsense. M'aiq wonders why both cannot be true. Much stranger things have been true, especially when moon sugar is involved! This khajiit knows many things, and some of those things will be verified by actual facts. He is full of varied erratic and disjointed opinions, almost as if commenting on the world around him as if he were observing it differently than others. It's probably just the moon sugar talking, though. He is the fastest person in Tamriel and would make for an excellent messenger, if not for always being distracted with his own stories and frankly absurd commentary. Most of those sugar-inspired thoughts of his are oddly hilarious though…

DRAWBACKS

Each drawback provides more CP by adding more difficulty to your journey. The limit to what you can gain is 1000CP. These drawbacks will always override the benefits of any perks or items you have. Drawback penalties only last for ten years or the time you spend in this world, whichever is shorter. Four drawbacks exist that can be taken twice for more points. The first two (Dressed For Success and Come Closer… Let Me See Your Face) are specific and taking the drawback twice means you will endure both. The other two (Doors of Oblivion and Daedric Dealings) require you select specific Daedric Princes each time.

[+0] Prequel: 27th of Last Seed, year 433 of the 3rd Era. It is fated to be a particularly bad Morndas for the Empire. Instead of beginning when the emperor is assassinated and the province falls into chaos, you can start a bit earlier. The only requirments are that these three events have already passed: The defeat of Dagoth Ur, the death of Almalexia, and the conclusion of the Bloodmoon Prophecy. The upcoming death of the Emperor is written in the stars, but maybe that isn't enough to stop you? If you have visited Tamriel previously, you can also use this drawback to ensure that you are in a version of the world where that history remains true.

[+0] This Cell is Supposed to be Empty!: Awakening to find yourself in a dungeon, you are soon to be harassed by a dark elf named Valen Dreth in the cell across from your own. You are in the Imperial Dungeons, and despite what the dunmer says you are not going to die in here. Your destiny is intertwined with the upcoming Oblivion Crisis. Very soon you will meet Emperor Uriel Septim VII himself who has some grim news about the future. He has seen you in his dreams (not in a cringe way) and will

set a most important task for you. Deliver the Amulet of Kings to a man named Jauffre in Weynon Priory. Your success in this mission, and those that inevitably follow, will be the difference between destruction and hope for Tamriel.

[+0] Pilgrimage: By the eternal power of Umaril, the mortal gods shall be cast down. A curse upon Umaril's ancient foes. Gone for 3000 years, the spirit of a sorcerer-king has returned from the spirit realm to take his revenge on the Nine Divines through their servants. First, the Chapel of Dibella in Anvil has been desecrated by his violence. It's only a matter of time before he and his aurorans strike more religious sites. Last time, Pelinal was unable to pursue his spirit and destroy it. Hopefully, you will have better luck. You must follow in the Divine Crusader's footsteps by seeking the favour of the Divines. Visit their wayshrines. Restore the Priory of the Nine. Recover the Pelinal Whitestrakes's scattered relics. If you cannot destroy Meridia's champion, none can.

[+0] The Greymarch: Unworthy, unworthy, unworthy! Bring me a champion! Rend the flesh of my foes! A mortal champion to wade through the entrails of my enemies! Really, do come in. It's lovely in the Isles right now. Perfect time for a visit. Mysteries await you in the split reality that the Daedric Prince of Madness, Sheogorath, calls home: The Shivering Isles. A strange door appears in the Niben Bay allowing others to reach this realm. All signs warn you not to enter here. At the end of every era the Deadric Prince of Order, Jyggalag, destroys the isles to claim them. Sheogorath has tried everything to combat this: from using mortal champions to filling pits up with clowns. Next, he will see if you have what it takes to stop the inevitable Greymarch.

[+Variable] Through The Fringe of Madness: The residents of the Shivering Isles from their shares of eccentricities. Like them, your mind irrevocably altered by the hand of Sheogorath. The exact nature of the madness you have is up to you, what are listed below are just guidelines.
For **100CP**, this can be something quirky, but fairly harmless. Perhaps you insistently believe that you are a race that does not match your physiology. Perhaps you have an unhealthy need to collect and hoard forks. It could be a harmful substance addiction to alcohol, moon sugar, or excessive sweetroll intake.
At **200CP**, this madness becomes more of a problem. This could be delusional paranoia that there is a grand conspiracy out to get you. Or it might be a crippling phobia of something relatively common like cats or royalty. You might start thinking that reality is a dream and no actions have consequences.
If you want to earn **300CP**, then this mental malady will be more like a curse. It could present as blackouts and bouts of unprovoked bloodlust that overwhelms your senses. Even a drive to commit frequent necrophilia. It could be a dangerous obsession for another that compels you to do anything to keep them for yourself.

[+100CP] Come Closer… Let Me See Your Face: By the Nine Divines, you're an ugly one. Some might be as cruel as to describe your looks as, "half-person and half-potato." Perhaps this is some kind of blessing from Malacath? Whatever the reason, your unique appearance is bound to leave you feeling a bit outcast. Your appearance is bad enough that the vast majority of people you meet will like you less. This will have a direct effect on how most people in the world treat you. It will be more difficult to gather meaningful information from those you meet. Merchants will be more assertive when haggling price with you. And while there are some who might be willing to accept a yield in combat from a beautiful opponent, your charms aren't going to get you very far. Alternatively, this unattractiveness can be applied to everyone else. In your eyes they will all appear to have the same sort of unflattering features you would have suffered if you took the other version of this drawback.

[+100CP] Butterfingers: While you may be nimble and dexterous for pick pocketing, acrobatics, fighting, and alchemy… this fine motor control seems to disappear in your day-to-day life. You can eat or drink without too much difficulty, though sometimes might find yourself shoving entire meals into your mouth at once or accidentally quaffing entire bottles of wine at a time. This gets even worse when you're in a hurry. Rushing into a store might lead to you clumsily shoving their wares into your bag when you lose balance while speaking to a shopkeeper. Though, those major confusing accidents can be avoided if you're careful. Still, don't even try to arrange items on a bookshelf or even position cutlery on a table. Those tasks will be a struggle at the easiest and you're likely to knock everything on the floor.

[+100CP] Dressed For Success: "It is good the people wear clothing. M'aiq wears clothing. Who would want to see M'aiq naked? Sick, sick people. Very sad." You have an intense aversion to nudity and indecency. Both when it comes to yourself and others. Undressing down to your underwear fine, but you won't willingly strip further as anything more than that would be

unspeakably inappropriate. This will make getting changed or doing laundry a bit more tedious. It shouldn't have much influence on your daily life. If you're the sort to take gear from fallen foes you'll be extremely careful to keep their dignity intact. This can make searching people much harder. Count yourself lucky that Cyrodiilic folks are more reserved than you might find in Vvardenfell or Black Marsh. Or… you can suffer irregular pranks from Daedric Prince Sanguine. Periodically his Stark Reality spell will target you and others in your immediate vicinity. This will leave all of you devoid of any items (such as clothes), though you won't lose them permanently.

[+100CP] Only Asking For A Single Coin: Other than the clothes on your back you haven't got a single coin. You are a vagrant. For the moment you have no shelter to sleep in, or even a bedroll. Any items and properties you have selected still exist out in the world, but they aren't yours yet. This penalty applies to any similar resources from other settings too. Access to properties entirely locked off until you can gather the necessary funds to purchase them from whichever city owns the land. When it comes to sufficiently elaborate properties, you'll be required to become more famous before you can be considered as a buyer. Not everything will be locked away behind payments of gold. You can chase rumours to track down the smaller things. A lot of it will have ended up lost in old imperial forts, ruins, caves, and in the hands of all sorts of villainous types. Sometimes reasonable people will have discovered these treasures and be willing to part with them… after you do them a favour.

[+200CP] Doors of Oblivion: You didn't really believe that with the liminal barriers between Mundus and Oblivions being removed that only one Daedric Prince would try to claim Nirn? No, Mehrunes Dagon is far from the only one wishing to affect the mortal world. But he operates without subtly in his schemes, aiming to create disaster and chaos. In this way he is the most known. Meridia restored her own champion, Umaril, and provided him with many of her auroran daedra thanks to this crisis. Sheogorath also left portals to invite mortals into his sphere of madness. Now another will make their mark during the Oblivion Crisis. This could be another ploy by Molag Bal to merge his realm with Nirn. Alternatively Hircine could instigate a Great Hunt. This time, perhaps it will be Boethiah's turn to shed the blood of Tamriel? In any case it is your choice which of Daedric Prince you will have to contend with and brave their realm. It is your fate alone to be able to end this new disaster and close the gates they open into Cyrodiil. Violence will be the easiest path to driving back this threat, but perhaps you can find another way?

[+200CP] Paradise Awaits: Emperor Uriel Septim is not the only obstacle foreseen by Mankar Camoran. He views you specifically as a threat to his plans for ascension. The longer this hunt for you continues, the more resources he will put into your assassination. First you will be facing the normal Mythic Dawn cultists, but eventually they will begin summoning reinforcements from Camoran's Paradise. Followers are reborn in death as ascended immortals to spend eternity there, and the greatest among them will be summoned to face you during assassination attempts – each time gaining more first-hand experience from facing you. Additionally, more powerful Daedra from the Mehrunes Dagon's forces will join their ranks to destroy you. There will be no end to these agents, living or summoned from Paradise, until The Oblivion Crisis concludes and Camoran himself is defeated – which will require paying a visit to his personal realm which is well-guarded and warded from unwanted intrusion.

[+200CP] Stop! You've Violated The Law: The Legion is ever-watchful, citizen. The bounty for your crimes will be tracked across the empire, with every guard you encounter being aware of any of your outstanding fines. Depending on the severity of your crimes, you'll face frequent attempts to arrest you or outright attacks. Legionnaires are able to continue the pursuit for great distances. Everyone knows which of your items were obtained illegally. From the guards to the merchants. People here treat property rights with extreme severity. Even purposefully moving items which belong to someone else is a crime equivalent to theft. People are *so* responsible that even if you harm someone while undetected, they still manage to report you to the guards. Even local livestock has a way of ratting you out to the authorities. This is especially important as you will begin your time in Cyrodiil in a jail cell at your starting location. While you could go ahead and serve your sentence, it's likely to be a long stay.

[+200CP] Daedric Dealing: "We threw ourselves into the riddles of daedric magic. We hungered for forbidden secrets. Knowledge and power were our gods." The temptation was too much for you. You have entered into a pact with one of the most powerful forces of Oblivion, a daedric prince. You'll be performing at least one favour each year for them. The nature of the services you're expected to provide will depend entirely on the lord you serve. You may face a tournament to the death for the glory of Boethiah, have to indulge Azura's insatiable narcissism, or manifest a juicy conspiracy for Mephala to savour.

Daedra can tire of the same thing though, so you can expect escalating tasks. Of course, if you renege on your end of the deal you will find yourself short 200CP of blessings. Instead of allegiance to one, another option exists. You can take on a completionist mindset for accomplishing "Daedric Quests". This brings a need to entreat all princes that will hear your prayers, and accomplishing a task for each of them in exchange for their favour.

[+300CP] "Have You Heard Any News From The Other Provinces?": No, you have not. Well, you might get news from those regions but you won't be experiencing them. While you can enter portals to the realms of Oblivion, you will not cross any of the borders out of Cyrodiil. This also restricts your ability to travel to other dimensions. You will only be able to visit parts of these other worlds that are made available to you through the power of others. This means all the gateways to The Deadlands will be fair game for you to enter as you see fit as will a certain strange door in the Niben Bay that leads elsewhere. It's as if an invisible force compels you to remain within this part of the world. You can sense it forcefully when you try to cross beyond these borders. An overwhelming sensation of "You cannot go that way. Turn back."

[+300CP] Corrupted Clone: Perhaps you've angered the wrong daedra. Did you find a obelisk in Sheogorath's Grove of Reflection… or maybe a Priest of Vaermina has struck you with the Skull of Corruption? Whatever the case, the consequence are a bigger issue than the reason behind the problem. An identical copy of you has been unleashed into the world. Unfortunately, they are entirely hostile to you. Depending on your own strengths and tactics, it may take a bit of time before they launch their attack. This duplicate mirrors your power in every way. They have duplicates of all of your equipment. They share all of your skills and understand how to use what all of these elements together extremely well. Their level of familiarity with some of your forgotten or underused abilities may surprise you. They are aware of their differences from you and won't be held back by issues or moral barriers that you might have to using certain techniques or methods. Items that you might hesitate to use because of their rarity they will use with abandon if it means defeating you.

[+300CP] Single Player Experience: "M'aiq prefers to adventure alone. Others just get in the way. And they talk, talk, talk." You are like M'aiq in this way. While your allies still exist in the world they will never travel with you. Excluding the rare escort or rescue quests you might get, no one will. You won't request the company, and people won't offer. This is not specifically a problem if you become an adventurer. If you want to settle down running a store or even just a farm, it will be without much real help. Were your friends to take up professions in the same guild, jobs will always require you to do things separately. Worse, you're usually required to do more work in order to correct mistakes made by your allies if you are working for the same goals. It might be better if you avoided working with friends with the obscenely poor luck that happens when you try to do things together. You can still visit them wherever they decide to make their home, and still enjoy spending time together. Don't expect any help or handouts either. Companions may be able to offer rewards for some services, but for whatever reason they won't have enough time resources to just help whenever you need it.

[+300CP] Mudcrabs More Fearsome: Pause for a moment and consider your major skills. The seven things you focus on and are the best at. Now consider a world in which every creature you encounter matches that level. Where their favoured skills are on par with your own. To make matters worse their focus is almost always on useful combat skills. Marauders are hyper-specialized for brutal physical combat, necromancers wield potent destructive magic, and rangers dash away with unnerving speed while unleashing a barrage of arrows. While you might have wasted time mastering craftsmanship or gardening or cooking – most beasts are just focused on hunting and killing. Enemy scaling is in full effect, and implemented to make it feel like you're never truly getting powerful. Worse, it can feel like your growth is insignificant compared to the world. Instead of taking all the fun out of the world you can treat this as scaling all of your powers and equipment down. You'll retain versions of your former boons, just heavily nerfed so that most other combatants still present a real risk to you at minimum. Pray you do not encounter the West Weald Bear.

THE END

With a decade over, and an era having likely come to an end, what will be your next steps? You can stay, explore a new world, or even return to the one you left behind… You alone, with another choice to make. No matter your decision all the benefits you've accumulated, be they powers or places or people, will stay with you into whatever awaits.

REST

Tamriel has too much to offer for just a decade, and with this you decide to stay here longer. There are many more adventures waiting for you here. When the sons of Skyrim would spill their own blood, perhaps you may find yourself with new choices. Maybe even reincarnated if the body you have been given has worn out. How long would you like to rest for?

WALK

This dream has no more hold over you. You have passed the trials that this realm has to offer, and seen enough of this land. It's time to see what the next dream has to offer. You are ready for the next challenge. Perhaps someday, you will follow familiar trails that bring you back to this place. Who can say when that might be, or if your next visit before or after this trip…

AWAKEN

There is a world that is sleeping and you must guard against it. All adventures have to come to an end. Even the scrolls aren't completely written until a prophecy is complete. A familiar home awaits you. This your opportunity to escape a cycle that has imprisoned you. It is a return to you first home, but with the growth that can only come from the paths you walked to get here.

NOTES

stupid_dog
Version 1.2 – Added Racial Diversity & Better Imports

Probably don't take deals from strange talking mutts. There are no inherent drawbacks in doing so. You'll just get what's been offered. And that offer is, at best, only as good as the regular price scheme.

Racial descriptions are largely plagiarized from **Unofficial Elder Scrolls Pages**, an excellent resource for further setting information. **Races** can be treated as an Alt Form for other jumps. You can either have racial powers or treat them as more of a game thing. Khajiit may choose to be any furstock that isn't being a Mane.

An Uncaged Mind ensures you are not be impaired by madness or insanity. You can enter and leave the Shivering Isles without risk, for instance. The perk doesn't make you insane.

Combat Specialist options include: Other than the Way of the Sword leading towards shehai and Akaviri Swordmanship having thu'um elements these are some known options. There is also the Proper Conflict of the Altmer, a dueling style of which very little is known – however it seems extremely reasonable that advancement in the form gives strong resistance against transformative/alteration magics including and better grasp of restorative ones.
Blunt styles, whether axes or staffs or hammers – like spears, are not appreciated in lore. Orcs are well-known berserkers tied to large weapons, tapping into their racial power for bursts of violence is likewise fine. Nords also have a berserker tradition. An unnamed Redguard style from Albion-Gora specializes in the use of two-handed clubs and blunt weaponry for feints, blocks, and counter-attacks – though it has no mystical progression. Using the The Grudge or The Voice seems find for the berserker choices.
Shields are well regarded for the phalanx techniques of both Imperials and Argonians. Shieldwives and shieldmaidens exist in orc and nord societies but there's little evidence to suggest they are special in any way. Very important to all cultures, but not much to advance on. Altmer treat the use of shield as a sacred implement to be mastered (though they attempt to perfect everything they do…).
For bows, the hunting styles of the Reachmen and Bosmer are worth noting. The corruptive druidism and daedric hedge-witchcraft OR just simple lycanthropy of the former are strong options. Bosmeri style is said to be impossible for mankind to replicate as the elves snatch and release their arrows in a continuous flow of motion. Communication with the Green as those tribes do to allow floral life to reshape itself seems reasonable. Perhaps eventually you can gain a mobile tree city. The Altmer style is influenced heavily by their patron Auri-El and their ties to the heavens. Larger bows with heavier draw weight, and a strong tradition of enchantment and light magic through their weapons.
Among claw-dances: Goutfang/Vrin-Thak (Hand to Hand) could advance to destructive magic that ignites your punches and kicks. Whispering Fang, Ziz Kurah (Hand to Hand) seems to have great connections to enhanced agility and music. The claw-dances of Rain-of-Sand and Desert Wind blade styles (also Rawlith Khaj and Zhan Khaj respectively) don't seem to have known mystic properties. However, they are all associated with lyrical and musical properties including hymns and music that harnesses the moon to exorcise darkness and servants of Namira.
Dunmeri Marshmerrow style weaves willpower in to its techniques and helps to invigorate and replenish magicka quickly. Dunmeri Salt Rice style advances to silenced movement and other techniques reminiscent of of ki and ninjutsu. The Dunmeri styles of Golden Reed seems to have less mystical advantages – outside of advancing into spearmanship mastery.

Magic
Destruction is an emotionally-charged magic that harnesses magicka to deal harm. This can be elemental spells, creating vulnerabilities, or more directly damaging the attributes of your targets.
Illusion is all about the appearance of change and altering perceptions of the world. Its spells access and modify the minds of others and can impair or enhance the senses of people in as many ways as you imagine.
Alteration actually adjusts reality through willpower, essentially gently nudging reality to behave in a way that is "easier" than it currently is. It allows feats like walking on water or breathing it, adjusting weights, opening locks, or even making physical changes to beings.
Mysticism alters the nature of magic itself, and it's use involves embracing paradoxes and being able to divorce one's mind form logic. It allows spells to detect all manner of things
Restoration is the art of restoring. While this sounds simple, it actually means using magicka to achieve a state you're familiar with. Holding a clear image of your past or future can allow you to will it into the present. Functionally, this allows spells that cure ailments, resist harm of all kinds, augment and restore creatures, and even absorb traits of others.
The basis of Conjuration is creating telepathic links and using those connections to call beings from other planes. Of special note to you, there are many ways to still be able to summon in future worlds even though you should lose access to the planes of Oblivion. Purchasing Daedra Summoner or Magical Mastery for conjuration (to any skill level) will maintain the connection by fiat. If you have any Gate to Oblivion, you can draw beings from those planes too.

Mysticism 101 is essentially a bunch of game interface mechanics. Some aspects of the inventory, quest markers, the move/drag function. You can treat this as mysticism as the perk implies or inherent things when you take the perk.

Having both **Hurried Hands** and **Security Specialist** allows you to unlock things with the same expediency as searching them.

Welcome to the Family the exact skills you're gaining will generally be more than the brief descriptions on this list.
Anvil Fight Club takes place at the docks away from prying guards. Skills tied to this are mostly of an athletic hand-to-hand nature.
Black Horse Courier requires athleticism, organization, and journalistic skills such as interviewing and sneaking about for clues.
Blackwood Company is full of unscrupulous mercenaries who nonetheless are savvy at business. They are often battlemages.
Blades are in service to the emperor, serving as guards and warriors but more so as spies and agents.
Comonna Tong engage in kidnap, slave training, and skooma production. They are tied to House Hlaalu.
Cyrodiil Vampyrum Order are experts in concealment, influence, and political manipulation. They honour Molag Bal and Clavicus Vile.
Dark Brotherhood are a feared guild of professional assassins who have varied talents at killing.
Glenmoril Wyrd often serve Hircine and use shape-changing magics and a bond with nature. They can cure lycanthropy and vampirism.
Morag Tong are legal (in Morrowind) executioners, assassins, and investigators. They do not abide criminals and serve Mephala.
Mythic Dawn are a secret cult hoping to bring about the Oblivion Crisis for Mehrunes Dagon. They are excellent spies and conjurers.
Order of the Virtuous Blood are small in number. Mostly novices, they seek to eradicate vampires and know their weaknesses.
Renjira Krin are a clan of khajiit bandits and smugglers. They use guerrilla tactics and are involved in the skooma trade.
Shadowscales are assassins trained from birth for the service of the King of Black Marsh or given to the Dark Brotherhood.
Thieves Guild handles all kind of crime such as robbery, pickpockets, smugglers, and more.
with **Darkness Eternal**: If you decide to buy your way into vampirism twice, you're a superior vampire lord bloodline like Volikhar. You could be a werewolf through gaining an advanced position in the Glenmoril Wyrd though.
You can also choose any of the smaller named gangs/bandits like The Anvil Sirens, Black Bow Bandits, Orum Gang, or Blackwater Brigands which also have various minor banditry, gangster, or piracy skills. They may offer something specific like seduction or archery depending on tactics.

As a vampire you will also gain the typical skill bonuses that come with advancing your condition to Acrobatics, Athletics, Destruction, Hand to Hand, Illusion, Mysticism, and Sneak. You will also gain the daily powers of Vampire's Seduction (powerful touch-based charm), Reign of Terror (area-of-effect silence and fear on enemies), and Embrace of Shadows (lengthy invisibility).

A Stranger is not a curse, so you can reveal your dual identity on a case-by-case basis. Only you can spread this information and it has to be done so purposefully.

With **Gateway to Oblivion**, most princes won't particularly mind if you destroy their lesser servants so long as you aren't acting like a nuisance towards them directly.

When using **Guildmates** to create new companions, you could design dozens or hundreds of allies but a smaller number is more reasonable.
Classic Cult: The nature of the cult is purposefully vague for your benefit, but each member gets the assorted skills from past professions as part of their origin, which probably includes a little magic to fit in with your group.
Fighter's Guildmaster: New companions will receive a free purchase of Combat Specialist.
Community Arcane College: New companions here essentially have a free purchase of Magical Mastery.
Den of Thieves: New companions are guaranteed experts in a reasonable stealth-related of your choice.

A list of specific perk/skill advantages when bringing in a companion through Item purchases rather than direct Follower purchases.
Battlehorn Castle: Unique roles are that of the master chef, vintner, and taxidermist. You can have many skillful maids or guards as wanted.
The Hist and **Shadowmere** are quite specific on what they offer. If using Multiplayer, their race choice is locked by this choice.

Greater Daedra's list is just examples. Some other choices are: Aurorans (one with individuality seems unusual though), Crow Daedra, Dopplegangers, Huntsmen, Ogrim, Ruinachs, Scamps (though intelligence is seemingly being retconned out), Seekers, Noctural Shrikes, Skaafin, Spiderkith, Winged Twilights, Watchers, Xivkyn.

If you have more interesting enemy drawbacks and don't want to be tied into the main plot, feel free to substitute similar antagonists. For **Paradise Awaits**, enemies such as Mannimarco, Umaril, or even OC villains are fine - as long as they're around the same scope and difficulty.

Doors of Oblivion and **Paradise Awaits** will both increase how many Oblivion gates you need to deal with. One from The Deadlands, as normal and the other from whichever daedric realm you've selected for the drawback.

With **Daedric Dealings** you'll be favoured by your patron as a valuable source of entertainment, so they won't actively put you in unwinnable scenarios. But it's also not any fun without risk. If you take Doors of Oblivion, you cannot choose be in the service of whichever Prince is out to kill you. Similarly you cannot be in service to Mehrunes Dagon if you selected Paradise Awaits.