



The Elder Scrolls: Rogues

By Pokebrat_J

Not everyone can make an honest living, either due to circumstances or the consequences of their own choices. Still, who hasn't dreamed of one day being the dashing rogue, stealing from the rich and making fantastical getaways?

You may not have the phenomenal power to change the world around you like a mage, nor are you an unstoppable juggernaut of combat. Stealth and trickery are your bread and butter, allowing you to bring down your foes without ever having to confront them face to face.

You receive **1000 cp** to help you along this dark path you walk.

Career:

The shadows stretch far and wide, which path have you chosen to follow?

Assassin: One of the least liked occupations in all of Tamriel, no one wants to deal with assassins yet they cannot deny their usefulness. You are a warrior of the shadows, skilled in killing unseen, unheard. When your foes think themselves safe, when they believe themselves alone, your dagger will prove them false.

Bard: Rogues are not always shadowy warriors and tricky thieves, but your charm certainly is roguish. You are a musician and performer, a poet and historian. With your instruments and silky voice, you are sure to make as many friends as you earn coins for your services.

Merchant: Who needs to run around stealing goods from homes and caves when people could just give them to you? You are a successful businessman, ready to take the world by storm and give it just what it's asking for, all the while making as much coin as possible.

Noble: It takes a real pessimist to throw politicians in the same boat with thieves, but the comparison is not unfounded. You may not be on par with an Emperor, but many find themselves under your rule, and no one would be eager to throw out those who actually do their jobs and do them well.

Thief: The stereotypical role one thinks of when they hear rogue, those rugged men and women who make a life out of committing crimes from pulling off complex heists and stealing sweet rolls from children. You may not be the best fighter out there, but you can steal anything not nailed down, with no one the wiser until you're long gone.

Alchemist: Not many would turn down a skilled alchemist, though it is a bit strange to consider themselves as rogues. Still, alchemy is all about taking the magical properties from ingredients to create potions and poisons to fulfill many purposes. From healing potions to temporarily allowing you to breathe underwater to a paralytic poison, your concoctions are sure to be as useful as they are profitable.

Race:

Age and gender may be decided freely.

Altmer: The High Elves are tall, golden skinned elves of the Summerset Isles. They are the most naturally attuned to magic and are as such capable of learning it most easily. They are resistant to disease and have a very long lifespan.

Argonian: A reptilian race from Black Marsh. Unrelated to either Man or Mer and as comfortable in water as on dry land. Covered in scales that make them slightly tougher than other races, their digitigrade legs prevent them from wearing regular shoes.

Bosmer: The small, agile Wood Elves of Valenwood, they are the greatest natural archers in all of Tamriel. Their nimbleness and natural ease within the wild areas of the world is only matched by their carnivorous and sometimes cannibalistic tendencies.

Breton: The humans of High Rock are the hybrid descendants of ancient elves and men, as hinted by their slightly pointed ears. Eccentric and naturally skilled with magic, they have a natural resistance to magic.

Dunmer: The ashen-skinned, red eyed Dark Elves of Morrowind are a tenacious people. They possess a natural resistance of fire and heat. They are known for their strength, intelligence, and quickness as well as their pride and unfriendliness.

Imperial: The cosmopolitan human natives of the province of Cyrodiil. They are known for their charm and skill at diplomacy, as well as their skill and discipline as rank and file soldiers.

Khajiit: The cat-people of Elsweyr, they are known for their natural agility and stealth. Their forms are as diverse as the phases of the two moons, ranging from a house cat, to a house sized tiger, to something similar to a Wood Elf.

Nord: The tall, hardy, fair skinned, fair haired men of Skyrim. Naturally large and strong, they are resistant to the cold with a magical affinity for the frost. They are primarily known for their fierce warriors.

Orsimer: Known as the Pariah Folk, the Orcs of Orsinium are known as talented warriors and smiths. They are strong, courageous and fearsome when roused, just as their god Malacath is.

Redguard: The dark skinned men of Hammerfell. Naturally talented warriors known for their hardiness of constitution and their fleet feet. Their independent spirits make them better skirmishers than rank and file warriors.

Other Race [100]: It is not just those races that are skilled in the art of stealth. Races like goblins or lamia are quite good at it, though perhaps a giant could try? Regardless, you may now be a part of any race that hasn't been mentioned here.

Dragon [400]: The Children of Akatosh, one of the mightiest of creatures to have ever graced these lands. With scales like ebony and strong Voices to shout down any who would stand against them. Despite what you may think, quite a few of them prefer the path of trickery to get what they desire.



Locations:

Roll 1d12 to determine your starting location, or pay [50] to choose. Your starting time does not matter, and can be anywhere from the Merethic Era to the Fourth Era.

1) Black Marsh: The dense swampland home of the Argonians to the South-East of Tamriel. A lush land filled with violently dangerous predators and poisonous plants. Wild and impossible to cultivate, there are few true settlements.

2) Cyrodiil: The Imperial province in the center of Tamriel. Predominantly temperate in climate with large cities including the vast Imperial City, the cosmopolitan center of the Empire and its governance.

3) Elsweyr: The home of the Khajiit, situated on the southern coast of Tamriel. There are few cities, the rest made up of arid badlands and subtropical forests.

4) Hammerfell: Situated in the West of Tamriel and dominated by the vast Alik'r desert. The Redguards and other peoples who call it home live predominantly in the large port-cities and towns.

5) High Rock: The Breton's home province to the North-West of Tamriel. The coastal regions are temperate with loose forests, further inland the region becomes more mountainous.

6) Morrowind: The North-East province of the Dunmer is dominated by the volcanic island of Vvardenfell. Separated by the Velothi Mountains, the lands of Morrowind have unique and hostile climates and ecosystems.

7) Orsinium: The newly rebuilt city-state and kingdom of Orsinium is positioned within High Rock and is the new home to the Orcs. It was won in a duel by the Orc hero Gortwog gro-Nagorm and prospered under his rule.

8) Skyrim: The northernmost, cold and mountainous province of Skyrim is home to the Nords. Relatively mild southern regions and cold, permanently frozen areas to the North.

9) Summerset Isles: The large, South-Westerly island home of the Altmer. Full of idyllic and clear pastures and several large cities with all manner of peculiar architecture.

10) Valenwood: A densely forested, subtropical province to the South-East of Tamriel, this is the home of the Bosmer. Sea of endless green, a maze of foliage with half-hidden cities and giant, migratory trees.

11) Evergloom: The Realm of Nocturnal, it is a realm of perpetual twilight, and the "cradle of shadow." These realms are thought to be constantly shifting, and are perceived differently by different mortals, though often filled with forests, whose trees cast long shadows over a purple landscape.

12) Free Choice: How lucky you are, as you may freely choose to start anywhere listed up above, and perhaps beyond?



General Perks:

Basic Stealth [Free]: Only the worst of thieves have no talent with stealth, and you are far from the worst. Not only are you good at avoiding drawing attention to yourself, but you are also decent at picking locks and pickpocketing. Nowhere near a master, but you certainly can't go wrong with a few low-stakes targets.

Heist Music [50]: Do you know what every good heist needs? An epic soundtrack to really emphasize how awesome what you're doing really is. You may at any time pull up a mental playlist of songs from The Elder Scrolls series, and will find new songs or remixes over time.

Roguish Charm [50]: Every young child dreams of being the roguish charmer, a swashbuckling adventurer that everyone swoons for. How lucky you are that such a childhood fantasy is your reality, your beauty all but unmatched. Even if you acquire any scars, they will either heal quickly or look very aesthetically pleasing afterwards.

Arcane Arts [100]: Though many look at magic like the crafts of intellectuals, many actually use it to supplement their natural abilities and skills, like you. You have been trained in all of the various schools of magic up to the level of the average apprentice, though there is one you are particularly adept with.

Soldier [100]: You can't expect everything to go exactly to plan, with the possibility of monsters or violent targets being quite real. Be it with bows or blades, it would probably be a good idea to have some way of protecting yourself. You are now a certified expert with one type of weapon, as well as being adept with two others.

Jack of all Trades [200]: Why is it that nearly every roguish personality has managed to accrue and master multiple skills at the same time? Maybe they had something like this perk, which will greatly increase the speed at which you learn and master any skill you try your hand at.

Snake Blood [200]: No matter your profession, there is always the possibility of your opponents trying to take you down through poison. In order to better protect yourself from such an insidious threat, you have trained yourself to become immune to all poisons, both mundane and magical.

Nightwielder [400]: You have learned the signature magic of Azra Nightwielder, Shadow Magic, which grants powerful abilities outside the classical schools of magic. You are an undisputed master of this rare and difficult magic, able to create objects and familiars of pure shadow, teleport short distances by slipping through the cracks of reality, hide yourself in the tatters of space-time to evade the notice of everything around you, manipulate probability and potential, and much more. At its strongest, it even has the capability to reach into and affect the multiverse.



Assassin Perks:

Discounts for Assassin are 50% off, with the [100] perk being free.

Muffled Movement [100]: Sneaking around, waiting until your target lowers their guard can be a bit difficult, especially if you're stepping on every squeaky floorboard. Thankfully, you won't have that problem, considering the fact that you can muffle all of your sounds at will. This will certainly make your job at least a little bit easier.

Deadly Architect [200]: Who says that you need to go to your target, when you can convince them to willingly enter your pre-made deathtrap. Well, convincing them may be a problem, but actually creating a deadly gauntlet of traps is quite easy for you. Your mastery over deadly traps also leads well towards disabling the traps of others.

Assassin's Blade [400]: A dagger in the dark is worth a thousand swords at dawn, a lesson that you are sure to have learned well. When you land an attack on someone when unnoticed, you do nearly five times the damage you would have. It doesn't matter if it's a dagger, a warhammer, or even a fireball, you are sure to deal a killing blow or fatal wound.

Shadow Warrior [600]: All those other pretenders have merely adopted the dark, whereas you were born into it, molded by it until you became its ultimate champion. When you call, they shall answer, keeping you hidden from all prying eyes. Whenever you are touching or within shadows and darkness, you can become completely invisible at will, and will find your scent eliminated. No one will ever know where or when you'll strike, just how you like it.



Bard Perks:

Discounts for Bard are 50% off, with the [100] perk being free.

College Graduate [100]: Ever since you were young, the strumming of lutes and beating of drums has captivated you, such that you went on and learned the arts of music, be it from the Bards' College or some other institute. You are a masterful vocalist and are highly skilled with any three instruments of your choosing.

Silver Tongue [200]: Is it any wonder that an entire career based around socialization and fancy wordplay is famous, or infamous, for all sorts of naughty hijinks? Even if you don't go down that route, you are still a fairly charismatic individual, and your talent as a lyricist is nearly unparalleled. Be it writing poems or songs, when you really put your heart into your work, it will surely be remembered for all of time.

Magical Music [400]: Some say that there is no more magical a force than music, with even the dwemer Tonal Architects utilizing special sounds for all of their crafts and spellmaking. Though you aren't quite on that level, you are still able to imbue your songs and music with your own magic, allowing them to act as though they are actual spells without most of the obvious or classical tells.

Storm Voice [600]: While music can be considered magical, it is words that truly have power over others, a statement that is highly literal when talking about the language of the dragons, Dovahzul. You are now a practitioner of the Thu'um, a type of Tonal Magic that can alter reality based on what Words of Power you say. Be it a wave of force, a blast of fire, detecting life forces, summoning destructive storms, or something else entirely, your voice is a weapon unto itself.



Merchant Perks:

Discounts for Merchant are 50% off, with the [100] perk being free.

Haggling [100]: In these times, there are no set prices for any items, only general price ranges that depend on the quality of what is being sold. Thankfully, you're more than talented enough at bartering and haggling to get much better prices than you would have before. Buying items will see them being cheaper, while selling items will see them going for higher prices with little issues.

Fence [200]: Sometimes, you're going to try and sell something you've stolen, or you need to sell a stolen object you've managed to get your hands on. But hey, that only makes them more valuable, if only for the story attached to them. You can sell stolen items for twice as much as before, and people won't even notice that they're stolen unless specifically stated.

Investor [400]: The wise trader finds the best opportunities, even if he must travel far to find them. After all, selling a sword to a peaceful village won't be as profitable if you were selling in a war torn area. You seem to have an innate sense for what would be more likely to sell, where it would be best to sell, and how you could go about actually selling your merchandise.

Master Trader [600]: Did you sell your soul to Clavicus Vile? Because when it comes to turning a profit, there are few who are at your level. Even in the worst possible outcome, you will end up breaking even in profits. When things are going well, you're liable to make more money in a month than entire provinces make in a year, if you're feeling particularly ambitious and personally managing everything in your businesses.



Noble Perks:

Discounts for Noble are 50% off, with the [100] perk being free.

Silver Spoon [100]: You grew up in the lap of luxury, with the finest of tutors who pressed upon you the importance of acting like you deserved it. You have mastered all the manners that nobility should know, to such an extent that you could put most Altmeri nobility to shame. The faint, constant aura of nobility you give off also helps sell the image.

Play The Game [200]: No matter what province you go to, those mindless sycophants who crowd the court in the effort to better their station. It just so happens that you're better than how they see themselves when it comes to courtly maneuvering, for manipulating those in high society as though they were cheap pipes and farthing your own personal goals, whether or not they'll actually benefit the province.

Local Leader [400]: People are often not the best when it comes to deciding what it is they want, focusing more on the short term than the future, and ignoring what they actually need in favor of what they think they desire. You have a powerful insight to your people, your subjects and followers and companions, possessing an almost sixth sense for determining what they want, what they actually need, and what separates the two.

True Emperor [600]: Many are those who have sat upon the Ruby Throne of the White-Gold Tower, who have created empires that have lasted for centuries, and whose legacies can be remembered for millennia. And yet none can claim to be greater at ruling an empire than yourself. Under your peerless command, you could easily and single handedly usher in a golden age for a continent spanning empire that would be fondly remembered long after it has turned to less than dirt and ash.



Thief Perks:

Discounts for Thief are 50% off, with the [100] perk being free.

Golden Touch [100]: If there's one thing that's helped you cement your choice of career, it would be greed. That desire for more coin and treasure for less work has manifested itself in a most unusual way, not that you're complaining. Simply put, you seem to find almost three times more loot than before, be it in an ancient crypt or some poor bastard's purloined coin purse.

Sizing Your Mark [200]: Even if you're of the opinion of stealing everything not bolted down, it's a handy skill to figure out whose place would be best to burglarize. You seem to have a sixth sense for scoping out your targets, knowing who would be most profitable to steal from, as well as when to do it. Be it snatching a man's coin when he's turned around or waiting for him to fall asleep in his house, all your friends are sure to hear about your opportunistic tendencies.

Locksmith [400]: It's a general rule of thumb that some of the best treasures are hidden behind locked doors, the more difficult the lock the better the reward. And it just so happens that you're quite qualified when it comes to bypassing these obstacles, being skilled in the time honored art of lockpicking. The only ones that you couldn't get past would be some of the more complex or magical locks, but anything else is fair game for the likes of you.

Perfect Touch [600]: When you want to get coin fast and with little effort, there's few better ways than pickpocketing some poor fool's coin, though there's always the chance they'll catch you in the act. Well, not you per se, because you're the best there is. Whether it's coin or an axe or the clothes off their back, you can take it without anyone even noticing until you're long gone. With a bit of magical assistance, you may even be able to steal a tattoo off of a person.



Alchemist Perks:

Discounts for Alchemist are 50% off, with the [100] perk being free.

Physician [100]: Everyone can agree that it's always handy to have a potion or two on hand for emergencies, especially if they give you an edge in combat. When they need those kinds of potions, they go to you to supply them, because all beneficial concoctions you create are a quarter more potent, and last nearly twice as long as they otherwise would.

Experimenter [200]: Alchemy is entirely dependent on the magic within your ingredients and reagents, so what are you to do in worlds devoid of magic, crazy as it sounds? If you were worrying, then don't, because you won't have to ever deal with that problem, seeing as you can make your potions and poisons just as effectively when using mundane ingredients from mundane worlds. You can even pass this trait along to any students you have, allowing them to perform your same feats.

Poisoner [400]: Potions that heal or enhance are well and good, but people are willing to pay a great deal for various poisons, and yours in particular for good reasons. Your poisons are exceptionally deadly, regardless of their actual effects. Damaging health, paralyzation, weakness to magic, all of them boosted beyond what would normally be possible. It also doesn't help that yours seem to be strangely difficult to cure, requiring an antidote specifically for your brand of poisons. Well, at least you can sell those, too.

Purity [600]: Even when using the finest of tools and choicest ingredients, there may be times when the residual magics of your ingredients tarnish your end product, or some impurity manages to worm its way in. No longer, as your final products are purged of such taint, all of them boasting exceptional purity. So long as you've got an end goal in mind and understand the properties of your chosen ingredients, there will be no side effects or results that you did not intend for.



Items:

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

Basic Gear [Free]: Everyone needs to start from somewhere, even if it's from the gutters and ghettos. You are now in possession of a set of plain looking clothes, a steel weapon of your choice, as well as a knapsack to hold your belongings. It may not be much, but it's better than nothing.

Alchemical Ingredients [50]: In order to perform alchemy, one must first have the appropriate ingredients. Luckily, that is no longer a problem for you. You now possess a storage closet containing fifty of all alchemical ingredients found within the Elder Scrolls series, organized so that you can easily find what reagent you're looking for. This stock will replenish weekly, so don't be afraid to run out, because you won't.

Fine Clothes [50]: It's a common saying, that the clothes make the man. Even if you're from the grimeiest of ghettos, all it takes is a new pair of clothes and a quick bath to transform into a completely new person. You now find in your possession an elegant wardrobe filled to the brim with a number of finely crafted clothes and shoes. From suits to robes to dresses, whatever it may be is sure to look dashing on you.

Gold Pouch [50]: You gotta spend money to make money, but that may just end up leaving you broke. Not you, though, as you are fortunate enough to possess this magical coin pouch, which holds one hundred gold pieces. Don't worry about spending it all, because it will replenish any spent or lost gold daily.

Instrument [50]: You can't exactly be a bard of any renown without an instrument of your very own, and so taking this purchase will fix this oversight. In your possession is a well-made instrument, not only is it always perfectly in tune and ready to play, it is also durable enough to regularly be used as a makeshift weapon.

Lockpicks [50]: Every good thief and adventurer knows that they will eventually run into some locked door or chest, just asking to be opened. When that time comes, you'll be prepared, because you have the perfect tools for the job. You will receive fifty lockpicks as well as a small dagger, which will replenish weekly.

Shadowmarks [50]: These strange symbols carved into the side of buildings are known as shadowmarks, used by the Thieves Guild so that buildings throughout the provinces can quickly be identified by Guild members as to their potential usage. Not only will these marks apply themselves onto all of the buildings of future worlds, but you will also receive a book detailing what exactly each one means.

Unusual Gem [50]: Held within a golden lockbox, this floating violet gem is as eye-catching as it is storied. Supposedly it was once a part of the Crown of Barenziah, before all twenty-four gems were pried from the golden headdress and scattered to the eight corners. Though you currently own one, it's little more than a paper weight.

Alchemy Station [100]: You can't very well practice alchemy if you don't have the correct tools. Thankfully, this purchase is exactly what you need to truly bring out the best of the craft. This master crafted set of mortar and pestle, calcinator, alembic, and retort allow you to make more alchemical substances at a higher quality than you otherwise would have. Alchemical ingredients sold separately.

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

Eye of Sithis [100]: An ebony amulet given to notable members of the Dark Brotherhood, it possesses an obsidian depiction of the Father of the Void, Sithis. While wearing this, you will be able to detect all life larger than a mouse around you within a relatively short distance, only around thirty feet or so.

Guild Standard [100]: A set of brown leather armor, meant to help protect members of the guild as well as show that they were, in fact, a member. Wearing this set will offer you a small boost to your skill at sneaking, lockpicking, and pickpocketing. The extra pockets also allow you to hold more items on your person.

Ring of Skimming [100]: A copper ring with a swimming argonian engraved onto it, it was crafted by a mage who feared falling from the edge of a ship into the waters below. This ring will allow the wearer the ability to walk on water as though it were solid ground, as well as enhancing their natural athleticism.

Shrine to Nocturnal [100]: What may look like an ebony statue depicting a buxom woman with crows on her arms is in fact a shrine to the Daedric Lord of Shadows, the Lady of Murk and Patron to Thieves, Nocturnal. Praying at this shrine, or just leaving a small offering, will see your luck increased for a week.

Throwing Stars [100]: Originating from the distant lands of Akaviri, these unique throwing weapons aren't commonly seen outside of Morrowind, but are certainly handy to have on your person. This stock of one hundred ebony throwing stars can be thrown to either distract or damage enemies, and will replenish each week if any are lost and destroyed.

Quill of Geminatio [100]: Created using the feather of an incredibly rare bird from the Summerset Isles, what may appear as a normal quill is actually a fairly useful magical artifact, especially in your line of work. When you write with it, it will shift the words written to match any other person's handwriting you've seen, down to the smallest details. Certainly useful for anyone who has an interest in corporate espionage and sabotage.

Blade of Woe [200]: A wickedly sharp ebony blade, one that has been blessed by the Night Mother of the Dark Brotherhood herself, if one believes the legends. Though it may only appear as a dagger, it has the curious property of being able to absorb the health of a target while also infecting them with a deadly poison. Try as they might, all will inevitably fall to the Void and join the Dread Father.

Boots of Springheel Jak [200]: To an ordinary onlooker, these would just be a fine pair of leather boots, if rather comfortable. To the wearer? These will allow you to leap an additional twenty feet in the air, and renders you immune to fall damage. Additionally, it increases your skill in acrobatics in order to make the most of your newfound abilities.

Crown of Barenziah [200]: Whereas before you could have purchased a single stone, you now possess the full crown of the dunmer queen, Barenziah. A golden head piece with two dozen gems has been turned into a paragon, or an item that boosts thievish abilities. For you, even just purchasing it lets you find a large number of gemstones anywhere that loot can be found.

Debaser [200]: A steel shortsword once used by an unscrupulous graverobber, it possesses azure filigree along the flat of the blade. When an opponent is struck by this blade, they will find their very willpower and endurance is targeted, becoming much weaker than normal for a time. It certainly makes it easier to scare your enemies into submission, or beat them into it.

Ring of the Wind [200]: A silver ring with three sapphires cut into square shapes, it originates from the province of Elsewyr. Though no one can agree on if it's more associated with Kynareth or Zenithar, it will greatly increase the wearer's speed and agility to new heights.

Scales of Pitiless Justice [200]: A set of golden scales often granted to higher ranking members of the Dark Brotherhood, a sort of morbid reminder as to the true weight and value of the lives they snuff out. An artifact that, when a golden coin is placed on one end, grants you an increase to your strength, agility, and intelligence, turning you into an even deadlier assassin than before.

Shrouded Armor [200]: A skintight set of leather armor, the black and red coloration help to better show that this is the standard uniform for all members of the Dark Brotherhood. It has been enchanted to muffle the sounds of the wearer, improves poison resistance, your skills with a bow, and doubles all damage you deal when stabbing something in the back.

Trading Wagon [200]: Though it is often better to set up a permanent place of business, there is some charm in traveling across the lands, selling your wares to any who you come across. This wooden wagon is full of all kinds of storage for whatever you may be selling, and is surprisingly durable. Simply strap it onto a horse, and go wherever the coin tells you.

Bard's College [400]: All those who desire to walk the path of the bard must start their journey somewhere, and there are fewer places better than this illustrious college. A place of learning how to sing, play instruments, writing songs and poems, and much more. It houses an impressive library focused mainly on the historical side, though you will find many plays, poems and sagas within. Any who wish to learn any of these fine arts will find their progress greatly improved.

Blackguard's Armor [400]: A heavily enchanted set of armor used by a notorious member of the Thieves Guild, it is an upgrade to the standard uniform in practically every way. In addition to the enchantments being much stronger, the grey coloration allows one to better blend into the shadows, and the many pockets are much larger on the inside, allowing you to store even more stolen goods with, or tricks in case you get caught, though that's not likely.

Bow of Shadows [400]: Legend has it that this bow was forged by the Daedra Nocturnal. The legendary ranger, Raerlas Ghile, was granted the Bow for a secret mission that failed, and the Bow was lost. Raerlas did not go down without a hearty fight and is said to have, with the aid of the Bow, taken scores of his foes with him. The Bow grants the user the ability of invisibility and greatly increased speed when wielded.

Cowl of the Gray Fox [400]: This hood is believed to have once been possessed by the Daedric Prince Nocturnal. Because Nocturnal is revered as the "Mistress of Shadow," the artifact is attributed with stealth and secrecy. Wearing it makes it impossible to discern your identity. If you put it on in front of somebody, they would think you disappeared and were replaced by the infamous Gray Fox.

Ring of Treachery [400]: A silver ring with the image of the Thief constellation emblazoned upon it. This ring is a boon to rogues and thieves of all kinds, as it will increase the wearer's skill with sneaking, lockpicking, pickpocketing, speechcraft and even their natural charisma. The wearer will also find their skill in acrobatics and evading attacks has been granted a dramatic upgrade.

Successful Business [400]: If you're going to be making money, then you need the perfect place to do it, no matter what business you're actually in. It could be a standard store to sell your wares, or it could be a meadery that produces the finest meads, or maybe even a successful fishery that could feed an entire hold with what it catches. Either way, this business is yours, and will see a constant stream of revenue flow your way even if you don't actually do anything with it.

Nightingale Set [600]: As the protectors of Nocturnal's Twilight Sepulcher, they are equipped with the best that the shadowy warriors could ask for. You can summon a set of armor made of shadows at any time. Not only does it conceal your identity, it muffles your movements, makes illusions easier to cast, increases your lockpicking skill and frost damage, and lets you do more damage with weapons. The Nightingale Blade absorbs the health and stamina of its targets, transferring them to the wielder, while the Nightingale Bow deals a great amount of frost and shock damage.

Rose of Sithis [600]: A beautiful arrow made in the image of a rose just before bloom, there is no more deadly a weapon than this. Created in an extensive ritual by numerous members of the Dark Brotherhood, it has been supposedly imbued with a fragment of the Dread Father, Sithis, himself. As such, so long as it strikes true, any who are pierced by this arrow will instantly perish, with very, very few ways of bypassing its effect. It will disappear after use, but you will receive a new one the next day.

Skeleton Key [600]: A Daedric Artifact of Nocturnal, Daedric Prince of Night and Darkness, this key is her most well known and sought after artifact, taking on the form of either a lockpick or an actual key. Though its main use is being able to get past even the toughest of locks, and locking them back up if you so desire, there is more to it than just that. The artifact functions as a tool for "unlocking" all things, including portals, hidden potential, and other unknown possibilities.

Shadowrend [600]: Often, this solid mass of shadows is won by fighting a shadowy clone of yourself, making it a true test of skill and wit in order to acquire. For you, though, more than just the acquisition differs. Though it commonly takes the form of a blade or axe, in truth it can transform into practically anything you so desire, up to a certain extent. From blades to shields, gauntlets to rings, bows to bracelets, even an artificial limb, shape is as nebulous to this artifact as the shadows themselves.



Companions:

Business Partners [50/100/200]: This is a dangerous game you're playing, especially if you're doing it all on your lonesome. But you aren't alone, not anymore, as you may import or create 1, 4, or 8 companions respectively. Each companion receives 800 cp to spend on race, perks, and items. You could alternatively use this to have canon characters become companions, but they will still need some convincing to join you.

Band of Thieves [300]: But who said you had to fight fair? All that matters is how much weight you're willing to throw around, and an entire guild's worth is more than enough in most cases. By taking this option, you may import any number of companions you desire into this world. Each companion receives 800 cp to spend on race, perks, and items.

Criminal Organization [Free]: They've followed you from world to world, always ready to do whatever it is you needed doing, more than willing to get their hands dirty for whatever goal you preach about. With this, you may import any number of your followers into this world, with a race and history, as well as training in a career of their choosing.

Dark Steed [Optionally Free]: A dreadful horse with a coat as black as midnight and eyes that shine with a crimson light. It now calls you its master, and will seemingly appear from the shadows whenever you call, even if you had just witnessed it perish not moments before. It also seems to scale with your speed, ensuring that this dark beast is always faster than you.

Cat Burglar [50]: This flirtatious khajiit is a self-proclaimed naughty kitty, always looking to grab the biggest and shiniest trinkets she can get her claws on. Though it isn't just her quite frankly impressive skills as a thief that make her an attractive partner in crime, but also her mastery in one of the claw dances, a martial art that makes good use of her natural agility and claws to hurt anyone that gets between her and her stolen goods.

Eastern Monk [50]: With such a crazy career choice in a chaotic world, it would do you some good to have a calming presence by your side. This dunmer is exactly that, almost always calm and methodical in everything he does, with a speed and agility that make his twin sickles deadly weapons instead of farming equipment.

Master Assassin [50]: Once a colovian noble, this imperial joined the Dark Brotherhood at a young age, and took to the art of assassination like a duck to water. Utilizing the strange retractable daggers strapped to his wrists, all it takes is one strike and his target is no more. He does have a strange fondness for wearing white, though.

Twin Crows [50]: A pair of crows that you took on as pets, and bound to you magically, you won't find any better messengers or spies. Though you can communicate with them telepathically no matter where they are, the greatest ability they possess is that they can share their senses with you, allowing you to gaze through their eyes and listen through their ears whenever and wherever you want.

Fell Omen [100]: Cursed since birth and abandoned by his noble parents, this severely deformed nord holds a powerful devotion to the Nine Divines, and is more than willing to get his hands dirty to protect their followers. Though he is a talented swordsman and commander, his real focus lies in information, gathering enough to accurately predict an opponent's route and lay a deadly ambush a week ahead of time.

Teenage Shadowscales [100]: Trained since hatching in the deepest parts of Black Marsh, these four argonians were born under the sign of the Shadow, learning all they could from their teacher and father, and now lend their skills to you. Though all are well versed in the arts of subterfuge and assassination, each one has their own unique quirks and fighting styles.

Dark Eater [200]: A dragon who consumed an entity made entirely from Shadow Magic, he was forever changed. He possesses all the power that would be expected of one of his kind, as well as the ability to bend the shadows to his will. He can even enhance his Thu'um with this darkness, seeing their potency greatly increased.

Shadow Clone [200]: When you first arrive in this world, you will find your shadow morphing and changing, eventually becoming solid. You now face a dark copy of yourself, your shadow given form. It has shadowy variants of all of your abilities, something that may be frightening if it weren't for the fact that it is completely under your control. There are few better allies to have than yourself.



Drawbacks:

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

Supplement Mode [+0]: Should you desire something more from your stay here, then you can use this as a supplement for another Elder Scrolls Jump. Alternatively, you could be in another world, separated from The Elder Scrolls entirely. It would certainly be interesting, seeing a draconic musician in a world of bloody hunters.

Damaged Throat [+100]: Maybe it was an accident, or a botched assassination, or a curse, or maybe even something inherently wrong with you biologically. Either way, you will find that not even a whisper can leave your lips, rendering you completely mute. There is no way to heal from this, no magical cure that will return your voice, making communication extremely difficult, though not impossible.

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

Snap, Crackle, Pop [+100]: There's being unstealthy, sticking out like a sore thumb, and then there's you. No matter what you do, you just can't help but make noise. Even your joints will constantly sound like snapping twigs. It also doesn't help that all magics, items, and techniques meant to muffle oneself simply do not work for you.

Draconic Greed [+200]: The mighty dragons are known for a number of things, though many remember tales of great dragons hoarding vast amounts of wealth. It seems like you have something in common with them, as your greed is insatiable. If it's shiny and valuable, it'll be hard to keep your hands off it.

Intriguing Developments [+200]: You have my condolences, because your life is now strikingly similar to a spy thriller series, only there seems to be no end in sight. You have a terrible habit of being dragged into the dark underbelly of society, be it getting involved in gang wars or some high-stakes politics and courtly intrigue.

Moon Dependant [+200]: Skooma is a vile substance, one that has ruined more lives than there are stars in the skies, and it now has you firmly in its clutches. You are but another skooma addict, constantly craving the vile substance whenever it's not already within you. You cannot fully curb this addiction, the hunger and desire a constant companion that may grow stronger the longer it has been.

Lost Artifacts [+300]: Throughout your career as a Jumper, there's bound to have been a number of relics and treasures accumulated within your Warehouse. But they are all gone now, scattered to the eight corners of the world, either hidden within ancient dungeons and complexes, or within the hands of some random citizen. Only what you've bought here is exempt from this, though depending on what you've hoarded, this can either be a minor annoyance for you or a very big problem for Tamriel.

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

Shadow Betray You [+300]: All thieves know that it is Nocturnal and her shadows that play a decent part in their chosen careers, the darkness she casts and the luck she manipulates being what separates the chaff from the legends. And now, you are most certainly one of her least favorite mortals. Luck is not on your side, and the shadows themselves seem to shy away from your presence. You may one day convince the Daedric Prince otherwise, but they are often not quick to forgive and forget.



Ending:

Stay: With so many treasures left lying about, why would you ever want to leave?

Go Home: You've earned a sizable amount of wealth, and your retirement is more than deserved for someone like you, though old habits die hard.

Continue: You can't stop now, not when there's so much more out there to see, experience, loot, pillage and plunder.

Notes:

-If you want a good idea of what's possible with Shadow Magic gained from **[Nightwielder]**, give the fanfic "[Applying Exotic Metaphysics for Fun and Profit](#)" a read.

-**[Magical Musician]** is basically the option to be a standard D&D style Bard, with you needing to either sing or play an instrument to cast your magic.

-**[Experimenter]** will allow Alchemy to propagate and be completely viable in mundane worlds, so long as you actually bother to teach it in the first place.

-Any magical item purchased will not run out of charge. They are also notably more powerful than their in-game counterparts.

-About **[Enchanted Gear]**:

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

-Companions are based on Selina Kyle "Catwoman", Lie Ren, Ezio Auditore Da Firenze, Morgott the Omen King, the TMNT, and Darkeater Midir.

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

-Any items that you cannot reclaim from **[Lost Artifacts]** will be returned to your Warehouse after your time here is over, if a bit more broken in.

-**[Shadow Betray You]** makes you very unlucky and very noticeable. You may be able to convince Nocturnal to undo this, but it's going to be very much an uphill battle.

-When in doubt, fanwank.

-Have the day that you deserve~