

# The Elder Scrolls

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## CYOA

“Each Event is preceded  
by Prophecy. But without the  
hero, there is no Event.”

Zurin Arctus | the Underking

It is the 3E 427, in the waning years of the 3rd Era and Tamriel is diverse  
as it is dangerous.

From the scorching desert of the Alik'r in Hammerfell to the dank, terrible  
marshes of Black Marsh, magic and monsters abound.

In Morrowind the blight has started, dark forces are spreading from Red  
Mountain and a prisoner born on a certain day to uncertain parents has  
recently been transported for a certain purpose.

Tamriel is a theoretically unified but fractious realm with only the skill and  
strength of the Legion and the acumen of Uriel Septim VII keeping the  
backwaters in check.

You may however choose to forgo this interesting and potentially lucrative  
point in history in order to visit the Tamriel of another time.

Regardless, it is to Tamriel that you are headed.

YOU HAVE 1000 CHOICE POINTS. SPEND THEM WISELY



# SECTION ONE

# IDENTITY

Stand up...there you go. You were dreaming. What's your name?

ROLL 1D8+18 TO DETERMINE YOUR AGE  
YOU MAY CHANGE GENDER FOR 100 CP

YOU MUST CHOOSE AN IDENTITY WHICH WILL DICTATE YOUR HISTORY AND  
PERHAPS YOUR ROLE IN TAMRIEL.

**Drop-In:** +No memory set altering your actions.  
-No history or friends in this world.

FREE

You wake up in a prison in your starting region. A guard approaches and tells you that there isn't supposed to be anyone in the cell you're in. He decides that working out who you are would be too much hassle and lets you out into Tamriel.

**Mercenary:** +Martial training, skilled with one weapon of choice and proficient in either Light, Medium or Heavy Armour.  
Tough and used to physical pain. Comes with armour, a weapon, a bag of septims and a small house.  
-Your knowledge of Tamriel is mostly practical and martial.

100 CP

You grew up and either by choice or by necessity you learned how to fight. Tamriel is a dangerous realm and your work has often been required as a bodyguard or adventurer. You have friends amongst your fellow fighters and many a guild or band would be happy to have you. You also have a list of people for whom you've done good work and a good reputation as a man who can get things done.

**Thief:** +Skilled at pickpocketing, lock-picking and sneaking. Handy with a dagger. Hideout. Physically fit. You understand how a city in Tamriel works and have good instincts.  
-Guards in your area are somewhat suspicious of you.

100 CP

You grew up in whatever counts for a city in your chosen region. You are known in the taverns of your areas and you know who to talk to if you want a job. You have friends amongst fences, beggars, career criminals and other unsavoury characters. The Thieves Guild in your area have heard of you and would welcome you to their ranks. It's also whispered that other, deadlier, people are interested in you.

**Mage:** +Schooled in the basics of spell-casting. Knowledgeable in a great deal of subjects regarding the realm. Comfortable tower home just outside town.  
-Does not possess the physical fitness of either Mercenaries or Thieves. Little practical experience. Unpopular in suspicious areas.

100 CP

As a child you were taught how to cast spells by a friendly local wizard. That wizard died recently and you inherited his house - a small tower just outside of town with a well-stocked library. You have great knowledge of the lore of the realm. Your skills will likely be in relatively high demand. You have friends amongst other Mages who will happily put in a good word at their organizations.



# SECTION TWO

# RACE

DROP-INS MUST PAY 100 CP TO CHOOSE A RACE OR ROLL 1D10

RACES ARE FREE TO CHOOSE FOR ALL OTHER IDENTITIES

## ALTMER

1.

The Altmer are tall, golden skinned, elves from 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 the longest lifespan.



## IMPERIAL

6.

The cosmopolitan humans native to the province of Cyrodiil. Known for their charm and skill at diplomacy as well as their skill and discipline as rank and file soldiers.



## ARGONIAN

2.

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 you a little tougher than other races. Digitigrade legs cannot wear regular shoes.



## KHAJIT

7.

The cat-people of Elsweyr. Known for their natural agility and stealth. Suspected as thieves by members of the other races. Default is Cathay, you may choose another phase of the moon if you wish (no Manes). You don't get tailored armour if you choose one of the sentient cat ones.



## BOSMER

3.

The small, agile Wood-Elves of Valenwood. The greatest natural archers in all of Tamriel. Nimble and comfortable in the wild areas of the world.



## NORD

8.

The tall, hardy, fair skinned, fair haired men of Skyrim. Naturally large and strong. Resistant to the cold with a magical affinity for the frost. Known to be fierce warriors.



## BRETON

4.

Humans of high Rock with some Elf heritage. Have very slightly pointed ears. Eccentric and naturally skilled with magic. They have a natural resistance to magic.



## ORSIMER

9.

The Pariah folk, the Orcs of Orsinium are known to be large talented warriors and smiths. They are strong, courageous and fearsome when roused.



## DUNMER

5.

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



## REDGUARD

10.

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.





# SECTION THREE REGION

RACES MAY CHOOSE THEIR NATIVE REGION  
FOR FREE.  
50 CP TO CHOOSE OTHERWISE OR ROLL 1D10



## SUMMERSET ISLES

1.

The large, South-Westerly, island home of the Altmer. Full of idyllic pastures and clear pastures and has several large cities with all manner of peculiar architecture. A strong caste system is in place.

## CYRODILL

6.

The Imperial province in the centre of Tamriel. Predominantly temperate in climate with large cities including the vast Imperial City the cosmopolitan centre of the Empire and its governance.

## BLACK MARSH

2.

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. Mostly tribal with some settlements.

## ELSWEYR

7.

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

## VALENWOOD

3.

A densely forested, subtropical province to the South-East of Tamriel. Home of the Bosmer. A sea of endless green, a maze of foliage with half-hidden cities growing like blooms from a flower. Giant migratory trees.

## SKYRIM

8.

The northernmost, cold and mountainous province of Skyrim – home to the Nords. Relatively mild southern regions and cold, permanently frozen areas to the North. Ruled from the cities by Jarls under a high King.

## HIGH ROCK

4.

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. It is landed in multiple large city-states.

## ORSINIUM

9.

The newly rebuilt city-state and kingdom of Orsinium, positioned within High Rock and new home to the Orcs. It was won in a duel between the Orc hero Gortwog gro-Nagorm and prospered under his rule. Built near mountains and full of large iron statues of Orcs.

## MORROWIND

5.

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. The blight and Dagoth Ur hang like a shadow on the land.

## HAMMERFELL

10.

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.



# SECTION FOUR BIRTHSIGN

CHOOSING A BIRTHSIGN IS FREE  
THEY COME WITH BENEFITS BUT MOST WILL ALTER YOUR  
CHARACTER SLIGHTLY

## The Warrior

Those born under the sign of the Warrior find themselves skilled with all weapons. May find themselves short tempered.

## The Mage

Those born under the sign of the Mage have more magicka and a talent for all sorts of spellcasting. May find yourself absent-minded and arrogant.

## The Thief

Those born under the Thief are unusually lucky and will rarely come to harm. They often come to rely on their luck and often die early if they do.

## The Lady

Those born under the Lady are kind and tolerant. They tend to be unnaturally likeable to others due to their temperateness and grace.

## The Apprentice

Those born under the Apprentice have significantly more magicka than the majority of people although are slightly weaker to magic as well.

## The Lover

Those born under the lover are particularly graceful and agile. They may paralyze with a kiss. They may find themselves overly passionate.

## The Steed

Those born under the Steed are naturally faster than most people. They tend to be impatient.

## The Atronach

Those born under the Atronach have naturally vast reservoir of magicka and natural sorcerers. Extremely slow regeneration of magicka.

## The Shadow

Those born under the Shadow are capable of becoming invisible for a minute once per day.

## The Lord

Those born under the sign of the Lord are stronger and healthier than the majority of people. Slight weakness to fire.

## The Ritual

Those born under the Ritual have the ability to heal themselves and turn the undead once per day each.

## The Tower

Those born under the Tower may open any lock with a touch once per day. A natural ability to detect enchantments.

## The Serpent

No characteristics are common to those who are born under the Serpent. They may poison others with a touch.



# SECTION FIVE

# SKILLS AND ABILITIES

DISCOUNT SKILLS GET 50% OFF

## Highborn

Free Altmer

You are simply have more magicka than you would normally have. Magic tires you less to perform.

100 CP

## Amphibious

Free Argonian

You can breathe underwater and swim very quickly.

100 CP

## Marksman

Free Bosmer

You are an expertly skilled marksman. Capable of shooting extremely accurately even from a great distance.

100 CP

## Dragonskin

Free Breton

You absorb around 25% of the damage from spells ignoring the damage from that 25%. Ignores beneficial magic.

100 CP

## Heat Resistant

Free Dunmer

You are highly resistant to heat, capable of withstanding temperatures far above average. Flame magic and fire does half the damage it normally would.

100 CP

## Diplomat

Free Imperial

You are highly diplomatic, capable of calming down even the most heated situations. You also get better prices when trading.

100 CP

## Whispering Fang Style

Free Khajiit

You are trained in the Whispering Fang style of fighting making you an excellent hand-to-hand combatant.

100 CP

## Cold Resistant

Free Nord

You are highly resistant to the cold, capable of withstanding temperatures far below average. Frost magic does half the damage it normally would.

100 CP

## Smith

Free Orsimer

You are a trained and highly skilled smith capable of making high quality arms and armour with the right materials and equipment. Anything up to Orcish.

100 CP

## Swordsman

Free Redguard

You are an exceptionally skilled swordsman, far beyond the skills of what normal training would get you.

100 CP

## Disease Resistant

Free Argonian, Altmer, Bosmer and Redguard

You are 75% less likely to get a disease.

100 CP

## Athlete

Free Mercenary

You can run as fast as is humanly possible and for as far as is usually possible (although not at top speed). You are naturally strong and quick in a fight.

100 CP



## Acrobat

### Free Thief

You are lithe, agile and sneaky. You can jump very high, climb slippery walls and dodge things with ease.

100 CP

## Critical

### Discount Thief & Mercenary

Occasionally (around 1/9<sup>th</sup> of the time) when in combat when you score a hit on an opponent it does a noticeable and truly devastating amount of damage.

200 CP

## Noble

### No Drop-Ins

You inherited a large section of land in your region. You have a fine manor house, political clout and an income from taxes.

200 CP

## Poison Immunity

You are completely immune to all sorts of poison. Alcohol and recreational drugs not affected.

200 CP

## Progress

### Discount Drop-In

You seem to pick up new skills very quickly and you improve quicker than is usual through practice, seeing considerable gains from your efforts.

300 CP

## Alchemist

### Discount Thief & Mage

You are a skilled alchemist, capable of making strong potions and poisons and knowing what ingredients are required.

300 CP

## Summoner

### Discount Mage

You are a talented Daedra summoner. You can summon Dremoras as well as the varieties of Atronachs permanently with a little time to prepare.

300 CP

## Enchanter

### Discount Mage

You are capable of enchanting objects well. You know how to trap souls and how best to get good effects.

400 CP

## Necromancer

### Discount Mage

You are a skilled necromancer, knowing how to summon spirits and how best to bind the dead. You can permanently reanimate the dead as well as (bizarrely) summon skeletons from nothing.

400 CP

## Dowsing

### Discount Drop-In

You have a wonderful sense of direction and feel naturally drawn to places, people and objects of importance and interest. Finding some lucrative adventure is as easy as taking a short walk around a city.

600 CP

## Shehai

### Discount Mercenary

You have grasped the basics of the abilities of the Sword-Singers and are able to create a sword formed of your own spirit. It is faint now but with time and practise could become an incredibly formidable weapon.

600 CP

## Shadow Hide You

### Discount Thief

You are naturally lucky in all your pursuits, games of chance will go your way more often than not. In matters of subterfuge, stealth and trickery however this luck becomes downright uncanny and the shadows themselves seem to move to obscure you.

600 CP

## Spellmaker

### Discount Mage

You are talented at creating new spells from trial and error. They tend to be relatively efficient in terms of magicka expenditure and can incorporate various effects. Creating new effects is time consuming but possible.

600 CP

## Thu'um

You gain the ability to instantly know how to use dragon shouts after reading the required words from a Word Wall.  
You have already mastered Unrelenting Force.  
No dragon souls required.

600 CP



# SECTION SIX GEAR

DISCOUNT GEAR GETS 50% OFF

## Leather Armour

Free Thief and Mercenary

A finely made, handsome set of leather armour.

50 CP

## Steel Armour

Free Mercenary

An excellent full set of steel plate armour.

50 CP

## Hail Companion:

You may import your companions to grant them histories and skills in this realm. Importing grants a Race, an Identity (each of your choice) and any freebies that come with them. 50 CP allows 1 import, 100 grants up to 4 and 200 grants 8. You may pay a further 150 CP to grant a companion 500 CP of Skills.

50/100/200 CP

## Steel Weapon

Free Mercenary and Thief

A fine steel weapon of your choice. Blades, Blunted weapons, bows or polearms.

50 CP

## Elven or Dwarven Weapon

Discount Mercenary

A fine Elven or Dwarven weapon of your choice. Blades, Blunted weapons, bows or polearms. They are of around the same quality although in different weight classes. No crossbows.

100 CP

## Master Alchemical Apparatus

A Master Mortar and Pestle, Calcinator, Alembic and Retort allowing for greater qualities of much better quality potions.

200 CP

## Dwemer Crossbow

Discount Thief

A lever actioned crossbow of Dwemer origin. Extremely powerful.

200 CP

## Elven or Dwarven Armour

Discount Mercenary and Thief

A full set of Elven or Dwarven Armour. They are of around the same quality although in different weight classes. Mercenaries get a discount on either, Thieves get a discount with Elven only.

200 CP

## Dwemer Spider

Discount Drop-In

A Dwemer Spider that does your bidding. Hardy and good in a fight but not very smart. Comes with knowledge of how to repair it.

200 CP

## Boots of Blinding Speed

Discount Drop-In

Leaves you blind while worn. Allows you to run 10 times as fast as normal.

200 CP

## Boots of Springheel Jak

Discount Thief

Allows you to jump inhumanly high. Twice as high as a normal human possibly could, Three times with acrobatics.

300 CP

## Glass or Ebony Weapon

Discount Mercenary

A beautiful Glass or Ebony weapon of your choice. Blades, Blunted weapons, bows or polearms. They are of around the same quality although in different weight classes. No crossbows.

300 CP



# Ring of Hircine

## Discount Drop-In

Allows you to turn into a werewolf at will without Lycanthropy. A werewolf has increased strength, speed resilience and stamina does not resemble you and has enchanted, sharp claws.

300 CP

# The Deceiver's Finery

## Discount Thief

A fine black and burgundy outfit which gives the wearer the gift of the gab. Makes you more charming and quick on your feet.

300 CP

# Altar of Spellmaking

## Discount Mage

Your own personal altar of spellmaking. Allows you to make spells. With Spellmaker increases efficiency of the process and quality of spells made.

400 CP

# Azura's Star

## Discount Mage

A reusable soul gem. Allows you to capture any white soul.

400 CP

# Glass or Ebony Armour

## Discount Mercenary & Thief

A full set of Glass or Ebony Armour. They are of around the same quality although in different weight classes. Mercenaries get a discount on either, Thieves get a discount with Glass only.

400 CP

# Wabbajack

## Discount Drop-In

The Wabbajack is highly unpredictable. It can heal, damage or even kill an opponent outright or turn them into a creature entirely at random.

500 CP

# Auriel's Bow

## Discount Mercenary

An extremely powerful bow made by the elven god Auriel. Arrows fired with it burn targets on hit with intense flames.

600 CP

# Artefact Blade

## Discount Mercenary

Goldbrand, the Ebony Blade or Dawnbreaker. All immensely powerful and wickedly sharp swords with truly formidable fire, life drain and sunlight explosion effects respectively.

600 CP

# Skull of Corruption

## Discount Mage

A staff that creates temporary hostile clones (including skills and equipment) of those its spell is cast upon. The clones attack their original counterparts without fail.

600 CP

# Masque of Clavicus Vile

## Discount Drop-In

A mask that when worn grants the wearer great admiration and respect from others.

600 CP

# Spellbreaker

## Discount Mercenary

A shield that blocks all spells fired upon it.

600 CP

# Mehrunes's Razor

## Discount Thief

An obscenely powerful and sharp dagger. A cut to the skin kills instantly 20% of the time causing the soul of the victim to go straight to Mehrunes Dagon. Outside Tamriel it just kills.

600 CP

# Ebony Mail

## Discount Mercenary

An enchanted Ebony cuirass. Grants its wearer some resistance to fire and magical attacks, great protection from physical blows, allows for quieter movements and poisons enemies that get too close.

600 CP

# Ring of Khajiiti

## Discount Thief

A ring that causes the wearer to be quick, silent and invisible. May stop working temporarily if you use it too much (too much being around over 50% of the time).

600 CP



# SECTION SEVEN FLAWS AND FUTURE

YOU MAY TAKE UP TO 600 CP  
WORTH OF FLAWS.

## Outlander

No matter where you go you will be the object of suspicion. It will take well over twice as long for people to warm up to you.

+100 CP

## Witches

Early in your time in Tamriel you will gain the attention of a witch who will take your clothes and freeze you in place for 3 days. Happens at least once and has a 25% chance of happening each year. You'll survive and get your stuff back, unpleasant though.

+100 CP

## The Curse of the Dwemer

You cannot ever acknowledge your belief in a deity and if a conversation about religion (or casual reference to religion) begins nearby you will have the strongest urge to interrupt and insult their intelligence.

+100 CP

## Adoring Fan

A Bosmer with a ridiculous hairstyle insists on following you around and making stupid comments in an irritating voice. If he dies he becomes a ghost and continues to do the same. Cannot be soul trapped. Does not follow instructions.

+200 CP

## Cliff Racers

You are often attacked by a colony of Cliff-Racers that appear to be following you. They seem highly resistant to the climate and you will never be able to kill them all. They'll attack you in groups of 4 or 5 while outside and smash through windows to get to you.

+200 CP

## Black Sacrament

Someone has performed the Black Sacrament and the Dark Brotherhood is after you. They will send at least one highly trained assassin after your head. You may no longer join the Dark Brotherhood.

+200 CP

## Skooma Addict

You have a serious, physical addiction to skooma that neither spells nor potions can heal. Going cold turkey will cause intense and even dangerous withdrawal symptoms. Even if you kick the habit you will constantly desire it.

+300 CP

## My Favourite Drinking Buddy

Sanguine has taken an interest in you. Most nights you will go on a bender with him that you'll only remember in flashes. You will feel so hung over you want to die the day after and will have a lot to sort out due to the shenanigans of the night before.

+300 CP

## Ebony Warrior

A mysterious warrior who has a grudge against you. He is resistant to most magic and damage, extremely skilled and will hunt you relentlessly wanting nothing more than your death. He is very lucky and dangerous to

+300 CP

AFTER 10 YEARS IN TAMBIEL YOU HAVE A CHOICE  
REGARDLESS, YOU WILL KEEP YOUR SKILLS AND GEAR  
AND SHED YOUR FLAWS

## GO HOME

YOU WAKE UP IN YOUR OWN BED

OR

## STAY

YOU STAY IN TAMBIEL FOR THE  
BEST OF YOUR LIFE

OR

## MOVE ON

YOU GO TO ANOTHER REALM  
FOR 10 YEARS



# NOTES:

- Daedric Lords will not take issue with your ownership of their artefacts or try to stop you from taking them with you unless they have been attained while in Tamriel.
- Flaws cannot be entirely alleviated by Skills or Gear (i.e. skills and items that boost charisma will not stop Outlander from making things difficult).
- Should you Move On or Go Home, you can change between your chosen race and your normal form (or other forms you have picked up in other jumps).
- Conjunction continues to work in other universes.
- Anyone has the potential for magic and receives a replenishing pool of magicka unless stated otherwise.
- Word Walls in Skyrim are only those found in Skyrim by the Dragonborn.
- Artefact Blade may be taken multiple times for the various swords it grants.
- If you choose to become a TES-style god you cannot jump to the next setting but such godhood will never be forced upon you. You may still take the mantle of a hero or saint.
- Cool cats don't trip.