



SKYRIM®

JUMPCHAIN VERSION 1.13

WHEN MISRULE TAKES ITS PLACE AT THE EIGHT CORNERS OF THE WORLD

WHEN THE BRASS TOWER WALKS AND TIME IS RESHAPED

WHEN THE THRICE-BLESSED FAIL AND THE RED TOWER TREMBLES

WHEN THE DRAGONBORN RULER LOSES HIS THRONE, AND THE WHITE TOWER FALLS

WHEN THE SNOW TOWER LIES SUNDERED, KINGLESS, BLEEDING

THE WORLD-EATER WAKES, AND THE WHEEL TURNS UPON THE LAST DRAGONBORN.

You should have acted; they're already here. The Elder Scrolls told of their return.

Their defeat was merely delay, until the time after Oblivion opened, When the sons of Skyrim would spill their own blood. But no-one wanted to believe – believe they even existed. And when the truth finally dawns, it dawns in fire. But, there's one they fear. In their tongue, he's Dovahkiin – Dragonborn!

YOU HAVE A THOUSAND CHOICE POINTS TO SPEND

LOCATION

Skyrim is the northernmost province of Tamriel. It is a cold and mountainous region known as Keizaal in the dragon tongue. It is here, that the Nords believe, Kyne breathed life into their people at the summit of the Throat of the World. Many past battles have given it a ravaged appearance and countless ruins. In the Merethic Era this war was between men and the Dragon Cult, who insured that society revolved around the worship of these creatures as gods. Since then it has seen long antagonistic conflicts against several elven nations. In this land, they call war Season Unending. There is always something to fight for, and now the nation is divided by civil war. The western side of Skyrim favours The Empire. Their goal is to restore the peace and retain a unified nation, especially with the threat of Thalmor repercussions if they fail to abide their treaty of banning Talos worship. The eastern side sympathizes with the Stormcloak cause. Their goal is to regain their right to freedom of worship, and seek revenge against the elven oppressors who have banned that worship.

Your adventure can start anywhere in the province for **FREE**. The island of Solstheim, Forgotten Vale, or massive underground region of Blackreach are also acceptable locations. Starting anywhere beyond the boundaries of the province is a **100CP** fee.



WHITERUN HOLD: Many small farming villages like Rorikstead and other homesteads are found on the fertile plains of this hold. A neutral party in the civil war, its central location in the province this has helped slow down the own the war efforts somewhat. The capital city is central in the vast open steppe that characterizes most of the region. The Gildergreen, a holy site of Kynareth, is central to the city. To the south, the Throat of the World towers over the peaceful lumber town of Riverwood.



HAAFINGAR: Solitude is the capitol of Skyrim and home to Elisif the Fair, widow of High King Torygg. Thanks to its successful sheltered port it is the most prosperous and connected with many cities around Tamriel. There are plenty of scenic landmarks here such as Castle Dour, the Bard's College, Blue Palace, Wolf's Eye Lighthouse, and the iconic Great Arch.

HJAALMARCH: On the lowland coast of northern Skyrim, roughly half the landscape here is the Drajkmyr Marshlands. It is somewhat isolated due to the mixture of abundant waterways and mountains. Many ruins dot the terrain amidst the murk, with legendary Labyrinthian is in the southern mountains. The communities of Morthal and Stonehills are seen as mysterious.

FALKREATH HOLD: Home of the famous Pine Forest which stretches hundreds of miles amidst the high peaks that house the towns of Granitehall and Helgen. Lake Ilinalta is the largest body of water in the province small villages like Oakwood on its shores. Close to the border of Cyrodiil it controls the only reliable trade routes with the neighbour making it affluent.

THE REACH: Blood and silver runs through this hold. From Markarth, City of Stone, to its smaller settlements such as Karthwasten and Old Hroldan there is always conflict over the right to this land. The Reachmen of these mountains have long sought to drive back others that try to claim this land. Even today, conspiracy grows to reclaim The Reach.

EASTMARCH: Bordering on Morrowind, many dunmer refugees have found a new home here after the troubles facing their homeland. The city of Windhelm is the center of the Stormcloak Rebellion against the Empire. It hosts the Palace of Kings and is home an arena. Nearby village Kynesgrove has a dragon burial mound to Sahlokni and an arena of its own: Dragonwood.

THE PALE: A harsh tundra environment of unforgiving peaks and glacial deposits makes survival in the outlying villages like more of a chore. Even the port city and mining town of Dawnstar, capitol of the hold, is a difficult place to live. Villages such as Heljarchen and Laintair Dale along River Yorgrim have been an exception, with comfortable lodges and tourism.

WINTERHOLD: This region suffered terribly during the cataclysmic Great Collapse in which much of the capital city fell into the Sea of Ghosts. The College of Winterhold was left untouched, much to the great suspicion of everyone. The few remaining residents of the village are seasoned fishermen accustomed to the harsh, almost perpetual, winter.

THE RIFT: Liars, fires, and Black-Briars. The city of Riften was burned to the ground in 4E129 during a revolt but was rebuilt as corrupt as ever. It is a small and gloomy town suffering under the canny manipulations of the Thieves Guild. Beyond the city is the (relatively) temperate Fall Forest with Lake Honrich. Towns of Ivarstead, Shor's Stone, and Vernim Woods are found here.



RACE

Who are you? Hailing from different home provinces around Tamriel, each race different appearances and strengths. Your choice of race from those below is completely **FREE**. However, additional mortal races beyond this common ten can be found on the continent. Should you wish to be something more unique and exotic, it will cost **100CP**. By default, you'll be an adult for your race but you can freely determine your age.



Altmer: Called High Elves outside their native Summerset Isle, they boast strong gifts in the arcane arts. By calling upon their Highborn power they regenerate magicka quickly. Most arts, crafts, laws, and sciences are derived from Altmer traditions.

Argonian: This reptilian race is well-suited for the swamps of their homeland Black Marsh. They boast natural resistance to diseases and the ability to breathe underwater. They can call upon the Histskin ability to regenerate health very quickly.

Bosmer: The clanfolk of Valenwood's forests. Wood Elves make good scouts and there are no finer archers in all of Tamriel. They have natural resistances to both poisons and diseases. They can even command animals to fight for them.

Breton: In addition to their quick and perceptive grasp of spellcraft, even the humblest of High Rock's Bretons boasts a resistance to magic. When using their Dragonskin power they can even absorb spells. You may instead be a Reachman.

Dunmer: Also known as Dark Elves outside their homeland of Morrowind, they are noted for their stealth and magic skills. They are naturally resistant to fire and can call upon their Ancestor's Wrath to surround themselves in fire.

Imperial: Natives of Cyrodiil, they are proved diplomats and traders. They are balanced with combat and magic. Anywhere septims might be found, they always seem to find more. They can call upon the Voice of the Emperor to calm an enemy.

Khajiit: Hailing from the province of Elsweyr, these versatile felines are intelligent, quick, and agile. They make excellent thieves due to their natural stealth. All furstocks of Khajiit can see in the dark and have natural claw they can use to attack.

Nord: Skyrim belongs to the Nords! Citizens of Skyrim, they are a tall and fair-haired people. Strong and hardy, Nords are famous for their resistance to cold and their talent as warriors. Their battle cries can make some opponents flee.

Orsimer: The people of the Wrothgarian and Dragontail Mountains, Orcish smiths are prized for their craftsmanship. Orc troops in Heavy Armor are among the finest in the Empire, and are fearsome when entering berserker rages.

Redguard: The most naturally talented warriors in Tamriel, the people of Hammerfell have a hardy constitution and a natural resistance to poison. In combat they can call upon an adrenaline rush to rapidly regenerate stamina.



ORIGIN

This choice shapes your identity in this world as much as your race. An origin provides discounts on various skills and equipment that relates to that theme. You also don't have to pick a specific origin. This does not mean that you have no history in the world, simply that it is less clearly defined by these categories. There are plenty of normal citizens. This means you get one 100CP perk and item and companion for free. You also receive six floating discounts (50% off); but these discounts can only be applied to three perks of different prices and three items of different prices. All origins have a history in this world, but you can give that up and simply exist with no explanation or ties to Tamriel.

Every background comes with a simple backpack containing a few days of food and some basic travelling supplies.

VOICE

Many people in Skyrim love to hear the sounds of their own voices. Poets, prophets, politicians... Among the many your voice is one that is listened to. You're respected and had some connections making it easier to travel during these turbulent times. You've seen much of what this continent has to offer, having greater experience with travel than most and the wisdom that comes with that. You have a fine set of garments and travelling boots. You might be travelling in the near future, as you have invitations to both a lavish party in the Thalmor Embassy and to the anticipated wedding of one Vittoria Vici.

WARRIOR

This has always been a land of proud warriors. There's an ongoing civil war, but also a plenty of other opportunities to pave your way as a mercenary. You've seen your share of conflict against wild beasts and your fellow mortals. This has left you with some training in a weapon of your choice as well as shields or heavy armour. You have a complete set of iron armour, along with a similar quality shield and weapon of your choice. You can substitute this armour for that of the Legion or Stormcloaks if you are aligned with either faction.

MAGE

After several magic disasters in recent memory the Clever Craft has lost some respect in this era. That didn't deter you from learning the arcane arts. Perhaps you already have affiliation with one of the established universities for magic? Being a member of the College of Winterhold is just one option for advancing your magical studies. Whether in a more structured environment or practicing as a necromancer or forsworn hedge mage you have about the same skill level. You've got a general understanding of the fundamentals of magic, and can cast spells of each school.

THIEF

The sneaky sort eh? Taking this origin doesn't mean you're a literal criminal, though you probably rebel against authority a little. The Thieves Guild is always recruiting and there is no shortage of banditry in the province. Your background is that of someone most comfortable avoiding the spotlight. You have a set of simple light armour, like fur or hide or leather. Along with this is a common hunting bow, iron dagger, and a sweetroll. Whether you are actually a thief aligned with some larger group or an independent or just an overlooked citizen there's a whole lot you could take from this world.



PERKS

More than just the simple background provided by your origin, perks represent your skills and abilities in more significant ways. If you have taken a history in this world, these perks each represent talents you were either born with or learned to use over the course of your life before now. Each origin has two perks listed for 100CP, which are free if you have taken that origin. There is a 50% discount on all other perks that match your chosen origin.

VOICE

[100CP] Son of Skyrim: What better place is there to seek inspiration than the vast wilderness? Others might have to struggle to survive but you were built to thrive in this environment. Against the frigid atmosphere of this province you have strong resistance. You can swim in her seas, and climb her highest peak. There's no risk of hypothermia or frostbite unless you are subject to the extreme cold of something like an ice spell. Just to reach High Hrothgar requires a major pilgrimage, but even after ascending the 7000 steps and being at the highest point in the world you wouldn't find the air too thin. Uncooked food isn't any bother, thanks to your bolstered immune system. While you can still catch diseases they're never quite as debilitating for you as they are for others.

[100CP] Songs of Sovngarde: The taverns are full of music as much as they are full of good drink. Whether or not you were alumni of the Bards College, you are a talented musician. You have a beautiful singing voice and familiarity playing the drums, lute, and flute. You can remember your notes and verses and aren't half bad at flying either. Any of the common bardic performances of the era are known to you, from *Ragnar the Red* to *The Dragonborn Comes*. This sort of skill could earn you a job in one of the noble households of the nation. At any rate, you're excellent at singing so nobody would ever think of taking out a hit on you to silence your tunes.

[200] Jagged Crown: The homeland of mankind is rich with ancient stories. It can be difficult to separate what parts of these are true and what has just been exaggerated through constant retellings. Some of these tales can be almost as inaccurate as the purposefully obfuscated teachings of the Tribunal. You're well-versed in the culture and history of this region through the ages, and one other Tamriellic society. More than information you have the wisdom to separate fables from facts. Tracking down real treasures from the lore you know isn't out of the question. Such an in-depth understanding of the land would make you valuable to foreigners seeking to learn more. It would also make you a valuable asset to any jarls seeking advisors who are familiar with the ancient ways. Your grasp of culture would help them make reasonable decisions that upset the fewest citizens.

[200CP] Moot Points: In the absence of legitimate heirs to the seat of High King, or in the event a High King breaks some great taboo that causes the people to lose confidence in him, a council can convene to determine a new successor to the throne. Something about your presence just helps others to remain calm. You gain audience with powerful figures easily. Walking in to the Blue Palace or The Palace of Kings during wartime is fine. Only the most cautious leaders take extra precautions when meeting you. Even as an outsider to the regional politics you find your voice is always acknowledged. People even look past your allegiances and will listen to arguments if they're based on reason. Your opinion seems to hold stronger weight than most. Many times, you can convince others to accept unfavourable terms if you can justify them. Unless you've previously given people a reason not to respect you, you will be able to arrange peace meetings between enemy factions with shocking ease.

[400CP] The Legend Yet Grows: Your gift at performance grows as does your ability to write and perform various pieces. Such is your writing skill that you would be counted among (in)famous bards and playwrights such as Waughin Jarth, Crassius Curio, or Skavnnir. You craft stories so engaging that many of your fans will be willing to repurchase what is fundamentally the same thing every year, just to support your future endeavors. This talent can be used to spin exciting tales that paint heroes as frauds or tyrants. You can write songs that elevate others up to the level of folk heroes. Factual or fictional, your work inspires because of the messages you can communicate within. Whether someone is remembered as hero or villain could be determined by the songs you sing and stories you tell. The people of Skyrim will be honoured to have your contributions added to their collective Poetic Edda. You can of course, sing your own praises to gain the awe of those who hear them.

[400CP] Throat of the World: This gift is believed to have been originally granted to Nords by the goddess Kyne. It is Thu'um, or Storm Voice. Those who wield this power are called Tongues. The Greybeards are an honoured ancient order at High Hrothgar who meditate upon the Thu'um. This lifestyle and teachings they focus on is known as the Way of the Voice. Through it you can read and write Dovahzul, the language of the dragons. Some of these words of power you grasp clearly and can form into shouts. In your time you have come to understand several of these words which can enact powerful results, especially in certain combinations. While nothing compared to the unrelenting force a Dragonborn can wield, your deeper understanding and human mind may allow you to devise new combinations of words. The most powerful Tongues must be careful when they speak, lest their words alone bring danger to others. But your Thu'um is precise and you will never find it causing destruction without your intention.

[600CP] Souls of Sovngarde: Without doubt, you are the greatest storyteller of the era. Your ability to persuade and act is astounding. When you share tales of valour, the emotion and lessons you wish to inspire are not lost on others. A lot of this comes down to your stunning voice that commands attention of listeners. Even dragons may pause hearing it, perhaps even coming to see you as a mortal worth listening to. There is more to your stories than lessons. You honour your ancestors and the heroes of old by glorifying them. Like some dunmer you can call ancestral spirits to your side and they will offer you support. This could be for advice, sanctuary, or even to help battle your foes. Reverence to those who came before could earn their aid, allowing you to gain the assistance of other ancient historical figures as you keep their memories alive. Valiant einherjar like Gormlaith Golden-Hilt or Ysgramor can come to your aid when called. In time you may discover how to sing Shor's ghost back into the world.

[600CP] Dovahkiin: It's said dragons see no difference between debating and fighting. Since their words have always been magical and powerful, this makes sense. More than mortal students of Thu'um, you carry the blood and soul of a dragon. This allows you to consume the souls of dragons you slay to bring an end to their immortality. By taking their essence into your own you absorb their experience. You can quickly learn and master their language by doing so, skipping the years of meditation and intense study and training it typically requires. Your voice is more powerful and in time you might be able to match mythical feats of Tongues of old. You would be like a living siege engine, able to shout down castle fortifications. In time you could be shouting islands into new positions, forcing the concept of mortality onto the immortal, or even shouting some sense into thick-headed nords.

WARRIOR

[100CP] Hearthfire: There are none more at home in the rugged mountains of Skyrim than you. Your hard-work is inspiring. What might take other people an hour to accomplish, you can manage in half the time. This generally comes down to being amazing at all kinds of labour. From mining to forging, from skinning to tanning, even harvesting to cooking. At all of these tasks pass so much faster for you than others could imitate. It's the difference between normal mining and spending a few minutes pulling ore from the stone. You're no master at any one craft, but also never seem to fail at any. You're familiar with every element of building you'd need for building a homestead. In fact, with the tools and supplies for it you'd be able to single-handedly build yourself an entire manor.

[100CP] Fighting and Drinking: Honouring family, drinking, shouting, brawling, and singing. These are a few favourite pastimes of the people of the cold northern province. You're actually excellent at both the drinking and brawling parts of that equation. Not just holding your liquor, you have a bit of experience brewing drinks of your own. Your specialty can match your race, or you can be good at something else. Nords can never get enough mead. Dunmer have their greef, sujamma, flin, and shien. Altmer and Imperials have their fine wines. An Argonian might distill theilul and be able to whip up some (slightly toxic) signature cocktails. The less said of Bosmer and Reachman alcohol, the better. You'll also meet plenty of people who are more amenable to fistfights. Others are more willing to challenge you to brawls with coin, honour, or information on the line. Whenever you win such a challenge it seems to improve their disposition too. Just remember... hit the one in the middle!

[200CP] Armsman: Choose a weapon any weapon. This can be anything that exists in setting from bows to battleaxes to spears or even just your own fists. Compared to other folks you can strike twice as hard with your preferred weapon! If you can use it in one hand then you'll be able to carry double the firepower too. That's twice as many weapons each hitting twice as hard! In all seriousness, you are extremely proficient in dual-wielding. You're equally effective at using either hand making you truly ambidextrous. While this has obvious benefits for light weapons this precision will serve you well with larger equipment too. Whether you miss an attack or have it blocked it will be easy to recover for follow-up strikes. You can also choose shields as the weapon that benefits from this, allowing you to perform incredible bashes.

[200CP] Dream Life: You're great in bed. You always awaken feeling properly rested, with the effect enhanced if you're in a bed you're supposed to be sleeping in. Beds are always feel comfortable enough to allow you to fall asleep the moment you try to. If unable to rest it is because of a nearby threat. You automatically find yourself waking up if something hostile approaches. This is a noticeable occurrence, because outside of these interruption you always get to sleep just as long as you want. Partners and even strangers always seem to respect your rest – or at least are unable to interfere with it. This does also make you great in bed. Not just you, but your lovers will be guaranteed a blissful sleep after some special time together. Whenever you enjoy another's embrace each of you get the benefit of slightly enhanced learning speed for about 8 hours.

[400CP] Boon Companion: People bond with you fast, even over the smallest of favours. Sometimes it can be as simple as delivering a letter for them. Others might need your assistance with something serious. But once someone start to like you it takes actual effort from you to damage that relationship. Hire a bodyguard once and they'll be likely to work for you free of charge in the future. You just have a way of gaining and maintaining lifelong friends. Such companions are always willing to give you the benefit of the doubt, even if you were to transform into a monster right in front of them! The trust and goodwill you can get from others is astounding. Persuading them to give up their life goals, honour, even family is not out of the question. While this doesn't work on everyone, it ensures your future will be full of those who shower you with gratitude.

[400CP] Beast Blood: You are a predator, a mighty lycanthrope. This can be one of the common varieties in the region: a werewolf or a werebear. Or you could choose something even rarer, like a wereboar or werelion. At any time you can take on a bestial form that offers vicious natural weapons and formidable strength. You heal quickly, absurdly so when feeding on hearts. You can unleash mighty howls to terrify or call spectral beasts to support you. Your enhanced sense of smell will allow you to pinpoint prey nearby. Just from their scent you can tell if they're idle, afraid, or aggressive. It has been known to cause restless sleep and bring cravings for savagery. In some extreme cases, if this need cannot be fulfilled the victim of the curse will go feral or even die. You won't suffer from interrupted rest or this bloodlust. For you, this gift of Hircine is nothing but that, a gift.

[600CP] Warmaster: Natural instincts for battle have always served you well. You're a phenomenal soldier and would make an amazing general. Entire encampments of bandits have fallen to your weapons all just by charging in. You're capable of singlehandedly raiding all kinds of enemy bases from warlock towers to falmer dens. Your ability as a warrior is masterful. The return of dragons might concern others, but you have the raw martial skill to face one. You also have the keen understanding of war to realize that doing so might not be to your advantage. Playing various sides against each other until it is your moment to strike. This can be arranging for a rebellion within a country so you don't need to spend any of your own resources to weaken it. If you're over forty, being a veteran of the Great War or the Forsworn Rebellion isn't out of the question. This optional bonus gives you better standing with either The Legion or The Stormcloaks.

[600CP] Skyforged Steel: Everyone says Eorlund Gray-Mane is the best smith in Skyrim. But you could change people's minds about that. His works are flawless, yes. The gear you make and upgrade will be legendary. You do it all spectacularly: leatherworking, blacksmithing, even making jewelry. Such equipment never degrades from normal use so repairs will be unnecessary. Whenever these crafting skills grow, you'll find upgrading past pieces to your current quality requires minimal effort or supplies. You can work even unfamiliar materials with ease. The intricacies of bonemold, chitin, even dragon scales come easily... When you forge iron equipment it's superior to daedric equivalents. This is to say nothing of what you could produce if working with superior materials like malachite, ebony, or stalhrim. Any of the gear you make could go down in history for its craftsmanship. Each piece could be a work of art, but such is the perfection of your crafts they are even more functional than they appear.

MAGE

[100CP] Magical Exception: People are afraid of magic in Skyrim after the the Oblivion Crisis, Great Collapse, and Great War facing magically-inclined elves. The Nords may have forgotten their forefathers' respect for the Clever Craft, but you can find many likeminded comrades that honour it still. People don't treat your practice of magic as something to shun, unless you do something actually hostile or violate taboos with magic, that is. This is about more than your magical arts. Unfair discrimination and prejudice doesn't affect you. This leaves you free from being targeted by racism. Mostly people see past appearances and give you a fair chance, but other times it may seem like people can't tell who you are. This might get awkward if someone asks your opinion on "those people" without comprehending you are one. But it will save you a lot of trouble.

[100CP] Page Turner: You can read books instantly. Okay, not *instantly*. You do read much quicker, and in a rush you can easily skim their contents to get all the valuable details. You also absorb information from doing so much more efficiently than others. The most notable times is with spell tomes; you'll find simply by reading these instructional manuals is enough to teach yourself to cast the magic described immediately. As long as the spell doesn't cost more magicka than you have to spare and the tome itself is correct - you'll always cast it right on the first attempt! While invaluable for a mage, it isn't only for learning magic. Reading mundane books will still mean you retain what you've read better. Sometimes, when the books carry particular themes you'll even gain a little bit of practical skill from remembering those passages.

[200CP] Clever Craft: There are five schools of magic in the College of Winterhold within which every spell can be sorted. This are: Alteration, Conjuration, Destruction, Illusion, and Restoration. Alteration manipulates the physical world and its natural properties. Conjuration governs reanimation of the dead and summoning beings from Oblivion. Destruction harnesses the energies of frost and fire and shock in various ways to deal harm. Illusion manipulates the mind and senses of others, teaching spells that adjust emotions and control perception. Restoration is also a perfectly valid school of magic. You're a master of one of these disciplines of magic. You also understand the tradition of converting spells into rune-based equivalents. Your spells can be adapted to a form that is cast upon a surface. The magic will not be unleashed until a valid target enters the radius of effect. This insures that only enemies will be struck by your offensive traps, and only designated allies will benefit from defensive ones.

[200CP] Elder Knowledge: The secrets of the lost races... More knowledge has already been lost to the unknown than most men and mer grasp. Studying the past and using that knowledge today is something you excel at. You have a good grasp of the falmer and dwemer languages, able to grasp technical terms in the case of the latter. Discerning the past and being able to apply those secrets to the present is simple. Clues remain from the Merethic Era for some ancient mysteries. You have the mind to decipher these even when centuries of other brilliant minds haven't been able to connect the dots. You can solve puzzles left behind by the infamously genius dwemer or solve riddles endemic to Nordic ruins. Figuring out how to work tonal technology or even bypass mystical blood seals that require a kind of blood that no longer exists is something you can do.

[400CP] Twin Spells: Magic is complex. That's what the wizards all say. It requires a focus and a clear image of the desired result. Sometimes you need emotion. Sometimes you need willpower. Other times you need intellect or to just let go of all of that. Most of the time when you see a wizard with a spell in each hand it's going to be the same spell because of the issues of focusing on conflicting ideas. But you can split your focus, making you able to cast spells from entirely different schools simultaneously. You'll need a hand free to actually cast each spell still. Spells can be combined when casting to versatile new effects with traits of both component spells used. There's also an advantage when you cast the same spell in both hands though. When dual-casting like this it overcharges the spell and creates an effect twice as powerful. The cost for casting in either of these ways this is actually higher than if you were to simply cast the two constituent spells, but the result is strong.



[400CP] Heart of Thorns: Reachmen are often disparagingly referred to as the Madmen of the Reach. But raw power courses through the veins of their greatest shaman, who are known as Gravesingers. They venerate hagravens and commune with daedra, gaining considerable dark powers over nature. These are ancient arts which still persist in the wild places of the world. The magic of these tribes is never written down. These are secrets which you possess. It involves sacrificial offerings and twisting nature to serve your will. You know methods of lifting vampirism and lycanthropy from those who want to be free of those "curses". You also understand the rituals to become a Hagraven or Briarheat. If you wish, you can be counted among those who have endured one of these ritual. Which option is available is determined by your gender. Either process typically costs one their humanity... but it seems yours persists. You're also an expert taxidermist.

[600CP] Twin Secrets: You understand magic on a primal level. You can break down enchanted items you find, utterly destroying them and letting the knowledge of their creation flow into you. Through this process you have already learned every kind of enchantment that is used on weapons and armour in this era. The more powerful the enchanter, the stronger the magic he can bind to his equipment. You, you are powerful. The Law of Firsts is a well-known theory that only the initial enchantment on an item can hold. When weaving magic into gear, you can split your focus to allow yourself to make different enchantments simultaneously. Of course, you still need free hands to perform the work so the limit is probably pacing two effects. On top of this already significant advantage of twice the effects, each individual effect is twice as potent as it would otherwise be. All of this can be accomplished without needing to invest any additional soul gems or added energy on your part.

[600CP] Labyrinthian Mind: Arch-Mage Shalidor is perhaps the most immensely gifted wizard that men can claim. Eras later his insight and research is still highly sought. His understanding of magic, thousands of years ago, has not been matched by mages of the modern age. You too hold a fraction of this brilliant spark. You are capable of understanding a vast array of arcane topics. Spells lost in previous eras may be yours to rediscover! This ability to make connections and grasp so many intricate idea leaves you with a very clear benefit: you're impervious to enemy illusions (at least the ones that adjust your emotions or mind). That discipline plays the strengths of a caster's personality against their target. No one can overwhelm your mind. It is a maze to intruders unwilling to be solved. This could play to your advantage even further if you studied illusion. If you were to study mindless beings like undead and constructs you could find ways to make even them vulnerable to your mind-affecting magics.

THIEF

[100CP] Honest Day's Work: So long as you aren't making a nuisance of yourself you can use anyone's work supplies without asking. You're free to spend a day at a smithy hogging the forge to craft your own supplies. Or step into someone's store and use their cooking pot or alchemy lab. The land belongs to anyone willing to work it. So mine some ore from the mine that's definitely owned by someone, or step onto a farm to collect the crops for yourself, maybe borrow an axe to chop firewood from the logs someone else gathered... Doing so won't even negatively affect the production on the owners side of things, so there's no harm. Just be respectful to the space and clean up after yourself - you'll have everything you need.

[100CP] No One Escapes Cidhna Mine: The law can't seem to hold you accountable for crimes. Whenever you're incarcerated you can escape. If it isn't a defect in your shackles, it will be a flaw in the cell itself. There will be loose shackles, fragile walls, maybe even complete escape tunnels. Guards have a bad habit of putting you in whichever holding is available that is easiest for you to escape from. Even if the law places you in a historically inescapable prison, it's only a matter of time before a historical jailbreak of that once-inescapable prison. Not only will there be an easy means to escape, but anything the authorities have taken away as part of your arrest will be fairly easy to recover. In rare cases your escape route will conveniently lead you right past everything that was confiscated. Even when it isn't easy, you'll at least be able to track these items down. Obviously, escaping from jail isn't exactly legal. But what are they gonna do, arrest you?

[200CP] Thief of Hearts: Dibella has indeed favoured you. You don't just earn gratitude from those you help, you earn love. You're attractive and charming, bringing people an inner warmth that can grant them comfort even in the harsh winters of this land. Once you've done someone a kindness, they're probably willing to repay it with as much kindness as they can. Just wearing a token that you're available can have those same people swooning. Men and women everywhere are interested in what you have to offer as a partner, crossing species boundaries. It's not hard to gain such affection that a spouse-to-be might brave the countryside in the midst of civil war just to be sure they can make it in time for a spontaneous wedding. You don't need a house or anything to offer except your care to earn it in return.

[200CP] Silent Hunter: It's not like poaching is hurting anyone. The Jarl can hardly eat every deer now can he? All over Skyrim, people live off of what they can hunt in the wilderness. You have immense talent when it comes to stalking and marksmanship. Taking down bigger wildlife like elk and bears is easy when they're unwary. That is why you're so good at stealth and archery, right? Hunting wildlife? Regardless of what it is you've been hunting to master these skills, your ability with both is clear. Your accuracy is almost as impressive as your sense of sight; as if you can zoom in your vision to better focus on distant targets. This accuracy isn't impaired by your speed so you'll find aiming while moving is no trouble. Even when you run it's inaudible. Terrain like dry leaves or gravel won't make a sound even in heavy boots. Together, some would view these skills as superior to a powerful warrior. After all, they can't hurt what they can't find.

[400CP] Doctored: Tonics, salves, poultices! From the simplest natural reagents you can create magical potions and deadly poisons. If it's something you've mixed, the end result is twice as strong as a typical alchemist. You're an excellent physician with great understanding of your body. You're so attuned to your health that you can tell almost immediately if you've contracted any kind disease. But you also know the precise combination of herbs and ingredients to fix that. You can diagnose others too. If you earn a septim for every case of rockjoint you can cure with this, why, you'll be a rich alchemist indeed! When harvesting ingredients from nature, you can generally get twice as many useful samples as compared to others. Not only are the elixirs and toxins you make twice as potent, but when applying a poison to your weapons it will last for twice as many strikes.

[400CP] Misdirection: You easily direct what others are focusing on. When you intentionally draw the attention of others, such as with a tossed pebble or slung arrow, it fairly reliably draws their attention in a way you want. Your focus is not so easily broken. Once you've approached a person, you can determine everything they're carrying. Now, you can't read a note or book in their bag – but you can identify even the smallest trinkets before even trying to claim them. Lifting keys and gold off of others is laughably easy. Slipping small items onto targets is just as easy, even dangerous ones like unstoppored poisons. But you're nothing if not efficient. Why settle for taking what's in someone's pocket when you could take the whole pocket? Your thieving ability is absolutely legendary, able to disarm weapons and even take clothing from others. Taking off someone's armour before they notice is difficult but possible, as is snatching literal hearts out of the chests of the briarhearts who need that magic to survive.

[600CP] Shadow Hide You: You have an unnatural, impossible luck blessing your life. This mostly comes to benefit you for matters of stealth, subterfuge, and spreading strife. It also aids you imperceptibly whenever you take risks or engage in games of chance. Your good fortune allows you to arrive in places just when it would be most opportune. Everywhere you go gives you fresh opportunities. Arguments and whispers are frequently carried on the wind so you'll overhear private conversations that lead to adventure and profit. It's as if the darkness has a will of its own, and that will is to keep you safely hidden. Your gift at remaining unseen within the shadows is uncanny. It wouldn't be impossible for you to spend the day lurking in a person's shadow without them noticing. Walk with the shadows.

[600CP] Reparations: This can make all your problems with the guards go away. But it'll cost you. What do you say? There's always going to be enough corruption to bend the rules. At least for you. Theft, murder, lollygagging, no crime is too great. You'll always have the option to just pay fines. No mess, no fuss. The end result is you never have to spend a moment inside a cell. This isn't specific to the law. If you were to be suspended from a school or workplace for crimes or violating some kind of code of conduct, like punching an instructor, you could make that infraction go away with money too. This won't prevent people from seeking retaliation through equally illegal means after the law fails them... but then they'd be the ones breaking the law and you always retain your right to self-defense.

ITEMS

All items receive a 50% discount if you have the matching origin, but 100CP items can be taken for free. Items or properties you already own which are similar to choices described below can be imported to gain the new functions as described below. Any properties you purchase below can also be combined with you determining the features of the amalgam. You can buy items multiple times. You receive two 100CP options for your origin for free and every other price tier has two options for 50% off. To use an example from the Voice items, this means you could get two free dogs instead of taking a free instrument and a dog.

VOICE

[100CP] Power of Music: To be a bard without an instrument to accompany you would be a tragic fate indeed. Here you have an item passed down through at least seventeen generations. Perhaps not within your family, but the precious instrument is quite ancient all the same. It has some historical significance that gives you bragging rights. Perhaps rumoured to be able to make the dead dance, or was used for war-songs in dozens of famous battles, it may be the very first instrument of its kind. Outside of the historical value, it is a fine example of its type of instrument. If you choose something you have no skill in playing, the Bard's College will surely provide you with a heavy bag of septims for this contribution.

[100CP] Stupid Dog: Could you use a fierce loyal beast to keep you company? There are none more so than this. Locals generally trust a wolfhound most. Lately some have started to favour huskies instead, complete with a custom fitted set of armour. Or... if you want something very exotic there's the option to recruit a Death Hound – terrifying creatures that serve vampires. Any mundane breed of dog is acceptable though. But, if you'd like... you can take a special mutt. They'll be able to talk and use that gift often. Bear in mind that despite these benefits, a previous master discarded him as insufferable. You might find the hound's conversation skills a bit grating. Nobody will really like him except you. You'll overhear random passerbys and perhaps even your own family frequently insulting him. They speaking version cannot be banished for long.

[200CP] Thaneship: Each jarl has different requirements for bestowing this honourary title. You've succeeded at becoming a thane in one of the nine holds of Skyrim. You gain the services of a personal housecarl, a personal bodyguard voluntarily sworn to protect you with their life. You also receive a weapon representative of the city. If something goes wrong and you end up with a small bounty, that kind of mistake is much easier to make go away. Generally speaking these perks requires a few criteria that you've already met. These prerequisites are really just more benefits to your current position. Firstly it means a friendship with the local ruler because of past favours. You have demonstrated your virtue through your deeds for the hold, and gained public support of the people for that service. While modest, you also have a house in the region with all the necessary amenities.

[200CP] Landowner: A modest home? No. You gain a properly boastful residence in one of the cities, a home like Hjerim or Proudspire Manor. Built with the sturdiness of Markarth, these walls cannot be brought down even by dragon's breath or siege. It's a wonderful place to start a family having a room for you and your partner, children, and additional two bedrooms for other guests or live-in staff. The property has luxurious furnishings and useful workplaces for all your crafting needs. The tools are nothing extraordinary, but you have a complete personal forge (smelter, grindstone, tanning rack, etc.) as well as spaces for enchanting and alchemy. If not a complete home you can opt for an equally valuable tract of land. The views will be nothing short of spectacular away from the city. This offers much more privacy and the freedom to build a home using your abilities. There will be a few valuable animals if you decide on land away from the city, like chickens and some goats or cows.

[400CP] Academy of the Arts: This is a center of culture and education in the region. It will promote an understanding of history, tradition, and perhaps more. While the most obvious example to compare to is the Bard's College, a building more like High Hrothgar or the Great Temple of Dibella would also be appropriate. Whatever specific curriculum you might want it to teach people, it will have a strong traditional importance. From here, the rituals and stories you value can be spread through a region. Whether teaching music or inducting others into a faith your facility has some special privileges because of its importance. You have enough sway to insist on festivals that celebrate revolution and regicide even if the local monarch just lost their spouse to an attacker. Like some religious structure you have the authority to press trespassers into servitude or penalize them with a quick death.

[400CP] Lost Legends: Around Solstheim and Skyrim, there are many lost relics who value in lore is only matched by their... well... power. Some of these have been sought for generations, and require long and difficult expeditions or excavations to properly recover the treasure. You have followed the steps others could not, and earned this treasure. Or a very convincing replica! Figures like Red Eagle, Ahzidal, King Borgas, Deathbrand, The Snow Prince. Each has left behind a legacy and legendary equipment. There's the Armour of the Old Gods if you feel especially tied to the Reachfolk. Yet if none of these suit you, your ancient armour can be newly made. A set of Dragonbone or Dragonscale equipment will certainly give you a unique appearance.

[600CP] Vile Artifact: Who do you want to be? The best swordsman, the greatest author, or just the most popular? You can become anyone you want with the aid of an item made just for you by the Daedric Prince of Bargains. You can wish for an daedric artifact that provides you any incredible trait that will surpass the competition. A powerful daedra sealed inside this artifact will have the qualities you seek, and whenever you use the artifact sharing their identity becomes easy. The soul infuses the artifact and can help guide your actions subconsciously you when you use the item. Clavicus Vile has many examples: his mask makes you incredibly charming and eloquent and able to earn the admiration of others. His quill, Feyfolken, elevates the quality of the art, writings, and music it creates. There's even a sword that can shifts into any bladed form and claims souls. Unlike with his other deals, this one surely won't override your identity with the one in the artifact... Your item gives you its loyalty, but others trying to use it against your wishes will find their minds ensnared.

[600CP] Drem Yol Lok: What is better: to be born good, or to overcome your evil nature through great effort? It takes a strong will to command a dragon's soul. These are creatures that have existed before the advent of sequential time. Immortal, unchanging, and unyielding. Yet here you have one that has accepted you as peer. Or, given their unique perspective on time, they suspect accepting you as their ally is inevitable. Dragons respond to power and it can sense that in you. Only the physical form of this dragon can be slain; it is never truly dead. This can be used for a canon dragon like Odahviing, Paarthurnax, or Durnehviih. However, recruiting Alduin would require earning his respect through completion of the prophecy. Should you have the gift of Thu'um, you will be able to call out the names of dragons. If they like you, which this one does, they can answer that request from any distance. They would make for the best teacher of Thu'um if you can handle the lessons.

WARRIOR

[100CP] Shor's Nectar: The finest mead outside of Sovngarde! Its sweetness is like a fair maiden's kiss on a starry night. And it's got enough kick to put a frost giant on his hindquarters! You've got everything you need for some small-scale brewing of your own. If you're making good Nord mead, this would be honey farm and boiler at least. But you could just as easily have a tiny vineyard and wine press in Alinor style. A comberry patch and distiller for your greef and shien needs would also be fine. Be warned that if you want to use this for moonsugar rum there's the risk people might mistake it as a nefarious skooma den. Whatever you choose you're guaranteed an excellent supply of the drink for at least the next year. From here, it's up to you to actually use the resource to make more of your chosen poison.

[100CP] Finest of Forges: Like every other proud smith in Skyrim, you are the owner of the next best forge in Skyrim short of the Skyforge! It has a special property that makes it seem just a little better than most of the competition. Whether because you secretly stoke the embers with fire salts, a bit of magic moonlight infuses the steel worked there, or the forge itself is made from dwemer metal. Perhaps a massive sculpture looms over your forge? The secret doesn't really *do* anything, but it does give the space a personal charm. If this is added to another forge you own the combination enhances it so other smiths have to accept it rivals the Skyforge. Quality of produced goods would *actually* be better. No longer a mere forge this space is a work of art in itself. Interestingly, there's now a secret exit from the forge area to allow quick escape from the property.

[200CP] Mine All Mine: But what good is a forge without the materials to work? You have the rights to mine a particularly prosperous mine. It's as ready to work as Soljund's Sinkhole, Raven Rock Mine, even Cidhna. There's an absolutely windfall of ore veins for you to exploit here. Most of these are all the same mineral resource, which could be anything from iron to ebony. The mine will primarily offer a reliable supply of this ore, but more valuable minerals can be found as you dig deeper. A draugr

crypt is concealed deep inside – meaning you could have access to stalhrim or discover spaces dedicated to preserving the remains of dragons for truly amazing crafting materials! If you want, this can be refurbished to double as a (legitimate) prison complex. You'll get free labour with a little added risk. Regardless there will be an overseer in charge of keeping things running smoothly in your absence. So even if you don't do the digging personally you'll slowly get your resources.

[200CP] Aetherium: This luminescent blue crystal has been lost to the ages. An ultra-rare crystal substance that carries a potent magical aura. To modern knowledge it cannot be enchanted, smelted, molded, or broken. The dwemer found a considerable amount of Aetherium and created experimental weapons as the Aetherium Forge. They succeeded, but the weapons were so powerful the alliances between dwemer clans shattered as they fought for control of the weapons. The forge has never been found, but you have one of the relics. A crown that carries the blessing of a guardian constellation, a shield that turns enemies who strike it briefly incorporeal and harmless, a staff that can instantly manufacture a Dwarven Spider... If none of these items suit you, you can receive a large crest of the material. Finding out a way to forge it into something worthwhile will be up to you.

[400CP] Fortress of Solitude: A special location for your personal army. It is hidden away from the world somewhere. It could be a private island, high atop one of Skyrim's peaks, or secure in a lost valley. Even if found a normal person found the entrance they'd find the fortification difficult to enter. Special criteria, that you set, usually must be met for others to enter. In style, having an orc strongholds or imperial fortresses to call your own is the most likely choice. Even a forsown encampment nestled with a Nordic ruin in a lost valley is fine. But you could also have something more elaborate like Sky Haven Temple, Castle Volkhar, or Fort Dawnguard. It has plenty of resources to make a thriving mercenary operation or community here, depending on your goals. Clothing, armour, and weaponry can be found and built in abundance here for your cause. Despite the name it can be located in any of the holds of Skyrim. Or even beyond those borders, if you're feeling adventurous.

[400CP] Atmor Arms: The ancient atmorans truly knew how to craft fine equipment. You possess several such relics crafted from those times that match the might of Ysgramor's. His axe, Wuuthrad, was forged from his own bitter tears of pure ebony after a defeat by elves. It grew in power with him to be counted among the greatest of all weapons. It remains especially deadly to elves, even without enchantment. The matching shield carriers an enchantment, making the carrier heartier and able to resist magical attacks. Long-Launcher was used on the ancient lands of Atmora and Skyrim for war and hunting. The string is woven from the very laments of the Giant-Wives and retains a kind of sentience that responds to its user. There was also Ysgramor's Soup Spoon... With dubious authenticity and even more dubious utility for eating soup. But the power of Ysgramor was great enough the eating soup with a fork is not unthinkable...

[600CP] III Met By Moonlight: This armour and ring both have wolf-like designs, showing their ties to the Daedric Prince of the Hunt. The cuirass was made from the hide of a werewolf, and is predominantly made from that pelt with the addition of some chainmail and ancient nord iron. It helps resist the elements of nature offering some decent protection against illness and poison as if granting you beast's constitution. Magical attacks against you will also be impaired. The ring is the real treasure among the two. It ensures that any lycanthrope wearing it cannot be affected by drawbacks such as the moon phases or bloodlust, and can maintain complete control including transforming at will. Even for those without Hircine's Gift, it allows the power to transform into a powerful beast with these benefits. It has also been known to extend the wearer's lifespan. Those who take this ring from you without your consent will be cursed with unpredictable werewolf transformations. Good hunting.

[600CP] Rays of Sunlight: You possess items of formidable might used by Auriel. Each appears to be sleek and made from purest moonstone. Both these elegant aedric artifacts harness the power of the sun. The first is Auriel's Shield, allegedly unparalleled in its invincibility. When blocking it can even absorb fire and spells. Enduring attacks (physical or magical) charges the shield with energy. The user can release this energy, launching devastating shockwaves that match Thu'um for force. The bow is known to be the most powerful in creation, searing targets with the light of Aetherius when it fires projectiles. Such attacks are explosively destructive against undead beings due to their weakness against sunlight. But this weapon can even be turned against the sun in two ways. One of these is triggering a sunburst, leading to rays of light shooting from above and searing those unfortunate enough to be in the area. The other blots out the sun, creating a more distorted effect in the sky and plunging the world into an artificial night for 24 hours.

MAGE

[100CP] Radiant Raiment: Do you know what it is that separates mages from the common folk? It's not just the magic. It's the impeccable fashion. The robes. Fantastic robes are the best cure for a lack of confidence. And confidence is one of the key ingredients to successful spells. So important that the different colours are an integral part of advancement through many magic establishments! You have an extremely fashionable set of robes. They could match the style of the College of Winterhold or Psijic Monks. But there are many styles to choose from. The Thalmor, Telvanni, Greybeards, and even Miraak's Cultists each have their own look. You get one set of impeccable attire to show your taste as a mage. These clothes can be enchanted with minor boons to fortifying your magicka regeneration, or come unenchanted so you can apply your own magic later.

[100CP] Spell Tomes: It's difficult to find good teachers of the arcane arts this far north. Thankfully, books like these are available in abundance. You have a small collection here, some of which directly teach spells. If that's what you're after there's a few volumes that will serve you well. They are oriented towards a specific school of magic: Alteration, Conjuration, Destruction, Illusion, or Restoration. They'll make sure you know the fundamental spells expected in one of those schools. The rest are educational about magic but don't directly teach spells. You have mint copies of useful guides like *Enchanter's Primer*, *Reality & Other Falsehoods*, *The Black Arts on Trial*, and *Response to Bero's Speech*. There's a few fictional volumes included in the mix that have accurate depictions of magic too. Something to enjoy between study sessions. It should go without saying, but none of these books will self-destruct after being read.

[200CP] The Arcaneum: With all the books you may be collecting it's important to have a home for them. Currently the majority of what's stored here is academic in nature, full of various research and reports on a wide variety of topics. The bookshelves here are all enchanted, conveniently being able to automagically sort themselves alphabetically for you. Of course you may not be able to remember the titles of every book you deliver here, so the space has a very dedicated librarian to help you find things. He'll generally be found amidst this spacious library fretting over their condition. With this scholar's assistance you should be able to decipher most magical writings and ancient works into something practical. He can provide you with a daily scroll to support your casting needs. Each one will last for a few hours, reducing the magicka cost of spells under a specific school while also increasing the duration of them.

[200CP] Dwemer Animunculi: Countless constructs are found lurking in the long-abandoned cities of the dwemer. They're made using dwarven metals and engineered with advanced steam technology, magic, and tonal architecture. Here is a small dwarven workshop that still functions to manufacture and repair these automatons. There's plenty of scrap dwarven metal and parts to use for your own ends inside. The site can provide almost everything for building constructs, with filled soul gems or dynamo cores the only components you need to track down. By providing these yourself the resulting machines will pose no danger to you or your allies. The entire process is automated based on the ancient blueprints stored on a lexicon here. It's everything you need to easily construct your very own animunculi such as Ballistae, Spheres, Spiders, or maybe even a Centurion. Changing out the alloys could give you something unique though.

[400CP] The Last Dragon Priest: Worship of the dragons essentially ended with the Dragon War, long ago in the Merethic Era. Still, their head priests continue to linger on as ancient powerful liches. Only one remains alive, and he betrayed their cause long ago. What you have here above and beyond the equipment of just any Dragon Priest. While the equipment won't reek of crypts, it carries an otherworldly taint. But, everything is better with tentacles, right? The staff sprays out writing tentacles as a trap on the ground. These will grasp and poison enemies that approach nearby. The sword similarly unleashes a tentacle with each swing. Attempting to squeeze your foes briefly it transfers their stamina to you. The mask is actually armoured and provides significant magical reserves.

[400CP] Apocrypha: The Black Books are a collection of artifacts created by Hermaeus Mora. One of the Daedric Princes, he concerns himself with lost and forbidden knowledge and these tomes are no exception. Bound in a black cover bearing his symbol this thick tome releases a sinister mist. To open and read it you would be ensnared by tentacles and your physical body dragged inside. Only a faint apparition remains behind tethering your life force. Dying while inside simply returns you to where you began reading, so you may attempt his challenges as many times as you can bear for the knowledge of that realm... This is a gateway into his pocket of Oblivion. Inside is an endless library of unmarked books where all knowledge is hidden, somewhere,

in the twisting eldritch stacks. Within these chapters one could lose their mind. But amongst the dangers there will also be information you seek... This hidden realm can serve as a hideout and base, and will teach your allies many arcane secrets.

[600CP] Staff of Magnus: Created by the God of Magic himself this staff may have been instrumental in shaping Mundus. If the stories of it are true or not, the power it holds is clear. It has the ability to suppress, redirect, and even absorb spells or the magical energies of others. Preventing the casting of your foes is already powerful enough. This takes it steps further and drains them of their magicka to add to your reserves. When there's none of that left to absorb, it will even sap their life force for you. Even without a target, it can regenerate you mystical energies at remarkable rates like a form of metaphysical battery. This is one of the most coveted and ancient artifacts of Tamriel... use it wisely.

[600CP] The Black Star: By Shor, is that... Azura's Star? How did you come to possess such a rare treasure? Because it was destined, and you are free to use it as you see fit. Despite being a large intricately designed star-shaped gemstone, this item seems almost entirely weightless. An elven mage has turned this bright star as black as night, allowing it to capture the souls of sentient beings. Effectively any level of soul can be sealed within this artifact as long as you have the power to slay them. Unlike normal soul gems, it is indefinitely reusable. You will be able to transport yourself into this soul prison as well, if you seek to engage with whichever individual you might have stored there. If you prefer, you can receive the cleansed version of this artifact. The pure star has a disadvantage (or some might say safety feature) of not being able to entrap the souls of mortals.

THIEF

[100CP] Questionable Quiver: You have a quiver that can hold an obscene number of arrows. By default this quiver can come in whatever style you prefer. But as a wonderful extra feature the style can change to match whichever bow you're using with it. If you want the design can match the type of arrows you're using instead. It has a few other benefits. Any awkward movement, from sneaking or swimming or performing acrobatics, will never lead to any projectiles falling from this container. You also find that the arrows you have stored here are extremely resistant to breaking. More often than not you can retrieve them from the environment after you've used them. If your missiles missed your target they are certain to be recoverable. If they are embedded in someone, there is a higher chance of damaging them when you remove them.

[100CP] Trusty Accomplice: Buckets, baskets, cauldrons, and pots. To the eyes of the uncreative, these are nothing but containers. You probably own many such inconspicuous items, but can always find another when you should need it for a prank. Take a complementary container to get yourself started if you lack one! In your hands this object becomes a nefarious ally for crime and comedy. By placing it over someone's head they'll find it incredibly difficult to remove. You can help them get out of it with ease. Otherwise, they'll probably need to actually move around and find some leverage to get it off. Perhaps it's more enjoyable for you than the prank target... Shopkeepers may strongly suspect that you took something while they were blinded, but proving it is another matter.

[200CP] Fine Rug Cat: This khajiit has wares, if you have coin. He has travelled far across the continent to bring you exotic goods. They are willing to travel far to find opportunities and currently see Skyrim as the ripest one. You have the good fortune of being able to find this merchant whenever you need their services. Many of their fine goods are from Elsweyr, but previous travels to reach Skyrim have left the caravan with interesting stock from all over Tamriel. Though it will cost you in gold or bartered resources it allows you to resupply with things from distant lands. Mysteriously, other resources that can't be accounted for can end up among the shop's inventory, like common crafting materials or drugs from other worlds. A natural talent at weaving, there are always elegant rugs and *shockingly* elaborate tapestries available here.

[200CP] Seeking Your Roots: At first glance appearing to be a humble farm plot, this is really the result of a master alchemist's life's achievement. You've inherited the results. The soil here is specially treated. The fields manage perfectly well unattended, only requiring some replanting of seeds after a harvest. This property will makes you one of the only people able to cultivate a certain rare root: Nirnroot. Giving a soft glow and telltale hum the plant is a unique sight for many. Along with the field itself is copious research notes for fantastic formula using the plant that are well beyond what can normally be achieved with alchemy. If the noise and light from this farm would bother you the field can be used to cultivate two other options instead. There's

equally rare Jarrin Root which needs no alchemy to be exceptionally deadly. Or, there's Canis Root, which is a natural repellent for werebears and makes an excellent tea.

[400CP] The Ratway: A network of tunnels runs beneath a community of your choice. This forms a very convenient and secretive means of you moving your goods around a city. The many entrances are all well-hidden yet easily accessed by you. Any properties you have in the area can be linked with the exits into them only accessible by those you permit. While you know these paths intuitively, others can find the routes difficult to follow. Copious noisy traps exist that can help you pinpoint the location of intruders too. There are perfectly secure vaults for your treasure, and endless nooks to stash loot besides that. A secret tavern and inn exists down here, drawing in whatever assorted lowlifes you want around. These folks will never cause trouble (for you) and will bring in all kinds of interesting goods or services in exchange for sharing the space. There are plenty of escape routes out of these sewers, not that they'll be needed. The whole territory carries a reputation of being "more trouble than it's worth", so authorities simply won't try to end your operation unless you start committing major atrocities.

[400CP] Void Armour: Armour like nothing you've ever seen, as if midnight itself had been forged into gear. This can be difficult to upgrade, since it is woven from the void. But that's where the negatives end. This armour is suitable for the most ancient of shrouded assassins. It is fit for a Nightingale. The steps are muffled, and the darkness its woven from gives benefits to both illusion magic and poison and frost resistance. The gear for assassins will magically empower your backstabs and archery. The gear catered to thieves will enhance your lockpicking and skill with light weapons. Or... instead of armour suited for a Guildmaster you could just literally have a set belonging to the current head of the Thieves Guild. It has copious pockets and pouches that reduce the weight of items inside, and still offers stellar benefits to lockpicking, pickpocketing, and even bartering. Mercer Frey may take some offense if you're wearing it though.

[600CP] Skeleton Key: Having passed through the Thieves Guild for centuries this is the most coveted of Nocturnal's Daedric Artifacts. Sometimes it will manifest looking more like an elaborate lockpick than a key. Whatever shape the tool takes its use remains the same: it unlocks. It takes the unknown and makes it known, able to unlock both the physical and conceptual. Mundane locks are just the beginning. Magical portals, hidden potentials, and even more unknown possibilities could theoretically be unlocked. People possess all kinds of untapped abilities; the potential to wield great power that are securely sealed in their minds. Once you realize it can access these traits, the true value of this artifact is revealed. Sadly, it usually finds itself in the hands of those who only see it as an instrument of limitless wealth. The more complex the "lock", the more finesse will be needed to unlock it. While the artifact itself is indestructible you can't expect it to just break down barriers.

[600CP] Ebony & Ebony: A pair of deadly artifacts. These are twisted in blood and betrayal, tied together by schemes orchestrated by the Daedric Princes Mephala and Boethiah. These daedra only reward the items to a champion of treachery and murder. Individually each is an artifact of subversive evil. The Ebony Mail is an armour set of elegant chainmail, anywhere from lightweight to heavy. In addition to its absurd defensive properties against weapons and magic, its powers include quieted movements and poisoning those who come to close. The Ebony Blade is a katana best used it to end the lives of those closest to the wielder, as with each deadly betrayal it grows. It leeches power from any it strikes and muffles them to prevent cries for help or casting spells... The originals are known to corrupt and pervert the desires of great warriors who use either. Your version of these artifacts holds no power over you, but the blade will still only grow more potent by shedding the blood of friends.



COMPANIONS

Any characters gained by choices in the previous section can be treated as: a new follower or, a new companion, or an import for a previous companion. Even explicitly indicated races can be adjusted by you, as can all other aspects of their history and personality so long as it doesn't provide any advantages. If you want to provide those previously offered allies with some CP of their own in addition to the advantages listed above, the cost is the same as normal imports. The same is true for any origin-linked companions below. As with other sections, each origin has two 100CP companions that can be taken for free.

GENERAL

[Free*] Trained Recruits: This is a special bonus for having purchased the Bard's College, Fortress of Solitude, Apocrypha, or The Ratway. Doing so also functions as a Mass Import, allowing you to bring in all of your companions as a part of the package. These companions cannot take any items of their own, but otherwise have 200CP to spend on perks. These companions are limited to sharing whichever origin matches the one for which the property was discounted. If there are no companions you want to import then you can design new character as part of this property. This is also optional and it's fine to enjoy the benefits of your property without recurring followers.

[Free] Amulet of Mara: Wearing this amulet indicates to others that you are available for marriage. There are many eligible bachelors and bachelorettes in the province. Typically, love in Skyrim is as earnest as the people who live here. Life is hard and short, so there is little room for long courtship. Wearing this will not only help signal your availability, this special amulet will make one person you marry here your companion in future worlds. Your spouse won't gain any perks, equipment, or other special abilities beyond what they already had. If you start a family with them, either by natural birth or adoption, you can of course bring the children with you too. You can even bring your pets.

[100CP+] The Companions: Through this option you are able to import or create a companion to join you in this world. They can gain a history in this world, complete with a choice of race, origin, and 600CP to spend on their own perks or items. Imported companions can have the benefits of an origin while being considered drop-ins on a case-by-case basis, if you prefer to avoid new memories. Each subsequent time you take this option, the number of companions it offers increases by one from the previous purchase. So spending 200CP would get you a total of three allies, 300CP would give you six allies, etcetera. As an alternative to bringing in or creating allies, you can treat these as companion slots to recruit people from Nirn. In that case they won't gain any CP or an Origin, only having whatever boons they did in setting.

[100CP+] Sworn To Carry Your Burdens: But perhaps you're looking for quality over quantity? With this you transfer some of your Choice Points to a companion. This can be done in increments of 100CP, each donation transferring those points to a single companion of your choice. However, such companions you share your points with gain further options. You can have your selected companions take on the difficulty of any drawbacks you have not selected for yourself. Naturally, they will also receive any rewards for doing so. The total sum that can be gained from drawbacks remains 1000CP, regardless of how those are distributed between you and companions. Some of the listed drawbacks can be taken twice, but outside of these options no drawbacks can be taken more than once.



VOICE

[100] Uncommon Taste: This chef minor renown under a pseudonym but otherwise managed to stay anonymous. They can prepare extraordinary dishes with such grace and ease that you might even start to suspect they're just using sorcery. They have a passion for creating delicious food. They are classically trained their native regional cuisine but also create amazing dishes from a second source. This can be any province. High Rocks magnificent souffles, sausages, and potages... Black Marsh's use of toxic flora and fondness for live dishes such as iuheeez and nagahssee... Nobody bests an orcish chef when it comes to roasts, stews, grilling, and meat pies... Colovia's rich pasta and sauces... Nibenay's various Akaviri-influenced dishes for fish, rice, or noodles... Regardless, they make a mean sweetroll and their cooking is as five-star as any you could find in this world.

[100] Mentor Figure: Exceptionally supportive, this elder has taken you under their guidance. They have all 100CP, 200CP, and 400CP perks for Voice with decades of training. They view you as something of a younger and inexperience version of themselves, at least for the moment. They have a talent for filling whichever role you need; being calm and philosophical if you're a bit hot-headed or being disciplined and demanding if you're too lax. Aware of the ancient tales of Skyrim, they have a fable for every occasion and landmark you might encounter. They can literally be a parent if you prefer. Using it to import an old companion won't grant you any hereditary special out-of-context powers.

WARRIOR

[100] Daughter of Coldharbour: Personally granted vampirism by Molag Bal when offered up as a ritualistic sacrifice, this young (looking) woman is a dangerous force. Extremely ancient, she remembers the period of history before the dwarves vanished from the face of Nirn. She's also almost fairly out-of-touch with the current state of affairs in the world. This can lead to a lot of eccentricities due to the differences in society between then and now. She has few meaningful connections and is hoping to discover more of the wonders of the modern world and explore. There's also the matter of her being a powerful Vampire Lord. She is never controlled by bloodthirst. While she's willing to share this gift, it does require dying to turn.

[100] Alpha Captain: Discovering powerful warrior's fury secret has earned you their complete trust. If you're a warrior yourself, then they belong to the same faction you do as a superior officer. They could quite literally be a captain if you're a member of the Imperial or Stormcloak forces. A stronghold chief, bandit leader, or other kind of leadership role among warriors is also fine. This captain has all 100CP, 200CP, and 400CP perks for Warrior. While a confident and even aggressive figure in their original body, their transformations into lycanthrope form have left them incredibly self-conscious about the new body. This doesn't apply when they need to use it for combat, but they're quite embarrassed otherwise.

MAGE

[100] Theoretical Cultist: Followers of Daedric Princes are too often treated as bloodthirsty maniacs by the god-fearing people of Tamriel. Even in these so-called centers of evil worship, you can meet positively lovely people. There's Atub, Silus Vesuvius, Kesh the Clean, Aranea Ienith, even Karliah. Nothing evil about them. Individually each is well-informed on the goals and intent of their patron. This follower of yours is much the same. If they actually worshipped a Daedric Prince, which they don't, they'd prove how not all cultists are evil. They don't engage in daedric rituals except to research how those rituals work... purely academic. If you have interest in earning a daedra's favour, they'll know how. They can perform a summoning of their master yearly, on the appropriate Summoning Day. They already have a minor blessing from their master as proof of their skill.

[100] Wild Witch: Going somewhat beyond the magic that is accepted in society, this practitioner has communed with dark forces and dangerous tribes to learn their trade. The Wroth Coven and Glenmoril Witches still have a presence in the mountains, and this individual has carefully watched and learned their ways. They have the 100CP, 200CP, and 400CP perks for Mages. They have a strong interest in mixing hexes and forbidden lore that other civilized mages would deem illegal and dangerous. They can be a follower of one of the Old Gods of the Reach, or just a very dedicated student. Either way their understanding does allow them to have become a briarheart if male or a hagraven if female.

THIEF

[100] Sidekick: They wanted to be an adventurer like you, but they weren't allowed. Until now. Perhaps an orphan from Honorhall, or just a bored farmer, they long for freedom and adventure! For the moment they don't have much in the way of skills... but thanks to your support and generosity they have the basic gear. They pick up on things you teach them exceptionally quickly, follow any orders well, and are eager to impress. Furthermore, they are protected by the strings of fate, and will never be killed unless by your hand. They could be defeated and ransomed, though. Instead of finding and adopted a childlike soul, this could be your literal child. Using this to import an old companion doesn't grant all of your assorted hereditary powers from previous worlds, unless you somehow possessed them in background.

[100] Sleeper Agent: There are plenty of sinister organizations that would seek to gain an advantage from the opportunities of being in a war-torn nation. Their skills make them excellently suited to silently removing threats to the regime they represent. But before their allegiance to that organization is their personal debt to you. It would be fair to say this person is more than willing to serve as an informant for you. That's just their job, while you are more like family. But they could also be a means to help you join their organization if that's your interest. They can be a member of one of any of the subversive factions existing in Skyrim: The Morag Tong, Thalmor spies, perhaps a remnant of the Shadowscales. They have every 100CP, 200CP, and 400CP perk that is discounted to the Thief origin.

DRAWBACKS

Each drawback provides more CP by adding more difficulty to your journey. There is no limit to the amount of drawbacks you can take, but 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. Three of them (A Bad Time To Get Lost, Done Dirty, Do You Hate The Dark Elves?) have specific options so taking the drawback twice means enduring both problems. The last one (Dragon's Ire) just doubles the initial consequence.

[+0] Super Special Edition: The past of this world is a little different, or at least a little more concrete, than it would otherwise be. If you've been here before, events during those times will be remembered. Even if you've somehow visited overlapping time periods of Nirn before, all versions of your visits can be true. Or just non-paradoxical ones... This will not affect the major ongoing events in Skyrim too significantly. There's still a civil war going on. Alduin has returned. Many of the smaller details could change. It is your choice whether you retain the same identity between previous visits and this one. Thanks to magic, many residents can end up remarkably long-lived here. People go missing for far longer periods, such as being sealed underground for millennia... Taking a new identity or keeping your old one is up to you. Perhaps your legacy can serve as some advantage either way?

[+0] Before the Storm: Sundas, 17th of Last Seed, 4E201. Perhaps that is a little too late for your plans here. Do you want to change the course of The Great War or just enjoy an earlier period of Tamriel? You may begin your stay at any point in the 4th Era of Tamriel, following the sacrifice of Saint Martin. You will still remain here until 4E 211, and some races may not live long enough to reach that time – so choose wisely. Eventually the World-Eater will always return on that fateful Sundas and the prophecy will unfold... but through your actions these events may occur in a very different version of Skyrim. When combined with Season Unending, you can instead choose to be forefront in a different province's internal conflict. If you are part of another province's historical conflict, you can begin in the appropriate region instead of Skyrim at no cost.

[+0] Season Unending: The Stormcloak Rebellion is a civil war being fought between the forces of the Imperial Legion and the Stormcloak rebels. Very soon you will be placed in a position where you must choose a side... if you have not already. If you have chosen a side in your past there will be at least one more chance to change your allegiances. This war has continued to rage long enough. Much blood has been spilled for no gains. This war will continue to rage without advancement from either side for the foreseeable future. Neither side has any real advantage and even less momentum. That is, unless you take part. You will not

be specifically locked into the progression of quests, and can determine your own methods of bringing this pointless conflict to an end. If you ignore the war entirely, eventually the scales will tip to allow an end to the conflict – but for now you hold a pivotal role in how history will play out.

[+0*] Tyranny of the Sun: "Among the night's children, a dread lord will rise. In an age of strife, when dragons return to the realm of men, darkness will mingle with light and the night and day will be as one." The pieces to this puzzle have laid dormant for thousands of years but are about to be unearthed. Joining forces with Dawnguard or Volikhar, you will rescue a long-lost Daughter of Coldharbour, enter the Soul Cairn, and rediscover the Forgotten Vale. In the end the truth of this prophecy will be determined by your actions. You will have many opportunities to become a Vampire Lord over the course of this adventure even if you side against the Volikhar, with those abilities treated as another of your inherent perks. Though you will die and be reborn, it won't count as a death for the purposes of this chain. If you want to avoid being involved in the prophecy or already tied to the Volikhar as a powerful undead, becoming a Vampire Lord is a 400CP perk.

[Special] The Dragonborn Comes: "...the World-Eater wakes, and the Wheel turns upon the Last Dragonborn." It is not known how many dragonborn have arisen over the course of history. It is not known how many currently exist. But you are a mortal blessed with the blood and soul of a dragon by Akatosh. Much more importantly, you are the dragonborn whom this prophecy speaks of. Alduin has returned and only your intervention can deliver this world from the doom he promises. You will learn of your destiny, defeat several dragons, infiltrate the Thalmor, rebuild an ancient order, and recover an Elder Scroll, before finally being able to confront Alduin himself in Sovngarde. Even with that victory, other threats lie in wait to confront you from Solstheim. Entering into this scenario rewards 300CP due to the many difficulties you will face, but also requires that the Dovahkiin perk be purchased.

[+Variable] Curved Swords. Curved. Swords.: In so many conflicts, there's no clear right or wrong side. If you look hard and have special instigative tricks, it just ends up making opposing parties both look bad instead of showing you the right side. For **100CP**, issues just generally come in shades of grey. Even a lot of the bandits you face might have been pressed into a bad situation by sympathetic circumstance. You'll often have to choose between doing the right thing or the rewarding thing. At **200CP**, things might get rueful. This won't be about morals anymore. Even if your only concern is rewards you'll discover how the decisions you made directly denied you things you want... things that are now forever out of reach... But if you want **300CP** then you'll always second-guess yourself. Every issue will have complex pros and cons attached to it. Even when you make the arguably best choices in the moment, something new comes along to reveal your victories as pyrrhic at best. The consequences of your actions will aid your enemies and impair your allies – yourself most of all.

[+100CP] Nights To Remember: Sanguine will often find you for a bit of drinking and partying! He won't limit the entertainment of the evening to liquor, all kinds of different temptations will be available. He has a bad habit of knowing just what dares, taunts, and other methods to use to have you indulging in your vices. Even if you're not willing to partake in alcohol, he'll be able to find a way help you relax a bit; perhaps a bit of moon sugar will find its way slipped in to your drink? Not every outing will involve subversion or try to force you into poor judgement. After all it's more fun when you make the mistakes yourself. But it's important to him to make sure you keep letting loose and having fun. Damn the consequences. In many cases you'll often wake up in unfamiliar places with shameful and blurred memories of the previous evening. It's up to you if you want to clean up the messes.

[+100CP] Milk-Drinker: "Really, what's a milk drinker like you doing out here? Go home to your mother." You have a strong aversion towards ale, cider, wine, mead... You've earned this dishonourable title for actively avoiding anything alcoholic. You won't willingly indulge in anything of the sort. This is a bit of a problem when the vast majority of all beverages in the province fall under this category. One of the only drink options you have left is milk. It can also put a damper on celebrations or socializing around the tavern. Ultimately this attitude will probably just put you at risk of being teased with people not taking it too seriously (since it's more about cowardice than drink choices), but it could get annoying to hear the same insult again and again.

[+100CP] A Bad Time To Get Lost: You were trying to cross the border, right? You often find yourself under the impression going off road will save you time in your travels. The fastest path between two locations is a straight line, right? Sticking to the road might deny you from truly experiencing everything this beautiful landscape has to offer. Whether for reasons of seeking natural beauty, adventure, or just saving time... you can't seem to help yourself from wandering off the beaten path. Mysterious caves and ruins call out to be explored. Alternatively (or additionally for 100CP more), you can encounter rogues and bandits every time you explore. Such foes are little more couth than wild beasts, and will not be deterred from trying to end your life regardless of the obvious powers you might wield. Anywhere you travel in the wilderness has far more violent thugs than reasonable.

[+100] Done Dirty: The sixth day of the week, Loredas, is derived from the Old Norse “Laugardagr” - meaning washing day. Given how reminiscent of Norse culture this region is, it’s strange how filthy people seem to get. There are a few people who never bother to clean up. It’s all war paint, dirt, and blood. While they might take a swim once in a while, it’s never really for the purpose of getting clean. This drawback can affect you in one of two ways. The first choice is just as explained before: the majority of people in Tamriel will consider hygiene a personal choice and something that they don’t partake in. Your second option is to never be able to properly clean your body of the perpetual grime that lingers there, though it won’t bring you any physical discomfort. Without the drawback, you’ll find most citizens generally are as clean as their society allows.

[+200CP] Attic Room: Pesky interlopers keep getting in your way without considering the consequence. It will come in a variety of forms, each one frustrating. This can be someone trying to get into your good graces by looting relics you’re searching for, and leaving behind notes telling you how to get in contact with them so they can give it to you. If your life is in danger from an assassin, a hidden protector might shoot you with a paralytic dart (on purpose) to make sure you fall out of the way of the assassin’s attack – even though they could have just shot the threat. If you take a job meant for another person they might go as far as kidnapping you... to make you do a task in order to pay them back for having already done their work for them... Regardless of which inconvenience you deal with from day to day, many of these obstacles will see your journeys extended as you must travel much more around the province and retrace your steps. These people will always believe their course of action was the appropriate one and may start condescending to you if you disagree...

[+200CP] Do You Hate The Dark Elves?: Are you here to bully us and tell us to leave? Well, maybe you are. You’re either racist or a victim of racism. Maybe both. There’s one type of person thing that really grinds your gears. Maybe it’s elves. Or nords. Or those dirty beastfolk. The more narrow your option of targets, the stronger your prejudice. By picking a rarer group like argonians or khajiit you might find it difficult not to get physical over small provocations... like them looking at you without due respect. But there’s also the second option. Worse, being victimized is something you bring on yourself. You genuinely embody some trait of your race that is used to demean others of your kind. A drunk Nord. A haughty Altmer. A Khajiit thief. A barbaric Orc. You perpetuate some of the worst ideas about your people. This isn’t your only personality of course but it is a dominant part, and you’re much more likely to cross paths with those who will find it grating and take offense.

[+200CP] Wait... I Know You....: You were arrested, whether it was legitimate or not. And maybe justly, or unjustly, ended up with your neck waiting on a headsman block. But luck came through for you in the end. You were able to escape a public execution. Unfortunately it was very public. This is a land where honour and trust are everything. You’ve hit a major roadblock before even getting to make first impressions. As a khajiit, some cities may even feel justified barring you from entry entirely. Both sides in this civil war recognize you as an untrustworthy. In everyone’s eyes you’ll need to prove yourself as a changed person. A dark shadow hangs over your past with most people’s first impressions of you being your criminal past. Even isolated communities like the orc strongholds will deny your access at first. Even among the ostracized you are met with suspicion.

[+200CP] Dragon’s Ire: A specific dragon has it in for you. Slighted and immortal, it will keep returning from death to cause you grief. Destroying you directly is something it considers – but for the moment it cares more about revenge and killing you would place you beyond the reach of the restitution it craves. Even if you have the power to consume or otherwise trap the souls of dragons, this one seems to be the exception. The complete destruction of its remains isn’t going to prevent it from somehow reforming. But dragons are closely attuned with the force of time... so maybe this one has a trick of some kind? It is possible to alter this torment by agreeing to become its Dragon Priest, but this will come with its own share of difficulties and demanding

tasks. The fiery lizard will not be easily satisfied that you have paid your debts. You may take this drawback twice, but doing so will pit you as a pawn between two vengeful immortals that will only grow more dangerous if you pick their rival's side.

[+200CP] The Refugees: As many others, you'll be entering Skyrim as a complete outsider. Even within this province, many locals have suffered losses of everything because of the war, growing banditry, and now even dragons are ruining livelihoods. You've got no home, no wealth, no gear other than the clothes on your back. Any items you and your companions may have had from previous worlds will be unavailable during your stay. This includes all possessions like properties and pocket dimensions too. Any items you've bought in this document exist somewhere in the province. They aren't yours yet. You'll need to find a way to earn them somehow. As a consolation, the you seem to have good intuition for knowing which leads to pursue to get that gear.

[+300CP] Uncreative: Though your raw ability to smith might be without peer, you only duplicate the designs of others. If you joined a magic school and were surrounded by colleagues designing their own spells and enchantments, you'd never try to experiment to make your own. With the power to bend the minds of other creatures, you would only use it to stop fights or ride dragons. If you were to gain possession of an artifact with the potential to unlock all things including the conceptual... you'd just use it to open physical locks. Making something you haven't seen before here, or at least based on a schematic from Skyrim, is out of the question. New weapons, unique spells, those ideas are beyond you. This includes coming up with your own solutions to problems. Unless something is completely obvious or suggested, you're probably not going to do it.

[+300CP] Kill Parthunaax: Your allies hold deep irreconcilable grudges against each other. This animosity runs as deep as the divide between Stormcloaks and Imperials. It is as lasting as the conflict between The Blades and the The Greybeards. If you choose not to take a side, you will be denied any camaraderie and help from forces on either. The proof they require of your allegiance is as severe as winning a war. The ringleader of the opposition needs to be killed. This means your closest group of companions will turn on each other and the cost to be friends with either side is the death of an ally at your hands. While this drawback can be taken by those without companions, but in such case will ensure added violence and conflict between people you grow most attached to here. Even if your friends belong to a faction that is sworn to serve you. Especially then. At the end of the decade, this grudge will no longer be fiat-backed but there could be some lasting resentment...

[+300] Daedric Champion: Your actions have served the interests of a Daedric Prince in the past, and will continue to do so. Your intent is immaterial. Offer them your worship devoutly or reluctantly been forced into service. There is an invisible leash tethering you to this master. They hold only minor influence over your mind and actions. Enough to guide and communicate. Perhaps they'll even offer shelter in their realm if you serve them well. The strength of your abilities is dictated by the whims of this Daedric Prince. Serve well and you will retain access to each of your powers. If you start to earn their displeasure you will find yourself weakening along with items from other worlds disappearing. You can expect to be assigned a few major tasks each year. Some will be simple quests but others will allow them more major influence on Nirn. You may forfeit this 300CP to instead gain the artifact of your patron daedra.

[+300CP] Forbidden Knowledge: Tombs of ancient Nords hold knowledge and evidence of draconic magic. The cities of dwemer lie empty, evidence of their sudden disappearance for tampering with forces they couldn't control. In the eerie depths of Blackreach lie ancient vampiric secrets that predate even those societies. Worst is Apocrypha where mortals can find information better left unknown. This world is full unique relics and magic just waiting to be discovered. Now, in many of these places will be treasures beyond this world. Adventurers and bandits, magicians and monsters... these and more will gain amazing powers in the hidden places of the world. All boons you might have from previous worlds can be found by others. Powers can be bestowed from mysterious etchings in dungeons, and items are just waiting to be discovered.

THE END

With a decade over, and an era having likely come to an end, what will be your next steps? You can stay in this world, go explore a new one, or even return to the place you once left behind... Which will it be? 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

The world of Nirn has too much to offer for just a decade, and with this you decide to stay here longer. There are many more adventures yet waiting for you here. It's uncertain what the future holds, and in this world people have even been thrust into the past. Perhaps your next adventure on Tamriel has already happened once before... 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.

ALDUIN'S WINGS, THEY DID DARKEN THE SKY.
HIS ROAR FURY'S FIRE, AND HIS SCALES SHARPENED SCYTHES.
MEN RAN AND THEY COWERED, AND THEY FOUGHT AND THEY DIED.
THEY BURNED AND THEY BLED AS THEY ISSUED THEIR CRIES.
WE NEED SAVIORS TO FREE US FROM ALDUIN'S RAGE.
HEROES ON THE FIELD OF THIS NEW WAR TO WAGE.
AND IF ALDUIN WINS, MAN IS GONE FROM THIS WORLD.
LOST IN THE SHADOW OF THE BLACK WINGS UNFURLED.
BUT THEN CAME THE TONGUES ON THAT TERRIBLE DAY.
STEADFAST AS WINTER, THEY ENTERED THE FRAY.
AND ALL HEARD THE MUSIC OF ALDUIN'S DOOM.
THE SWEET SONG OF SKYRIM, SKY-SHATTERING THU'UM.
AND SO THE TONGUES FREED US FROM ALDUIN'S RAGE.
GAVE THE GIFT OF THE VOICE, USHERED IN A NEW AGE.
IF ALDUIN IS ETERNAL, THEN ETERNITY'S DONE.
FOR HIS STORY IS OVER AND THE DRAGONS ARE... GONE...

NOTES

stupid_dog

Version 1.13 – Removed some weirder alternative origin choices.

Racial choices beyond the norm is for sentient mortal species, not dragons or daedra. Anything like imga, moarmer, akaviri, sloads, minotaurs, harpies, centaurs, giants, etc. is all fine. Stranger things have happened than extinct races resurfacing, so choosing to be lilmothiit or one of the lost elven races (dwemer, chimer, ayleid, or snow elf) is fine too. You're free to determine how you came to be in Skyrim when the rest of your species is missing...

Becoming a werewolf in jump is possible, but could carry serious drawbacks that are subverted by taking the perk. Becoming a briarheart or vampire lord is much more troublesome as it requires death. In any case, taking a perk that grants these kind of ritualistic powers ensures you are one of the finest and most powerful examples without the drawbacks that plague others of your kind.

Vampire Lords is a 400CP perk if not gained freely by taking the gift from Harkon or Serana over the course of the Tyranny of the Sun drawback. Purchasing it grants all powers as part of your background without needing training, and would allow you to take a more prominent role in the prophecy like Serana as being a powerful vampire is part of your history here. Generally speaking, going through this process will otherwise be treated as dying. If you already some form of vampire from a previous setting, that "have to die first" part can be avoided. The floating discount (400CP) from having no origin can be used for this. The benefits are great with a purchase ensuring you already mastered the form. You can detect living creatures just by their blood, and fully draining a person with your bite can fully restore you. You also have powerful claws that can poison your foes. You have many assorted powers and blood magic. You can drain blood from a targeted individual (within 10 feet) with magic instead of a bite, and even pull them towards you by their blood and paralyze them. Some of your powers include transforming into an invulnerable mist (which helps you regenerate safely) or swarm of bats (which can alternatively be used as an aura to harm those near you), having supernatural speed and reflexes, and reanimating corpses to fight for you.

Jagged Crown gives you great cultural knowledge for two regions. Skyrim and one other race/region of your choice. Other than the main ten races, some other worthwhile choices include: Dwemer, Falmer, Nedes, Reachmen, Sload, Ayleid, Maormer, Imga, Minotaurs...

Souls of Sovngarde can call different figures depending on the legends you've spread and values you hold and isn't specific to Sovngarde. A proud warrior could receive the aid of Ysgramor, but also someone like Gortwog gro-Nagorm or Morihau. A conflicted sage seeking enlightenment might be able to call upon the spirit of Shalidor, Vivec, or Saint Martin. Scoundrels and thieves might be able to draw Gentleman Jim Stacey, The Grey Fox, or Rahjin. Nefarious figures may be denied noble aid, instead able to call on spectral allies such as Jagar Tharn, or past Listeners of the Brotherhood. You can accumulate more ancestral summons as you continue adventuring to other worlds and can retain access to spirits that want to offer you that boon.

Beast Blood: Werewolves, werebears, wereboars, werebats, werelions, werecrocodiles, werevultures all exist. Weresharks and wereskeevers might not exist, but don't let that stop you. You were blessed by Hircine so he might have made you something special.

Page Turner synchronizes with **Elder Knowledge** as well as **Jagged Crown** very well. Just from reading historical volumes you will get a strong sense of unsolved mysteries and adventures that are waiting to be solved and give you their long-lost rewards.

Heart of Thorns would allow you to commune daedra on their summoning days, primarily: Hircine, Malacath, Namira, Molag Bal, Nocturnal, Peryite, and Mehrunes Dagon.

Being a hagraven infuses your entire body with powerful magics and gives powerful claws.

Being a briarheart costs a heart, and will, and humanity... Despite how this ritual may seem, the subject is not dead. In many cases, these reborn Briarheart warriors seem invincible.

Both options are essentially immune to pain, though others can see the darkness in their eyes. Given you still have humanity you should be a bit more approachable! The specific magic of the reach is domination over nature and souls – Reachfolk both control and prey on nature and the spirits there, and make frequent use of soul gems against their opposition. You'll be greater at conjuration and destruction magic.

Vile Artifact has no risk of replacing your will with the one contained in the artifact like with the canon Feyfolken or Umbra. There is no danger of losing your identity.

Atmoran Arms description is mostly just examples on the power levels. The gear you're gaining from various types of weapons. The power levels should be equivalent to the examples given, but the effects could differ. Gaining ancient Akavir armour that resists flames, along with Dragonbane and a matching wakazashi would be acceptable for example.

When using **Sworn To Carry Your Burdens** to grant any of the OC choices in the Companion section with a budget of their own it also gives them an origin. This does not have to match the most intuitive origin, so your chef from **Uncommon Taste** could be a Warrior, or your **Sleeper Agent** a Mage. Followers (Thaneship, Mine All Mine, The Arcaneum, Fine Rug Cat) gained from the Item section can be treated as having whichever origin you want to give them, but generally the origin best for them is the one

Before the Storm & Season Unending: Full scale continental war or battles that largely take place between armies of different provinces are off limits. This is for something more like the civil war and confined to one provinces borders. Options include: Accession War (4E 6, Morrowind), Siege of Nova Orsinium ("Early" 4E, High Rock), Stormcrown Interregnum (4E 17, Cyrodiil), Thalmor Uprising (4E 22, Summerset Isle), Anequina & Pelletine (4E 115, Elsweyr), Razing of Riften (4E 129), Forsworn Rebellion (4E 174, Skyrim), Bravil's Skooma War (4E 188).

Enemies gained by **Dragon's Ire** don't need to be dragons. Sufficiently dangerous other respawning immortals, like a powerful daedra or undead, are acceptable choices. Whatever the choice, they can return from total defeat within a few months at most.

Any artifact that you are rewarded through **Daedric Champion** is tied to you patron. During this jump (like your other items from other worlds) they can reclaim it if you use it in a way that violates their sphere. The potential rewards are: Azura, Azura's Star; Boethiah, Ebony Mail; Clavicus Vile, Masque of Clavicus Vile; Hermaeus Mora, Oghma Infinium; Hircine, Savior's Hide or Ring of Hircine; Malacath, Volendrung; Mehrunes Dagon, Mehrunes' Razor; Mephala, Ebony Blade; Meridia, Dawnbreaker; Molag Bal, Mace of Molag Bal; Namira, Ring of Namira; Nocturnal, Skeleton Key; Peryite, Spellbreaker; Sanguine, Sanguine Rose; Sheogorath, Wabbajack; Vaermina, Skull of Corruption.

Removed a boring drawback that doesn't play well with Sworn to Carry Your Burdens

[+100] The Follower: At any given point you can only have one other person travelling with you. This doesn't apply to any strangers or people who need you for an escort. You can still end up journeying with other people from time to time, but only ever one person that you actually asked to be there rather than someone who is literally your job or focus of a task. Basically, at most you'll only ever have friend and one pet with you. While your other companions may be available and even eager to join you – they will only do so if you dismiss your current follower. Any inactive companions will be at their "home" waiting for you until the next time you ask for them. Wherever they might consider home to be in this province...