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.

It is 4E 201, and Tamriel is barely recovering from the Great War some 26 years before between an Empire in decline and the burgeoning Aldmeri Dominion.

Each province of Tamriel seems to be grimly marching towards another war. The war between the Dominion and the Empire may have gone cold but tensions are continuing to rise and the Great War is beginning to feel like a precursor of something worse.

In Skyrim a civil war is beginning and soon Alduin the World Eater will return and begin to resurrect the dragons to help him fulfil his purpose - to dominate and devour the world.

YOU HAVE 1000 CHOICE POINTS. SPEND THEM WISELY

SECTION ONE
IDENTITY

Roll 2D8+21 to determine your age

You may change gender for 100 CP

Wait. You there, step forward. Who are you?

You must choose an identity which will dictate your history and perhaps your role in Tamriel. Choosing an Identity is free.

DROP-IN:

+No memory set altering your actions.

-No history or friends in this world.

Banging and shouting wakes you up, you are lying inside a cell. After a few minutes a man approaches scuffed up and tired but looking pleased with himself. He explains that the fort you have been imprisoned in has changed hands, says he doesn't much care how you transgressed against his deceased enemies, opens your cell and politely asks you to get out of his new fort.

WARRIOR:

+Martial training, skilled with one weapon of choice and proficient in either Light, Medium or Heavy Armour. You're tough, have a cool head in a fight and have some strong friendships born in battle.

-You have a fair few memories of your allies getting killed in front of you.

You grew up in a land ravaged by war and chose the only trade that you knew would always be in demand. You fought well enough (or were lucky enough) to survive any fights you've been in with nothing but a few scars. Powerful factions are always in need of a good soldier and you've caught the eye of a couple.

THIEF:

+Skilled burglar, good with lockpicks, daggers and bows. Know how to move quietly and go unnoticed in a crowd.

-Guards in your area are somewhat suspicious of you.

What belongs to who gets a little hazy when it feels like everyone is fighting everyone else. It started with some poaching here and there to stay fed when food got difficult to come by, then the game got scarce and you started breaking into the houses of those who were long gone and probably dead anyway. Nowadays thieving is just second nature to you and you've not been caught

MAGE:

+You have a talent for magic and have a fair amount of skill and experience in one of the schools of magic.

-People have had negative opinions about mages since the Oblivion Crisis in a lot of areas.

You had a different upbringing to most and spent much of it reading books and practising the use of spells. One of your parents was a talented mage and taught you as much as they could before they died. Now you're out on your own and you may not have much in terms of belongings or prestige yet but a talented spellcaster is often in demand.

SECTION TWO
RACE

You may choose a Race freely. Each Race has a different homeland, racial ability and appearance.

ALTMER

The Altmer are tall, golden skinned, elves from the Summerset Isles. They are the most naturally attuned to magic and are as such capable of learning it most easily. They are resistant to disease and have the longest lifespan. The Thalmor (elf supremacists) are currently the dominant faction amongst the Altmer.

IMPERIAL

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

ARGONIAN

A reptilian race from Black Marsh. Unrelated to either Man or Mer and as comfortable in water as on dry land. Covered in scales that make you a little tougher than other races. Argonians are for the most part treated poorly outside of their homeland.

KHAJIIT

The cat-people of Elsweyr. Known for their natural agility and stealth. Suspected as thieves by members of the other races. Default is Cathay, you may choose another phase of the moon if you wish (no Manes). You get tailored armour if you choose one of the sentient cat ones.

BOSMER

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

NORD

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

BRETON

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

ORSIMER

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

DUNMER

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

REDGUARD

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

SECTION THREE
REGION

Races may choose their native region for free
and Skyrim may be chosen freely.
It is otherwise 50 CP to choose or roll 1D10.

SUMMERSET ISLES

1.

The large, South-Westerly, island home of the Altmer and was recently renamed Alinor by the Thalmor. Full of idyllic pastures and clear plains and has several large cities with all manner of peculiar architecture. The Thalmor are firmly in control and the islands serve as a centre from which the Aldmeri Dominion plot against the Empire and all men.

BLACK MARSH

2.

The dense swampland home of the Argonians to the South-East of Tamriel. A lush land filled with violently dangerous predators and poisonous plants. Wild and impossible to cultivate. Mostly tribal with some settlements. A faction called the An-Xileel came to prominence during the Oblivion Crisis and have led to Black Marsh's independence.

VALENWOOD

3.

A densely forested, subtropical province to the South-East of Tamriel. Home of the Bosmer. A sea of endless green, a maze of foliage with half-hidden cities growing like blooms from a flower and giant migratory trees. A Thalmor-backed coup forced the Empire out and the union of Valenwood and the Summerset Isles became the Aldmeri Dominion.

HIGH ROCK

4.

The Breton's home province to the North-West of Tamriel. The coastal regions are temperate with loose forests, further inland the region becomes more mountainous. It is landed in multiple large city-states. Still under the Empire's control after a war mostly fought in the other provinces.

MORROWIND

5.

The North-East province is dominated by the volcanic island of Vvardenfell. The lands of Morrowind have unique and hostile climates and ecosystems. After a series of natural disasters devastated the land the Argonians invaded and took much of the province. The Dunmer held northern parts are now dominated by House Redoran.

CYRODIIL

6.

The Imperial province in the centre of Tamriel. Predominantly temperate in climate with large cities including the vast Imperial City (the centre of the Empire). The cities here are in various states of disrepair since the Dominions invasion and the once pleasant land has been ravaged by war.

ELSWEYR

7.

The home of the Khajiit situated on the southern coast of Tamriel. There are only a few cities, the rest made up of arid badlands and subtropical forests. Elsweyr seceded from the Empire, split into two states (Anequina and Pelletine) and is now a pair of client states of the Aldmeri Dominion.

SKYRIM

8.

The northernmost, cold and mountainous province of Skyrim – home to the Nords. Relatively mild southern regions and cold, permanently frozen areas to the North. High King Torygg was recently killed by Jarl Ulfric Stormcloak in a duel and civil war between the Empire loyalists and the Stormcloaks is brewing in Skyrim.

ORSINIUM

9.

The newly rebuilt (again) city-state and kingdom of Orsinium, now positioned between Hammerfell and Skyrim and has only been up for around 200 years as the previous one was sacked by the combined forces of Hammerfell and High Rock.

HAMMERFELL

10.

Situated in the west of Tamriel and dominated by the vast Alik'r desert. The Redguards and other peoples who call it home live predominantly in the large port-cities and towns. Hammerfell is recovering from the Aldmeri occupation it has thrown off and is extremely bitter towards the Empire that sold the province to the Dominion for peace.

SECTION FOUR
STANDING STONES

Which stone lights at your presence? Choosing a Standing Stone is free.

The Warrior

Those under the sign of the Warrior find they learn any physical or ranged combat related skills noticeably faster than they otherwise would.

The Mage

Those under the sign of the Mage find they learn any magical skill noticeably faster than they otherwise would.

The Thief

Those under the sign of the Thief find they learn any skills of stealth and subterfuge noticeably faster than they otherwise would.

The Lady

Those under the sign of the Lady regain their breath almost instantly and their wounds heal significantly quicker. They're also natural charmers.

The Apprentice

Those under the sign of the Apprentice recover magicka extremely quickly but suffer a weakness to damage caused by magic.

The Lover

Those under the sign of the Lover learn all skills slightly faster than they otherwise would.

The Steed

Those under the sign of the Steed can carry a great deal more than they normally could and any armour worn feels completely weightless.

The Atronach

Those under the sign of the Atronach recover magicka more slowly but have a 50% chance of any magic cast on them being rendered harmless with the magicka absorbed to compensate. They also have naturally large magicka pools.

The Shadow

Those under the sign of the Shadow are usually overlooked when they wish to be. They may also occasionally focus this and become truly invisible although this cannot be relied upon too regularly and remain effective,.

The Lord

Those under the sign of the Lord naturally more durable than other people when it comes to both physical and magical damage.

The Ritual

Those under the sign of the Ritual find that enemy undead become slower and more likely to turn when near. They can also raise all surrounding dead occasionally to fight on their behalf although this is greatly fatiguing.

The Tower

Those under the sign of the Tower are skilled with locks and generally getting through security systems. They may also will any mechanical locks to open or lock at a touch although overuse may lead to mental fatigue.

The Serpent

Those under the sign of the Serpent can paralyze and poison a target with nothing more than skin to skin contact.

SECTION FIVE
PERKS

Discount Perks Get 50% off

Highborn
Free Altmer

Your magicka regenerates at an improved rate and occasionally, with great concentration, you can cause your magicka to regenerate almost instantly for a short period of time.

100 CP

Histskin
Free Argonian

Your extremities, when cut off, will eventually grow back if given time to heal. You can also speed up the process yourself and, although tiring, will your body to heal at a much greater and obviously magical rate.

100 CP

Archer
Free Bosmer

You are an expertly skilled marksman. Capable of shooting extremely accurately even from a great distance. You have an eye for weak-points.

100 CP

Dragonskin
Free Breton

You absorb a small amount of magicka passively, granting you some spell resistance and a risky way of recovering magicka. You can also supercharge this occasionally and absorb all magic cast at you for a brief period of time.

100 CP

Heat Resistant
Free Dunmer

You are highly resistant to heat, capable of withstanding temperatures far above average. Flame magic and fire does half the damage it normally would. You are also extremely adroit at snippy comments, harsh comebacks and sick burns.

100 CP

Imperial Luck
Free Imperial

You are lucky in all manners of finance. Any business ventures you go into are more likely to succeed and you find a lot of money in weird places.

100 CP

Whispering Fang Style
Free Khajiit

You are trained in the Whispering Fang style of fighting making you an excellent hand-to-hand combatant. You learn new unarmed combat styles significantly more quickly and have no problem adapting fangs, teeth and your other natural weapons to usually fangless martial arts.

100 CP

Battle Cry
Free Nord

Your voice is loud, booming, authoritative, and fun and people seem to be able to hear you shouting from further away than they should. You can also occasionally focus this shouting into one great bellow that will send man, mer and bear alike running.

100 CP

Smith
Free Orsimer

You are a trained and highly skilled smith capable of making high quality arms and armour with the right materials and equipment. At the moment you can make Orcish arms and armour but your rate of improvement in crafting is that of a true savant.

100 CP

Swordsman
Free Redguard

You are an exceptionally skilled swordsman, far beyond the skills of what normal training would get you. You have a talent for picking up new sword styles on the fly by fighting or training with individuals skilled in those styles.

100 CP

Attribute
One free Drop-In
Discount Companions

You have a little more health, stamina or magicka than you would usually. You also find that this attribute improves at a faster rate than before as you grow stronger with experience.

100 CP

Soldier
Free Warrior

You have natural instincts for battle, don't mind it when things get bloody, are comfortable in armour and you're skilled enough to take out a bandit lair on your own.

100 CP

Stealth

Free Thief

You're quick, quiet and can pick all but the most well guarded locks and pockets. You're also really good at rolling around silently and have an innate knack for avoiding notice.

100 CP

Clever Craft

Free Mage

You're a trained mage and know some of the basic spells of each of the schools of magic. You have a knack for spellcasting and learn quickly.

100 CP

Training

Discount Drop-In

As long as you're willing to pay and know someone who has the ability they'll be able to get you up to their level bizarrely quickly. Becomes exponentially more expensive as you improve.

200 CP

Deep Wounds

Discount Thief & Warrior

Occasionally (around 1/6th of the time) when in combat when you score a hit on an opponent it does a noticeable and truly devastating amount of damage.

200 CP

Impact

Discount Mage

Your spells have real force behind them and when casting a spell you can choose to imbue it with this force. Useful for if you want to wind someone while you set them on fire.

200 CP

Monster Lord

You are either a Werewolf or a Vampire Lord. Either way you are the finest example of your kind alive, have a truly terrifying monstrous alternate form. You have either obscene strength and demonic howls or blood-magic and levitation.

200 CP

Progress

Discount Drop-In

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

300 CP

Armsman

Discount Warrior

You get the most out of one sort of weapon. Whether this is axes, swords or something more exotic they just hit much, much harder in your hands than they normally would.

300 CP

Eye Spy

Discount Thief

You know whether you're being watched and how close you are to being found out instinctively as if you can see a little eye opening or shutting.

300 CP

Dual Casting

Discount Mage

You can perform magic well with two hands at once. Two different spells can produce unexpected new effects and two of the same will produce more lasting and vastly more powerful spells.

300 CP

Dowsing

Discount Drop-In

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

600 CP

Warmaster

Discount Warrior

You are a master of combat, a juggernaut through the ranks of your enemies, a warrior without peer. You are so capable that you can take an enemy fort on your own without a plan or particularly good equipment. In a battle your allies become extremely adept at using the openings you give them and your enemies nerves do not hold up for long.

600 CP

Shadow Hide You

Discount Thief

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

600 CP

Master of the Arcane

Discount Mage

You are an undisputed master of one of the Schools of Magic - Destruction, Restoration, Conjuration, Enchanting, Alteration or Illusion, are an expert in both it's underlying principles and practical use and excel at teaching it to others (even those who seem to lack the basic abilities required).

600 CP

Thu'um

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

600 CP

SECTION SIX GEAR

Discount Gear Gets 50% off.

Unenchanted Weapons and Armour purchased here gain an enchantment of your choice (within reason).

Leather Armour

Free Warrior & Thief

A finely made, handsome set of leather armour.

25 GP

Steel Armour

Free Warrior

An excellent full set of steel plate armour.

25 GP

Steel Weapon

Free Warrior & Thief

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

25 GP

Elven or Dwarven Weapon

Free Warrior & Thief

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

50 GP

Knapsack

Discount Drop-In

A large knapsack with a wide range of popular ingredients local to Tamriel, a few of sweetrolls and a copy of the Gourmet's cookbook. The ingredients and sweetrolls respawn daily.

100 GP

Meeko

You have stumbled across a dog that resembles an Irish Wolfhound guarding the corpse of it's previous owner. After following you home it is now eternally loyal to you, seems to get stronger and more durable as you grow in power and barks like a champ.

100 GP

Elven or Dwarven Armour

Discount Warrior and Thief

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

100 GP

Aetherial Crown

Discount Drop-In

A Dwemer crown with a blue glowing stone that when worn grants you the benefit of any one Standing Stone (besides the one you already have).

200 GP

Aetherial Staff

Discount Drop-In

A staff that summons either Dwemer Spiders or Dwemer Spheres that fight for you. Comes with a more lasting Dwemer Spider that follows you about and knowledge of how to repair it.

200 GP

Aetherial Shield

Discount Drop-In

A dwemer shield with a large glowing blue stone in the middle. When organic creatures strike it they become ethereal and unable to physically influence the world for 15 seconds.

200 GP

Skyforge

Discount Drop-In

An ancient, mysterious, eagle themed forge added to your warehouse. Any metal items crafted at the forge will be significantly harder and stronger for it. Something about the fires.

200 GP

Ore Vein

Discount Drop-In

An ore vein that is added to the warehouse. Replenishes daily but varies from type of vein to type of vein. Some days you'll only get iron but on good days you'll be able to get a few big chunks of Ebony and a pile of Soul Gems.

200 GP

Arvak's Skull

Discount Drop-In

You found Arvak's Skull and he's taken a shine to you. Arvak is an extremely fast (always slightly faster than you) skeletal horse wreathed in blue flame that you can summon at will and can take an obscene amount of damage before being destroyed. Even if he is you can just resummon him.

200 GP

Glass or Ebony Weapon

Discount Warrior

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

200 GP

Skeleton Key

Discount Thief

A key that can open anything locked. It will open anything you cannot access due to a mechanical or magical lock. You can also use it to relock stuff once you're done.

300 GP

Black Star

Discount Mage

A reusable soul gem. Allows you to capture any black (sapient) soul.

300 GP

Necromancer's Amulet

Discount Mage

An amulet emblazoned with a skull. While it slows your bodys metabolism (reducing your physical capabilities) while worn it gives you a large boost to magicka and makes spells in the Conjuration school cost far less magicka to do.

300 GP

Wuuthrad

Discount Warrior

A vast, ancient double-sided battleaxe wielded by Ysgramor himself. An extremely fine weapon against any foe but does a devastating amount of damage to elves (and in fact any being that sufficiently elf-like).

400 GP

Mehrune's Razor

Discount Thief

An obscenely powerful dagger sharp enough to pierce damn near any armour with ease. A cut to the skin kills instantly 20% of the time causing the soul of the victim to go straight to Mehrunes Dagon. Outside Tamriel it just kills.

400 GP

Glass or Ebony Armour

Discount Warrior & Thief

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

300 GP

Artefact Blade

Discount Warrior

Chillrend, Dawnbreaker, Dragonbane, or a Nightingale Blade (**Discount Thief**). All immensely powerful and wickedly sharp swords with truly formidable frost, explosive sunlight (great against the undead) and health and stamina absorption enchantments respectively. Alternatively you may choose the Bloodskal Blade, a greatsword that blasts red energy in the direction it is swung.

400 GP

Ebony Mail

Discount Warrior

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

400 GP

Nightingale Armour

Discount Thief

A magnificent and powerfully enchanted set of light armour that looks as if it was forged midnight. Muffles the sound of your footsteps, increases your stamina, reduces the cost of Illusion magic, increases manual dexterity and (a Skyrim favourite) resists a fair amount of frost damage.

300 GP

Auriel's Bow

Discount Warrior

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

400 GP

Spellbreaker

Discount Warrior

A shield that blocks and entirely negates all spells fired upon it.

400 GP

Staff of Magnus

Discount Mage

A staff capable of draining vast quantities of magicka from people and magical objects. When people run out of magicka it instead absorbs their health and converts it into magicka.

400 GP

SECTION SEVEN
COMPANIONS

Hail Companion

You may import your companions to grant them histories and skills of this realm. Importing grants a Race, an Identity (each of your choice) and any freebies (including a Standing Stone) that come with them. 50 CP allows 1 import, 100 grants up to 4 and 200 grants 8. Each companion imported gains 500 CP to spend as you wish.

Alternatively (and for the same prices) you may create a new companion of your description with 500 CP to spend as you wish. You may choose the nature of your relationship and any companions created in this way will be both exceptionally loyal and have the unusual quality of being willing to go along with nearly anything you suggest as a course of action. You could for instance create a leal, patriotic and honourable Imperial Warrior that will not bat an eyelid when asked to accompany you to kill the Emperor.

You may instead take canon characters at the same prices if you can persuade them to come with you although they gain no CP.

50/100/200 CP

SECTION EIGHT
PROPHECIES

You may take the place of a true hero. Each comes with a goal which once completed grants you a reward. Each has its risks. You have a time limit to complete this goal rather than the usual 10 years and after you have completed your goal you may choose to finish the jump at any time before then. Failure to complete your goal in the time limit results in failure of the jump. Prophecies can override Identity descriptions and your region. Prophecies with dark boxes have a time limit of 25 years, prophecies with light boxes have a time limit of 50 years.

Dovahkiin
Requires: Thu'um

You were trying to cross the border into Skyrim when you were tossed into a wagon with some Nords and brought to Helgen by Imperial troops for summary execution. Just as your head was on the block a large black dragon appeared, allowed you to escape and put events in motion that are all going to involve you in some way. You have the soul of a dragon, are capable of absorbing a dragon's soul and your goal is to stop Alduin the World Eater from destroying the world. You're going to have to get souls to unlock words of power too.

Reward: Your Thu'um is precise. You show great promise, Dragonborn. Political, magical and spiritual power seems to be naturally drawn to you and you have something of a sixth sense for the paths you can take to attain more.

Season Unending
No requirements.

Skyrim is bleeding and you have picked your side. Choose the Imperial Legion or the Stormcloaks. You are among their ranks and seek to end the war decisively as you know further fighting is just around the corner and any blood spilt here weakens your country. Skyrim is your home and you are proud to fight for it, unfortunately there are two popular interpretations of exactly what that means at this point in time. Your goal is to have your side win the Skyrim Civil War.

Reward: When fighting for a cause or faction both you and your fellows are strengthened both in body and mind. Your will and resolve becomes iron and you collectively fight tooth and nail to achieve any goals your faction has set out.

Dawnguard
No Requirements

Vampires are becoming ever bolder and without you Lord Harkon and the Volkihar Clan of vampires will succeed in blocking out the sun. Whether it was because you wanted a shiny new axe or because you really hate vampires you joined the Dawnguard almost as soon as a passing Orc asked you to. You are now in Fort Dawnguard (in South-East Skyrim) and awaiting orders as a man rushes in and says something has happened to the Vigilant of Stendarr. Your goal is to stop the sun from being blocked out.

Reward: A fixer upper of a castle (or other large structure), a group of talented oddballs to staff it and a pack of trained and loyal dogs (or the closest thing there is to dogs) always end up in your possession somehow.

Volkihar
Requires Monster Lord (Vampire Lord)

You walk as a lion among sheep, men tremble at your approach, and you will never fear death again. You have recently been brought into the fold of the Volkihar Clan but their progenitor (Lord Harkon) is a fool and his plans may spell doom for you all. Your task is twofold—to destroy the Dawnguard and to usurp Lord Harkon as the master of Volkihar Castle and the leader of the Volkihar Clan.

Reward: You can indefinitely animate existing gargoyles into your stone servants with a very small amount of magicka. They will follow any instructions as best they can but have limited intelligence.

Listener
No Requirements

The Night Mother has spoken, the silence has been broken, a Listener has been chosen. You have been marked as the new Listener of the Dark Brotherhood. You begin in the home of a small child named Aventus Aretino in Windhelm and he has a job for you. Completing this job will result in your induction into the Dark Brotherhood. Your goal is to await the instruction of the Night Mother on her arrival and complete one of the most ambitious contracts in Brotherhood history
—the assassination of Emperor Titus Mede II.

Reward: A certain unusually durable black horse with red eyes, the ability to summon the ghost of one Lucien Lachance and a small replica of the Night Mother's sarcophagus that whispers to you the names and locations of those who would pay for your 'services'.

Destroy the Dark Brotherhood!
No Requirements

After killing somebody or other (for the common good, of course) you were kidnapped, brought to a shack in the woods and told to kill some people you didn't know by a blonde woman sitting on a bookcase. You killed her (obviously) and realised she must be working for the Dark Brotherhood. After a conversation with your local Penitus Oculatus agent you took it upon yourself to root them out once and for all. Your goal is to destroy the Dark Brotherhood.

Reward: You find that any attempts to assassinate or kill you surreptitiously are much more likely to fail by random chance. Assassins become bizarrely likely to trip over chairs, accidently splutter as a fly goes in their mouths, slip on banana peels, etc.

Forsworn
Requires: Breton, Imperial or Nord

While you may resemble one of the more distinct races of man you are in fact a Reachman (as is instantly obvious by your tribal tattoos and distinctive clothing). For two years during the Great War your people managed to throw off your Nord oppressors and ruled the Reach (southwestern Skyrim) in peace, this was put to an end when Ulfric Stormcloak retook Markarth and your people fled into the mountains where they have remained, their king in chains. Your goal is to reclaim Markarth and attain independence for the Reach.

Reward: Instead of a heart you have the seed of a Briarheart. This grants you near limitless stamina and makes you much harder to kill. You also know the ritual for replacing other people's hearts with these seeds and may, in time, learn to make other organs redundant.

High King
No Requirements

Tamriel has been... mismanaged lately. An awful lot of people have died for causes that most people don't really seem to care that much about. You figure you can do a better job and have decided to rule your province (either as part of the Empire/Dominion or as an independent state). Your goal is to become the leader of any of the provinces of Tamriel.

Reward: People think you *must* be the start of a great new dynasty when you take charge. Everyone but your enemies will be on board and think you will mean good things for your territory until you do something that indicates otherwise.

St. Veloth

Requires: Dunmer

You grew up with stories of the great Dunmer heroes and gods and the damage done to your homeland filled you with drive and ambition rather than the apathy and sadness that has infected so many of your people. The fires in Morrowind are dying down and it is time for you to go back to your homeland and reclaim the province as a whole. Your goal is to take and garrison each major settlement that was either abandoned by the Dunmer or invaded.

Reward: You are supernaturally persuasive and successful whenever you attempt to get your people to either exodus or change religion.

Thalmor No More

No Requirements

Not only did they start a war, destabilise a continent and cause countless deaths but they're just so damn snooty about it and it will not stand. Lots of people dislike the Thalmor but aren't willing to do anything about it. Not you though, you hate them enough to do something about it no matter how bad an idea that might be. Your goal is to make sure the Thalmor are no longer the dominant faction in any of Tamriel's provinces.

Reward: When you truly hate somebody or something you find you have a blistering insight into their strengths and weaknesses. You also have no trouble at all getting people to believe you when you warn them they are in danger should they be.

SECTION NINE
FLAWS

You may take up to 600 CP worth of flaws.

Lost Legends

If this is not your first trip to Nirn you may choose to arrive in the same world you left. Bear in mind that time has a tendency to distort fact and the world will likely have changed while you were away. If you choose the same race as you did in another TES jump you may even retain the same identity and people will likely justify your time away as a long journey to Akavir or the work of a Daedric Prince. Should you take a ***Prophecy*** your legacy from a previous jump may still exist but will not noticeably aid or hinder you in your task.

+0 CP

Arrow to the Knee

Everyone has the same anecdotes and delights in telling you in conversation and as you walk passed.

+100 CP

Puzzled

You will frequently come across exactly the same puzzles that need to be completed in order for you to get what you want and you will be totally stumped for a long time every time. Nobody else is capable of completing them either for some reason.

+100 CP

The Curse of the Dwemer

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

+100 CP

Talos Worshipper

You're completely dedicated to Talos, will be hunted by the Thalmor and will just not stop shouting about him or regaling people with some of your favourite sermons.

+200 CP

Busywork

You know it's boring and that you have much bigger fish to fry but you're compelled to spend a significant proportion of your time doing mindless busywork. Whether this is in the form of mining, chopping wood or making thousands of iron daggers varies but you struggle to think of anything else while you're at it.

+200 CP

Black Sacrament

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

+200 CP

Dragon Rising

Alduin seems to have been at it for a while and there will always be dragon attacks for your duration here. They are all coming for you for some reason, will get increasingly frequent and powerful as time goes by and will also try to kill anyone around you.

+300 CP

My Favourite Drinking Buddy

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

+300 CP

Ebony Warrior

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

+300 CP

After 10 years in Tamriel you have a choice
Regardless, you will keep your Skills and Gear
and shed your Flaws

Go Home

You wake up in your own bed.

OR

Stay

You stay in Tamriel for the rest of your life.

OR

Move On

You move on to another realm.

NOTES:

- Should you Move On or Go Home, you can change between your chosen race and your normal form (or other forms you have picked up in other jumps).
- Magic reliant on TES metaphysics continues to work in other universes for you and your companions.
- Anyone has the potential for magic and receives a replenishing pool of magicka unless stated otherwise.
- Armsman and Master of the Arcane can be bought multiple times for different weapons and different schools of magic respectively.
- Monster Lord powers are effectively the powers of a maxed out Werewolf or Vampire Lord perk tree. During this jump Vampire Lords will feel tired in sunlight and Werewolves will become slightly more violent in their tendencies.
- Dragonborns need dragon souls to unlock the shouts they learn off Word Walls via Thu'um. They will however have all known words unlocked regardless after the jump is over.
- Artefact Blade may be taken multiple times for the various swords it grants.
- Argonians may choose either Black Marsh or the southern section of Morrowind they have now captured.
- Any enchanted item purchased with CP will never run out of charge.
- You can only take one Prophecy and companions cannot take Prophecies. Your Prophecy can override your Identity text, your history and even your starting region.
- Cool cats don't trip.