ELDER SCROLLS DAEDRA JUMPCHAIN

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LOCATION

1 NIRN- the largest of the nearby realms in Oblivion, typically barred to Daedra but there are always back doors if you know where to look

2 SHIVERING ISLES- home of Sheogorath the prince of madness, everyone here is insane in some fashion though it may not always be obvious

3 DEADLANDS- home of Mehrunes Dagon prince of revolution, this realm is hostile to all within it, explosive plants and rockslides are abundant, and water is replaced by lava

4 APOCRYPHA- home of Hermaus Mora prince of forbidden knowledge, also hostile but perhaps not as much this realm is build of ruined books unable to be read stacked into towers and platforms above a toxic sludge that covers everything else

5 EVERGLOOM- home of Nocturnal the prince of shadows a more benevolent prince than most she cares little for the actions of other beings so long as they don't steal from her, the realm is always dark but not outright hostile to life

6 THE COLORED ROOMS- home of Meridia the prince of light, little is known of Meridia save for her absolute hatred of anything to do with the undead, probably not safe for some but perfectly so for others.

7 SOUL CAIRN- unlike the other plains this isn't ruled by a Daedric prince, instead governed by a group known as the ideal masters, they're known for making pacts with necromancers in exchange for souls and their realm is hostile to the living, but not the undead

8 FREE CHOICE- pick from the above or from another plain of oblivion if you feel like it. Want to visit Coldharbor, I wouldn't recommend it but your free to do so.

RACE

FREE RACES

BRETON- supposedly half human half mer, known for skill in conjuration magic in particular, and all other to a lesser extent Bretons are resistant to all magic to a small degree

IMPERIAL- another human race known for skill in diplomacy and teamwork rather than individual strength, more suited to merchants than mages but to each their own

REDGUARD- third of the human races, known for their dark skin and curved blades, redguards have a strong resistance to poison and an even stronger distaste for necromancers

NORD- the last of the human races nords are tall pale skinned and resistant to the ice and cold, nords hold distaste for all magic and prefer melee weapons where they can put their greater than average strength to use

ALTMER- also known as high elves altmer are both the tallest and longest lived of the mortal races and hold an extremely high aptitude for all magic, however their golden skin is also far more sensitive to magic meaning any spells that hit them are far more damaging than normal

BOSMER- a second elvish race, tanned skin and with no particular affinity for magic bosmer are the most naturally talented archers of the mortal races and have a special connection to the beasts of Nirn, they dislike necromancy as the eat their dead and see the raising of bodies as wasting good food

DUNMER- arguably the last of the elves depending on one's view or orcs. The dunmer are ashen skinned crimson eyed and foul tempered, dunmer are both resistant to and gifted with fire magic, and are both unusually talented with and distasteful of necromancy, able to naturally call the spirits of their closest deceased ancestor (parent-grandparent-etc.) to aid or protect them in combat, tend to turn their dead to ash making raising them difficult

ORSIMER- also called orcs and debatably elven in nature, orcs follow Malacath prince of the outcast and reviled who created them. They hold no particular skill in any form of magic but are the physically strongest race

KHAJIIT- a race of beast folk that resemble cats more than anything the khajiit are known for 2 things thievery and skooma, lesser known to common people who don't live near them are the dangerous claws tipping their fingers and their unnaturally good night vision

ARGONIAN- the other beast race argonians resemble humanoid lizards and are both highly disease resistant and able to breathe underwater, also notably the only race known to actively invade Oblivion during the Oblivion crisis because they were strong enough to, and lets be honest the deadlands are less hostile to life than where they normally live anyways

OTHER RACES

CANNOT BE TAKEN BY VIGILANTS

SPRIGGAN 100- a race of humanoids born from trees, their bodies are made of shaped wood and they have the ability to spawn flying insects of all kinds from within their arms to attack, a spriggan can command nearby animals to its will and when injured can restore itself to full health at will though this process takes a few seconds to begin and a few more to complete once it starts

HAGRAVEN 100- created by the Daedric prince Hircine hagravens are a mix of old lady and crows in appearance, they are capable of more powerful magic than normal for a human race and can turn humans (but only humans) into a form of undead known as briarhearts not able to fly but their claws are able to inflict a disease that weakens a targets magic

SLOAD 100- a race of disgusting slug-like creature that are incapable of feeling any true emotions and unable to support their own weight out of water, however they are extraordinarily powerful magically and have a skill with necromancy unmatched by any other race

DRAGON- dragons are the children of Akatosh the chief of Tamriels nine divines, fittingly they are immortal untouched by time only able to be killed by other dragons, and able to use dragon shouts three word phrases that warp reality to unleash powerful magical effects (most commonly a breath

attack). While you retain the longevity and the ability to shout, the inability to be killed by anything other than another dragon is removed during your chain instead you will be given a once per jump resurrection a few days after you have been killed

MODIFIERS

ONLY ONE RACE MODIFIER CAN BE TAKEN

VIGILANTS CANNOT TAKE RACE MODIFIERS EXCEPT FOR HALF-BREED

WEREWOLF 200- bearers of the gift (or curse) of Hircine werewolves are able to shift into the form of a large powerful half wolf monstrosity once per day they are immune to disease and able to unleash magical effects through their howls if discovered the mortal races will hunt you until the end of your life

VAMPIRE 200- those cursed by the affliction of Molag Bal, vampires while immortal and given a number of other effects boosting their power are unnaturally weak to fire burn alive while in sunlight cannot be healed by normal restoration magic and must forever hunt and consume the blood of mortal races, this hunger increases each day you go without feeding your condition becoming more obvious and both strengths and weaknesses increasing respectively, if discovered the mortal races will stop at nothing to destroy you

HALF-BREED 200- a blend of two of the man or mer races take two of them and gain all the benefits or weaknesses associated with them

SPECIAL

DAEDRA- (DAEDRA ORIGIN ONLY MONDATORY FOR DAEDRA ORIGIN) you are a native of one of the plains of Oblivion stronger by nature than the normal races but normally unable to interact with their world

BACKGROUNDS

DAEDRA- denizens of Oblivion, sometimes called demons by the natives of Tamriel, varied in form but typically more powerful than humans.

NECROMANCER- mages who use dark magic to raise and bind the dead as servants.

SUMMONER- mages who for one reason or another have chosen to use their magic to call Daedra from oblivion and bind them to their service.

VIGILANT OF STENDARR- followers of Stendarr god of mercy, they spend their days seeking out Daedra summoners necromancers and any other “abominations” that prey on normal humans in any form.

PERKS

DAEDRA

LESSER DAEDRA 100- magical power is the calling card of all Daedra and you are no different, you may take the form of a lesser Daedra and gain their powers or you may build your own form and take up to 3 of the following powers for it (fire magic, shock magic, frost magic, wings, venomous claws/bite)

ATRONACH 200- Atronachs are the most widely known Daedra and the most commonly called by mortal mages select one of the following fire, frost, storm you become immune to any damage from the chosen element and magic of that type costs you nothing to use taking this perk allows you to take the form of an Atronach of your chosen element

GREATER DAEDRA 400- unlike the prior Daedric species the greater Daedra are all characterized by 2 things, equal to human intelligence and the use of weapons. Beyond that they differ heavily some relying on immense brute force others on skill with their blades, regardless you now have both the strength to cleave a grown man in steel plate in two as easily as if they were made of paper, and enough skill with a sword or mace to match any mortal opponents in this world. you may also of course take the form of a greater Daedra for yourself

DAEDRIC PRINCE 600- the pinnacle of what it means to be a Daedra, the princes are more akin to embodied concepts than they are living things and as such can never truly be killed. You do not get the same immortality as they do but you do share the same raw power they possess and once per jump if you would be killed you instead reform in an area of your choice completely recovered

NECROMANCER

RAISE ZOMBIE 100- this is the calling card of a necromance, you are now able to raise the bodies of the dead and bind them to serve your will, this is not however limited to simple zombies you may raise any physical remains of a creature to fight on your behalf

BIND GHOSTS 200- more classical but less well known is a necromancers ability to call forth the spirits of the dead, normally it is to speak with them but that's not so useful for combat so instead you may bind the souls of dead mortals as ghosts or wraiths in your service. The main advantages of ghosts over zombies is that they can pass through walls without issue and are immune to unenchanted weapons unless they are made of silver or ebony

LICH 400- the end goal of most necromancers is immortality and you have achieved it, you will never die of old age though your body will still visually show the effects of time, you also cannot be killed or even damaged by mundane means sharing the same invulnerability to non-magic weapons as ghosts do, in addition you are now immune to illusion magics able to see through any illusions placed upon you and able to see those who are invisible (whether they used magical means to become so or not)

KING OF WORMS 600- Mannimarco held many titles, the king of worms, the first lich, the necromancers moon. Regardless he is known to necromancers as Tamriels patron god of necromancy. You are not Mannimarco but like him you have ascended to a level akin to a lesser Daedric lord or divine, your magical power is boosted many times over and spells with the purpose of raising or binding the dead cost you nothing to cast, invoking your name in spells of the same purpose will boost their power by several orders of magnitude and can turn normal gems into soul gems (of appropriate size considering

the base gems rarity) or turn grand soul gems into black soul gems, both these facts will become widely known amongst necromancers the world over. Finally, once per jump if you would be killed you will instead reform in an area of your choice recovered but undead (if you weren't already) or in a living body (if you were already undead)

SUMMONER

SUMMON DAEDRA 100- this is the purpose of conjuration, not the mere binding of corpses but the calling of being of power to your world, like so many before you (and many after as well) you have chosen to walk the path of Daedra summoning. You are capable of bringing any lesser or greater Daedra to your world as well as the popular Atronachs but be careful more summoners are killed by their own would be servants than anything else.

BOUND WEAPONS 200- more complicated than summoning a Daedra but far safer to the mage doing it is the use of bound weapons and armor, instead of calling the chosen Daedra's body to you, you tear its soul into your world and force it into the shape of armor or a blade. While this is safer given that they cannot turn on you or trick you in any form, this will enrage any Daedra it's done to and if they find you when in their own bodies they will attempt to take revenge.

OBLIVION GATES 400- like the Mythic Dawn cult before you, you have learned to breach the planes of Oblivion in far more dramatic ways than simple singular summoning. You are now capable of opening massive portals into the plains of Oblivion, opening doorways from your world into the domain of a Daedric prince of your choice. Be aware that if anyone in Tamriel finds out about this every province will put a bounty on your head that would have every mercenary and assassin in the world chasing you for the duration of your stay.

BIND DAEDRIC PRINCE 600- and then we get into the really dangerous stuff, you jumper have surpassed all Daedra summoners before you by learning to both summon a Daedric prince to you and bind them to your service, this can only be used on one prince at a time and if freed they will stop at nothing to kill you for the insult, but there is something to be said about having a being of theoretically infinite power in your service.

VIGILANT OF STENDARR

MAGIC RESISTANCE 100- Daedra are a blight upon reality and you seek to exterminate them all. So the question is what is the most common weapon of both Daedra, and those who summoned them? You now have an impressive resistance to all magic taking only half the damage from any spells that strike you and being immune outright to instant death effects, this resistance doesn't apply to healing spells.

VAMPIRE/DAEDRA BANE 200- those who prey on mortals are abominations, your hatred is justified so you have been given a boon by your patron, any attacks you unleash upon a Daedra, or vampire, or any other abomination that preys upon mortals (flesh blood or souls) will both be twice as powerful as it should otherwise be, and if applicable bear the force of an element that they are particularly weak to (ex an attack on a frost Atronach would inflict fire damage)

CAN DESTROY DAEDRIC ARTIFACTS 400- normally Daedric artifacts cannot be destroyed, they simple fade from reality after some time and reappear elsewhere (but not necessarily Elsweyr), this is unacceptable. If you strike an artifact created by the powers of a Daedra (or other similar beings) you can destroy them utterly, not just breaking them but preventing them from ever reforming, and additionally forever removing the power of the being that had been put into making it, this will permanently weaken the Daedra in question however small the difference.

MANTLE DIVINE 600- like Martin Septim or Talos did (or will do) you are now capable of taking on the form of one of Tamriels nine divines, in doing so you will take on their unimaginable power and control over their respective domains able to freely manipulate anything even vaguely connected to such freely without any magic cost, it's worth noting that when Martin did this he was able to drive a full powered Daedric prince out of Tamriel and effectively crippled it for centuries afterwards. This process is easiest with Stendarr but can be done with any of the divines so long as your current goals and purpose align with their own values. Unlike Martin you can enter or leave the mantled state at will and retain your life and physical body afterwards having been restored to perfect condition during the process.

GEAR

DAEDRA

DAEDRIC ARMOR 100- a suit of armor and weapon of your choice made of twisted black and red metal stronger than any material in Nirn save for dragon bones. It is a bit awkward to try and wear or wield if your body shape is significantly different from human/Dremora normal

SIGIL STONE 200- powerful artifacts made of magical stone shaped into an ever-shifting mas under a spherical shell, capable of converting mundane materials into more powerful Daedric equivalents or applying powerful enchantments to weapons or armor. Replaced each week if used

SHARD OF OBLIVION 400- your own personal plain of Oblivion, a minor pocket dimension reality with an appearance and physical laws shaped by your will alone, it's small to start only the size of a small city but it grows larger as you advance in age or power. Native creatures born in this plain will respawn within it if they are killed outside of it.

NECROMANCER

BLACK SOUL GEMS 100- a small stock of black soul gems used to collect the souls of sentient beings for use in enchanting, restocks weekly and comes with an enchanting table to use them at.

NECROMANCER'S AMULET 200- an artifact crafted by Mannimarco himself, a powerful tool for necromancy that lowers the cost of conjuration spells by a quarter and boosts it's wearers magic reserves a significant amount, but it slows the wearers metabolism as well meaning they will recover from exhaustion or wounds more slowly.

SANDS OF RESOLVE 400- the phylactery of a would be lich, if studied would reveal a wealth of necromantic knowledge to help the holder along the path to becoming a lich, if held by one who is already a lich it can be used once per jump to negate ones own death restoring the holder to life before

shattering (must be on your person at the time of death to use this effect). Otherwise it is an indestructible hourglass that gives a minor boost to necromancy spells

SUMMONER

ATRONACH STAFF 100- a staff made of blackened metal topped with a small soul gem, this staff like many others allows the user to summon an Atronach to their side which will obey their commands, unlike all other staffs this one can call any of the three basic Atronachs (fire, frost, storm) and never runs out of charges to use it.

ATRONACH FORGE 200- more an alter than a forge but regardless it allows one to place items within it and converts them into a more fitting Daedric equivalent, converts silver to Daedric metal, human hearts to those from a Daedra's chest, and can even be used to convert salt and gemstones into full Daedric creatures. Can also be used to create staffs to conjure Atronachs, of spell tomes to teach the appropriate spells to others.

DAEDRIC ARTIFACT 400- crafted by the hands (metaphorically) of one of the princes, Daedric artifacts bear immense power regardless of their effects, pick one Daedric artifact that has appeared in the elder scrolls and it is yours to keep, from the skeleton key to dawnbreaker all are options and each is extraordinarily powerful in their own right.

VIGILANT

AMULET OF STENDARR 100- like all others of your order you wear an amulet showing your allegiance to Stendarr, unlike all other amulets of its kind however yours bears the blessings of all the amulets for each of the nine divines granting you significant bonuses for a multitude of skills

HALL OF THE VIGILANT 200- your very own base of monster hunters, this small wooden hall will always be full of a group of Vigilants who will be more than happy to assist in the purging or any Daedra undead or similar you point them at

DIVINE ARTIFACT 400- like their counterparts the divines also left powerful artifacts for their followers and now you may have one, be it the amulet of kings or Auriel's bow or the hammer of Stendarr take your pick

COMPANIONS

SUMMONER 100- (ONE FREE DAEDRA) a beginning mage who specializes in conjuration that will summon you as convenient now yours for the taking unskilled to start but will improve quickly and be a reasonably adept partner in combat

BOUND DAEDRA VARIABLE (ONE LESSER OR ATRONACH FREE SUMMONER)

LESSER DAEDRA 100- a smaller weaker Daedra like a scamp or Clannfear not very powerful but cheap to summon

ATRONACH 150- the most popular companion of a mage immune to a specific element and reasonable in both power and cost

GREATER DAEDRA 200- pricy but powerful greater Daedra are a mark of an experienced and powerful mage due to their strength and their tendency to kill those not truly ready to bind them

VAMPIRE 100- (ONE FREE NECROMANCER) cursed and always hungry vampires are known to get along well with necromancers and their immortality makes for a long-lived friend for those who achieve lichdom (and an easy alternative for those too lazy to bother)

DAEDRA HUNTER 100- (ONE FREE VIGILANT) two maces crack more skulls than one, or at least do it faster, skilled in restoration and violently against anything Daedric or undead this is the best friend a vigilant could ask for. They do always appear in pairs for a reason you know

IMPORT 150- any companions from prior jumps can be brought along for the fun here and get a 600cp budget to use for themselves

DAEDRIC PRINCE (ONLY ONE) 600- the Daedric prices are debatably the most powerful beings in the elder scrolls matched only by the divines, so why exactly wouldn't you want to take one home with you? Pick one of the princes and you may bring them with you (CANNOT TAKE WITH ANY OF THE 600CP PERKS)

DRAWBACKS

STAFF OF THE EVERSCAMP +100- you jumper have acquired the aptly name staff of the ever scamp, and as such are forever surrounded by 5 scamps, these scamps can be killed by respawn almost immediately and cannot be soul trapped. Enemies may target the scamps, but they will never assist you in combat. The reason this is a bad thing is that you cannot get rid of the staff for the next decade, and the scamps smell worse than raw sewage no matter what

SOUL TRAPPED +100- you jumper have been soul trapped and start your jump inside a black soul gem and will remain there until it is used. After that you will be sent to the soul cairn and the jumps 10 years will start, while this will not be a direct threat to you being confined into a soul gem is distinctly unpleasant and passage into the soul cairn is even more so. On the upside once there you are free to leave if you have a way to open a path to another plain of oblivion (MOVES STARTING LOCATION TO SOUL CAIRN)

ANNOYING SUMMONER +200- (DAEDRA ONLY) most Daedra wish to escape from Oblivion whenever they get the chance, you however will forever long for the sweet embrace of it. You jumper have been bound by the most annoying obnoxious and pathetic mage imaginable, every word they speak will grate your nerves each sound an iron spike driven through your skull. Additionally, this moron of a mage truly believes themselves to be the best thing since Shalidor and will insist on bragging at any given opportunity. If you kill your current master however you will quickly be summoned by one even more obnoxious.

REEK OF DEATH +200- (NECROMANCER ONLY) been conjuring up dead things? Of course you have and now everyone will know it, you jumper reek of rotten flesh to an extent only the staff of the ever scamp

could cover the stench, anyone you encounter will know that you have been practicing necromancy and you will never be able to truly adapt to the smell either always being disgusted by the stench of your own skin.

MISCAST +200- (SUMMONER ONLY) being a successful conjuration mage relies on summoning the right Daedra at the right time, you never quite manage it. Whenever you try and call a Daedra you will inevitably get something entirely different than intended. Try for a Dremora you get a Knight of Order try for a frost Atronach get a storm one, regardless you will always get something that can fulfill the purpose you wanted (in combat anyways) and you will never fail a task or die because of this but it will always be annoying that you never get quite what you wanted.

PENANCE +200- (VIGILANT OF STENDARR ONLY) the divines blessings do not work on known criminals this is well known, you however face additional restrictions, your purpose is to destroy Daedra and abominations yet you may never initiate the conflict to do this. You will be unable to attack any living or unliving thing unless you are attacked by them first or you personally witness them committing a crime. You could see a vampire walk out of a house bathed in the blood of it's occupants and be unable to act because you didn't see it committing a crime this will always be something that enrages you and the issue will come up more often than should logically be possible.

OBLIVION CRISIS +300- welcome jumper to the Oblivion crisis, the emperor has just been murdered gates to the deadlands have opened across Tamriel and tensions have never been higher. No matter what your background is this is a poor situation, Daedra will be facing a world looking to exterminate them all, necromancers facing the greatest scorn in centuries hunted at every turn, summoners will be hated and distrusted by all around them for their calling of those who are destroying the civilized world, and vigilants will be surrounded on all sides by seemingly never-ending swarms of monstrosities seeking to end the world as they know it.

MUNDANE +400- poor luck jumper it appears that you are special in a bad way this time, for the next decade you will be unable to use any form of magic, be it native to this world or from another, any form of magic is beyond you be it spells, or enchanting. even alchemical potions are beyond you unable to craft them and gaining no benefits from their consumption. Even the divines turn a blind eye upon you preventing you from gaining any benefits from their blessings

HUNTED AND ACCURSED +800- pick one of the Daedric princes, they now hate you with a burning passion beyond anything they have felt before, the selected prince will use everything give anything and agree to any deals needed to see you dead. No matter what you do you will be hounded by anything the prince can get under their sway for the entirety of your decade here.

NOTES

Vigilants cannot take Daedra or vampires as companions

Daedra likewise cannot take Daedra hunter as a companion

DAEDRA LIST

LESSER DAEDRA

SCAMP

IMP

CLANNFEAR

SPIDER DAEDRA

DAEDROTH

ATRONACHS

FLAME

FROST

STORM

GREATER DAEDRA

DREMORA

XIVLAVAI

MAZKEN/DARK SEDUCER

AUREAL/GOLDEN SAINT

KNIGHT OF ORDER