
The Elder Scrolls 4: Oblivion - Arena - [Game] - [2025] - A Jumpchain CYOA Document

V 1.0

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Disclaimer :

Didn't think i'd like Oblivion, but a friend kept talking about how good it was and it was on game pass so I gave it a go, turns out it's pretty fun. I Haven't finished the game yet, but i have done quite a bit in the Imperial City and have completed the Arena quest and thought it'd be fun enough to make a Jump about even on its own while it's fresh in my mind.

I'll try to keep the Doc Spoiler Light, but in general as always I would recommend you play through Oblivion before reading through this Doc to get the best experience out of the game and to not spoiler yourself.

Difficulty Level = Low to High

It's a bit of a mix up tbh, it can be incredibly difficult to survive in the Arena but if you don't plan on participating in any battles or taking any Drawbacks then survival in the city itself shouldn't be too difficult overall.

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Intro :

Good people of the Multiverse, welcome to the Arena! Come, Traveler , fighter or Spectator come and enjoy the pride of the Imperial City, the grand spectacle of the Arena. Here fighters from all over the land give their lives for glory and gold , all while adoring crowds applause from on high with their gold on the line as many a gambler makes or breaks their fortunes here in the Arena.

Will you Join the fighters, starting as a lowly pit-dog and rise to the rank of Grand Champion?

Will you become a spectator and enjoy the carnage of a good fight?

Or perhaps you're not at all interested in the Arena and will wander off to do your own thing, there is an entire world out there after all.

You'll find yourself **arriving 1 year** before the Death of the Emperor , **staying for 1 Year** as well , allowing you to leave just before things get really chaotic. In order to make your stay here a little less lethal than it might otherwise be, take these **1,000 Points**.

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Arrival Type :

- **Drop In** - [Gain 300]

You arrive as you are, with nothing but the things you've brought with you and have bought here. You have no connections or history in this world.

- **Insert** - [Free]

You arrive in a body of your design that is of an age of your liking , it has a history and connections in this world that make sense for it. This makes sliding into the world easier.

- **Long Haul** - [Gain 600]

You arrive in this world as a baby and have to live out your life up until your 18th birthday, at which point you will reach your desired starting location. The family you have will depend on your background and what makes sense for your other choices. This is essentially Insert, but the long way.

- **Native** - [Gain 1,000]

This is your home universe , you are from here.

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Arrival Location :

As you arrive you find yourself standing outside of the entrance to the Arena in the Imperial city, you can hear the crowd inside cheer and roar as the current battle rages on and the gatekeeper tells you you can get in for a good price, with more battles scheduled throughout the day.

You aren't limited to staying in the City, Cyrodiil is a large place and there is much to see. But this Jump focuses on the Imperial City, specifically the Arena located within and as such most of the content focuses on that.

Though in saying that, perhaps you will choose to purchase your own Arena and have it placed elsewhere? There are numerous cities in the region and while none are as large as the Imperial Capital many could perhaps benefit from the influx of gold and tourism that an Arena may bring.

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Species :

Like the planet Earth in its past , this world has several sapient species. Unlike modern Earth however, most of these species haven't been driven extinct and still live together.

You may keep your chosen species as an 'Alt Form' for future Jumps, allowing you to essentially choose it as the body you will use at the start of each jump.

You may customise your body within what is possible for your chosen species, the range of physical variation for each species is quite high so you can pretty much go nuts.

You may choose your species freely, or you may pick randomly in order to ***Gain 100 Points***.

- ***Human*** - [Free]

Seemingly the dominant species in the region, humans come in all shapes and sizes.

- ***Elf*** - [Free]

Elves have a variety of races within their species each with differing traits, some are looked down on.

- ***Argonian*** - [Free]

Argonians are a lizard like humanoid species that are capable of breathing under water.

- ***Khajiit*** - [Gain 300]

A Humanoid cat like species that are often persecuted against, similar to the traveling peoples in Europe.

- ***Dragon*** - [Free]

This... shouldn't be here, the Dragons don't come back until a long time after this Jump is set, but should you wish to choose to be a Dragon you may do so.

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Backgrounds :

Please do not feel as though you have to be completely beholden to the backgrounds , especially when it comes to creating the backstory for your Character if they are an Inert / Long Haul / Native.

Similarly , you do not need to do the job the Background would suggest.

- Combatant -

- Spectator -

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Discounts :

On top of the Discounts provided by your chosen 'Background', you will also be able to freely allocate a number of Discounts yourself as you choose. ,

- Gain X 2 - 50 Point Purchases for Free
- Gain X 2 - 100 Point Purchases for Free
- Gain X 2 - 100 Point Purchases Discounted to 50 Points
- Gain X 2 - 200 Point Purchases Discounted to 100 Points
- Gain X 2 - 300 Point Purchases Discounted to 150 Points
- Gain X 2 - 400 Point Purchases Discounted to 200 Points
- Gain X 2 - 500 Point Purchases Discounted to 250 Points
- Gain X 2 - 600 Point Purchases Discounted to 300 Points
- Gain X 2 - 700 Point Purchases Discounted to 350 Points
- Gain X 2 - 800 Point Purchases Discounted to 400 Points
- Gain X 2 - 900 Point Purchases Discounted to 450 Points
- Gain X 2 - 1,000 Point Purchases Discounted to 500 Points

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Perks :

Unless otherwise stated , you may teach what you've learned from your perks to others. Though you would do best to have some kind of teaching related skills or perks for this task, they are not required.

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Perks - General :

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- **Local Lingo** - [Free or 100]

This perk allows you to speak and read the local dominant language, giving you a chance to get by without needing to learn these the hard way. You may choose to forgo this and Gain 200 points instead. This is free while you are here, but you may pay 100 to keep this ability to speak the dominant language for each world you jump to.

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- **Disease Resistance** - [Free or 100]

This is a whole new world, meaning there are whole new diseases and microbes that could absolutely body you if your immune system is not used to dealing with them. This perk grants you the typical level of resistance to these issues as the natives have, ensuring you won't just die or get say horrifically ill from drinking the water or catching the local equivalent to the common cold. This is free while you are here, or you may pay 100 to keep this limited disease protection for future jumps providing you similar defenses against the common diseases of those worlds.

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- **Save // Load** - [1,000]

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Perks - Combatant :

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- **Offensive Skills** - [100 , Discounted to Free for Combatants]

This Perk allows you to become proficient in a type of combat of your choice, from Hand to Hand and Slashing Weapons to Blunt Weapons and Archery. This may be purchased multiple times for multiple combat types.

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- **Defensive Skills** - [100 , Discounted to Free for Combatants]

You could be the strongest fighter in the world, but if a single hit puts you down then you're unlikely to last long. This perk allows you to train up your defensive skills, giving you the much needed capability to protect yourself from damage. These include such things as Blocking, Heavy Armour, Light Armour and so on.

- **Magical Abilities** - [Variable , Discounted for Combatants]

Some might say that using magic goes against the spirit of the Arena, but others believe that it helps improve the spectacle.

You may purchase this perk multiple times, each time picking a school of magic such as Restoration, Illusion, Destruction and so on and then paying the points below to learn spells of that category and strength.

Higher tier purchases provide you with the lower tier spells as well, so if for example you purchased high strength restoration you would also gain the weak strength 'minor heal wounds' spell.

[- - **Weak Magic Spells** - [200 , Discounted to 100 for Combatants]

[- - **Average Strength Magic Spells** - [300 , Discounted to 150 for Combatants]

[- - **High Strength Magic Spells** - [400 , Discounted to 200 for Combatants]

- **Physical Attributes** - [100 Each , First discounted to Free , Extra Discounted to 50]

Unsurprisingly, it is the fighters body that is perhaps most important when it comes to winning the brutal fights in the Arena. Now you may hone your own body in order to improve your chances at victory, or at least, survival. You may purchase this several times, up to 4 in total, to improve your various physical attributes.

Each purchase provides an equivalent to level 100 for the chosen attribute.

The Attributes discounted for Combatants are...

Strength , Agility , Speed , Endurance

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Perks - Spectator :

- **Professional Gambler** - [200]

Gambling is incredibly popular when it comes to the Arena and with this purchase you are now capable of reliably making a good deal of money off of it, having a sort of intuition on top of the skills

needed to succeed consistently in gambling. Though this doesn't guarantee your success in all gambling activities, it does increase your odds moderately.

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- **Hype Man** - [300]

The Responsibility of the Arena announcer is a big one, needing to hype up the crowd and keep them entertained, he perhaps is one of the most important members of the Arena staff. Now you possess his skills, making you excellent at hyping up crowds.

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- **Crowd Pleaser** - [400]

It takes a special kind of talent to turn a fight into a spectacle and now you are able to do just that, to know exactly how to please a crowd and give them what they want.

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- **Mental Attributes** - [100 Each , First discounted to Free , Extra Discounted to 50]

Each purchase provides an equivalent to level 100 for the chosen attribute.

The Attributes discounted for Spectators are...
Intelligence, Willpower , Personality and Luck

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Items :

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Items that are lost, sold , given away or destroyed will be returned to you within 1 month

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- **Oblivion** - [First Free , Extra 50]

What you have here is a large screen 4k TV, An Xbox One X and a Generator to power them , The Xbox comes with 'Oblivion' pre-installed, both the original and the Remastered Edition.

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- **Gold** - [Variable]

The coins gained from this are a monthly stipend you'll find yourself gaining, rather than a one off amount of Gold.

[- - X 50 - **Gold Coins** - [Free]

[-- X 100 - **Gold Coins** - [50]
[-- X 200 - **Gold Coins** - [100]
[-- X 400 - **Gold Coins** - [200]
[-- X 800 - **Gold Coins** - [300]
[-- X 1,600 - **Gold Coins** - [400]
[-- X 3,200 - **Gold Coins** - [500]
[-- X 6,400 - **Gold Coins** - [600]
[-- X 12,800 - **Gold Coins** - [700]
[-- X 25,600 - **Gold Coins** - [800]
[-- X 51,200 - **Gold Coins** - [900]
[-- X 102,400 - **Gold Coins** - [1,000]

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- **Armour** - [Variable]

You cannot bring your own armour into the Arena, with the exception of a helmet of your choosing. This isn't exactly the most useful, but if i was you i'd rather go into battle wearing something on my noggin then not.

To help make this a bit more worth your time , your purchase will provide you with a full set of Armour. You'll just not be able to wear the whole thing if you plan on fighting in the Arena.

Light Armour

[-- **Fur** - [50]
[-- **Leather** - [100]
[-- **Chainmail** - [150]
[-- **Mithril** - [200]
[-- **Elven** - [250]
[-- **Glass** - [300]

Heavy Armour

[-- **Iron** - [100]
[-- **Steel** - [200]
[-- **Dwarven** - [300]
[-- **Orcish** - [400]
[-- **Ebony** - [500]
[-- **Daedric** - [600]

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- **Rings** - [Variable]

Unlike the folks in Cyrodil, you can wear one ring per finger, plus on your thumb for a total of 10 rings, if you can afford it , instead of the 2 total that they wear. Some rings have Enchantments, making them potentially quite useful. Hell, you might even want to put more then one on each finger though that might not be the most comfortable of things.

Unenchanted Rings

[-- **Cheap** - [50]

[- - **Expensive** - [100]

Enchanted Rings

[- - **Weak Enchantment** - [200]

[- - **Modest Enchantment** - [400]

[- - **Powerful Enchantment** - [600]

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- **Necklaces** - [Variable]

Necklaces can be used both as a status symbol and as a tool to protect yourself, with some being enchanted. As with the rings, you aren't as limited as the typical local is when it comes to wearing them and you may wear as many as you feel you should.

Unenchanted Necklaces

[- - **Cheap** - [50]

[- - **Expensive** - [100]

Enchanted Necklaces

[- - **Weak Enchantment** - [200]

[- - **Modest Enchantment** - [400]

[- - **Powerful Enchantment** - [600]

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- **Jug of Renewal** - [600]

What you have here is a small Jug with the same properties as the Basin of Renewal found within the Arena , this item cannot be used while participating in arena battles. By washing yourself in this jug, you'll find your body instantly healed and your magika fully restored, any fatigue you had been feeling will also be recovered.

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- **A Less than modest home** - [100]

What you have here is a small home on the Waterfront, at the edge of the imperial capital. It's a small 1 room shack that has a single bed and a few furnishings inside, it's not much but perhaps you'd rather sleep here than on the floor of the Arena?

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- **A Home worth the name** - [300]

This is more like it , a 3 bedroom 2 story house located inside of the city walls proper. It is certainly better and safer than the shack you could purchase at the waterfront and is fully furnished, making it a nice place to live for those who can afford it.

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- **A Modest Business** - [400]

The market district of the imperial capital is filled with small but thriving businesses and now you own your own , ran by a pair of competent staff members who can keep the business going and profitable without your intervention. This might be a general store, a potion shop, a weapon shop, an inn or something else.

Followers :

[- - X 2 - Shopkeepers

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- **Arena** - [600]

Your own copy of the Imperial Arena, with all of the bells and whistles that come with it. It is staffed with followers and even has it's own teams, though you can choose their colour and aesthetic, they do not need to be 'Blue' and 'Yellow' Teams.

Followers :

[- - X 1 - Gatekeeper / Bookkeeper

[- - X 1 - Blade Master

[- - X 1 - Grand Champion

[- - X 4 - Guards

[- - X 22 - Team A // Blue Team // Whatever you need them - Combatants

[- - X 22 - Team B // Blue Team // Whatever you need them - Combatants

Unlocks the Arena Builder section

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Arena Builder :

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With this section you can customise and build your own Arena to take with you in future jumps.

The upgrades purchased in this section apply to each Arena you've purchased, should you purchase more than 1.

- Arena Size -

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Despite its prestige and location, the Arena itself is quite small and can't hold all that many people. This block of upgrades will allow you to increase the amount of audience seating available in your Arena, increasing the number of people who can attend and thus increasing your potential income. Though do keep in mind, the cities in Cyrodiil are not very large and increasing your Arena size might not do much to increase your profits while in this universe.

These upgrades will scale other upgrades you purchase , for example if you purchase 'food vendors' then more will be placed in your Arena the more audience members you can accommodate.

This upgrade chain will also increase the size of the Arena overall, including the size of the Arenas 'field'.

For a real world comparison, the Colosseum in ancient rome could seat some 50,000 people.

[-- X 200 - **Audience Members** - [Free]
[-- X 400 - **Audience Members** - [50]
[-- X 800 - **Audience Members** - [100]
[-- X 1,600 - **Audience Members** - [200]
[-- X 3,200 - **Audience Members** - [300]
[-- X 6,400 - **Audience Members** - [400]
[-- X 12,800 - **Audience Members** - [500]
[-- X 25,600 - **Audience Members** - [600]
[-- X 51,200 - **Audience Members** - [700]
[-- X 102,400 - **Audience Members** - [800]
[-- X 204,800 - **Audience Members** - [900]
[-- X 409,600 - **Audience Members** - [1,000]

- Number of Teams -

By default, there are 2 teams in the Arena. The Blue Team and the Yellow Team. However you may choose to have different colours, or to use a completely different naming scheme for your teams.

Each upgrade after the default / free 2 teams adds new training areas as well as a new Gate to the Arena, allowing for the additional teams to join the action. This will make battles somewhat more hectic, though do keep in mind that you do not always need to have all of your teams fighting in each match.

Having more teams gives each of your teams the potential for having more time to rest, while also gives you the possibility of more merchandising. However, it may also divide your audience somewhat, even more than useful with the usual 2 team split.

[-- X 2 - **Teams** - [Free]
[-- X 3 - **Teams** - [50]
[-- X 4 - **Teams** - [100]
[-- X 5 - **Teams** - [200]
[-- X 6 - **Teams** - [300]
[-- X 7 - **Teams** - [400]
[-- X 8 - **Teams** - [500]
[-- X 9 - **Teams** - [600]

[- - X 10 - **Teams** - [700]
[- - X 11 - **Teams** - [800]
[- - X 12 - **Teams** - [900]
[- - X 13 - **Teams** - [1,000]

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- Number of Combatants Per Team -

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By default, each team you have has a total of 3 members per rank, with there being 7 ranks in total, not counting the Champions and Grand Champion. For a total of 22 Members per team. New Team members regularly apply as individuals are killed leading to a stable number of combatants.

This line of upgrades does not increase the number of Champions per team, nor the amount of Grand Champions in total.

[- - X 3 - **Combatants Per Rank** - [Free]
[- - X 4 - **Combatants Per Rank** - [50]
[- - X 5 - **Combatants Per Rank** - [100]
[- - X 6 - **Combatants Per Rank** - [200]
[- - X 7 - **Combatants Per Rank** - [300]
[- - X 8 - **Combatants Per Rank** - [400]
[- - X 9 - **Combatants Per Rank** - [500]
[- - X 10 - **Combatants Per Rank** - [600]
[- - X 11 - **Combatants Per Rank** - [700]
[- - X 12 - **Combatants Per Rank** - [800]
[- - X 13 - **Combatants Per Rank** - [900]
[- - X 14 - **Combatants Per Rank** - [1,000]

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- Combatant loyalty -

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[- - **Low** - [Free]

They are loyal to themselves and their teams , but don't expect them to do things for you outside of the Arena.

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[- - **Moderate** - [300]

Your Arena Combatants will be willing to go on quests for you, though they still value their lives enough to not want to take obviously suicidal missions.

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[- - **Extreme** - [600]

Your Combatants will now walk into hell for you, literally, you could have them walk into an Oblivion Gate for you to try and close it.

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If you've purchased any other teams, such as gaining them from purchases of the 'Sports' Activity from the Arena activities section then they will be effected by this as well... though perhaps you shouldn't be sending say a football team out on quests in a fantasy world.

- Arena Activities -

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[- - **Death Battles** - [Free]

The Typical Arena battles are fights to the Death, where two combatants enter and only one leaves. There are exceptions to this, some battles are far less fair than others, but this is the general 'norm' of the Arena.

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[- - **Non Lethal Combat** - [300]

Why is this a paid choice? It can be quite expensive to train people how to safely fight others, without injuring or killing them. It can be even more difficult to teach them to do so in a way that is both safe and entertaining to a crowd. With this Purchase, each of your Arena Combatants as well as your Arena Guards will be trained in Non Lethal Combat. This likely won't draw in as much Money as the Death Battles, but it also is less immoral and won't see you losing talent left and right.

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[- - **Sports** - [600]

This adds a sports-team to each team you already have in the Arena, for example if you have 2 teams as default you'll gain 2 new sports teams each representing the teams you have, but with new members.

These new teams will have all of the facilities needed for them to train in their sport, much as the Arena Combatants do. On top of this, the Arena itself will be improved to be able to act as a field for whatever sport you choose.

It is up to you what sport the teams play and you may even purchase this multiple times for multiple sports. In more modern and less brutal worlds, having the Arena be a sports stadium may well be more profitable, and legal, then the default.

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[- - **Chariot Sports** - [800]

Chariot battles were quite popular in Roman Coliseums, so why not bring that to your own Arenas? The Arena will be expanded sufficiently to allow for full scale Chariot races and Chariot Battles, this will also add stables where horses can be kept and taken care off by trained handlers.

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[- - **Water Battles** - [1,000]

It might sound outrageous, but did you know in ancient times some Coliseums would flood their Arenas and would play mock sea battles? It's true! And now with this upgrade your own Arenas can do the same, this could draw in quite a crowd. This is ofcourse, quite an expensive purchase , but it does allow for regular mock sea battles while also allowing you to just straight up use the Arena as a pool if desired. This will also expand the size of the Arena itself quite significantly.

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- Services -

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[- - **Cleaners** - [100]

The Arena is an incredibly bloody place, even in the lower sections there is blood all over the walls. But then, perhaps you enjoy the crimson aesthetic?

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[- - **Vendors** - [100]

What good stadium doesn't offer food and drink to it's audience, you will be able to do just that with this purchase. Each one letting you add Food, Drink or Alcohol to your Arena.

Can be purchased multiple time for multiple food or drink specialties.

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[- - **Merchandise** - [200]

This is a store that produces and sells all sorts of merchandise based on your Arena, wooden action figures of your most famous champions, shirts and posters and more all relating to your Arena and the celebrity Combatants. You could probably make a decent bit of profit off of this, though the amount you'll make will depend on just how popular your Arenas teams are.

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[- - **Baths** - [100]

While your fighters have access to the Basin in the Red room to wash themselves off after a battle and heal their wounds, this isn't a true bath. This purchase will add heated baths to each of your Team's areas below the Arena, giving them a place to soak and relax after a fight letting them truly unwind.

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[- - **Spa** - [200]

You really want to pamper your Fighters, don't you? With this you'll add an entire spa section to your Arena allowing fighters to be pampered.

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[- - **Daycare** - [100]

Who would look after the children of your Combatants while they're fighting in the Arena? To be honest, most won't have children, but for the few that do they might appreciate this special service. It adds a daycare with staff who'll take care of the children in a comfortable environment.

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[- - **Orphanage** - [200]

If we're being honest, unless you choose to remove the 'death' aspect of your Arena, then the chances are most of the children of the combatants will end up as Orphans. If that weighs on your soul, you can purchase this upgrade to build an Orphanage as part of your Arena that can raise children well, it can accommodate a number of children equal to 4x the number of Combatants you have.

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- Accommodations -

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[- - **The Floor** - [Free]

By Default the Combatants in the Arena are allowed to stay in the training area, they are provided with a simple bedroll to sleep on. It's not much, but it's better than sleeping out on the streets and safer than living in one of the cheaper houses in the Imperial Capital.

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[- - **Shared Barracks** - [200]

This is a major step up from sleeping on the floor, providing each of your team members with a single bed in a shared room. It's not exactly luxurious, but it's better than the alternative. Each bed has a small chest at it's base to store personal items.

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[- - **Basic Rooms** - [400]

This provides each of your Combatants and staff members with their own small room, with it's own single bed, a desk, a chair and a chest. This is better than what the people on the waterfront have.

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[- - **Comfortable Rooms** - [600]

Now this is comfortable, a large double bed with a desk, large chest, drawers, clothing cupboard and a mirror. This is practically luxurious compared to what the Combatants are likely used to.

[- - **Individual Housing** - [1,000]

This is a step up, providing each of your Combatants and Staff members with their own copy of the 'a home worth the name' item, giving them somewhere very comfortable to live and to potentially even raise a family.

- Guards - Numbers -

Sports fans are well known for causing a ruckus, especially in large arenas in major cities. It is for this reason that your Arena comes with a small number of guards to help not only protect it from attack but more importantly to kick out any hooligans who are ruining the Arena Experience.

- [- - X 4 - **Guards** - [Free]
- [- - X 8 - **Guards** - [50]
- [- - X 16 - **Guards** - [100]
- [- - X 32 - **Guards** - [200]
- [- - X 64 - **Guards** - [300]
- [- - X 128 - **Guards** - [400]
- [- - X 256 - **Guards** - [500]
- [- - X 512 - **Guards** - [600]
- [- - X 1,024 - **Guards** - [700]
- [- - X 2,048 - **Guards** - [800]
- [- - X 4,096 - **Guards** - [900]
- [- - X 8,192 - **Guards** - [1,000]

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Companions :

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Companions - General :

- **Import // Create** - [Free / 50 or 200]

You may import any previous Companions for Free if you wish you may spend points in order to empower them granting them with 1,000 points each to spend as they see fit. This Costs either 50 points per Companion or 200 for a group of 8. You may 'create' new Companions , but in order to do so you will either need to pay 50 points each or 200 for a group of 8.

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- **Export** - [Free or 50]

You may bring anyone from this world with you if you can convince them to do so for free or you may pay 50 points to guarantee that they will want to actually come with you, this isn't mind control rather you are paying to arrive in a version of the world where the person in question is predisposed to getting along with you.

People come with what you would expect them to, for example an Arena Combatants would have their Raiment and Weapons.

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Companions - Canon :

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You can bring any 'canon' character with you for free as long as you can convince them to come with you. You are not limited to the individuals below.

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- **Porkchop** - Beloved Mascot -

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- **Owyn** - Arena Blademaster -

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- **Hundolin** - Arena Book Keeper / Gatekeeper -

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- **Blue Team Gladiator** -

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- **Yellow Team Champion** -

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- **Agronak Gro-Malog** - Current Champion -
Stop him from wanting to kill himself

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- **Adoring Fan** - Meatshield -

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Drawbacks :

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- **Alternate Start Time** - [Free]

You may choose to arrive earlier or later than stated , depending on your preference. Perhaps you wish to arrive when the Arena was first founded, or after the Oblivion Crisis has ended? Or some other time entirely.

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- **Extended Stay** - Years - [Gain 100 Per]

You may extend your stay here as long as you like , for each year, up to a maximum of 10 Years , you may Gain 100 Points per year. After which you can choose to stay longer, but won't gain additional points for doing so.

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- **Extended Stay** - Decades - [Gain 100 Per]

If the above option isn't good enough for you, you can further choose to extend your stay and gain points in doing so. However, you will only gain 100 Points per Decade you extend your stay, up to a maximum of 1,000 points or 100 years. You can still extend your stay further, but do try not to die of old age will you.

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- **Lockout** - [Gain 300 Per]

With this Drawback you can choose to lock out any combination of the following, gaining 300 points per category picked. Perks , Powers , Items , Companions. Each can be picked twice, once for versions gained from previous Jumps and once for those gained in this jump.

- - - - -

- **Disability** - [Gain 400 Per]

You have a disability of some kind, perhaps you need to wear glasses to see or perhaps you're missing an arm or a leg. It is up to you what your disability is, you may take this as many times as you are willing.

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- ***Biased Announcer*** - [Gain 200]

The Arena Announcer doesn't like you at all and will insult you at every chance he can get while bigging up your opponent.

- - - - -

- ***Rumours*** - [Gain 200]

I heard a rumour that you're an idiot, any truth to that? Unfortunately you're going to be a bit of a gossip with this Drawback, enjoying talking to others about Rumours. Some will indulge you in this, others will instead insult you or get annoyed.

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- ***Sleep*** - [Gain 200]

The yellow team needs their beauty sleep and now so do you, unlike some people you now need to rest after each match.

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- ***You humans are all the same, weak and worthless*** - [Gain 200]

This Drawback may be taken twice, once to make you experience more Racism and once to make you into a Racist yourself.

- - - - -

- ***Not a Killer*** - [Gain 600]

You're not a killer, a noble thing to be sure, unfortunately the battles in the Arena are meant to be to the death. You can ofcourse choose not to kill your foes and if you knock them out it will still be considered a victory, but this may make you an unpopular choice among other Combatants and the Audience, or perhaps not? Honestly this could go either way, though it's likely leaning towards making it harder for you to gain popularity.

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- ***Bugs*** - [Gain 600]

The Arena is, quite frankly, disgusting. With all of the corpses and gore from the fights drawing in large numbers of insects of various kinds. Mostly flies, but others as well. With this Drawback however you'll increase the number of insects that infest the Arena, making it more annoying to both watch and participate in Arena matches while also increasing the risk of disease for all involved.

- - - - -

- **Come Back Later, Moron**- [Variable]

The Arena opens between 9am and 9pm, giving you 12 hours to participate in or watch matches. With this Drawback however, the time it is open will be reduced.

- [- - Gain 50 Points - 10 am to 9 pm - 11 Hours
- [- - Gain 100 Points - 11 am to 9 pm - 10 Hours
- [- - Gain 200 Points - 12 pm to 9 pm - 9 Hours
- [- - Gain 300 Points - 1 pm to 9 pm - 8 Hours
- [- - Gain 400 Points - 2 pm to 9 pm - 7 Hours
- [- - Gain 500 Points - 3 pm to 9 pm - 6 Hours
- [- - Gain 600 Points - 4 pm to 9 pm - 5 Hours
- [- - Gain 700 Points - 5 pm to 9 pm - 4 Hours
- [- - Gain 800 Points - 6 pm to 9 pm - 3 Hours
- [- - Gain 900 Points - 7 pm to 9 pm - 2 Hours
- [- - Gain 1,000 Points - 8 pm to 9 pm - 1 Hour

- - - - -

- **Swelling Ranks** - [Variable]

What this does is simple, it increases the number of people per 'rank' in the Arena, increasing the time it'll take to advance in Rank. This not only makes it more difficult to become grand champion, due to there being more competition, it also means you'll be getting worse pay for longer, after all the lower ranked you are in the Arena the less gold you get per victory.

If you manage to complete the 'Grand Champion' or 'Biggest Fan' Scenarios, then this Drawback will be applied as an upgrade to your Arena , see the 'Number of Combatants' Arena Builder option for more details.

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- **Fight Together** -

There is a pair of elven sisters that always fight together, this is a bit of an unfair match up when you consider other combatants have to go it alone. With This Drawback however you'll find each of your opponents will no longer be fighting alone.

- [- - Gain 200 - + 1 Enemy Per Fight
- [- - Gain 400 - + 2 Enemies Per Fight
- [- - Gain 600 - + 3 Enemies Per Fight
- [- - Gain 800 - + 4 Enemies Per Fight
- [- - Gain 1,000 - + 5 Enemies Per Fight

There is one exception to this Drawback, your battle against the Grand Champion of the Arena, should you get that far, will not have additional foes participating.

- - - - -

- **Revenge from Beyond the Grave** - [Gain 400]

Oh dear, this is not good at all. It seems as though the spirits of those you kill in the Arena will now come back to fight you again in your next battle! You don't have to destroy these spirits to win the match, but doing so will make your life easier as otherwise they will continue to grow in number.

- - - - -

- **Summons** - [Variable]

It is perfectly 'legal' for combatants in the Arena to use magic in order to summon creatures to fight for or alongside them, this can give a massive advantage to one party... unfortunately by taking this Drawback your opponents will now all be capable of Summoning something to help them in their fight. Your opponents will cast their summoning spell just before the gates to the Arena open

- [- - Gain 100 Points - Skeleton -
- [- - Gain 200 Points - Zombie -
- [- - Gain 400 Points - Scamp -
- [- - Gain 600 Points - Atronach -
- [- - Gain 800 Points - Dremora Lord -

- - - - -

- **Animal Attractions** - [Variable]

It's quite a trope to have Gladiators fight rare and dangerous animals for the crowds amusement and for the Grand Champion this is in fact quite normal, with new catches being brought in weekly for the champion to slay.

With this Drawback however, hostile animals will become a part of each fight in the arena, increasing unpredictability of it all. At least on the upside, these animals will attack your foes as well as yourself.

- [- - Gain 100 Points - Rat -
- [- - Gain 200 Points - Wolf -
- [- - Gain 300 Points - Timber Wolf -
- [- - Gain 400 Points - Bear -

- - - - -

- **Soul Steal Spell** - [Gain 600]

Souls of dead combatants are trapped in soul gems, including you if you die. This will cancel out the effects of any 1 ups or revives you may have.

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- **Silenced Spell** - [Gain 400]

Each of your opponents will be capable of casting 'Silenced', allowing them to block your magic.

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- **Heal Wounds Spell** - [Variable]

Each of your Opponents will now be capable of casting 'Heal Wounds' on themselves, increasing their survivability.

[- - Gain 200 Points - Heal Minor Wounds -

[- - Gain 400 Points - Heal Major Wounds -

- - - - -

- **Shield Spell** - [Gain 400]

There is a range of spells that surround the wearer in an invisible protective shield, like a magically powered force field of sorts. If you take this Drawback, then each of your opponents will have access to this spell and will have cast it just before the Gate to the arena drops, giving them additional protection.

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- **Invisibility Spell** - [Gain 400]

Not the best spell for a spectator sport, but it is completely legal as far as the rules of the Arena are concerned. With this Drawback, each of your opponents will cast the 'Chameleon' Spell on themselves before the gate to the Arena opens, rendering them invisible. This will make fighting them much harder, how can you kill what you can't see after all?

- - - - -

- **Enchanted Weapons** - [Gain 400]

Each of your opponents will now have an Enchanted weapon with a random but useful to them enchantment.

- - - - -

- **Enchanted Armour** - [Gain 400]

Did you know that the Raiments used by the Combatants in the Arena count as Enchanted Armour? With this Drawback however, your opponents armour will be enchanted further providing even greater advantages to them.

If you manage to complete the 'Grand Champion' or 'Biggest Fan' Scenarios, then this Drawback will instead become a perk that applies to all Combatants of your own Arenas.

- - - - -

- **Oblivion** - [Gain 1,000]

An Oblivion Gate will open in the arena at some point during your year long stay and from it will pour hordes of monsters from the bowls of hell.

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- **Go Home** - [Gain 400]

Combatants are allowed to live and sleep in the Arena, with this Drawback however you will not be given that privilege. Oh sure, you can ofcourse buy a house, but the only one going currently is a shitty one bedroom shack in the waterfront district that is right in the middle of thief central and is outside of the cities walls, not to mention the pirates who have docked near by. Even if none of that was an issue for you, you will have to potentially contend with annoying fans, haters and more as you travel from your new home to work.

- - - - -

- **The Dark Brotherhood** - [Gain 600]

The Dark brotherhood, a guild of Murderers and Assassins wants you dead and will send agents to kill you.

- - - - -

- **The Thieves Guild** - [Gain 600]

Members of the Thieves guild will try to rob you blind.

- - - - -

- **The Guards** - [Gain 600]

A Corrupt Guard Captain has it out for you and will do all he can to frame you for crimes and to in general make your life a living hell.

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- **Gambling Addict** - [Gain 400]

Spectators placing bets is one of the major ways that the Imperial Arena is able to fund itself, making a tidy profit. Unfortunately, you have fallen victim to a Gambling Addiction and now will feel the urge to bet on matches regularly.

- - - - -

- **Annoying Fans** - [Variable]

The Grand Champion gains the privilege of fame and adoring fans, unfortunately some of those fans can be quite annoying. With this line of Drawbacks you will, regardless of your rank in the Arena find yourself with a little fandom, unfortunately they will be quite annoying.

These fans won't just be annoying for you, but for everyone else as well and may well harm your public image as a result of their activities. These fans are outright , well , fanatical but they have no real skills to speak of and will insist on following you around and may even try to break into your properties to be near you.

You may take them with you as Companions or Followers if you wish...

[- - X 1 - **Annoying Fan** - [Gain 50]

[- - X 2 - **Annoying Fans** - [Gain 100]

[- - X 4 - **Annoying Fans** - [Gain 200]

[-- X 8 - **Annoying Fans** - [Gain 300]
[-- X 16 - **Annoying Fans** - [Gain 400]
[-- X 32 - **Annoying Fans** - [Gain 500]
[-- X 64 - **Annoying Fans** - [Gain 600]
[-- X 128 - **Annoying Fans** - [Gain 700]
[-- X 256 - **Annoying Fans** - [Gain 800]
[-- X 512 - **Annoying Fans** - [Gain 900]
[-- X 1,024 - **Annoying Fans** - [Gain 1,000]

- **Prison Sentence** - [Variable]

Oh, it seems that you are not standing outside of the Arena when you arrive at all, instead you are going to be standing in a dank cell in the city's prison. How long your stay in the prison lasts can vary, why are you in here? Were you framed perhaps?

[-- **1 Night Stay** - [Gain 200]
[-- **1 Week Stay** - [Gain 400]
[-- **1 Month Stay** - [Gain 800]

- **Audience Participation** - [Variable]

The Audience is expected to simply observe the Arena matches, shouting and cheering as they do so. But with this Drawback the audience will take a more active role in proceedings.

[-- **Gain 200** - The Audience will throw food into the Arena
[-- **Gain 400** - The Audience will throw potions to / cast spells on their preferred team
[-- **Gain 400** - The Audience will cast harmful spells on the team they want to lose

Each tier of this drawback may be taken once

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Scenarios :

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Scenarios - Combatant :

Rather than simply being one off payments, once you leave this world or choose to stay permanently the 'Gold Coin' Reward for the matches you've won will become a recurring yearly payment.

- - - - -
- Pit Dog -

All you need to do to become a 'Pit Dog' in the Arena is to walk down into the lower sections of the Arena and talk to Owyn, it's that simple. He'll sign you up, hand you over a free Arena Raiment and then will allow you to participate in your first match.

For simply becoming a Pit Dog, taking your first steps into this world of Arena Combat , ***Gain 50 Points***.

You will have a Maximum of 3 Fights at the Rank of Pit-Dog , for each fight you win ***Gain 50 Points*** as well as 50 Gold Coins.

[Max Points from Pit-Dog Fights = $50 \times 3 = 150$]

[Max Gold Coins from Pit-Dog Fights = $50 \times 3 = 150$]

- - - - -
- Brawler -

You will have a Maximum of 3 Fights at the Rank of Brawler , for each fight you win ***Gain 100 Points*** as well as 100 Gold Coins.

[Max Points from Brawler Fights = $100 \times 3 = 300$]

[Max Gold Coins from Brawler Fights = $100 \times 3 = 300$]

- - - - -
- Bloodletter -

You will have a Maximum of 3 Fights at the Rank of Bloodletter , for each fight you win ***Gain 150 Points*** as well as 150 Gold Coins.

[Max Points from Bloodletter Fights = $150 \times 3 = 450$]

[Max Gold Coins from Bloodletter Fights = $150 \times 3 = 450$]

- - - - -
- Myrmidon -

You will have a Maximum of 3 Fights at the Rank of Myrmidon , for each fight you win ***Gain 200 Points*** as well as 200 Gold Coins.

[Max Points from Myrmidon Fights = $200 \times 3 = 600$]

[Max Gold Coins from Myrmidon Fights = $200 \times 3 = 600$]

- - - - -

- Warrior -

You will have a Maximum of 3 Fights at the Rank of Warrior , for each fight you win **Gain 250 Points** as well as 250 Gold Coins.

[Max Points from Warrior Fights = $250 \times 3 = 750$]

[Max Gold Coins from Warrior Fights = $250 \times 3 = 750$]

- - - - -

- Gladiator -

You will have a Maximum of 3 Fights at the Rank of Gladiator , for each fight you win **Gain 300 Points** as well as 300 Gold Coins.

[Max Points from Gladiator Fights = $300 \times 3 = 900$]

[Max Gold Coins from Gladiator Fights = $300 \times 3 = 900$]

- - - - -

- Hero -

You will have a Maximum of 3 Fights at the Rank of Gladiator , for each fight you win **Gain 350 Points** as well as 350 Gold Coins.

[Max Points from Gladiator Fights = $350 \times 3 = 1050$]

[Max Gold Coins from Gladiator Fights = $350 \times 3 = 1050$]

- - - - -

- Champion -

You'll only have one battle you need to participate in at the Rank of Champion, that is a fight against the reigning Grand-Champion the Half Orc Agronak gro-Malog. It will not be an easy fight.

Victory will see you Gain **1,000 Points** and 1,000 Gold Coins, on top of attaining the rank of Grand Champion for yourself.

Gain a copy of the 'Arena' item for free

- - - - -

Total Potential Reward from the 'Arena Combatant' Quest Line

$150 + 300 + 450 + 600 + 750 + 900 + 1050 + 1,000 = 5,200$ Points // Gold Coins Max

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Scenarios - Spectator :

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- Number One Fan -

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The End :

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Leave the Arena now and rest, you've earned it !

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- **Stay Here** - [Gain 1,000]

- - - - -

- **Return Home** - [Gain 1,000]

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- **Move on** - [To Oblivion] - [Gain 1,000]

- - - - -

- **Move on** - [To Any Other Jump]

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Notes :

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Credits :

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Thank you to

-- (Grimms-VI)

All the Anonymous Helpers

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The Bottom :
