



By Pokebrat_J

*"Each Event is preceded by a Prophecy. But without the Hero,
there is no Event."*

Tamriel. "Dawn's Beauty" in the language of the Altmer or "Taazokaan" in the Dragon's tongue, and known as the Arena. This is the continent of Nirn which has captivated untold thousands, where innumerable deeds worthy of songs and legends lasting are created and forgotten in equal measure, where myth creates reality. From the frozen mountains of Skyrim, to the scorching sands of the Alik'r desert, to the poisonous swamplands of the Black Marsh, this is the world where you will survive for the next ten years.

It is up to you to decide where your journey takes you, and what legacy you leave. Will you be a hero whose name is remembered in song throughout the ages? Or will your name be a curse to future generations? Or will you merely fade from history, unremembered?

You receive **1000 cp** to help you during your time here.

Origins:

Roll 1d8+18 for age. Your gender remains the same as it was previously. Alternatively, you can pay [50] to choose both freely.



Prisoner - Even in a world filled with mystery and the unknown, you are unique. No established history, no new memories, nothing to hold you down. You start off as an unknown, but with the potential to be a legend like any other.

Mage - The path of Magic is what you have devoted yourself to. You are well versed in the arcane, already knowing quite a few spells. Knowledge is power, and you have made it your mission to collect as much as you can.

Thief - The path of Shadow is what you have devoted yourself to. The alleys and dark corridors are where you thrive, where you can strike at those who stand against you without their knowledge. Shadows hide you.

Warrior - The path of the Might is what you have devoted yourself to. Leave the sneaking to all the guttersnipes with no spines, you would much rather charge your enemies head on with a blade in your hand.

Locations:

You may start off in your race's homeland for free, or roll a 1d20 to determine where you start your adventure. The year you arrive is up to you, but is limited to between the start of the Third Era, and when the events of Skyrim take place, in 4E201.

1) Black Marsh - 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, there are few true settlements. **[Argonians]** and **[Lamia]** may start here for free.

2) Cyrodiil - The Imperial province in the center of Tamriel. Predominantly temperate in climat with large cities including the vast Imperial City, the cosmopolitan center of the Empire and its governance. **[Imperials]**, **[Goblins]**, **[Minotaurs]**, **[Ogres]**, and **[Spriggans]** may start here for free.

3) Elsweyr - The home of the Khajiit, situated on the southern coast of Tamriel. There are few cities, the rest made up of arid badlands and subtropical forests. **[Khajiits]** may start here for free.

4) Hammerfell - 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. **[Redguards]** may start here for free.

5) High Rock - 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. **[Bretons]**, **[Centaurs]**, **[Giants]**, and **[Harpies]** may start here for free.

6) Morrowind - The North-East province of the Dunmer is dominated by the volcanic island of Vvardenfell. Separated by the Velothi Mountains, the lands of Morrowind have unique and hostile climates and ecosystems. **[Dunmer]**, **[Dwemer]**, and **[Dreugh]** may start here for free.

7) Orsinium - The newly rebuilt city-state and kingdom of Orsinium is positioned within High Rock and is the new home to the Orcs. It was won in a duel by the Orc hero Gortwog gro-Nagorm and prospered under his rule. **[Orsimer]** and **[Ogres]** may start here for free.

8) Skyrim - The northernmost, cold and mountainous province of Skyrim is home to the Nords. Relatively mild southern regions and cold, permanently frozen areas to the North. **[Nords]**, **[Giants]**, **[Spriggans]**, and **[Dragons]** may start here for free.

9) Summerset Isles - The large, South-Westerly island home of the Altmer. Full of idyllic and clear pastures and several large cities with all manner of peculiar architecture. **[Altmer]** and **[Goblins]** may start here for free.

10) Valenwood - A densely forested, subtropical province to the South-East of Tamriel, this is the home of the Bosmer. Sea of endless green, a maze of foliage with half-hidden cities and giant, migratory trees. **[Bosmer]**, **[Centaurs]**, **[Harpies]**, **[Imga]**, and **[Spriggans]** may start here for free.

11) Forgotten Vale - The last refuge for the Snow Elves who didn't take the Dwemer's deal, it has long been forgotten by all. Within is the chantry to the snow elf god Auri-El. **[Snow Elves]** and **[Falmer]** may start here for free.

12) Solstheim - Solstheim is an island located northeast of Skyrim and northwest of Vvardenfell. Depending on when you arrive, it may be tundra and forest or tundra and ash. **[Dunmer]**, **[Nords]**, **[Rieklings]**, and **[Spriggans]** may start here for free.

13) Pyandonea - An island continent located to the far southwest of Tamriel, and covered mostly in dense rain forests which provides a habitat for the southern water spirits. **[Maormer]** may start here for free.

14) Akavir - Akavir is the kingdom of the beasts, a continent lying to the east of Tamriel. Little is known about it, as very few Tamrielic peoples have crossed the vast ocean that separates it from their home. **[Tsaesci]** may start here for free.

15) Apocrypha - The realm of Hermaus Mora, Daedric Prince of Knowledge, takes the form of a twisted, eldritch library. Many have traveled through this realm seeking knowledge, only to receive madness. **[Daedra]** may start here for free.

16) Coldharbour - The realm of Molag Bal, Daedric Prince of Domination, resembles a strange, warped version of Nirn. The ground is nothing but sludge, the sky constantly burns, yet the air is beyond freezing. **[Daedra]** may start here for free.

17) The Deadlands - The realm of Mehrunes Dagon, Daedric Prince of Change, this realm is hostile to all within it. Seas of lava, with a few islands filled with dangerous creatures and deadly plants. **[Daedra]** may start here for free.

18) The Shivering Isles - The realm of Sheogorath, Daedric Prince of Madness. To be here is to understand that cats can be bats can be rats can be hats can be gnats can be that can be this. Filled with the purest forms of madness and dichotomies in perfect and imperfect harmony. **[Daedra]** and **[Grummites]** may start here for free.

19) Soul Cairn - A dead, barren land ruled over by the Ideal Masters, whom many necromancers deal with in order to gain even more power. Filled with undead and the souls of used Black Soul Gems, nothing lives here nor wants to live here.

20) Free Pick - You may freely choose to start anywhere on Nirn or within Oblivion. [Ehlnofey] and [Et'Ada] may choose this option for free.



Races:

Altmer - The High Elves are tall, golden skinned elves of 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 a very long lifespan.

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 them slightly tougher than other races, their digitigrade legs prevent them from wearing regular shoes.

Bosmer - The small, agile Wood Elves of Valenwood, they are the greatest natural archers in all of Tamriel. Their nimbleness and natural ease within the wild areas of the world is only matched by their carnivorous and sometimes cannibalistic tendencies.

Breton - The humans of High Rock are the hybrid descendants of ancient elves and men, as hinted by their slightly pointed ears. Eccentric and naturally skilled with magic, they have a natural resistance to magic.

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

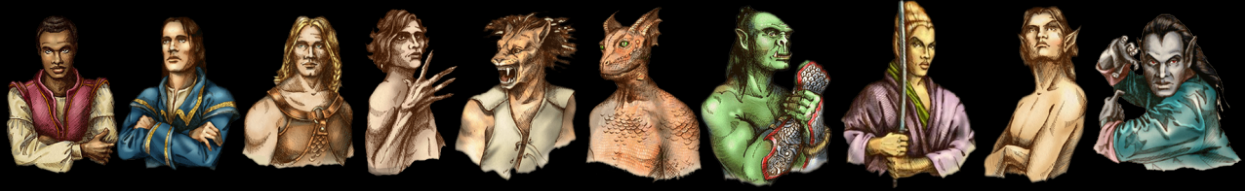
Imperial - The cosmopolitan human natives of the province of Cyrodiil. They are known for their charm and skill at diplomacy, as well as their skill and discipline as rank and file soldiers.

Khajiit - The cat-people of Elsweyr, they are known for their natural agility and stealth. Their forms are as diverse as the phases of the two moons, ranging from a house cat, to a house sized tiger, to something similar to a Wood Elf.

Nord - The tall, hardy, fair skinned, fair haired men of Skyrim. Naturally large and strong, they are resistant to the cold with a magical affinity for the frost. They are primarily known for their fierce warriors.

Orsimer - Known as the Pariah Folk, the Orcs of Orsinium are known as talented warriors and smiths. They are strong, courageous and fearsome when roused, just as their god Malacath is.

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.



Falmer [+100] - Twisted, mutilated and betrayed by who your ancestors hoped would be saviors, you are a blind, hateful little thing that was once a graceful Snow Elf.

Goblin [+100] - The lowest of the low, goblins get the worst rap out of any sentient species out there. Constantly made slaves by the Altmer and having any society your people might build destroyed by adventurers and mercenaries.

Riekling [+100] - Blue skinned variants of Goblins, they inhabit only the region of Solstheim, and are surprisingly well off compared to their mainland cousins, though that's not saying much.

Ayleid [100] - There are few Mer as hated and reviled as your race, those who tormented the Nedes with slavery and daedric sacrifice. And yet, the Imperial City and many unique magical innovations were crafted by your people's hands, were they not?

Centaur [100] - Few mainland races are as mysterious as the Centaur, as all that is really known about them is that they are ancient beings, intelligent, and are true followers of the Old Ways.

Daedra [100] - There are dozens, maybe hundreds of types of Daedra. From the humble scamp to the mighty Xivilai, to the beautiful Golden Saints, to the sometimes esoteric Atronachs. What exactly you are is up to you, with the exception of being a Daedric Prince.

Dwemer [100] - Long thought to have vanished from the Aurbis, the Dwarves, or Deep Elves, were an advanced race known for their skill and revolutionary developments in technology, engineering, and many other forms of academic arts.

Dreugh [100] - Once ruling the continent of Lyg as tyrants, they have fallen very far indeed. There are few, if any, who still possess the intelligence of their ancestors, having been reduced to mere beasts. But not you.

Giant [100] - They are a nomadic race of large humanoids native to the provinces of Skyrim, High Rock and possibly others, such as Atmora. They are known for their colossal height and immense strength. They are usually seen herding their mammoths through mountains and tundras.

Grummite [100] - A race of frog-like beastman with a complex life-cycle, they are often thought of as the original inhabitants of the Shivering Isles, though only the Mad God himself would know. Wouldn't recommend asking him, though.

Harpy [100] - A race of monogendered beastfolk, they are fierce and carnivorous, and often make their homes in rocky cliffs and crags. Though often seen as a pest, they have developed a tribal culture as well as their own language.

Imga [100] - Ape-like beastman native to Valenwood, they have flourished in this land long before the elves arrived, and tend to inhabit many of the abandoned human trading posts which had been established during the Second Empire.

Lamia [100] - A race of amphibious beastfolk, these serpentine people possess the torso of a woman and the lower half of a snake. Despite appearing to be exclusively female, it is assumed they are hermaphroditic and lay eggs like a reptile.

Minotaur [100] - One of the descendants of Morihhaus, the winged man-bull who played an important part in the Alessian Rebellion. They have been driven out into the hills and forests, and their previous culture was lost.

Maormer [100] - The Sea Elves are a race that reside on the island kingdom of Pyandonea, far south of the Summerset Isles. They are similar to their Altmer cousins, though they possess white to grey-blue skin colors as well as occasionally developing scales.

Ogre [100] - Considered one of the least intelligent races, Ogres are strong and durable goblin-ken who worship Malacath, much like the Orcs. When not enslaved, they are hunter-gatherers who live in small, primitive communities, often inhabiting backwoods and natural caves.

Sload [100] - Also referred to as Slugmen, they are an amphibious, slug-like, bestial race native to the isles of Thras within the Abecean Sea. Well known for their mastery of Necromancy, they are arguably the most hated race amongst the people of Tamriel.

Snow Elf [100] - The pale skinned elves are all but extinct, most having been reduced to the Falmer, or who they call the Betrayed. They once made their home in Skyrim until the Night of Tears, and Ysgramor's subsequent return with his 500 Companions.

Spriggan [100] - Often called Nature's Guardians, these tree spirits take on the form of female humanoids created entirely of wood. They are usually found protecting secluded glades and groves all over Tamriel, often blending in with the plant life and catching trespassers unaware.

Tsaesci [100] - The vampiric serpent folk, or humans, who reside primarily in Akavir. Their appearance has been described differently on many occasions, with no definitive answer. Whatever the case, they apparently 'ate' all of the men living in Akavir, although this statement can be interpreted in many ways.

Dragon [200] - The Children of Aka, is there no other being who best represents the word Power? Giant scaled beings who can eat a man in two bites, and whose unique magic allows them flight when it shouldn't be possible. But what truly cements your power is your Thu'um, where you force your will upon the world with but a word.

Ehlnofey [200] - When the Mundus was created by Lorkhan's plan, it drained many spirits of their power, if it didn't kill them outright. You are one of these depleted spirits, though are still more mighty than any of the mortal races living today. To be an Old Ehlnofey grants more potent magic, while a Wandering Ehlnofey is mightier than even the mightiest of Giants.

Other [200] - Do none of these forms appeal to your taste? By paying for this, you may take on the form of any sentient species found within the Mundus. You can discount any one racial perk for half its original price.

Et'Ada [1000] - There are few who can match you, with only the Daedric Princes as your equal. You are one of the et'Ada, or Original Spirits, beings who are considered gods by the mortal races of Nirn. Whether you torment or assist the mortals is up to you, though be wary of the consequences, for even gods can die.



Birthsign:

Created when the Magna Ge escaped Mundus as it was being created, the stars offer abilities that many born under them find useful.

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

The Atronach - Those born under the Atronach have a naturally vast reservoir of magicka and natural sorcerers. They do suffer from extremely slow magicka regeneration.

The Lady - Those born under the Lady are kind and tolerant. They tend to be naturally likable to others due to their temperateness and grace.

The Lord - Those born under the sign of the Lord are stronger and healthier than the majority of people, but do suffer from a slight weakness to fire.

The Lover - Those born under the Lover are particularly graceful and agile. They are capable of paralyzing others with a kiss. They may find themselves more passionate.

The Mage - Those born under the Mage have more magicka and a natural talent for all sorts of spellcasting.

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

The Serpent - Those born under the Serpent do not display any common characteristics, but can poison others with but a touch.

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

The Steed - Those born under the Steed are naturally faster than most people, and tend to be impatient.

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

The Tower - Those born under the Tower may open any lock with a touch once per day, and have a natural ability to detect enchantments.

The Warrior - Those born under the Warrior find themselves skilled with all weapons, and may find themselves short tempered.

Undiscounted Perks:

Pool of Magicka [Free] - The arcane energy known as magicka leaks into Nirn through the Sun and Stars, holes into the divine Realm of Aetherius. And while normally leaving the Aurbis would result in losing access to magicka, that is not the case here. You now have a decently sized pool of magicka that regenerates over time.

Cheese Magic [50] - Well, I mean, at least you'll never go hungry? With this, you are able to summon any kind of cheese right into your hand. You can shape it however you want, so you totally can make a statue of yourself made entirely out of cheddar.

Damn Kids [50] - Children are of vital importance to the future of any race. You can now toggle the rules of this world and any other, making children unkillable until the age of 16, unless the story demands it. No one will find this strange.

Jumper the Fair [50] - In the right hands, beauty can be a useful weapon. Yours is a beauty rarely seen even in this world, inspiring many songs and artwork simply by gazing upon your visage.

Tamrielic Melodies [50] - Even if language and geography separate people, music is a universal constant. You may at any time pull up a mental playlist of songs from The Elder Scrolls series, and will find new songs or remixes over time.

Faction Initiate [100] - There is something strange about you, something inviting. You will find that you can join almost any group or guild, regardless of whether you are qualified or not. All you need is a single opportunity, and you will be welcomed into the ranks.

Gourmet Caterer [100] - True, while you could survive off just meat and fruit, there comes a point where you desire for something better. You are a master chef, combining all kinds of ingredients into delicious, nutritious meals. So long as it's edible, you can turn anything into a five star meal at the very least.

Tongues of Tamriel [100] - Despite what you perceive in the games, there are dozens of different dialects and languages across the continent. You now know most spoken and written languages found within the Elder Scrolls universe, and can easily learn new ones.

Warrior-Poet [100] - Vivec is a unique and complex character who personifies conflicting natures existing together. Much like the living god himself, you are quite talented in poetry and philosophical debate. Your works are sure to be as insightful as they are confusing.

Alpha Werebeast [200] - A blessing created by the Daedric Prince of the Hunt, Hircine. You are a powerful Lycanthrope, able to take on a hybrid form of man and beast. Although, the name is a bit misleading, as you can choose what animal your transformed state takes after, ranging from wolves to vultures to sharks.

Shehai [200] - The Ansei of Yokuda mastered the sword to such an extent that, through sheer force of will, they could create an ethereal weapon of pure thought. Though long thought lost, you have rediscovered this art and are ready to utilize it. Through training and meditation, you will unlock many powerful and useful abilities.

Undead Lich [200] - You have followed in the footsteps of the King of Worms, and performed a necromantic ritual that transformed you into a lich. In addition to being able to 'live' indefinitely, you are immune to any damage not magical in nature, or dealt from silver or Daedric weaponry. Whether you appear as you did before the ritual, or took on a more skeletal form is up to you.

Vampire Lord [200] - Originating from Molag Bal, the Daedric Prince of Domination. The tale of the first vampire is as disturbing as you'd think, though vampirism has some perks that range from bloodline to bloodline, though all possess a near universal need for blood and weakness to holy magic. You yourself are a powerful member from whichever bloodline you so desire.

CHIM [400] - This perk, sadly, does not bestow upon you the Secret Syllable of Royalty, but instead an important prerequisite. You are an individual, and nothing will ever change the core of who you are. Others cannot forcibly change your form or mentality, all attempts simply washing over you like they were never there.



Racial Perks:

Highborn [100, Free Altmer] - The High Elves are the most magically gifted of the races on Tamriel. Not only do they have more Magicka, but it regenerates extremely quickly after being used. Their pure blood also grants them resistance to diseases.

Histskin [100, Free Argonian] - The people of Argonia have been blessed by the Hist to have many abilities. Not only can they breathe underwater, but they can regenerate any limbs that have been cut off, and are highly resistant to disease and poison.

Green Pact [100, Free Bosmer] - The Bosmer have adapted well to their forested land. They are the most naturally adept archers in Tamriel, and animals tend to like them to such a degree that even usually hostile creatures will not attack unless provoked.

Dragonskin [100, Free Breton] - The combined blood of Man and Mer within the Bretons grants a potent ability. They are very resistant to magic, and can absorb a fourth of any magic they are hit by, restoring their own pool of magicka.

Ancestor Guardian [100, Free Dunmer] - The people of Veloth are an enduring people. Due to developing within the harsh environment of Morrowind, they are resistant to fire, as well as being significantly harder to hit with physical attacks.

Emperor's Voice [100, Free Imperial] - The denizens of Cyrodiil are often known as the most diplomatic people, which isn't unfounded. Additionally, anywhere gold coins might be found, they always seem to find a few more.

Cat's Grace [100, Free Khajiit] - The beastfolk known as Khajiit may come in many forms, but they have a few common traits, like being extremely nimble, able to see in the dark, and durable claws that can easily cut through hardened leather.

Northern Warrior [100, Free Nord] - The mountainous region of Skyrim has produced some of the greatest warriors in Tamriel's history. They are extremely resistant to the cold and frost magic, in addition to possessing a warcry that can frighten most people.

Pariah Folk [100, Free Orsimer] - The children of Malacath have been ostracized for their entire history, but that doesn't mean that they are without boons. They are naturally talented blacksmiths, and can enter a berserker rage that increases their strength and durability.

Yokudan Blood [100, Free Redguard] - The descendants of Yokudan are a people that excel at combat. In addition to their natural aptitude with a blade, their stamina recovers quickly in battle, and they are resistant to diseases.

The Betrayed [50, Free Falmer] - After the Dwemer stole your kind's eyes, you had to adapt to the crushing blindness and claustrophobic underground. Your hearing has improved greatly, allowing you to use an imperfect form of echolocation, enough for you to hit a target with a bow from a hundred feet away.

Those Beneath [50, Free Goblin] - Though Goblins have gotten the short end of the stick too many times to count, they are at least good for one thing; numbers. They breed fast, grow up fast, and then breed some more. You now possess this virility.

Ice Goblin [50, Free Riekling] - The isle of Solstheim is just as cold as Skyrim in parts, and as such the Rieklings needed to adapt. And adapt they did, as they are very resistant to cold environments, as well as frost magic. You could quite literally walk around the tundra in but a loincloth for a time and be fine.

Aetherial Magic [200, Free Ayleid] - The Wild Elves had a deep fascination with starlight, even going so far as to contain it within Meteoric Glass in order to harness it's magic. You have been trained in this long lost art, able to create receptacles to store magicka from starlight for a number of purposes. This works best using Meteoric Glass, but I'm sure you can find alternatives.

Old Ways [200, Free Centaur] - Centaurs are often called the True Followers of the Old Ways, but what does that truly mean? For you, by honoring all spirits who were involved in the creation of the world, you may hear their voice offering you guidance and knowledge. But beware, because for each benevolent spirit, there are malevolent ones.

Oblivion Bound [200, Free Daedra] - There is no one correct uniform Daedra, and as such cannot be truly encapsulated in just one perk. With each purchase of this, discounted after the first, you will gain an ability from a single type of Daedra. The raw strength of a Xivali, the ability to spawn lesser versions of you, wings that grant flight, or immunity to an element.

Tonal Architect [200, Free Dwemer] - You are knowledgeable in the Dwemer art of Tonal Architecture. They used this subset of Tonal Magic to build long-lasting structures, as a mining tool, for medical purposes, or to synchronize it with the mind. I'm sure you'll find more than a few uses for this.

Ruddy Remnant [200, Free Dreugh] - You are one of the last remnants of Lyg, and your crustacean form offers many benefits in Tamriel. Your aquatic nature allows you to breathe water as easily as air, your carapace is more protective than orcish armor, and your claws can crush steel as easily as flesh.

Northern Strength [200, Free Giant] - Giants are some of the most physically imposing creatures on Tamriel, able to toss around the smaller races like dolls. You possess this strength, as well as their thick skin, which is as durable as hardened leather and offers a decent amount of magic resistance.

Crazy Amphibian [200, Free Grummite] - In addition to your crazy life cycle, your amphibious nature allows you to breathe both in both water and air. When it rains or you are underwater, you will find yourself stronger, more durable, and possess regeneration on par with that of a troll.

Bird Woman [200, Free Harpy] - As one of the bird women, it would only make sense if you had the properties of a bird. You can fly, you possess sharp talons on your feet that can cut through steel, and are capable of living comfortably in high altitudes.

Great Ape [200, Free Igma] - As one of the ape folk of Valenwood, it would only make sense to have similar abilities to actual monkeys. You are an amazing climber, able to go up all but the most slick walls. Your kinetic senses are also great, letting you quickly run and swing through thick jungles with no chance of tripping while greatly improving your dexterity. Additionally, you can mimic almost any sound you've heard before.

Snake Blood [200, Free Lamia] - Though looking similar to the Argonians, these feminine beastfolk are quite different. Though they too can breathe underwater, they are completely immune to all poisons, are comfortable in desert climates, and possess a shrill shriek that frightens anyone unlucky enough to hear it.

Kyne's Decedent [200, Free Minotaur] - The descendants of Morihaus were the most loyal supporters and best assets of the original Empire before the Alessian Order. Not only are they naturally strong enough to wield a warhammer one-handed, they have a large amount of stamina, and any physical attacks you deal do more damage to enemy equipment than they otherwise should.

Sea Folk [200, Free Maormer] - When the Sea Elves were cast out from the Aldmer, they retreated to Pyandonea, an island hidden behind magical mist. Due to this aquatic environment, not only are you a skilled sailor, but you are trained to utilize water magic, which is rarely remembered by the mainland races.

Goblin-ken [200, Free Ogre] - While they are primarily known for being dumb brutes, you can't help but acknowledge that they're good at that role. They are strong enough to match a Giant, with a durable hide just as useful as any other set of armor. You can also eat practically anything without suffering any negative effects.

Slug Lord [200, Free Sload] - The emotionless Sload are vile creatures, naturally adept in necromancy. They can breathe underwater, and have no emotions or morality. Post-Jump, you may toggle on and off your emotions and morality.

Nature's Guardian [200, Free Spriggan] - As a spirit of Nirn, you are more intense with its nature than any other. You only need sunlight and a little water to survive, and can shape plant life as you see fit, allowing you to seamlessly meld into trees, as well as accelerate its growth. You can also enthrall any nearby animal to do your bidding.

Winter Folk [200, Free Snow Elf] - The inhabitants of Skyrim long before the Nords migrated from Atmora, there was a reason they were called the Snow Elves. You share their immunity to frost, as well as your frost spells being much more potent at only half the cost. Any frost enchantments you place will also be twice as powerful.

Life Skin [200, Free Tsaesci] - The mysterious people from Akavir, famous for 'eating' the men and some of the dragons in that land. When you 'eat' a sapient creature, you can take on the form as well as gain the best traits of said creature for yourself. You may only have one active at a time, though you can choose when to shed your current 'skin' for a new one.

Thu'um [400, Free Dragon] - Tonal Magic is a very unique and rare type of magic, capable of manipulating elements of the Aurbis by producing special sounds. As you can probably tell, the Thu'um is a version of this magic. By speaking a few words, a person could bring down a fortress' walls or conjure violent storms. Words that you now know. In addition to your access to the Thu'um, you can perfectly speak, read, and understand Dovahzul, the language of the Dragons.

Earthbones [400, Free Ehlnofey] - For as much as creation stole your divinity, and much of your power, you are still connected to the world, and that has some benefits. Through exerting your own willpower, you may reinforce or lessen the laws of reality in your area. This area will grow in scope the more you practice the ability, as well as how much you can affect these laws.

Original Spirit [Exclusive to et'Ada] - You are one of the Original Spirits, created from the interplay of Anu and Padomey, and all that entails. As a being on par with the Daedric Princes, power is not an issue for you. No, but you do embody a certain concept, which one is ultimately up to you, but so long as your concept exists, so do you, resurrecting from most forms of death every ten years. You even have a personal Plane of Oblivion that is a reflection of who you are as well as your domain. Will you be a god of a fundamental force in the universe, one heavily connected to the mortals, or perhaps you are one of the strangely absent water gods? Only you can say for sure.

Prisoner Perks:

Discounts for Prisoner Origin are 50% off, with the [100] perks being free.

Golden Touch [100] - Adventuring is not as profitable a job as one might think, no matter how fun it can be at times. Now, any loot you find is always worth the effort, mostly in the form of gold and rare gemstones.

HUD [100] - There are so many things to keep track of in a fight. This should ease the burden, as you now have three bars in your vision accurately telling you how much health, magicka, and stamina you have and how much you've used. This can be toggled on and off.

Speechcraft [100] - Talking is just as important a skill as fighting or spellcasting. You are very charismatic, capable of calming down even the most heated debates and getting the best prices.

Compass [200] - Navigation can be a tricky thing sometimes, but this should help ease the burden. You have a compass in your vision that not only tells you what direction you're facing, but any notable locations or landmarks, whether they were visited or not, and shows how many enemies are in the direction you are facing. This can be toggled on and off.

Lore Master [200] - The world is such a large place, with such a vast history that not even the greatest scholars can keep everything straight. You are gifted with a deep understanding of this setting's lore, and can easily discover and piece together whatever you don't already know. Post-Jump, you will gain a deep well of knowledge and understanding of the history, mythology, and general lore of whatever setting you enter.

Skill Books [200] - Knowledge is power, and some of the best sources of knowledge are books. Whenever you finish reading a new book or short story, you will become noticeably better at a skill related to what you just read.

Inventory [400] - It can be saddening, finding so many novel and expensive items on your journey, when you have no place to put them. You now have a personal pocket dimension to hold whatever you put inside of it, and can easily pull them out whenever you so please. It is not unlimited, however, as it can only hold up to what you yourself can lift.

Progress [400] - Training skills can often be a chore. They take too long for there to be a notable improvement, and that sometimes causes you to drop it entirely. With this, you no longer have that problem, as all of your skills improve at a noticeable rate the more you use them, even new ones.

Treasure Hunter [400] - You seem to be a magnet for all kinds of useful and powerful artifacts. A quick jaunt through a bandit camp could reward you with a decently enchanted helmet, while going through a long and arduous tomb filled with all kinds of enemies and traps will hold within a blade worthy of songs and legends.

Dragon Break [600] - Time is a finicky thing. The dragon god Akatosh is said to have had his mind shattered under its rigidity, in a place where the gods are fluent. It's even possible to *break* time, which few dared to do. You, however, can now stretch time in a fashion. When you are faced with a dilemma, you can choose both possible paths and then opt for the one that worked out best for yourself. Should you die in any of these paths, you will be forced to choose the other. Do take care not to do this too often.

Fast Travel [600] - Travelling across the country can be such a chore at times. Hopefully with this, it's less of one. You can be transported to any city, notable location or landmark that you have visited. And while it may seem instantaneous to you, time will still pass but only half the amount of time it would have taken had you traveled there naturally.

Guided Path [600] - You are on a path few travel upon, being pushed or guided towards something. What that something is is entirely up to you, but that doesn't mean that you won't receive the benefits. So long as you are traveling with a certain destination in mind, you receive very good luck along the way. The weather will be pleasant, animals and bandits won't attack, and you might even run into some interesting and friendly people to lighten up your journey or help assist you on your endeavors.



Mage Perks:

Discounts for Mage Origin are 50% off, with the [100] perks being free.

Clever Craft [100] - Having been trained as a mage, you know basic spells from each of the schools of magic, and can easily learn new spells.

Elementalist [100] - The Destruction School of magic is the most popular, because who wouldn't want to destroy their enemies! Choose either Fire, Frost, or Shock. Spells that utilize your chosen element are more potent than before, and are easier for you to learn.

Magicka [100] - The most important part of spellcasting is how many spells you can actually cast. You have more magicka than you would normally, and find that it greatly improves over time as you grow stronger with experience.

Conjurer [200] - Conjunction mainly involves summoning creatures from other planes of Oblivion, which doesn't appear in any other universes. Not only do you retain your ability to summon various Daedra in future Jumps, but you can easily summon twice the amount you could before.

Necromancy [200] - Necromancy isn't looked upon in a positive light, but it's practitioners appreciate the power it brings. You are a skilled necromancer, knowledgeable in summoning spirits and binding the dead. You can also permanently reanimate bodies and summon powerful undead from the Soul Cairn.

Rune Master [200] - Spell runes are for those who want to take a more defensive stance when it comes to combat. Not only can you leave numerous runes as traps, but you can throw them five times farther than you could before.

Alchemist [400] - Alchemy is the act of mixing, boiling, and distilling various substances to obtain their chemo-magical properties and create potions and poisons. You are a master of this craft, able to make powerful potions and poisons with fewer ingredients than you would normally require, and can discover alchemical properties in ingredients even in worlds without magic.

Dual Casting [400] - While some say that it would be best to have a spell in one hand and weapon in the other, there are advantages to only using magic. When you use both hands to cast a spell, it significantly lowers the amount of magicka it would have otherwise consumed, and makes the spell vastly more powerful.

Enchanter [400] - Enchanting is the ability to add magical effects to weapons, armor, clothes, and jewelry. You are a master of this craft, able to efficiently place multiple powerful enchantments on a single item using soul gems. You also know how to trap souls within soul gems.

Master of the Arcane [600] - While magic by its very nature is flexible in how it is manifested, you devoted yourself to a single school of magic. You are an undisputed master in one of the Schools of Magic, knowledgeable in both its underlying principles and its practical uses. In addition, you are quite skilled in passing along your knowledge of your chosen school to others.

Spell Crafter [600] - The only thing that really holds magic back is the creativity of the caster. You can easily create new spells with a bit of effort, and if you were to see any new or unknown spell in action, you could recreate or mimic it through experimentation. No magic is beyond your reach.

Well of Magicka [600] - All practitioners of the arcane know that magicka leaks into Nirn through the Sun and Stars, holes into Aetherius itself. Your pool of magicka is heavily bolstered, rivaling that of the greatest mages in history, as is the potency of any spells you cast. You could be throwing fireballs all day without effort, and you may pour more magicka into a spell to overcharge it to such a degree that the simple Flames spell could rout armies with great effort.



Thief Perks:

Discounts for Thief Origin are 50% off, with the [100] perks being free.

Acrobat [100] - You are very lithe and agile. You can jump very high, climb a large number of surfaces, and can dodge things with ease. With enough training, you might even be able to jump atop water.

Stamina [100] - It's important to build up your stamina so it's easier to get away from angry guards. You have more stamina than you would normally, and find that it greatly improves over time as you grow stronger with experience.

Stealth [100] - What use is a thief who isn't stealthy? Not only are you good at avoiding drawing attention to yourself, but you are also decent at picking locks and pickpocketing.

Bribery [200] - There will inevitably be a time when you are caught committing criminal acts. Luckily, you understand greed very well, and can simply pay others a certain sum of coins to ignore your illegal acts.

Locksmith [200] - It is a poor thief who cannot pick the lock to some nobleman's jewelry box. Luckily, you are a master at picking locks, with all but the most complex out of your reach. With this knowledge you could also make locks that could stump most thieves.

Quick Reflexes [200] - When stealth fails, it usually means that lots of pointy things are going in your direction. When an attack is headed towards you, your perception of time slows down, letting you quickly figure out a plan of action. Doesn't actually increase your speed, though.

Eye Spy [400] - It can be quite hard sometimes, trying to figure out if you have been noticed while sneaking. You know for certain when you're being watched and how close you are to being discovered. This ability can come in the form of an eye that opens and closes depending on how close you are to being noticed or not, and can be toggled on or off.

Fence [400] - Well, you need to do something with all of the things you've stolen, or you could just keep hoarding them. For those who want money, not only is it easy to sell your pilfered items, but you make twice as much money as you would have. I wouldn't recommend selling back items to the person you stole from, as that's a quick way to get the guards after you.

Light Fingers [400] - Stealing things from another person's pockets can be tricky at times, but it's worth taking a filled coin purse off some fat noble you met on the streets. Why, I bet you could even steal the clothes off a man's back without him noticing until you're already gone.

Assassin's Blade [600] - A dagger in the dark is worth a thousand swords at dawn. When you land an attack on someone when unnoticed, you do ten times the damage you would have. It doesn't matter if it's a dagger, a warhammer, or even a fireball, you are sure to deal a killing blow or fatal wound.

Nightwielder [600] - You have learned the signature magic of Azra Nightwielder, Shadow Magic, which grants abilities outside the normal schools of magic. By using this magic, you can create objects and familiars of pure shadow, teleport short distances by slipping through the cracks of reality, hide yourself in the tatters of space-time to evade the notice of everything around you, and much more.

Shadow Hide You [600] - Some men merely adopted the dark, while you were born in it, moulded by it. You are impossibly lucky when it comes to all matters of subterfuge, stealth, and trickery. The shadows themselves seem to move to obscure yourself, not that you'd actually need them. Your skill in stealth is such that you could easily hide within a man's shadow for an hour without anyone noticing your presence.



Warrior Perks:

Discounts for Warrior Origin are 50% off, with the [100] perks being free.

Athlete [100] - The most important weapon a warrior has is their body. A poorly trained or maintained body can be just as deadly to the user as faulty weaponry. That's why you are now at peak physicality, whatever that might be for your race.

Health [100] - An important part of being a warrior is how much punishment your body can handle. You have more health than you would normally, and find that it greatly improves over time as you grow stronger with experience.

Soldier [100] - It is a poor warrior that does not know how to handle his weapons. You know how to use most weapons, and can maintain any mundane weapons and armor you encounter.

Custom Fit [200] - Armor is a vital part of a warrior's equipment, unless you're crazy. No matter what kind of armor you are wearing, it does not burden or limit you in any way. You retain your full range of movement and can easily swim even if you were wearing a full set of Daedric Armor.

Deep Wounds [200] - In the heat of battle, it is sometimes those lucky hits that make all the difference. Your hits occasionally do a noticeable and truly devastating amount of damage on a target.

Weapon Expert [200] - While it would be best to be skilled in a large array of weapons, it does pay to be specialized in one area of combat. You are immensely skilled with either blades, axes, blunt weapons, archery, or unarmed combat. You deal more damage than you should with your chosen weapon type, and can learn new tricks much easier.

Blacksmith [400] - Sure there is maintaining a weapon, and then there is crafting one. You are a master blacksmith, able to create powerful items with even ebony or dragon remains. You can easily maintain and improve any equipment you have, even if it is enchanted! Won't help with recharging the enchantment, though.

Recovery [400] - Wounds gained during battle can hamper your chances of victory, even minor ones. While you won't be visibly regenerating, you can heal from most minor wounds within hours, and fatal wounds will be completely fine after a week. This effect can be heavily boosted through the use of Restoration spells, and whatever scars don't disappear will always look aesthetically pleasing.

Spellsword [400] - It is an unfortunate truth that sometimes pure might is not enough. You are quite skilled in supplementing your combat capabilities with the use of magic. Enhancing your physical capabilities, momentarily coat your weapon in mystical fire, or just using a blade in one hand and blasting lightning from the other.

Eagle Eye [600] - When people think of warriors, it's not often that they think of archers. It's not as memorable as a fully armored Nord with a battle axe rushing towards you, but your ability to accurately hit a target's eye a mile away is a great way to avoid being in that situation entirely.

Reflect Blows [600] - It is unavoidable that you will take damage when participating in a fight. This should help with that, as you passively reflect a quarter of all physical damage taken back onto the attacker. This damage reflection is amplified when you use a shield, reflecting half of the damage taken.

Warmaster [600] - You already had the potential to be one of the deadliest people on the planet, but this ensures your place at the top. You start off skilled enough to single handedly take over a large bandit hideout, but with effort, training, and determination, you could be just as deadly as the legendary Pelinal Whitestrake! In time, you will be able to take on an army single-handedly and emerge victorious.



Undiscounted Items:

All Origins receive a [400] stipend to spend only in the item section. You may freely import any related items at your discretion.

Basic Gear [Free] - It wouldn't do to start off an adventure with no gear. You will receive some basic clothing, a steel weapon of your choice, a bag to carry all of your things, and a week's worth of provisions.

Journal [Free] - This is possibly the most helpful book you will ever have on your travels throughout Tamriel. Not only does it come with maps of Tamriel or other places you come across that update, marking any notable areas of interest you find, but it has a log with all quests, favors, and achievements that you are doing or accomplished. Each one only takes up a single page, but it never really seems to run out of pages to use. It's also very well organized. In future worlds, you will gain separate maps for them as well.

Alchemical Reagents [50] - In order to perform alchemy, one must first have the appropriate ingredients. Luckily, that is no longer a problem for you. You now possess a storage closet containing fifty of all alchemical ingredients found within the Elder Scrolls series, organized so that you can easily find what reagent you're looking for. This will replenish weekly, so don't be afraid to run out, because you won't.

Blacksmith Materials [50] - No matter where you go on Tamriel, a blacksmith is fundamental, as is the materials from which he creates his crafts. You will receive fifty of all crafting supplies found in the Elder Scrolls series, which replenishes weekly. Even if you don't use them all, at the very least you'll always have enough for your next project.

Culinary Ingredients [50] - The art of cooking is one held in high esteem by nearly every culture, so is it any surprise that this would be an option? You possess a very large pantry and ice box containing fifty of all culinary ingredients found on Tamriel that replenishes weekly. You'll have more than enough to whip up a feast worthy of the halls of Sovngarde!

Divine Amulets [50] - For those who are religious, these will be a comfort to have. Nine amulets, each representing one of the Nine Divines. While they may seem like your everyday enchanted necklaces, wearing even one will bring you a sense of great comfort and peace of mind.

Elven Gear [50] - Shining like gold in the sunlight, and adorned with beautiful bird motifs, it's hard to mistake elven gear for another. With each purchase, you receive a set of armor, a sword, a bow, a mace, or any other kind of weapon of your design.

Nordic Gear [50] - The hardy Men of the North need equipment just as hardy as they when going to battle, and this suits them perfectly. With each purchase, you receive a set of armor, a sword, a bow, a mace, or any other kind of weapon of your design.

Platter of Sweetrolls [50] - I sure hope nobody steals these. A silver platter that is always covered in sweetrolls, each bite of these confectioneries fills your mouth with sweet, sugary goodness that you will never get tired of.

Soul Gems [50] - In order to enchant, one must possess both the knowledge of the enchantment they want to place, as well as a filled soul gem. The second shouldn't be a problem for you, as you possess an organized chest with fifty of all soul gems. These are all filled with energy mimicking that of a soul, not an actual soul, so that should make your conscious feel better about itself when making a flaming sword.

The Elder Scrolls Merchandise [50] - Each story has an original storyteller, and this universe is no exception. You will not only receive each and every game in the Elder Scrolls series, but you will possess all of the official merchandise as well! Additionally, you will find figurines of you and all of your companion's, with new ones appearing as you get new companions.

Warehouse Themes [50] - The architecture found here is something else, isn't it? Should you so desire, you may take that with you, allowing you to change the aesthetic of your Warehouse so it matches that of whichever race you want. Will it be the rugged wood of the Nords, the everlasting stonework of the Dwemer, the unusual architecture from Akavir, the alien aesthetics of the Dunmer, or something else entirely?

Ebony Gear [100] - Forged from Ebony, which is thought to be the hardened blood of Lorkhan, this purchase can take on many forms. A set of armor, a sword, a bow, a mace, or any other kind of weapon of your design. This midnight-black item will make you the envy of all who gaze upon it. Can be purchased multiple times.

Dwarven Centurion [100] - One of the deadliest Dwemer Animunculi crafted, it is a brass behemoth that stands equal to Giants, and even more deadly. It's metallic hide repels most mundane weapons, it's axe can cleave through steel easily, and when it has to, it can unleash a blast of boiling steam towards an opponent. You also get a rod, allowing you to control it's actions directly as well as force it into standby mode.

Vampire Regalia [100] - A set of enchanted jewelry crafted from black iron and embedded with rubies. Wearing these will improve the abilities of a Vampire, as well as increasing their magical capabilities. Additionally, wearing them will lessen the negative effects of sunlight, but never get rid of them entirely

Werebeast Regalia [100] - A set of tribal looking jewelry, made from bones and leather strips. Wearing these will improve the abilities of a Werebeast, as well as increasing their physical capabilities. Additionally, wearing them will allow a Werebeast to sleep peacefully, when they would otherwise be tossing and turning, their beast blood preventing restful sleep.

Azura's Star [200] - The Daedric Artifact of Azura, Daedric Prince of Dawn and Dusk, takes the form of a large, intricately designed gemstone with prongs, making it resemble a star. It acts as a reusable soul gem of the highest quality, though it can only contain white souls within it.

Daedric Gear [200] - Crafted from ebony and imbued with the spirit of a Daedra, this gear is a wicked thing indeed. With each purchase, you receive a set of armor, a sword, a bow, a mace, or any other kind of weapon of your design. Despite what it may seem, it will function just as well as any other of its kind.

Dragon Gear [200] - Dragons are powerful beings, related in some manner to Akatosh himself. So it would stand to reason that gear crafted from the Time God's children would be similarly powerful. With each purchase, you receive a set of armor, a sword, a bow, a mace, or any other kind of weapon of your design.

Hircine's Ring [200] - A Daedric Artifact of Hircine, Daedric Prince of the Hunt, takes the form of a silver ring with a wolf's head. This grants the wearer the ability to transform into a bestial form similar to a Werebeast. Should you already be a Werebeast, then this not only allows you a greater degree of control for your transformation, it removes any drawbacks you would have as a Werebeast.

Aetherium Forge [400] - Most forges are only vaguely remembered for the items of legends they helped create, so it is rare that a forge has legends of its own. Stocked with every tool necessary for the creation of powerful artifacts, the geothermal power it utilizes not only contains heat, but the divine essence of Nirn's creator, Lorkhan. Each item created or improved within this forge receives a bit of that essence, greatly enhancing the properties. It also contains a replenishing stock of aetherium, a blue luminescent crystal that possesses immense magical qualities. Even a shoddily built dagger made of aetherium would be a powerful addition to any arsenal.

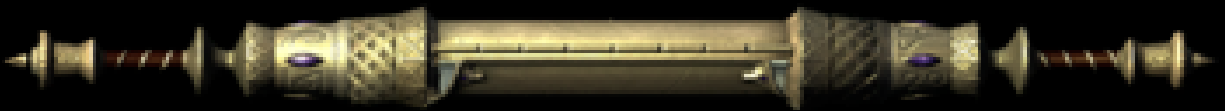
Black Books [400] - Created by Hermeous Mora, Daedric Prince of Knowledge, these seven books are tomes of esoteric knowledge with a special property to them. By reading them, you will be taken to an island within the realm of Apocrypha, and subjected to a test. What this test is differs from book to book, ranging from complex puzzles to a gauntlet of combat. If you die in the books, you will be returned to the real world unharmed, but should you succeed you will be granted powerful abilities.

Mazed Band [400] - Created by an apprentice of Sotha Sil, this enchanted ring is incredibly powerful and useful to anyone. Though it has had some of its uses taken away, it will allow the wearer to teleport themselves as well as whoever they are touching to anywhere they desire, so long as it's within the plane of existence they currently reside in. It can bypass most magic barriers, though there might be a reason for them to be placed where they are, so exercise caution.

Standing Stones [400] - Thirteen runic stones found within the icy tundras of Skyrim, now inhabiting your Warehouse. They were made in the fashion of the thirteen major constellations within the sky, and are able to grant power to those who attune to them. Each stone grants a unique ability based on the constellation, but each person can only be attuned to a single Standing Stone at a time.

Amulet of Kings [600] - Also known as the Chim-el-Adabal, this is commonly worn by Cyrodillic emperor's who possess the dragonblood, anyone else will find it slipping off the neck. Yours won't have that problem, as it can only be worn by you and those you allow. Not only can it be used as proof of claim to practically any throne or position, but it can reinforce boundaries of the world when worn, making it even more difficult for Daedra and the like to enter the world en masse.

Elder Scroll [600] - They have no known origin or author, and upon their divine parchment one may find archives of the past as well as auguries of the future. They are believed to be fragments of creation that are said to exist outside of time and space, extricated from the limits of the mortal realm. Upon reading this, the reader receives a portion of a fraction of its knowledge in return for blindness, but it may be possible to utilize its unique nature for other ends, should you be daring or foolhardy enough to try.



Prisoner Items:

Discounts for Prisoner Origin are 50% off, with the [100] items being free.

Bugs in Jars [100] - A set of five jars, each filled with a different kind of bug found native to Tamriel. You won't need to feed them, and you might find yourself talking to them like they were actual people.

Fine Clothes [100] - It is often said that the clothes make the man. This fine set of clothing, whose style is ultimately up to you, will leave you looking fashionable and can find it easy to blend into high society.

Uncommon Taste [100] - Not the exact copy written by the Gourmet, this book is filled with recipes from all over Tamriel. From sweetrolls to Nordic mead to Breton souffle to Bosmer barbeque to Altmer baked goods to the insectoid cuisine of the Dunmer. No matter what you make, so long as you follow the directions found here it's sure to taste good.

Brush of Truepaint [200] - One of the incredibly rare Aedric Artifacts, this paintbrush is said to have been fashioned from Dibella's own hair. The brush allows the wielder to enter a painting canvas and create things simply by painting them, even living creatures like trolls.

Dwemer Crossbow [200] - Crafted from dwarven metal, this lever action crossbow can punch through all but the toughest armor. It comes with a stock of 100 crossbow bolts, as well as 15 explosive bolts of fire, frost, and shock that replenish each week.

Gauldur Amulet [200] - A powerful amulet crafted by Archmage Gauldur and stolen by his three sons, the Gauldur amulet is a useful asset to anyone. It greatly enhances the health, magicka, and stamina of the wearer.

Masque of Clavicus Vile [400] - A Daedric Artifact of Clavicus Vile, Daedric Prince of Trickery, this metallic helmet is useful for the sweet talkers of Tamriel. When wearing this, you will find yourself to be extremely persuasive and skilled at bartering. You could literally talk a poor man out of all of his worldly possessions.

Ring of Perfection [400] - This gold enchanted ring is incredibly rare and sought after, as it will enhance everything about a person. Whosoever wears this ring will find themselves stronger, faster, smarter, and luckier than before.

White Phial [400] - A legendary bottle, forged in the days when Skyrim was just starting its turn to ice, it is made of the magically-imbued snow that first fell on the Throat of the World. Each day it will refill itself with one kind of liquid you place within it, be it water, a healing potion, or even human blood. You can change what liquid is inside of it every ten years.

Dragon Priest Masks [600] - Crafted in ancient times by dragons for their priests, these eight masks are powerful artifacts. Each will never fall off the face of the wielder without their consent, and each has powerful but differing enchantments. These effects can range from empowering your destructive spells to greatly resisting the three destructive elements to infinite stamina and no need for sleep.

Oghma Infinium [600] - The Daedric Artifact of Hermaeus Mora, Daedric Prince of Knowledge, this is an ancient tome of knowledge written by Xarxes, the wizard sage and scribe also known as "The Ageless One." Upon reading it, you gain the eldritch knowledge of one of the three paths of Magic, Might, or Shadows. Each person may only be affected by this artifact once, as more than that can and have driven men to madness.

Wabbajack [600] - A Daedric Artifact of Sheogorath, Daedric Prince Madness, this magical staff is completely unique. Just like the Mad God who made it, it's effects are impossible to predict. It may shoot a fireball, turn the target into a chicken or dragon, heal them of all wounds, or make them explode in a shower of gold and sweetrolls. I'm sure you'll have a lot of fun with this.



Mage Items:

Discounts for Mage Origin are 50% off, with the [100] items being free.

Basic Mage Set [100] - An enchanted set of robes and a hood. Together they will slightly increase your total Magicka and magicka regeneration, but can be worn separately. This also comes with a book detailing the basics of magic, and some common ways to improve your skill with it.

Mage's Staff [100] - This carved wooden staff is very useful for both novice and experienced mages. While you could just cast magic by waving your hands, spells that are focused through this will find them more directed and easier to cast.

Welkynd Stones [100] - The ancient Aylies were a clever race, able to harness starlight for a number of uses. These blue crystals can be used to restore a portion of your own magicka reserves. You receive a stockpile of 20 that replenishes each week.

Alchemical Apparatus [200] - This is what every alchemist needs to truly bring out the best of their craft. This master crafted set of mortar and pestle, calcinator, alembic, and retort allow you to make more substances at a higher quality than you otherwise would have. Alchemical ingredients sold separately.

Enchanting Table [200] - Being an enchanter isn't much use when you don't have the equipment to do it. Not only does this table allow you to enchant weapons and armor, but any enchantments you do place are stronger than they otherwise would have been. Does not come with soul gems.

Varla Stones [200] - Starlight fascinated the ancient Ayleids, such that they found ways to solidify it into useful crystals. These glowing crystals can be used to recharge any enchantments your gear has, and can alternatively be used as a magical powersource for whatever magitech you may have. You receive a stockpile of 20 that replenishes each week.

Ayleid Well [400] - Dotted all throughout Cyrodiil, one will find these wells, and now you yourself own one. Not only does it completely restore and temporarily enhance your own pool of magicka when used, but it can grant those without their very own pools of magicka! Perfect for any Companions you might pick up in the future.

Ring of Phynaster [400] - This ruby ring is said to have been created by the Hero-God of the Altmer, Phynaster. It offers the wearer potent protection from poison, shock, and magical damage. Additionally, it extends the wearer's lifespan indefinitely so long as it is being worn.

Staff of Worms [400] - The staff once owned by the King of Worms, Mannimarco. Not only does it empower any necromantic spells channeled through it, but it makes any of your undead far more physically capable than they otherwise would have been, along with enhancing the length of time they can be active.

Archmage Robes [600] - The ultimate symbol of the Archmage of the College of Winterhold, it definitely lives up to its hype. This outfit not only decreases the amount of magicka all of your spells would otherwise cost, but greatly increases your total pool of magicka as well as the rate in which your magicka regenerates, and is as protective as steel armor.

Diadem of the Savant [600] - This golden circlet is gifted to anyone who is able to complete Shalidor's Maze, and overcome the trials within. It greatly decreases the amount of magicka your spells would otherwise cost, as well as allowing you to have ten times more summons active at once than you could before. Anything summoned while wearing this will be stronger, faster, and more durable than they otherwise would have been.

Staff of Magnus [600] - The weapon of the Father of Magic himself, Magnus' staff is a potent weapon. It can drain vast quantities of magicka from people and magical objects, storing them until it's user calls upon it to power whatever spell they are using. Should people run out of magicka to drain, it will instead drain their lifeforce before converting it into magicka.



Thief Items:

Discounts for Thief Origin are 50% off, with the [100] item being free.

Basic Thief Set [100] - Can't exactly plan a heist without the necessary tools. You receive a set of sturdy leather armor that is surprisingly breathable, a full set of thieves tools and a dozen lockpicks.

Cloak [100] - A black, tattered cloak that keeps you warm on cold nights, hides your build and whatever weapons you may have on you, it flutters mysteriously in the wind.

Coin Purse [100] - While you could get any old coin purse, this one is obviously special. This simple looking leather pouch will store any and all money you wish inside, even if it reasonably shouldn't.

Blade of Woe [200] - One of the most popular artifacts of the Dark Brotherhood, this enchanted ebony dagger is perfect for an assassin. Any damage you deal with this blade is used to heal yourself.

Quill of Geminatio[n] [200] - What looks like an ordinary quill is, in fact, a uniquely enchanted item. You see, it can mimic the handwriting of anyone, so long as the person using the quill has seen it before.

Throwing Stars [200] - These unique weapons aren't commonly seen outside of Morrowind, but you can't deny their usefulness. This stock of 100 ebony throwing stars is replenished each week, and can be thrown to either distract or damage enemies.

Amulet of Articulation [400] - A powerful enchanted amulet, this can be a thief's best friend for talking themselves out of trouble. You can persuade people to do almost anything, especially letting you get away with a crime

Boots of Springheel Jak [400] - To an ordinary onlooker, these would just be a fine pair of leather boots. To the wearer? These will allow you to leap up to twenty feet in the air, and makes you immune to fall damage. Additionally, it increases your skill in acrobatics in order to make the most of these abilities.

Ring of the Gray [400] - A gold diamond ring once owned by the thief Daravyn the Gray, it certainly helped him during his tenure as a thief. It improves your acrobatics, lockpicking, marksmanship, stealth, and let's you detect any living creature within fifty feet of yourself.

Cowl of Nocturnal [600] - This hood is believed to have once been possessed by the Daedric Prince Nocturnal. Because Nocturnal is revered as the "Mistress of Shadow," the artifact is attributed with stealth and secrecy. Wearing it makes it impossible to discern your identity. If you put it on in front of somebody, they would think you disappeared and were replaced by the infamous Gray Fox.

Nightingale Set [600] - As the protectors of Nocturnal's Twilight Sepulcher, they are equipped with the best that the shadowy warriors could ask for. You can summon a set of armor made of shadows at any time. Not only does it conceal your identity, it muffles your movements, makes illusions easier to cast, increases your lockpicking skill and frost damage, and let's you do more damage with weapons. The Nightingale Blade absorbs the health and stamina of it's targets, transferring them to the wielder, while the Nightingale Bow deals a great amount of frost and shock damage.

Skeleton Key [600] - A Daedric Artifact of Nocturnal, Daedric Prince of Night and Darkness, this key is her most well known and sought after artifact. The Skeleton Key can open any lock, be it mundane or magical. You can also use it to relock stuff once you're done.



Warrior Items:

Discounts for Warrior Origin are 50% off, with the [100] item being free.

Basic Warrior Set [100] - It would take a particularly courageous, or stupid, man to refuse free gear. You receive a finely crafted set of steel plate armor, a shield, and a steel weapon of your choice. You will find it easy to wear, put on, and take off.

Repair Hammer [100] - When you use your equipment, you need to eventually do maintenance on it. This hammer is excellent at maintaining whatever gear you may whack it with.

Training Dummy [100] - An indestructible straw dummy with targets painted onto it. Any weapons training you do on them is doubled.

Bands of Kwang Lao [200] - These leather bands are said to have belonged to a fierce warrior hailing from Akavir. Wearing them not only increases your skill with unarmed combat, but increases the force behind your strikes and makes your fists as hard as ebony. Who needs a weapon when you have your fists?

Deathbrand's Weapons [200] - The twin scimitars of the infamous pirate Haknir Death-Brand, Bloodscythe and Soulrender. When wielding the two together, you drain both the health and magicka of your opponents, as well as weakening their armor with each and every hit.

Endless Quiver [200] - One of the downsides to archery compared to other forms of combat is that you need ammunition. Hopefully this will mitigate that problem, as this quiver creates endless copies of whatever arrow or crossbow bolt is inserted into a slot on the side. Should you decide to not use silver arrows anymore, simply take it out of the slot and have your daedric arrow take its place.

Artifact Armor [400] - There are many unique armors to be found in Tamriel that have not been mentioned here. Should you desire them, you may purchase any full set of armor that can be found in the Elder Scrolls series. From enchanted armor like Azhidal's Armor and Deathbrand Armor, to Daedric Artifacts like the Ebony Mail or the Savior's Hide. This option can be purchased multiple times.

Artifact Weapons [400] - There are many powerful weapons to be found within Nirn. Do you wish for a magical sword like Thornblade, or something to keep your enemies at a distance like Frostwurm? Perhaps one of the mighty Daedric Artifacts draws your attention, like the Spear of Bitter Mercy? Whatever the case, any one weapon you could find within the games is yours to keep. This option can be purchased multiple times.

Spellbreaker [400] - The Daedric Artifact of Peryite, Daedric Prince of Pestilence, is said to still be searching for its original owner, and will not remain the property of any one else for long, though that is not the case should you purchase it here. This dwarven-made shield not only protects its wielder from physical damage, but also from magical attacks, by negating any and all spells directed towards it.

Auriel's Weapons [600] - The bow and shield of the elven god Auriel, these powerful Aedric Artifacts are incredibly sought after. Auriel's Bow is imbued with holy sunlight that is exceptionally potent against the undead. Should you fire it into the sun by using Sunhallowed Arrows, of which you receive a replenishing stock of 100 each week, it will cause the sun to undergo an explosion, causing beams of harmful sunlight to rain down on all enemies around you. Auriel's Shield absorbs any physical attack done to it in order to charge its enchantment, which when used creates a wave of golden kinetic energy that will send others flying.

Morrowind Signet Ring [600] - This gold emerald ring is almost always found in the possession of the King of Morrowind. Its enchantment allows the wearer's skin to be as durable as ebony with no loss of movement, offers extremely potent magic resistance and high-speed regeneration, and makes them immune to paralysis.

Relics of the Crusader [600] - The weapons and armor of Pelinal Whitestrake, the Star-Made Knight and Champion of the Slave-Queen Alessia. Donning this divine set of armor will make the wearer more personable and skilled in the Restoration school of magic. It is much more durable and resistant to unenchanted weapons than any other armor, and grants the wearer immunity to disease. The shield will reflect any spells it blocks back at the caster. The sword burns with a holy fire that also damages their pool of magicka, while the mace burns with holy fire that is extremely potent against the undead.



Hearthfire:

*As fun as traveling on the road is, sometimes you just need to have a place to rest your laurels. As such, you will receive **2000 Hearthfire Points** in order to design a new home for yourself. While it can be placed anywhere, after your time here it will be connected to your Warehouse. You may import it into future worlds. You can also convert **CP** into **HP** at a rate of 1:2.*

Aesthetics [Free] - Much like a certain purchase for your Warehouse, you can have your home take on any aesthetic found in this universe, from the glass/insect wing-like style of the Altmer to the mushroom towers of the Telvanni to the mudhuts of the Argonians to the spiky architecture of the Daedra, to anything in between.

Basics [Free] - At this point, there isn't much to your home. It has an entryway, the main building has two floors, a fireplace, a kitchen, an outhouse, and you've even got a large bed. It may not be much at the moment, but you've got to start off somewhere.

Import [Free] - Do you have a home that you're particularly attached to? Then you may import it, granting it all of the bonuses and attachments you purchase from this section.

Basement [50] - So two levels just weren't enough for you, were they? Oh well, it doesn't matter, as this should help alleviate that. An underground area that starts off as wide as your home itself is, it can contain any attachments you don't want to be above ground.

Bee Hives [50] - If there's one thing people like, it's honey. Now, you'll never have to worry about running out, as these three beehives are always filled with some busy bees, allowing you to extract a large amount of honey daily. The bees themselves never run out, making them useful for any alchemist.

Expansive Pantry [50] - When you go shopping for groceries, you're going to want a place to put them all. This pantry and ice box are larger than they outwardly appear, allowing them to hold an absolutely ridiculous amount of food. It is also enchanted to preserve all food within, allowing even bananas to be fresh even a century after buying them.

Furnishings [50] - While some may like the minimalist life, you would prefer your home to have a bit more character. Your home is fully furnished, with high-quality furniture, rugs, wall decorations, and the like. Wouldn't want to make any visitors believe that you're cheap, would you?

Garden [50] - For those of you with a green thumb, both metaphorical and literal, this would be perfect. A large garden where you can plant near any vegetation, and watch it bloom within a few weeks. You won't find any weeds, and so long as you put in some amount of effort in taking care of them, any ingredients you harvest from here will be of higher quality than normal.

Kid's Area [50] - You gotta love the little tykes, those bundles of joy and happiness. So what better way to show that you care than this addition? Two rooms, one a bedroom that contains enough for two children, and the other a playroom filled with all kinds of toys that any children will enjoy. Any child that stays here will always feel safe, and have a greatly lessened chance of coming down with any illness.

Mead Barrels [50] - If I had a preference, then this would be my favorite addition. These three barrels are filled with the best mead found in the northern province, Black-Briar Reserve, and it will never run out! It's guaranteed to make most people tipsy after a few gulps, and Divines help whoever wants to do a keg stand with these.

Shrines [50] - In case it wasn't obvious, the gods here are both very real and very important. Their blessings are similarly real, but are often granted to the faithful through their respective shrines. You will gain a set of shrines, one for each god of a pantheon of your choosing. By praying at a shrine, not only are you cured of any diseases you have, but you will receive a temporary blessing related to said god.

Storage Area [50] - Don't you just hate when you've got so much stuff that you don't have anywhere to put them? Well you won't have to worry about that ever again, as this room should solve that problem. Filled with a ludicrous amount of containers, all of which are bigger on the inside, there isn't a lot here that you couldn't store in this room.

Trophy Room [50] - Hey, you! Are you a certified badass? Are you a big game hunter who wants to show off your prizes? Then the Trophy Room is right for you, providing space for displaying up to seven magnificent mounted specimens of your choice, sure to amaze and impress your guests. You must have killed them yourself, and can change what is displayed just by tapping the base. Some will be scaled down in order to fit inside.

Armory [100] - There are so many interesting and unique pieces of gear found on Nirn, so isn't it a shame that you don't have anywhere to display it? Well, not any more, as this armory is covered in armor mannequins and weapon displays, allowing you to show off the best of what you've got. Anything stored here won't rust or be affected by the passing of the ages, looking just as pristine as when they were placed here.

Farm Land [100] - For those who want a more simple life, this five acre field is perfect for a farm. It even comes with its own barn, where you can store a number of animals. What you use it for is up to you, as having a field to let your animals roam seems better to some people than an entire field of potatoes.

Guards and Servants [100] - Whether you're off travelling on the road, or staying home, it can get tedious doing all of this household maintenance yourself. Well, you no longer have to, as you now have people who do that for you. Under the supervision of a Steward and a Guard Captain, you've got servants to take care of your home and guards to protect it, as well as enough room to house them. The amount you gain is proportional to how large your home is.

Guest Housing [100] - Expecting company? If you are, this would make a great spot to house them. A separate building with all of the **[Basics]**, but is large enough to comfortably house eight people. Alternatively, you can attach it to your home. Your choice.

Horse Stables [100] - The best mode of transportation for those who don't want to walk everywhere, mounts don't have to just be horses. These stables can hold three mounts comfortably, and always has enough food and water for them to be well fed. Any mounts that spend time here will find themselves with more stamina, and can run faster even than before.

Plumbing [100] - Taking after the Dwemer, huh? A series of pipes and pumps allow your home to have something called 'indoor plumbing.' You just turn a nozzle, and you get water pumped directly to you! You've also got an indoor bathroom, with a toilet, sink, and bath/shower. Best part is that you can even have it heated! Amazing.

Alchemy Tower [200] - For the budding alchemist, there's no place better for practicing their craft. With expertly crafted alchemical tools, and plenty of space to store a large number of both alchemical ingredients and potions, it's the best place to be.

Enchanting Tower [200] - The art of enchanting is a delicate thing, so it pays well to have an area where it can be performed safely. For those trained in enchanting, this is the perfect place to practice your craft, with an enchanting table as well as a station where you can create your own magic staves.

Magical Protection [200] - Magic is a powerful force in this world, and is great for protecting buildings. Your walls are stronger, and are resistant to magical attacks. There are also multiple magical traps for anyone stupid enough to attack your home. It also helps keep your home at an ideal temperature at any point in the year, just as an added bonus.

Smithy Area [200] - As fun as purchasing or finding various pieces of equipment is, sometimes it's just better to craft your own gear. This area has a forge, a smelter, a grindstone, a workbench, and a tanning rack, as well as the tools to use all of these effectively. There's also more than enough storage for you to store all of your crafting materials and crafted gear.

Teleportation Grid [200] - Aren't you just tired of walking everywhere, and want a more magical solution? In a fair amount of rooms within your home, there's a pad where you can teleport to other pads inside your home. You also now know a special spell, allowing you to teleport yourself back to your home, which you can teach to others.

Vast Library [200] - For those of a more academic persuasion, this large library is a great addition to your home. Large shelves that contain a large number of books, ranging from children's fiction to history. It also contains a fair amount of spell books that make learning the spells within much easier than they otherwise would be. There are also instructions on how to make more of them, some with your own custom spells.

Castle Jumper [300] - Why would you have an ordinary house when you could have a castle instead? Your home is vastly increased in size, along with any additions you've bought. Your **[Guest Housing]** could now house up to forty people, while a **[Vast Library]** could contain enough books to put some universities to shame. Your home also has at least four floors now.

Defensible Fortress [300] - When you are relaxing in your home, you would want to feel as safe as possible. Your property is now protected by an incredibly sturdy wall, containing multiple watch towers in order to better warn you of any attacks. It's layout will also change, making it more difficult to navigate for attackers as well as having multiple defensive positions.

Local Lake [300] - I've often heard that lakeside properties are extremely sought out, so why wouldn't you be able to have the option. Your property is now connected to a large freshwater lake, filled with numerous breeds of fish. There's also a dock with a small boat. If you want, your home could be on a small island in the middle of the lake, greatly improving the defensibility of your home.

Sky Bound [300] - I'm sorry, what? Your home can fly now? Why? I mean, how? Well, whatever, your property is now inhabiting a floating piece of land, raised far above the ground. There is a monolith on the ground that teleports you up to your home, and can be utilized by anyone you allow access to.

City [400] - Why would you be limited to a single home, when you could own an entire city. You may take any city, from Windlem to Mournhold to the Imperial City to Falinesti, or even one of your own design. It will have access to everything you'd expect from your average city, like shops and inns. The citizens within will see you as their ruler, and will act as followers.

Pocket Realm [400] - Ah, but who said anything about your home being on Nirn? With this, your home will inhabit its own miniature Realm of Oblivion or Aetherius, which you can design to your specifications. You can also create Gates in the world that go directly to this realm. The realm's size is just large enough to house your property, with a mile radius between it and the edge of the realm.



Companions:

Adventuring Party [50/100/200] - Who would want to be all on their lonesome in this amazing world? With this, you may import or create 1, 4, or 8 companions respectively. Each companion receives 800 cp to spend on race, perks, and items. They will also receive a stipend of 300 cp to use only in the items section. You could alternatively use this to have canon characters become companions, but they will still need some convincing to join you.

Jumper's Guild [300] - But why should you be limited to only bringing in eight companions? With this, you may import any number of companions into this world. Each companion receives 800 cp to spend on race, perks, and items. They will also receive a stipend of 300 cp to use only in the items section.

Ashen Saint [Optionally Free] - This Dunmer was originally a freelance assassin in order to pay for his skooma addiction. Jiub was eventually caught by the authorities, when he ended up botching a high ranking job. He's quite the stealthy character, as he only failed at his job purely by chance, and is skilled in both daggers and bows.

Blue Cat [Optionally Free] - A curious blue Khajiit, Inigo is the best friend a guy could ask for. Supportive, positive, funny, and right deadly with a blade or bow, though he does have a preference for one-handed blades. And not only does he become your best friend, you gain a spell that allows you to summon him wherever and whenever you want!

Orcish Knight [Optionally Free] - An orc wearing a full set of ebony plated armor, Mazoga has a chip on her shoulder that is as large as she is deadly with a blade. Though she used to be a bandit herself, after an accident where her friend was murdered, she turned her life around.

Vampiric Princess [Optionally Free] - Sealed within an ancient tomb in the frozen peaks of Skyrim, Serana is an interesting case. Quick-witted and sarcastic, she is a Daughter of Coldharbour, one of the few Pure-blooded Vampires, and trained in both Alchemy and Necromancy, though her skill in Destruction is nothing to scoff at.

Adventurous Hero [50] - This dark elf warrior named Vahl Aradur is a rather curious individual, as she claims to be able to hear a voice in her head. Whether it's from all of the dragons she's absorbed, or she's just crazy isn't clear, but she is undeniably deadly in a fight. Oh, yeah, did I forget to mention that she's a Dragonborn?

Daedric Servant [50] - Despite the dangers involved with summoning one, Daedra are useful allies to have at your side. This Daedra, whose race you can choose, is loyal to you and only you. You can summon them whenever you want with no magicka cost, and if killed then simply wait a day before summoning them again. Can stay a free summon or become a Companion at your discretion.

Grummite Butler [50] - My, my, my, what is this I see? Why, it's a grummite in a proper suit I do decree. He thoroughly washes and cleans all you own when left all alone, though it should be known that his combat skills aren't overblown. You can summon him with a wave of your hand, and he will do whatever you demand.

Loyal Pet [50] - What better to have at your side than an animal? This easily trained pet is sturdier than most people, with teeth that can easily bite through hardened leather. As to what exactly it is is up to you. Is it an insectoid nix hound, the tenacious mudcrab, a bear cub, a senche-tiger, or maybe just a regular dog.

Mudcrab Merchant [50] - While you wouldn't expect a crustacean to be a successful merchant, here it is anyway. This Mudcrab is a skilled trader, and always has a large selection of wares to sell to you. He'll often inhabit a room connected to your Warehouse, though you may randomly find him out in the world.

Soul Sword [50] - What happens when a blade is infused with the soul of a person? Sometimes, the person that once was exists yet again, this time as a blade. This sentient sword holds within it a soul, by default it is Prince A'tor's, though it can be anyone, even one of your Companions. You can also import a weapon you own in order to gain this property. They can telepathically speak to you, and even help you in combat, adding their skill to your own.

Armored Troll [100] - Trolls are fearsome creatures. Strong and unrelenting, it's best to kill them with fire as they tend to have a nasty habit of healing around weapons. One can only imagine how terrible a foe a troll with armor is, especially one as loyal to its owner as this one is.

Monstrous Gargoyle [100] - Gargoyles are a race of living statues that have been animated by a wizard or vampire, often found guarding dungeons, castles, and ancient ruins. As expected, this powerful Gargoyle is extremely loyal to you, has skin as tough as stone, claws that can easily rend flesh, and is immune to poison and paralysis effects.

Scholarly Strangers [100] - At some point in your time here, you will run into three strange but knowledgeable scholars, who you will quickly befriend you. Their names are Scott, Micheal, and Drew, and while they are talented mages, their real skills are in uncovering history and optimization. They all count as a single companion, though you can separate them should you so choose.

Trusted Steed [100] - It can sometimes be a chore, traveling throughout these lands on foot. This mount of your choosing should make it a bit more tolerable. Not only can it scale mountains to an impossible degree, it will always be easy to train and ride. This steed could be a horse, a camel, a lion, a guar, a giant wolf, an atronach, a skeletal horse, or even a helmet-wearing bear!

Martin Septim [200] - The bastard child of Emperor Uriel Septim VII, this man is a priest of Akatosh, though in the past was a cultist of Sanguine. Not only is Martin knowledgeable of both theology and demonology, but he is a fairly charismatic individual, fit for the role of Emperor, no matter what he says. Additionally, once per Jump, he is able to transform into the Avatar of Akatosh, able to defeat even a Daedric Prince in battle, though he will disappear until it is time for you to leave.

Morihaus [200] - Known as Morihaus-Breath-Of-Kyne or the "First Breath of Man," he is a demigod of the goddess Kyne. Taking on the form of a winged man-bull, he is a deadly warrior, and one of the finest archers of the First Era. Due to his connection to Kyne, he is a powerful practitioner of the Thu'um, able to easily Shout down all but dragons, those of Akatosh's blood, or the most experienced Tongues.

Red Eagle [200] - The First Briarheart and greatest King of the Reach, Faolan is an incredibly powerful warrior that was able to unite all the tribes of the Reach and drove back the armies of Cyrodiil in the First Era. He once routed an entire army alone, armed with only his Shehai and the benefits of his state as a Briarheart.

The Underking [200] - A mysterious being wrapped in myth and legends. Is he the betrayed Imperial Battlemage Zurin Arctus, or the ancient nordic Ash King Ysmir Wulfharth, or some combination of the two? It doesn't matter, as this undead is a powerful mage, able to go toe-to-toe with the Brass Tower for a time, as well as being a Shezzarine, a mortal avatar of the dead god Shezzar, better known as Lorkhan.

Living Tribunal [400] - The Tribunal, also called ALMSIVI, is the triune of three beings who gained godly power through their use of the Heart of Lorkhan and ruled over Morrowind as God-Kings for thousands of years. Almalexia, Ayem, the Anticipation of Boethiah, The Warden. Sotha Sil, Seht, the Anticipation of Azura, The Tinkerer. Vivec, Vehk, the Anticipation of Mephala, The Warrior-Poet. These three will take up a single companion slot, though you can separate them if you so wish.

Daedric Prince [600] - It is rare, a mortal who can command a god. But by taking this option, you become one of the very, very few. You may have only one Daedric Prince become your Companion, but in exchange they shall take with them their Realm of Oblivion, all its denizens, and all of their artifacts. These are beings of uncountable age with immense god-like power, many of whom are fickle beyond mortal understanding. Choose wisely.



Game Scenarios:

You can choose to do only one Game Scenario. These will overwrite your starting time and location. Should you so desire, you may instead place the abilities of items gained as rewards onto any items you already own.

The Elder Scrolls Gauntlet:

Are you not happy with only going on one adventure? Well, then this should sate your adventurous appetite. You now have to do all five of the Game Scenarios in order. And as soon as you finish one scenario, you are automatically transported to the start of the next one! So as soon as you watch Martin Septim defeat Mehrunes Dagon in an epic, godly battle, you will black out and awaken to find yourself tied up in the back of a wagon with some Nord rebels. You won't be able to move onto the ending choice until all five Scenarios are completed.

Reward:

Since you decided to go the extra mile, you will receive **Additional Rewards** from each of the Major Scenarios. Additionally, you may take the form of any of the ten playable races from the games as **Tamrielic Alt-Forms**, but these forms do not have access to any racial perks you yourself haven't bought already.



Imperial Simulacrum:

It is the year 389 of the Third Era, and unknown to all the Emperor Uriel Septim VII has been kidnapped and replaced. His Imperial Battlemage, Jagar Tharn, betrayed him and trapped the Emperor as well as the leader of the Imperial Guard in a plane of Oblivion using the Staff of Chaos. Tharn's apprentice, Ria Silmane, witnessed his treachery and tried to warn the Elder Council, but was killed by Tharn, her corporeal form being destroyed by the Staff of Chaos. After months of planning, Jagar Tharn transformed himself into the image of the Emperor and took the throne, summoning Daedra minions and transforming them into the Emperor's Guard, and sent a low-ranking member of the emperor's court into the Imperial Dungeons to die.

You begin your time here within the Imperial dungeons, when the ghost of Ria decides that you are the best hope for fighting this wrong. You must travel all across Tamriel, finding the hidden, shattered pieces of the Staff of Chaos in order to bring back the Emperor and unveil Tharn's treachery and deception to the whole of the Empire.

This scenario will take the longest amount of time to complete, perhaps even your entire ten years here.

Rewards:

Having travelled the entirety of the continent to save the Emperor, he has named you his **Eternal Champion**. This a prestigious title rarely bestowed upon anyone, and has some benefits. Travel time for yourself is cut in half, not by making yourself faster, but simply making the journey take less time than it should. Additionally, you find it easy to adjust and integrate into new cultures.

Queen Barenziah, the Queen of Morrowind, was undoubtedly a great help when it came to some of the more politically focused aspects of your quest, and she felt like your deeds deserve some reward. **Barenziah's Crown** is an enchanted crown that is as durable as ebony, greatly improves the charisma of the wearer, let's them see perfectly in the dark, and vastly increases the amount of gold and jewels you'll find as loot.

Finally, the ghost of **Ria Silmane** has decided to join you as a companion. I'm sure you've found her vast knowledge of arcane lore to be useful, but she now has the ability to change between an actual body to her incorporeal form at will.

If completed with **The Elder Scrolls Gauntlet**, then you will receive the **Staff of Chaos**. This ancient artifact grants one the ability to easily travel to separate, connected dimensions, as well as making the wielder immune to spatial warping while holding it. It can also be used to channel and focus any spells you cast.

Warp in the West:

It is the year 405 of the Third Era, and trouble is brewing within High Rock. An ancient king is stirring from his grave, an orc wishes to establish a true kingdom for his people, a necromancer aspires to godhood, and dozens of petty kings and queens are attempting to bring all of High Rock underneath their banner.

You start your time trapped in a cavern within Daggerfall. You are a member of the Blades sent to High Rock with two missions. First, you must free the ghost of King Lysandus from his earthly shackles; Second, you need to discover what happened to a letter from the Emperor to the former queen of Daggerfall. But before any of that, you need to find a way outside.

Rewards:

For your actions, you have been named the **Hero of Daggerfall**. You are immune to time shenanigans, such as pausing or splitting time. Should you have the power of **[Dragon Break]**, then this improves that perk. Instead of just two paths, you can now go down six paths and choose which one you want.

You have also inspired a **Knightly Order** to follow in your footsteps, becoming your loyal followers. This group of fifty knights can either belong to an existing order of knights, or one of your own design, and each one is an expert in some form of combat, from swordsmanship to magecraft.

The **Mantella** is the heart of Wulfharth, the Imperial Battlemage Zurin Arctus or perhaps a merging of both? Either way, this massive crystal was created as a special soul gem meant to hold the soul of a Shezzarine, the mortal incarnation of the missing god Shezzar. You could use the Mantella to power nearly any device you come across, and the best part is that this one never runs out of energy.

If completed with **The Elder Scrolls Gauntlet**, then you will receive the **Numidium**, which you can use as a giant mech. The Brass Tower is an almost unstoppable monstrosity, as even its activation causes a Dragon Break. Luckily, yours doesn't have that problem, but can only be used once a month without a suitable power source. I wonder where you could find one...

Nerevarine Prophecy:

It is the year 427 of the Third Era, and Morrowind is nearing its breaking point. The Tribunal, three living god-kings of Morrowind, have been slowly losing their powers since Dagoth Ur cut off their access to the Heart of Lorkhan. This deity controls the massive Sixth House cult, and wishes to use the Heart to drive the Imperial Legion occupiers from Morrowind using his network of spies, as well as Akulakhan, an enormous mechanical golem powered by the Heart of Lorkhan.

You start your time here on a boat headed towards Seyda Neen, freed by the string-pulling of the current ruler of the Tamrielic Empire, Emperor Uriel Septim VII. You have been given the task of meeting Caius Cosades, a member of the Blades, in order to repay the Empire for your newfound freedom.

Rewards:

You have proved without a shadow of a doubt that you are the **Nerevarine**, Indoril Nerevar reincarnated. With this you have shown the ability to kill anything, even those who would call themselves immortal gods. Additionally, you deal ten times the damage you normally would have against divine beings.

One of the ways you had to prove your status of Nerevarine was by obtaining the **Ring of Moon and Star**. This ring greatly enhances the wearer's charisma and skill in speechcraft. It cannot be worn by anyone but you and those you allow, killing those that you haven't. None shall be able to deny who you are.

One of the... more stressful developments on your journey was getting the **Treated Corprus Disease** before you lost your mind for good. This grants you ageless immortality along with an immunity to all diseases, no matter the source.

If completed with **The Elder Scrolls Gauntlet**, then you will receive the **Tools of Kagrenac**. These artifacts were crafted by the Tonal Architect Lord Kagrenac. Each tool served a specific purpose to siphon the power of the Heart of Lorkhan, via tonal manipulation of the laws of nature. Sunder was created to produce a specific amount of power from the Heart. Keening was created to flay and focus the power that the hammer Sunder produced. Wraithguard was created to safely wield the other tools. Together, they can be used to safely harness any energy source, though it works best with those of divine origins.

Oblivion Crisis:

It is the year 433 of the Third Era, and it is the closing days of the Septim Dynasty. A cult dedicated to Mehrunes Dagon is conspiring to bring down the Septim Dynasty and allow their dark lord to take over all of Nirn. Gates to Oblivion will open all across Tamriel, unleashing daedra upon an unexpecting populace. The only thing standing between survival and extinction is a random prisoner. You.

You begin your time here within the Imperial dungeons, with a Dunmer in the opposite cell taunting you. Whatever crime you committed doesn't matter, as soon a chance to escape will come in the form of Emperor Uriel VII. The events that follow are sure to change the future forever.

Rewards:

For playing a major part in ending the Oblivion Crisis, you have been named the **Champion of Cyrodiil**. This title allows you to do ten times more damage to demon-like entities than you otherwise would have. Mehrunes Dagon's forces couldn't stop you, neither will any other demons.

You have also been granted **Imperial Dragon Armor**, which has historically only been worn by Emperors. This masterfully crafted ebony armor, embedded with jewels and golden filigree, is heavily enchanted. This armor halves the effects of all hostile magic, offers potent elemental resistances, and grants an immunity to poison.

Sometime during your travels, shutting down Oblivion Gates, you've come across a **Great Sigil Stone**, and decided to keep it. This Sigil Stone can grant an enchantment onto an unlimited number of items. This can grant either potent fire damage, fire immunity, or enhance already existing fire-related enchantments.

If completed with **The Elder Scrolls Gauntlet**, then you will receive your very own **Plane of Oblivion**, designed however you desire, from the flora and fauna, geography, even the passing of time and its effects on anyone inside. While it starts off as the size of the Shivering Isles seen in-game, it can and will increase in size over time, eventually rivaling the size of Nirn. You can also place any properties you own within.

Return of the Dragons:

It is the year 201 of the Fourth Era, and the Empire is in shambles. The Great War between the Empire and Aldmeri Dominion has devastated this continent, and it's aftershocks can still be felt even thirty years later. The land of Skyrim is torn in two by a bloody civil war being waged by the Empire and the rebellious Stormcloaks. It is within this cold, mountainous country that your story takes place.

You begin your time here on the back of a wagon, having tried crossing the border and walking into an Imperial ambush. When you think your life will be taken by the chopping block, a giant black dragon will descend from the skies to raze the town to the ground. Escape Helgen and this dragon's wrath, figure out where it came from, and how to put a stop to it.

Rewards:

Deep within your very being, you know yourself to be, and have always been, **Dovahkiin**, with the Will to Power to prove it. You have the ability to easily learn and use the Thu'um, and should you already know how then you will find it incredibly enhanced. In addition, for each dragon you slay, you absorb their soul, knowledge, and power, adding it to your own. This works best on sentient dragons, but any kind you run into will work well enough.

To help you deal with the large amount of dragons that want to defeat you, you have picked up **Dragonbane**, an ancient akaviri katana whose lightning enchantment deals ten times the amount of damage it should against dragons. The perfect weapon for the ultimate dragon slayer.

After proving the strength of your Thu'um against the Firstborn of Aka, the dragon **Odahviing** has agreed to become your companion. He is powerful even amongst his draconic kin, and has knowledge dating back from the Dawn Era to the Merethic Era. I'm certain you'll find him a helpful addition on your journeys.

If completed with **The Elder Scrolls Gauntlet**, then you will receive the golden dragon priest mask **Konahrik**. This mask is not only as protective as an ebony helmet, but it allows the wearer to conjure a cloak of protective Dragonfire at will that is able to melt steel. The wearer will also be blessed with potent regeneration, able to even regrow limbs within a week.

Major Scenarios:

You may only take on two Major Scenarios.

Alessian Rebellion:

At some point in your time here, you will encounter a strange gem. Upon touching it, your surroundings change, and you will find yourself in a humid jungle. With a bit of investigating, you will realize what just happened. You have been transported back in time, and are now in Cyrodiil during the Alessian Rebellion! No matter what you do from here, you will be forced to pick a side in this war, either the tyrannical Ayleids or the rebelling Nedes. Will you turn the tide of this conflict, ensure that history continues as it should, or something else? After your side achieves victory, you will be returned to your original time with a few boons.

Rewards:

When in this time of myths and legends, with demigods walking amongst mortals, perhaps you would like to gain the same prestige as those found here. The **Songs of Jumper** are a series of stories, based on your adventures with a mythological and poetic twist to them. Due to them, you will always be remembered as a great hero or terrible villain in every world you visit.

When you are returned to your time, you will find yourself with a **Legendary Companion**. Should you have made sure that history is as it should be, and ensure that the Nedes successfully rebelled against their elven oppressors, than you will have Pelinal Whitestrake at your side forever more. Alternatively, should you have taken down the rebellion and ensured that the Ayleids remain Cyrod's masters, than the demigod Umaril the Unfeathered will join you. Both are powerful beings



Eye of Argonia:

All across Tamriel, there are tales of an ancient gem that no others have held, let alone seen, but it inspires many treasure hunters to go out in search for its riches. The Eye of Argonia, a treasured artifact described as the "priceless king's jewel of ancient Black Marsh." It is said to be the key to accessing an ancient city within Black Marsh, older than even the Xanmeers from before the Duskfall. During your time here, you will take part in an expedition to find this legendary gem, as well as the long lost city it is the key to. Good luck, as this will bring you deep into Black Marsh, into places that are dangerous for even the native Argonians. Can you do what no one else in history was able to do?

Rewards:

For completing the impossible, you have proven yourself to be a **Treasure Hunter** beyond equal. There is no artifact, no hidden city, no secret you cannot uncover with time and effort. So long as you are actively searching for something, you will find trails to your goal where none thought possible.

The **Eye of Argonia** is a unique gem, created from crystalized Hist Tree sap and enchanted by twenty master mages. So long as you are in possession of this gem, you can take on the form and abilities of any breed of non-sentient reptile you've ever come across. Additionally, once every one hundred years, you will be able to spawn your very own Hist Tree. What you do with this sentient tree is up to you.



Guildmaster:

There are dozens of guilds to be found on Tamriel, from the mysterious Psijic Order to the storied Companions. Your goal is to become the Guild Master, or the equivalent rank, of a guild of your choosing. You will start off as an initiate, and must work your way up the proverbial ladder until you stand at the top. This will be different for each guild, but is sure to be challenging in some ways.

Reward:

I'm certain that you'll prove yourself to be an effective **Guildmaster**, especially with this perk helping you along. In addition to having the skill required to manage a guild spanning an entire province, you can effectively control all the myriad personalities that are bound to join you. You can keep them in line, direct their focus in whichever direction you want, and keep the interpersonal problems to a minimum.

I would hope it would be obvious, but your **Chosen Guild** is now yours to take into future worlds, it's members now your followers unless you were to grant them the status of Companion. Their main guild hall will take place in a pocket dimension connected to your Warehouse, but can be integrated into any future worlds you visit.



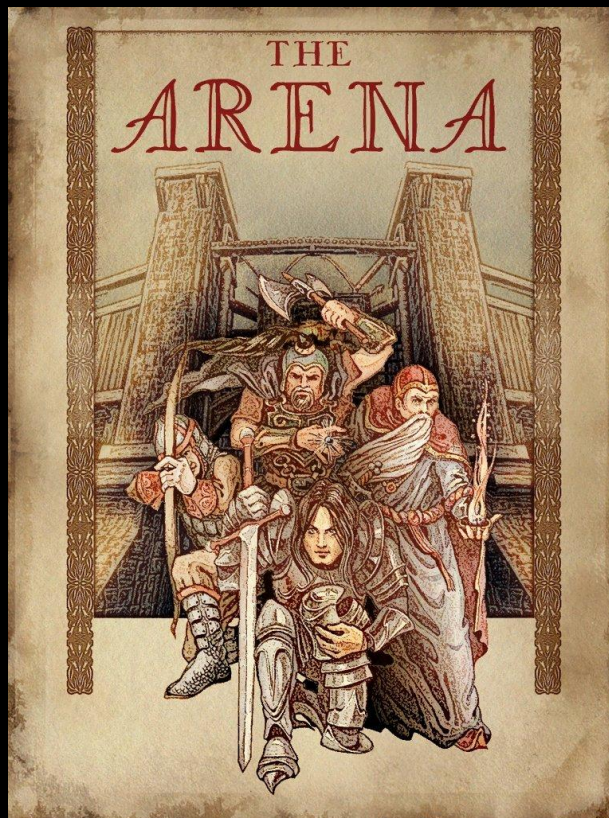
Imperial Arena:

Founded by Gaiden Shinji during the First Era, the Imperial City Arena has been a staple of entertainment in the Imperial City. You are now a fighter in this Arena, and must fight your way to the rank of Grand Champion. This may take weeks of battle, you can kill or spare your enemies, and these matches will push you to new heights, but the cheers of the crowd are more than worth it.

Reward:

Being the **Grand Champion** of the Imperial City Arena is about more than just being the deadliest fighter there is. Sure, it's important, but people do not buy tickets nor bet just for witnessing a slaughter. Your fighting styles have gained a sense of showmanship to them, each movement culminating in beautiful and brutal choreography. You can fight in a way that is both enjoyable to watch as well as being just as effective at destroying your enemies.

For becoming the Grand Champion of the Imperial Arena, you have been granted the **Raiment of Valor**. This set of enchanted gladiator armor greatly increases the physical capabilities of the wearer, as well as making them much more charismatic. These enchantments will also increase in potency the more famous the wearer is.



Uplifting Movement:

In addition to the ten major races of Tamriel, there are multiple other races that have gotten the short end of the stick. Goblins are unable to erect any kind of civilization without adventurers destroying it and slaughtering everyone involved. The Alessian Order pushed out the Minotaurs from civilization like they were nothing but beasts, despite being the very descendants of who the Order named themselves after. And many other stories like that exist, each as unfair as the last. But no more. No, your goal is to uplift a group of these races, be it goblin, minotaur, giant, harpy, or something else, and have a single province accept them as they would one of the major races. It doesn't have to be the entire race, just one group or tribe will suffice.

Rewards:

Your actions have proven yourself to be an **Uplifting Champion**. After doing it once, you can do it again, this time much easier and faster than anyone else should. Getting others to gladly embrace those once thought of as beasts may be pushing it, but simple acceptance is just enough for a future of cooperation and prosperity for all.

For lifting them higher than they could have themselves, your **Tribe** will continue to follow you to even further heights. This tribe of your chosen race will be fanatically loyal to you as their culture hero, and will take damn near your every word as gospel.



Minor Scenarios:

You may choose to take on as many Minor Scenarios as you wish.

Aedric Champion:

Unlike the Daedra, the gods are quieter, much more passive in their interactions with the mortals of Tamriel. You, through some means, have come to the attention of a god. Which one is up to you, but they will send a priest to you. This priest will let you know of a quest to undergo in order to truly gain your god's favor. It will be challenging, and sometimes makes no sense, but it will be worth it in the end.

Reward:

Upon completion, you shall receive a powerful **Aedric Blessing**, based on which god you chose to follow. In addition, any holy weapon you use is now tripled in power.



Daedric Champion:

The Daedric Princes are the closest things that mortals can meet and call gods. You have chosen to follow a Daedric Prince for whatever reason, and have been given a task in order to gain their favor. Some tasks will be simple, some physically or mentally challenging, while some might be depraved. It all depends on which Prince you chose to follow. At the end, you shall be gifted your reward.

Reward:

Your Prince has granted you a **Daedric Artifact** to call your own. While they would normally leave their owner after a time, seemingly of their own volition, this one will stay by your side until your true death. If you already own the Daedric Artifact, then it is instead upgraded. For example, the Skeleton Key would be granted the ability to undo conceptual locks, like unlocking a person's potential.

Hunting Trip:

It seems like the Daedric Prince Hircine has decided to start a hunt on Nirn, with the prey being an ivory white stag. Whoever kills the beast first will receive Hircine's blessing, though that is easier said than done. It is a deceptive beast, swifter than most arrows, antlers that can pierce through even steel, and a hide as thick as stone. It has evaded and killed its hunters in equal numbers, and the Daedric Prince wants to see who is the best hunter.

Rewards:

When the beast lies dead, Lord Hircine will appear as a ghostly mimicry of the stag, and grants you the ability to take on the form of the **White Stag** itself. As you no doubt witnessed on your hunt, it is a beast far deadlier than any other of its kind have any right to be, though there is something to be said about a predator appearing as prey.



Red Bramman's Treasure:

Red Bramman was the greatest Argonian pirate in history, and his raids along the coast of Topal Bay eventually attracted the attention of Empress Hestra, who ordered the Imperial Navy to hunt him down. They succeeded, and executed him, but couldn't find where he stashed his loot. You have come into possession of an encrypted map that leads to a large amount of treasure that was once owned by this legendary pirate. As you follow the clues and overcome the trials ahead, many others will attempt to halt your progress and take the treasure for themselves.

Reward:

After weeks of decrypting clues and defending your claim, **Red Bramman's Treasure** is finally yours. This massive hoard of gold, jewels, art pieces, jewelry, weapons, armor, and more would be worth around \$50,000,000. You will also find a pirate hat that will always look good on you. If you want, this will automatically be placed within your Warehouse.

Very Special Friend:

This universe is filled with lovable characters and tragic people, with so many relationships between them all as to create a complex web. Your goal may seem simple on paper, but is extremely difficult in reality. By the end of your time here, you must have a friend whom you can trust wholeheartedly, and who feels the same towards you. This friendship cannot be crafted artificially, through either manipulation or mental control, but must form naturally. And while this could be with someone you met here, it can be one of your own Companions as well.

Rewards:

Do you really need any other reward than your **Special Friend**? They will act as a second Jumper, automatically importing into future jumps without taking up a companion slot, with 1000 cp of their own to spend on anything besides other Companions. They may even take on drawbacks of their own! How lucky you are, to have someone like this at your side.



Drawbacks:

Continuity [+0] - If this is not your first trip to Nirn, then this potion is for you. This ensures that your previous actions in The Elder Scrolls universe have carried over in some form.

Downloadable Content [+0] - Does this world not seem strange or exciting enough for you? Well, this should help with that, as you may incorporate any mod you want into the world. While I would suggest keeping it lore friendly, you totally could turn dragons into Thomas the Train and no one would bat an eye.

Lost Legends [+0] - This is a universe of cycles, of an unknowable amount of kalpas. In some timelines, these kalpas end up quite unique. Your jump here takes place in any fanfiction written in the Elder Scrolls Universe. Do four heroes wielding the power of their very souls arrive, or maybe the Dragonborn's nephew is a shinobi living in Akavir, or something even stranger? That is up for you to decide.

Alcoholic [+100] - With how much you like looking down the bottom of a glass, you'd probably be the perfect candidate for a Sanguine cultist. You can't seem to go a day without some sort of alcoholic beverage passing through your lips. If you *do* go beyond that, you'll receive a bad headache that won't stop until you consume some form of alcohol.

Extended Stay [+100] - Ordinarily, you would be spending at least ten years here before being given the choice to stay here or move on. Now, you must stay an additional ten years before being given the choice. This drawback can be taken multiple times, but you will only benefit from three.

Limited Voices [+100] - It seems like Jump-chan didn't have enough of a budget to make this jump, as it seems like there are only twenty voices in the world. Sure, they may have accents or something, but you'll be able to tell that they're the same.

Outlander [+100] - You aren't really a native here, and the people have picked up on that. No matter where you go you will be the object of suspicion. It will take well over twice as long before people warm up to you.

Puzzled [+100] - Puzzles can be fun at times, but for you they'll just be annoying. You will frequently come across the same puzzles that need completing before you get what you want, but the kicker is that you'll be stumped as to how you could solve it for a good while. It certainly doesn't help that you're the only one who actually can solve these things.

Black Sacrament [+200] - You have angered someone so badly that they have performed the Black Sacrament. The Dark Brotherhood now has a contract to kill you. They will send at least one assassin after you during your time here, but they might not give up so easily.

My Favorite Drinking Buddy [+200] - Sanguine has taken a keen interest in you, and decided that you need to lighten up a bit. At least once a year, you'll get black out drunk with the Daedric Prince, and go on some crazy hijinks that you'll inevitably need to clean up later. The worst part is the mind-splitting hangover that will make you wish you were dead.

New Game [+200] - Don't you wish you could recapture the magic of your first experience of your favorite stories? With this, that problem is solved, as all knowledge of the events taking place in the Elder Scrolls games is stripped from you, leaving just what the average citizen would know.

Random Encounters [+200] - Variety is the spice of life, and yours is going to be crazier than most. You will constantly have to deal with interesting and weird situations, with new ones popping up every week. Depending on what your outlook is, this will either be really entertaining, or a really good reason to drink.

Side Questing [+200] - It seems like you're going to be a big damn hero, as no one else is able to actually solve any of their own problems. People will need your help in taking care of some rats, and if you were to take part in a war, then you'll need to do basically all the work for your side to win.

Bethesda Bugs [+300] - Oh, oh dear. It seems like the Aurbis has a few... glitches. And they are all centered on you. Sometimes you'll fall through the floor for a few minutes, sometimes items will simply disappear, sometimes people and places will look like they were made of Play-Doh, or sometimes you won't be able to move at all for an hour. You'll never know when they will happen, but they *will* happen.

Ebony Warrior [+300] - There is a mighty warrior, adorned in the finest ebony armor, who believes that you would be a worthy opponent, and won't take no for an answer. His immense skill in all forms of combat and great resistance to most magic makes him a dangerous opponent, and will prove to be a great challenge for even you.

Many Masks [+300] - Much like the many-faced Dragon, or any of the other Divines, you are a fractured being, at least mentally. This presents itself by making it so you can only experience three emotions; joyful mania, intense fury, and severe depression. You will fluctuate between these randomly, or when given the proper stimuli.

Powerless [+300] - The delicate metaphysics of the Aurbis don't seem to mix well with your other powers. You will be stripped of all outside powers and abilities, leaving only your mundane skills, what you bought here, and anything else you've gained in the Elder Scrolls universe.

Partially Soul Trapped [+300] - Good news, you aren't dead! Bad news, part of your soul is now trapped in the Soul Cairn. You will find yourself weakened, both physically and magically. But there is hope, as there are two ways to get back your soul shard. Either make a deal with the Ideal Masters, the lords of the Soul Cairn, or physically travel to that accursed realm to reclaim it. Neither one is sure to end well.

Daedric Rage [+600] - Well, you've definitely done it now. You are now on a Daedric Prince's shit list, and they'll send the best of their followers after you all throughout your time here, looking to sacrifice your soul to their dark master. And Divines help you if you were to actually end up in their Realm of Oblivion. Which Daedric Prince is up to you, but I hope you choose wisely.



Ending:

Stay: This magical world has completely captivated you, so you choose to stay.

Return Home: The strangeness of this world makes you wish for the comfort of your original home.

Continue: As fun as your time here was, there are other worlds just waiting to be explored.

Notes:

-Big thanks to the other Elder Scrolls Jumpchains and Fudgemuppet for inspiring a lot of the stuff here, as well as being material for me to steal. Also a big thanks to my proofreader, **CattyNebulart**!

-I would have tried using an Elder Scrolls font, but Google Docs didn't agree with that.

-**[Bosmer]** can have antlers, if you want.

-As an **[et'Ada]**, you are of middling power, though you are still a being of godly power. If you were to choose Time as your domain, you will be a fairly large shard of Aka.

-Weaknesses gained from **[Alpha Werewolf]** and **[Vampire Lord]** will be removed post-Jump.

-In regards to **[CHIM]**, knowing that you are part of the Godhead is not the same as *understanding* you are part of it.

-The **[CHIM]** perk protects you from all mental changes, like the corrupting effects of the Black Books, or Sheogorath actively attempting to drive you insane.

-If taking **[Bird Women]** as any other race, you may become a hagraven at your discretion.

-With **[Well of Magicka]**, by boosting a Flames spell along with every Magicka reserves enhancer you can start out with, you could recreate Madara Uchiha's massive flame technique.

-Any magical item purchased will not run out of charge. They are also notably more powerful than their in-game counterparts.

-The **[Journal's]** maps are drawn like the map found in the location section, with each new map being a new country or Plane. Think of it as having a map of each province, rather than a whole one of Tamriel.

-The filled soul gems you can get from **[Crafting Supplies]** don't have actual souls within them, just soul-like energy.

-Concerning **[Loyal Pet]** and **[Trusted Steed]**, you may choose any pet or steed that is found in ESO, or Dovahbit and Dovahbear. They also do not age past their prime, so no need to worry about that.

-The **[Amulet of Kings]** make barriers between dimensions more solid, for lack of a better term. Anything that involves passing through these barriers will be more difficult than it otherwise would be. Play your cards right, and you could basically give Cthulhu the middle finger by keeping him out of Earth.

-Each reading of the **[Elder Scroll]** grants either extremely accurate visions of the future or past, in return for being blind until the end of your Jump or the next ten years, whichever comes first. As for what it's alternate uses are, that is up to you. One use was retroactively removing a powerful curse placed by a Daedric Prince. Another was sending the most powerful dragon to ever exist thousands of years into the future, and caused a minor Dragon Break in the process.

-The **[Ayleid Well]** basically grants the **[Pool of Magicka]** perk to those who don't already have their own magicka pool, i.e. someone who hasn't been to an Elder Scrolls jumpchain.

-You are ultimately in charge of what the layout and design of your home is from the **[Hearthfire]** section will be, whether it's meticulously designed or strange enough to make Sheogorath nod in approval.

-You can also decide how the synergy between different **[Hearthfire]** options interact. For example, **[Guards and Servants]** and **[Magical Protection]** could have all of the guards be atronachs. **[Storage Room]** and **[Trophy Room]** could create a vault to store your most valuable loot. A **[Pantry]** and **[Storage Area]** would be a silo for storing all kinds of food. A **[City]** with a **[Basement]** could have a complex underground network. It's all up to you.

-Possible **[Hearthfire]** synergies with **[Castle Jumper]**

- **[Basement]** could grow in size, or you could make it a mausoleum
- The **[Garden]** could become a full greenhouse
- **[Plumbing]** could add in a hot spring
- **[Horse Stables]** could hold a dozen or more animals
- Etc.

-The **[Staff of Chaos]** let's you travel to connected dimensions, like Mundus or Oblivion. It does not let you go to different timelines or completely different universes, like from DC to Marvel.

-For **[Aedric Blessing]**, think of it as a permanent, enhanced Shrine Blessing found in the games. Go to the following for what they would be.

- https://elderscrolls.fandom.com/wiki/Blessings_of_the_Gods

-When in doubt, fanwank. It just works.

-Have the day that you deserve~

Updates:

Update 1.1

- Fixed multiple typos and grammar mistakes
- Edited a few flavor texts
- Added multiple new races and respective racial perks
 - **[Falmer], [Goblins], [Rieklings], [Ayleid], [Centaur], [Dreugh], Grummite], [Harpy], [Imga], [Lamia], [Maormer], [Ogre], [Snow Elf], [Spriggan], [Tsaesci], [Ehlnofey], [et'Ada]**
- Replaced **[Quagmire]** with **[Forgotten Vale]**, and **[Hunting Grounds]** with **[Pyandonea]**
- Added new perks
- Renamed the **[Minotaur]** racial perk, and replaced the smell effect
- Separated **[Monster Lord]** into **[Alpha Werebeast]** and **[Vampire Lord]**
- Added new items
- Separated **[Crafting Supplies]** into **[Alchemical Reagents], [Blacksmith Materials], [Culinary Ingredients]**, and **[Soul Gems]**
- Lowered the price of **[Ebony Gear]** and **[Elder Scroll]**
- Raised the price and improved **[Diadem of the Savant]**
- Combined the **[Nightingale Armor]** and **[Nightingale Weaponry]**
- Replaced **[Mundane Ring]** with **[Artifact Armors]**
- Added **[Hearthfire]** section
- Moved **[City]** to **[Hearthfire]** section.
- Added new companions
- Changed **[Loyal Pet]** and **[Trusted Steed]** into companions
- Changed existing **[Major Scenarios]** into **[Game Scenarios]**
- Added rewards to **[Guildmaster]** and **[Imperial Arena]**
- Added 5 new **[Scenarios]**
- Replaced **[Skooma Addict]** with **[Many Masks]**.