

MODDED SKYRIM

*Dragonborn Dragonborn By his honor is sworn
To keep evil forever at bay
And the fiercest foes rout When they hear triumph's shout
Dragonborn for your blessing we pray
And the scrolls have foretold Of black wings in the cold
That when brothers wage war come unfurled
Alduin bane of kings Ancient shadow unbound
With a hunger to swallow the world*

Welcome to Tamriel, and the year 201 of the fourth era. You have exactly one day before the Dragonborn's failed execution and the adventure truly begins. In the meantime, the land is recovering from a war with the high elves, and is suffering from a civil war. But honestly, I rather doubt you're here to do anything about that. After all, if you're here rather than in the regular Skyrim jump...

Well, take 1000 cp and be on your way.

Origins

Purist

There are no massive changes to the lore here. No amazing weapons, superb armor, or amusing interactions with the locals. This origin is one composed of visual upgrades, scenic views, and hidden areas yet to be explored.

Challenger

Simply put, if you are here, it's because someone dared you. To do something utterly stupid and look awesome doing it. The exact opposite of the cheater origin, this makes the game even harder. But it also makes pulling it off even cooler.

Cheater

You're not here for the story or the challenge, you're here to have fun! And to crush your enemies, see them driven before you, and hear the lamentations of their women. Piles of gold and loot are also nice, yeah?

Pervert

And by lamentations of their women, I mean them screaming in ecstasy as you make them your woman. That's what you're here for, right? Not to see the world made a better place, but to see how many people you can lay with.

Perks

General

Free/100 cp - Race

There are many races in skyrim, from the nords of the north to the khajiit of Elsweyr. They all come with minor benefits and drawbacks, so feel free to pick your own from the list of playable races. Or, for 100 cp there are a whole bunch of mods out there that think the races should be set up differently from the way they are. Better at this, worse at that, twice as likely to get good loot, all that jazz. You can now import one of those mods (or sets of mods, if applicable) to change up your exact strengths. Possibly even a brand new race, if you want.

Free/200 cp - Live Another Life

Whats that, you don't want to be some nameless fellow with your head on the chopping block because of somebody else's fuck up? Well, you weren't in the first place, but okay. By default you'd be a random citizen, probably a farmer of some sort, but with this you can have a level of skill related to your backstory. A thief has thief skills, a mage has magic skills, a warrior has warrior skills. For 200 cp however, this applies to future jumps as well, granting similar benefits in new lands. As a thief here, you can pick a lock. As a thief IN SPACE, you can hack one.

200 cp - Bodymodel

People here used to be so plain, but thankfully we've fixed that somewhat. Now, everybody is a tad more beautiful than there used to be. This isn't much more than +1 out of ten, but it applies to everyone and everything. Hell, if you were a werewolf, you can stop being a misshapen lump of fur and muscle, and streamline yourself into something someone *without* a beastiality fetish might consider hitting.

200 cp - Videogame Logic

So, you're sitting in your house eating a freshly cooked sweetroll, and you think to yourself 'this would go really well with some mead'. And then you remember that you're out. So you leave the house and head to the nearest in to buy some. But it turns out that they're out and the supply shipment is late. So you volunteer to go find it, and somehow end up disbanding multiple bandit operations and a cult or two. You've finally got your mead, you head home, this whole thing took you like a week... and your sweetroll is still warm. How's that possible? Well, videogame logic. Time doesn't pass properly when you're not there to see it. People don't get mad that their simple errand took you a year, leaving the stove on won't burn down the house, and an unwatched pot never boils.

Purist

100 cp - Realer Than Real

Everything now appears to be far more more beautiful, sharper, and somehow even more *real* than they would otherwise be. Colors are brighter, the water is clearer, and aesthetically pleasing details seem to jump out at you from wherever you look. If you're going to be stuck in a world for years at a time, it might as well be a pleasing one to look at, eh?

100 cp - Makeover

Speaking of pleasing to look at, how about the population? With this, even the oldest crone will be a five or a six out of ten. Mind you, she'll still look her age, but she'd still qualify as pretty if not beautiful. And of course, you can imagine what this will do to the people who were already lookers - including you. This doesn't directly translate to sex appeal, but even in a wasteland or a medieval setting, people seem to be immune to the rigors of the land.

200 cp - Interesting NPCs

You attract fascinating, amusing, mysterious, or just down right odd people wherever you go. They may, or may not, be powerful or otherwise "important" but you'll never be lacking for an interesting drinking companion should you want one. You could see a crazy woman with a talent for archery in a back alley, or be invited to dinner with a local lord on a whim. Or maybe you 'accidentally' caught the attention of a divine?

200 cp - The Camel's Back

You know, if we're going for low key modifications to the world, and only the stuff that makes sense, how about we get rid of that inventory of yours? Of course, that would probably be very bad for game balance, so we'll just pile everything on your back. It's a bit silly to look at, but if you want, you can have 500 different swords sheathed on your back. And somehow can draw the right one every time. I can't imagine a practical use for this, but the image is probably a bit intimidating?

400 cp - The Very Model of a Modern Major Mod

Why make something at all if it's not going to be the very best? Anything you can make, you can make breathtakingly beautiful. Whether it's a castle, a person, or even entire worlds, should you be capable of that, it will fully live up to your aesthetic expectations. What's more, you get a bit more leeway with what you can get away with before you start to have problems. That upside down pyramid can be made structurally sound, no problem.

600 cp - There's Always New Mods

It's always sad when you realize that one day the maps will be full, that the last dragon will lay slain, and that the age of adventure will come to a end, but it doesn't have to be that way, there is more to the world than you may think. Old men speak of an ancient tomb and the horrors that lurk within, and that half-mad sailor keeps babbling on about an island hidden by a black mist. While it will always fit whatever setting you're in, you can always find something new, if you look hard enough.

Challenger

100 cp - Self Imposed Challenge

So, you want to do this thing? And you'll do it even if it kills you? Well, so mote it be, mark the day, and let's get down to business. You have near perfect self control, especially when it comes to promises you made to yourself. You said you would, so get on to it, because you no longer need to worry about anything from your end.

100 cp - Bragging Rights

Who doesn't love a bad ass? The more needlessly challenging you make something, the more people will love you for it. Save the princess? Not bad, but hardly worthy of legend, you know? I bet they'd practically give you the kingdom if you did it blindfolded and naked, with only your fists. Or maybe you used a bow or an arrow during an archery competition, not both? The more difficult you make it, the more impressive it will be.

200 cp - Hard Numbers

Saying that you aren't afraid to solo an army of hundreds is one thing, but can you? Are you really willing? Well, now you know exactly how badly outnumbered and overpowered you are - or ought to be, as the case may be. Consider it a peek at your enemies bestiary entry, or whatever might hold their stats. It won't really help you fight per say, but forewarned is forearmed.

200 cp - A Worthy Ally

For all that I'm sure you can take the punch and keep rolling, what about the more normal people who might try to stand beside you? Well, if you so desire, you'll find them growing to match the challenges you set far faster than they ought. This isn't an immediate increase in power, nor is it skill at teaching. But rather, a learning boost to anyone who rightfully calls themselves your ally.

400 cp - Save File

Lucky shot! Foul! Redo! You now have a (singular) save file, that you can use to pull your ass out of the fire you weren't prepared for. The bad news is there's a limit to this - you can make a save at any time and anywhere, but you can only traverse 24 hours. So you could go back one hour 24 times, or 24 hours once. Or in case of emergency, it will act like a 1-up, moving you back however much time is remaining, and then remaining inoperable for the rest of the jump, with it resting back to full once you move on.

600 cp - New Game Plus

You can at any time make any job/quest/favor much harder for yourself than they would otherwise be, but the rewards are increased to match. Instead of collecting 20 bear asses, it's 200, and they're all five levels above you. Don't just deliver this letter, deliver it to the guy on top of the tallest mountain the world, and do it fast. Don't just kill a dragon, kill all twelve of them. At the same time. Of course, if you do succeed, you'll probably get a king's ransom. Or hell, maybe they'll make you king. Basically you have a dimmer switch for difficulty (though you can't set it below 'normal'), and the higher you crank it up the better the rewards you get, people seeming to pull out the good stuff for you even if it wouldn't really make sense for them to have it.

Cheater

100 cp - Sweet Loot Sweet Loot Sweet Loot

Or, three times the sweet loot. Any scenario that might result in you gaining something, from stumbling across a corpse to getting a reward from a quest giver, now grants three times as much in the way of rewards. Now, is that a 1% drop chance becoming a 3% chance, or 3 sets of 1%? Not a clue. But hey, both of those are better than normal, right?

100 cp - It's Not Cheating, It's Utility

You're a master at finding loopholes and workarounds. If guards don't want to let you in the door, find another one. If they guy offering training is overpriced, either find a way to make him owe you money, or maybe even his life. If there's even a small chance of you turning something to your advantage, you'll be able to sniff it out and put it to use.

200 cp - Loremaster

Well, not exactly. How much research on the setting do you think you could do if you had 24 hours to prepare? Well, if the setting had a wiki, tons probably. So lets just give you that. The wiki. Won't always be useful, as there are settings without one, but being able to look up anything about anyone in the jump is a damn good deal, yeah? Not everything is recorded obviously, as it mirrors the actual wiki if there is one (and as such, info about america in a japanese centered setting would be minimal at best), but should still be useful.

200 cp - Instant Master

Once per decade or jump (whichever comes first), you can instantly master one skill. You could rival the world's greatest blacksmith on your second attempt, or cook a meal emperors would feel unworthy of on your second day on the job. Whatever you pick, you will master it instantly, years of knowledge and experimenting flowing into you. This can be focused somewhat, if you need it. You could become an minor expert in all magic, the best at fire magic specifically, or capable of putting all others to shame... but you only know one spell

400 cp - Behold Haxcalibur

Congrats, you broke the crafting system. Anything and everything you make, build, enchant, or otherwise create is now ten times better than it really ought to be. Make an ordinary dagger that does 12 damage? Now it does 120. Pick up an endgame weapon and enhance it for its supposed max of 200 damage? 2000. Guns that hold more bullets and do more damage, magic staffs that massively amplify your magic, armor that shrugs off OHKO's, potions that let you ignore 110% of fire damage, weapons with ten or twenty enchantments. And if that wasn't enough, you'll learn anything crafting related ten times as fast, just to blow the competition out of the water even more.

600 cp - Walk Through Walls

It would seem that there's something wrong with the world. A glitch, you could say. Normally that wouldn't be the case, but if it's to your advantage, then why get rid of it? Pick something exploitable. Maybe you can walk through walls, maybe you temporarily become immune to crime via baskets... Well, whatever you pick is now something you can keep. Even if it makes no sense whatsoever or goes against everything you know, it still works.

Pervert

100 cp- Jiggle Physics

What Realer Than Real did for the world, this does for those who inhabit it. People are now noticeably sexier, to the point where it may strain credulity. And if you so desire, physics will become far more flexible when it comes to certain bits of anatomy. Incidentally this also ensures that people don't have back problems no matter how 'blessed' by Dibella they may be, yourself included, and sagging is a thing of the past.

100 cp - Queen's Armor

Clothing, armor, it's blocking your view of the scenery, who needs it? Sadly, lots of people do, and that's where this perk shines. You will find that people are now dressing far skimpier than ever before, but for some reason it doesn't seem to have any adverse effects. That glorified metal bikini is somehow just as awesome as the power armor they would normally be wearing, and no one seems to be getting frostbite from traipsing around the far north in a fur loincloth. Just don't think about this too hard. You can choose how this applies to the different genders.

200 cp - Services Rendered

Do you have a swarm of grunts coming after you for some imagined slight? Did you piss off the local police force? Do you not feel like going to jail, but also don't have enough money to bribe them to leave you alone? Worry not, just throw an orgy, and that can be your payment. Or heck, maybe you're the one doing the leaning on a poor person? Just casually ask for some sex and away we go. Basically sex is now a viable alternative to any payment, reward, fine, bribe or similar such transaction you might need to deal with whether you're paying or the one being paid.

200 cp - Upstanding Citizen

For all that i'm sure you're sleeping with everyone and walking around in armor that looks like lingerie, nobody seems to think less of you for it. Your nudity might not be appreciated, and i'm sure there will be a few angry husbands (or wives) walking in on you, but for some reason these things get swept under the rug in a day or two. Maybe they just think you have strange habits?

400 cp - Grinding Speech

Here's a little know fact - doing something will make you better at it. Shocking, right? But anyways, here's something to help with that. Sex, of any kind, will increase your charisma and or speech skills. Hell, even someone agreeing to sleep with you. The more you sleep around, the more charismatic you become. So sleep around a lot, and you could have an entire town of women (and some husbands) eating out of the palm of your hand. At the same time.

600 cp - Gender Reassignment

Hey, you know what would be funny? If everyone here was a girl. Just for no reason, and god knows what this would do to the lore, if everybody was suddenly - or worse, always - female. Or! Suddenly male? Why I dare say you could throw the biggest sausage party ever if you felt like it. Regardless, you can now alter and edit the 'norms' for people. Things like averages, minimum and maximum. Set the male/female ratio to whatever you like, or just walk up to someone and retroactively gender swap them. They'll never notice. Hell, include some futa in there if you want, though I'm afraid they won't have any excessively crazy hentai powers like 'third legs' or cumming pools worth.

Items

General

Free/50 cp - Local Wardrobe

Spend enough time wandering around, and you'll collect a small mountain of gear and equipment. Or be rich and buy something classy beforehand. You now have a wardrobe - which can come in the form of a chest, walk in closet, or pretty much anything really - that holds a variety of clothing befitting your origin. Everyone will find a decent selection of ordinary clothing, but Purists would find the fancier and rarer cloths, as well as some of the weaker armors. A Challenger would find some of the better armors, while a Cheater would have a small collection of enchanted rings or similar. A Pervert, meanwhile, would have the ability to alter anything left in here to be more revealing. For 50 cp a pop, you can buy one of the other origins wardrobe

50 cp - The Elder Scrolls V : Fridgerim

Okay, this is just getting silly now. First we had the special edition, then the switch, then alexis, and now a damn refrigerator? Urg, fine, whatever. Anyways, you now have a copy of TESV:Skyrim which you can somehow shove into basically anything and then play. Watch, fridge, smartphone, tamagatchi, if it's got a screen and at least one button, it works. Or maybe even less? This is clearly a marketing gimmick to make you waste 50 cp, but hey, it's compatible with literally everything.

Purist

100 cp - Bookshelf

This relatively small bookshelf... Holds books. As in, all of them. Just keep placing them on here, it never seems to run out of space, and seems to know what kind you want back out at any given time. In addition, it also comes with a decent collection of books preloaded, mostly folklore and mythology. No skill books or spell books, but otherwise as long as it is, or was, mass produced, it's fair game.

200 cp - They Call Him Barkeep

Congratulations on your establishment, you now own a business. Or maybe you married the owner? Regardless, you now have a decent supply of one type of merchandise (alchemy, blacksmith, jewelry, etc) at a discount, and if you don't want those, the cash you'd get from selling it. Feel free to sit by and watch the world go by as people prepare for adventure and stop by your store.

400 cp - Unique Uniques

You know, is there really a point to making haxcalibur if it looks the same as any other broadsword? That's just a waste. That's where this thing comes in! It's a small ring with a black stone embedded. Wearing it will allow you to visually reskin any customized, special, unique, or otherwise non ordinary weapon, armor, or item you can get your hands on. Your choice if said change is retroactive.

600 cp - Unofficial Jumpchain Patch

You... What? I don't even how does this work? Well, whatever. Once per jump, you may alter the metaphysic of the setting, thereby nerfing the shit out of somebody. Does their secret technique run off of some dimensional vibration shenanigans? Well, now they no longer do so in a manner than can be harnessed. On the other hand, depending on where you are, this could break EVERYBODY'S supermove, so be real damn careful with it. Including yours. However, you may turn this on or off at will (once per day), and previous changes can be reintroduced at no cost.

Challenger

100 cp - Better Bags And Barrels

You can't run a challenge on nothing you know. This small backroom, attached to any property you own, or maybe just a back alley, is shoved full of bags, barrels, pouches, satchels, and other storage devices. And every last one of them has at least a small handful of items in them. A bunch of grapes here, some fish there, a ton of salt thataway, even a few pieces of iron ore hidden in the corner. Nothing really impressive, but... You can do a lot with a little, right? Strangely thief proof, no one ever seems to bother taking things from these even if it's just kind of sitting where everyone could. Maybe they don't want it?

200 cp - Iron Sword

A simple weapon, one you probably wouldn't use for very long. But, the weapon has grown on you, and more importantly, with you. The more you use it, the stronger it becomes. True, not as fast as it you had made a custom enhanced and enchanted weapon, but even if you were to make a Haxcalibur, it would have limits. Kill a hundred dragons, it's now twice as effective against them. Two hundred, three times. If you can stand the look of a boring old iron sword, and are willing to give it time, it will put Haxcalibur to shame.

400 cp - Crazy Weapon Box

Now, you could go out and adventure buck naked, with only an iron dagger to your name. Or maybe only two spells, or something else like that. Or you could fight with a staff that shoots wagons at people. Uncle Sheo has gracefully decided to provide you with a number of nonsensical weapons, including but not limited to, the exploding cheese shout, the staff of wagons, the bow of pie to the face, a giant chicken, and if you want it, Sheogorath's voice in your head.

600 cp - This Land

An underground city, populated by robots and goblins? Or maybe an underwater city? Or hey, maybe it's a three dimensional maze on top of a mountain. That's constantly being hit by lightning. However you want to make it, this area is your new playground. There's a decent amount of rare loot inside, though it will only replenish once per jump. But take note, for all that it's your playground, it wouldn't be any fun if it was a walk in the park right? You could technically use this as a base (after clearing it out), but that's not what it's for.

Cheater

100 cp - Kings Ransom

And by that I mean enough gold to buy a small country, if one were for sale. A whopping one million golden coins, all contained within a small leather bag. And I do mean golden coins. For better or for worse, this will not translate into another currency. The bag itself can hold as much money as you want - as long as that money is made (mostly) of gold - and will never outweigh a cat.

200 cp - Sleep In a Bottle

A fairly unique potion made from... feathers and grapes? How odd. Regardless, the potion simulates the effect of sleep on the brain, allowing you to feel rested and rejuvenated even if you haven't slept in weeks. As a side effect of simulating this sleep, and in this particular case I mean 'sleep' as in 'with a lover', it causes your learning rate to receive a 15% boost for twelve hours. You get enough of it per week for five days continuous use.

400 cp - Book Of Awesome

What's that special spell your opponent just cast? It looked awesome and it might have actually managed to hurt you! You'd know, if it had hit. Anyways, it was cool, and that means you want it for yourself. This book will, no more than twenty times per jump, copy down a spell you've noticed, and provide a perfect method of learning it. Even if it's completely impossible to learn, you can still do so. Also works on rumours of legendary weapons, long lost cities, and marriage contracts. It'll only copy something down if you genuinely would want the result, so no need to worry about copying something that turns out to be a dud.

600 cp - Perfect Playerhome

Congrats, you got a house. But not just any house, the perfect house. Nice and spacious, plenty of shelves and chests to store things, lovely view of the surroundings, all that jazz. There's even a good chance it's a *lot* bigger on the inside than it has any right to be. That said, that's not the best part. This place seems to have been custom designed to have everything you'd ever need to make something. If you want to work on alchemy, you'll find a lab and a handful of ingredients to start you off. Blacksmithing? It's got a smelter, forge, tanning rack, grindstone, workbench and a handful of ore for you to work with. Regardless of what it actually is that you're trying to do, it has everything you need to get started. Keep in mind though, it can only make 'common' things, so if the special tool or place you need is utterly one of a kind, you'll need to actually leave the house. Additionally, those ores and ingredients I mentioned? Don't respawn until the next jump. The house will gain and lose rooms as your interest in each area waxes and wanes.

Pervert

100 cp - Statistics

Most people here think sex is fire and forget, or that it's okay to never see them again. You on the other hand, like to keep track. From small details to how many partners you've had, to how many they've had, to how many virgins you've s-lain, you now have a menu screen listing out everything you can think of. The exact contents? Wank responsibly.

200 cp - Ring of Orgy

A simple silver ring hiding a devious secret. The power... To start orgies! Once per day, at a time and place of your choosing, everybody near you will spontaneously become DTF. Even if you can only hold the attention of one or two people, everyone else will just end up fucking each other rather than you. Passerbyers who weren't originally in range might end up masturbating to you. Won't make people ignore gender preferences, and the sex itself isn't anything hardcore, but everything else is fair game.

400 cp - 'Dibellan' Scriptures

It might be a bit of a stereotype, but being the goddess of love and beauty, Dibella is clearly the divine whore, and her priestesses probably aren't much better. This book is 'proof' of that. In the hands of her priestesses (or anybody with or following someone with similar domains) the book pulls this 'truth' closer to reality. While it won't actually make them act as such, it will leave them far more... sensual. This is primarily apparent in the priestesses, but the congregation, or even just people who wander in needing a roof for the night will benefit from a minor appearance boost and some skill in bed.

600 cp - Everyman Club

The brothel to end all brothels! You see, there's been a slight issue with identifying who the customers are, and who the staff is, so technically everyone who walks in is both! Yes, that does mean that the very important noble who just walked in might proposition you for sex at the drop of a hat, but it also means that you can invite the princess over and have her give you a lap dance. Mind you, what happens here stays here, so exact details will never leak out. Your clients have a reputation to uphold after all.

Companions

50 cp - Non Canon

You didn't think I would make you travel alone did you? No way, this isn't that kind of game. At the end of the jump, you may select one individual you have a good standing with, and take them as a companion. Can be anyone, as long as they're willing to risk life and limb to stand beside you. Maybe just because you paid them, maybe they owe you their life. Either way, they're now yours. Oh, and you get one free.

50 cp - Better NPC's

Ah, here we go, The Companions! ...No, wait, wrong companions. Anyways, you can import a companion for 50 cp, or up to 8 for 300. Each one gets a single faction based backstory, a decent level of skill in said area, and 200 cp to buy perks and items. You can also give a specific companion extra cp at a 1:1 ratio.

100 cp - Dovah-Bear

It's... A bear? It's seemingly gotten its head stuck in an iron helm, and can't get it off. The only reason it isn't trying is that it's discovered mead - that is, alcohol made from honey. So, basically it's a drunk bear, with an iron helmet, and for some damn reason it has the Thu'um. Or more accurately, the ability to echo the Thu-um, as it can use any of them that were used on it. Good fucking luck explaining this one. Can be a pet, follower, or companion at your discretion.

100 cp - Ultimate Follower Overhaul (Requires Better NPC's)

What, is 8 not enough for you? Well, okay. You can now import every last one of your companions, be that nine or eight billion. As before, they get a faction based backstory, some relevant skills, and 200 cp for perks and items.

Drawbacks

Max of +600

+0 cp - Specific Mod

By default this jump uses a set of 'generic' mods informed by and themed after whatever origin you picked, but if you like you can change that with this option. So long as it offers no truly outrageous benefits then feel free to say that whatever mod you want happens to be in effect for the course of this Modded Skyrim jump. For example powerful new spells or equipment, tweaked skill trees, a really cool player home (if you bought that option) and similar are fine. Mods that say you just get to open the cheat menu whenever, grant absolute invulnerability or access to console commands, or similar such no-limit-fallacy nonsense are not. You can pick as many extra mods as you like with this, so long as they follow the above rule.

+100 cp - Let's Stand Around All Day!

So, you installed too many mods, and now the scripting is conflicting with each other. It's a bit like two people trying to talk at the same time, but it never gets past the 'no, you go first' point. Don't expect to get anywhere fast, be it casual conversation or a critically important meeting.

+100 cp - YAH HO!

Yes, that's what you are. I mean, you did have sex before marriage. And with more than one person! You're ruined forever and all that jazz. Basically, anything at all that you do that could possibly have a negative stigma attached to it will result in comments and insults about you doing it from everybody everywhere, even places they couldn't possibly have known, like the afterlife or an alternate dimension. Mind you, no one actually gives a fuck, it's just seems that people like insulting you.

+100 cp - Annoying Fan

No no, it's not that fan thank gods, but you do have a lesser version. Specifically, this nimrod thinks you have the greatest ass/rack/insert sexual characteristic here, and will alternate between complimenting you in a slightly sleazy fashion every time he opens his mouth and propositioning you for sex. And no, he never goes away. Even if you kill him. I mean, you could say yes to the sex, but that just makes him more into you. Despite the wording this doesn't have to be a guy, but either way they're annoying as fuck.

+100 cp - Wrinkly Ass Zombie Dick

So, it would seem that the monster and wildlife here appear to have been anti-airbrushed. In other words, they really fucking ugly. And it would also seem that every last one of them is really hurting from some 'company'. Aka constant boners. I would really suggest not looking down, it's horrifying.

+200 cp - Can't Say No

I don't know if you're 100% a whore, a nymphomaniac, or are just using all this as a vacation, but you are now incapable of turning down sex. Bandits on the road, dog shoving it's face in your crotch, the annoying fan, the town drunk, etc etc. If they ask, you say yes. And no, you don't get to decide what kind of sex you're going to have either, so long as it wouldn't result in genuine injury to yourself or others.

+200 cp - Crash

Every so often, time will freeze, your senses will cut out, and you'll be frozen in a black void unable to do anything at all. Upon your release, you may find that time has moved backwards, up to five minutes. However, this will never happen at a time it would be useful - Not as you're about to lose an ambush, but right after you made a masterpiece weapon or similar. In addition, this can happen anywhere between five times a minute, or once a month, with each occurrence lasting anywhere between five minutes and an hour.

+200 cp - A Very Specific Fashion

You're not exactly a fashionista, but neither are you horribly bad at the whole thing. That said, you've decided to abandon all that junk, and let yours hang free. Yep, nudity. If you're covering more than, say, 10%, you aren't allowed to do it. Well, if it looks amazingly sexy I might let you get away with it, but for all intents and purposes you're not going to wear anything that is actually covering.

+200 cp - It's A Fixer Upper

So, you bought a house? Or maybe your friend, neighbor, or best friend's third cousin twice removed? Anyways, they asked for help and you stupidly agreed. Now you're stuck fixing a broken house. You will spend, at bare minimum, one year of nothing but building. That doesn't account for materials, for the record, so you'll need to acquire those somehow.

+300 cp - World of Murderhobo

I'm sorry, did you think you were the PC? Nope, you're just a side character. Pick a city, any city! From now on, every time you leave it, you have at best a 50% chance of attempted rape by bandits, monsters, or anything else that has a dick. PS, everything has a dick. Anyways, if you're in another city, that chance drops somewhat, but you're only 100% safe when you're home. And this is just wandering about. Don't even think of going dungeon diving. The reason it's called World of Murderhobo is because that's probably what you're going to be doing a lot of in response to all these assaults.

+300 - Skyrim, Kayaba "No One Will Notice A Few Bugs" Edition

Once upon a time a Japanese programmer stayed awake for 500 hours while working on a MMO. The resulting glitchfest killed hundreds of people and got him labeled as a terrorist when his bosses tried to ship the resulting mess. Sound familiar? Because that's Sword Art Online... Abridged. How do you think this world would fare with the various bosses 10 times more powerful to account for them now being a raid battle? And *without* essential NPC status? Well, you're about to find out! And with 'friends' to boot, 99 of them to be precise. Will the world survive 100 Player Characters?

End

Stay, Leave, or Go Home.

Notes

Instant master - equal to 50 years of training (before boosters, but not time shenanigans) per dose.

Iron sword - Importing or combining this will sacrifice the growth. You can keep whatever gains you've made, but it won't grow any more.

Walk Through Walls - Something like buying the skills of your companions for free, actually walking through walls and the inventory stealing trick it's used to do, the fortify restoration loop, or wearing a theoretically infinite amount of armor to wear a theoretically infinite amount of enchanted gear. Moving might be a problem for that last one though.

<https://docs.google.com/document/d/1umVxleJaHh25yeFpgMuZooPHcjFetcMW4Y3SdaiflZE/edit>