

Elder Scrolls Online – The Vestige

By Shapechanger



It's a dark time for Tamriel. With the Emperor's line dead, the barriers that separate the Oblivion from Mundus have fallen, and the lords of the Daedra are making their moves. You're an unfortunate soul caught in all of this.

No, this is not Oblivion. You're several centuries before that.

You're a Vestige. And the future of Tamriel weighs on your shoulder... if you want, of course. There are hundreds, maybe thousands of Vestiges like you roaming Nirn right now, nobody is going to bat an eye if one disappears somewhere and is never seen again. But even if you don't want to address the immediate problem, it's still a dangerous world.

So take this **1000 VP** (Vestige Points) and use them well.

Origin

There is only one: the Vestige. An imprint on a mortal soul on a body made of Chaotic Creatia, unshaped matter found in the Oblivion and which the Deadric Lords use to make everything, from their realm to their armies. This makes you more Daedra than mortal, but the most important part is that you don't reach your usual afterlife when you die, and you can reform your body if destroyed.

Race



You can select any of the ten most common races of Tamriel.

Altmer: Also called High Elves, they're an arrogant bunch that believes themselves to be the best race in the world. They're incredibly tall and have natural affinity with magic, and resist well against illness and paralysis.

Argonian: Lizard people, the argonian are most famous for their ability to breathe underwater, but they also possess innate resistance to diseases since their Province is giant marsh. They're also excellent swimmers (duh) and possess a connection to the strange, sentient trees of their land, the Hist.

Bosmer: The Wood Elves are the shortest of all Mer, and some of the strangest. They're exceptionally good archers, experts in the way of stealth, and can communicate with animals. They're also resistant to most diseases and natural poisons.

Breton: Called Manmer by some, the Bretons are the result of a long interaction between elves and humans. Generations of interbreeding created a race of men with a strong cultural affinity toward magic and improved magical reserves, but also an extreme resistance to the same.

Dunmer: The Dark Elves come from a volcanic land and have developed extraordinary resistance to heat and fire. They're the most balanced of all Elves, equally talented in magic, stealth and martial combat, but never at the level of their cousins.

Imperial: Coming from the center of the continent, the Imperials are people with strong martial and magical tradition, who in ancient times rose against their Elven slavers. They're resilient workers and possess an aura of charisma that makes them extremely adept in battle and politics.

Khajit: Cat people whose physiology is dictated by the position of the moons at their birth, making them go anywhere from cat to elf. They're incredibly stealthy and with a penchant for all kinds of illegal work, helped by their night vision. They also possess incredibly sharp claws, which they incorporate in their martial arts.

Nord: Coming from the frozen north, the Nords are people of great strength and resilience, so adapted to the freezing sky of their home that cold, magical or mundane, has very little effect on them. Furthermore,

they possess an innate connection to the Voice, and while not everyone develops it, they can all channel it in a terrifying war shout.

Orsimer: Simply called Orcs by most other people, the Orcs are considered pariahs by pretty much anyone, but this has made them exceptionally strong and tough. They're able to fly in a berserker rage that makes them even more deadly in combat, and they're surprisingly good smiths.

Redguard: People of the desert, the Redguard are master swordsmen, whose stamina and ability to recover from fatigue is legendary. They are also numb to most poisons. While they're known to not be particularly fond of magic, it doesn't mean that you cannot find some skilled mages between them.

Time and Location



You start during the Interregnum, a very obscure period of time during the Second Era, precisely at the start of the Dark Anchor incident that is orchestrated by Molag Bal. As to where you start? Well, you can either choose the region where your race hail from, or you can try your luck and roll a d12 and take 100 VP for the risk.

1. **Black Marsh:** Home of the Argonians, it's a giant swamp as the name suggests. It's far from desolate though. Villages dot the place and, in the depths of the province, the ancient buildings of the old Argonians still stand. It's a pretty dangerous place, filled with giant animals and deadly diseases.
2. **Cyrodill:** The heart of Tamriel is the ancestral home of the Imperials. Once a tropical jungle, it's now covered by hills and temperate forests... or so someone will tell in the future; right now it's the theater of a devastating war as the forces of the Daedra besiege the White Tower.
3. **Elswyr:** Birthplace of the Khajit, Elswyr is part dry savannah and part jungle. Here the various breeds of Khajit have built their own civilization, adapted to the life of both bipedal and quadrupedal. It's a harsh land filled with dangerous predators.
4. **Hammerfell:** Situated on the West, Hammerfell is the acquired home of the Redguard, who came here after they sunk their homeland, Yokuda. Or so the legends say. It's mostly composed of a large desert filled with ruins of ancient Nede and Dwemer civilizations.
5. **High Rock:** This province, composed of somewhat independent states fighting for supremacy, is the motherland of the Bretons. It's a Province steeped in dark magics, home of witch covens, werewolf packs and vampires, seemingly hiding behind every corner.
6. **Morrowind:** The Tribunal rules this Province, which is inhabited by the xenophobic Dunmer. It's dominated by the sight of the Red Mountain, the biggest volcano in all Tamriel, and its ashes cover most of the region. The fauna and flora are alien to the rest of the continent, and very dangerous to the unaware.
7. **Orsinium:** Orcs don't have a homeland. They're pariahs among both mer and men, and they live wherever they can. That said, a single city was built to be the home of all Orcs in Tamriel. Orsinium, situated in the eastern part of High Rock, near the border with Skyrim.
8. **Skyrim:** This frigid land is the home of the Nords, and the cold winds coming from the lost continent of Atmora have shaped all life in the Province. Only the most southern territories are free from their freezing grasp, and even then, only in the warmest months of the year.
9. **Summerset Isles:** Legends tell that the Aldmer, the ancestral elves, reached Tamriel for the first time here, leaving the lost continent of Aldmeris for unknown reasons. The Isles are radiant and beautiful, but there is hidden darkness waiting under them. The Altmer consider themselves the closest to the original race of Mer, and so the most pure.
10. **Valenwood:** The giant trees, who some swear move, are the most recognizable feature of the Bosmer's land. A pact made with the ancient gods of nature, Y'free, made sure that no tree is ever harmed by its inhabitant... the beasts that roamed the place don't have the same protection.
11. **Coldharbour:** Oh? This is bad, Jumper. You found yourself in the backyard of the Deadric Prince of Domination, Molag Bal; also known as King of Rape, King of Strife, Schemer Prince, Harvester of Souls and other similarly family friendly titles. I suggest you find a way to escape quickly: nothing here is conducive to a healthy life.
12. **Free Choice:** Choose your starting point, Jumper. It can be any place on Nirn or even in Oblivion, including any of the thirty seven thousand minor planes that apparently float between the domains of the Daedric Princes.

General Perks



Eternal Soul (Free and Mandatory): You're a Vestige now, so your soul is... peculiar. More similar to the Animus of Daedra, your soul can now persist even if your physical body is destroyed. In practice, it just lingers on the spot until something or someone does something to restore your body. This has two effects: first, you don't chainfail just because you 'died'. As long as you reconstruct your body using whatever means before the end of the Jump, your death doesn't count. Secondly, you can, in fact, reconstruct your body even if destroyed, and you're technically ageless. The most common way is the use of a charged Soul Gem from an ally, and there are a lot of shrines that seem to have the ability to do just that around, pretty much instantly. In future Jumps, you'll have to find a way: if by some chance you are killed right before the end of the Jump, you have one hour to reform your body before the Chainfail hits. Also, be careful about soul magic, Jumper. Soul Trap is not as common as in later Eras, but it still exists.

Aetherius' Gift (Free): You, like everybody else, have magicka. It's basically mana, a form of energy that mages use to power their spells. You have enough to be an average mage, but with training it could increase.

Sculpted Appearance (50 VP): You look a solid 9/10 even at your worst, Jumper. Almost if someone spent a lot of time in front of a character creator to make sure you looked really fine.

Immersion (50 VP): The Vestige's origin is... not really clear, and Mundus is a big and strange place. Well, fear not. With this, you'll be granted the ability to make up a background and learn all simple things that you would know doing that. Nothing *practical* of course, not for this price, just commonly known facts that can help you mingle with the people of your place of choice. This Perk updates in each subsequent jump, choosing a different background each time.

Class (100 VP, First Free): In these tumultuous times things are... not like they will be in the future. The Mage Guild is in its infancy, so magic is not classified in any sort of system (artificial as it may be) but... basically on whatever people believed could work. There are a lot of strange traditions around, both magical and not, and you're fully trained in one of them. Choose one:

- *Arcanist:* You're trained in the magic of the oblivion, specifically of Apocrypha. Blast people with eldritch energies, summon Daedric words of power to heal or teleport, and summon the waters of Apocrypha to absorb attacks sent in your way.

- *Dragonknight:* Heirs of the Akavirs's Martial Arts, Dragonknights use either magicka or stamina to imitate the power of dragons. Scales of obsidian, flaming weaponry, auras that support allies, briefly summoning dragon wings, the Dragonknights are masters of battle.

- *Nightblade:* Master of shadows, the Nightblades use the elusive Shadow Magic to drain their enemies of their vitality, sneak unseen, and deliver terrible wounds from the shadows. You can choose to either be a masterful, but mundane assassin, or use your magical one.

- *Necromancer:* Surprisingly, Necromancers in this time are exceptionally powerful warriors. It may be the fact that they prefer to summon weapons and armors made of bone, or to transform into a powerful undead warrior, than the usual summoner. They're not particularly liked though, even now.

- *Sorcerer:* Your classical mage, the Sorcerer is a versatile class, able to summon Daedra, create shields and drain the magic of others, manipulate the battlefield, and summon extremely powerful lighting magic. They're not very good in melee combat though.

- *Templar:* when praying is not enough, a Templar takes up arms and starts to smite. The Templar is an excellent warrior that can either specialize in support and healing, or go in the thick of the battle to dispense holy wrath and sun blasts.

- *Warden:* Protectors of nature, wardens channel the power of the Green to either summon animal spirits to fight for them, use the power of nature to heal and support allies, or hit their enemies with devastating cold magic to hinder and freeze them.

Crafting Prodigy (First Free, 100 VP): You're a master craftsman... in your chosen specialty, at least. You can use rarer and more powerful items to improve your craft, you have an easier time finding ingredients and even have them delivered to you daily by an unseen hireling. But you have to choose what you want to craft.

- *Alchemy:* Potions of all kinds are the domain of Alchemists. Your job is to extract magical reagents from local materials and combine them to create potions able to heal, buff, or hinder.

- *Blacksmithing:* Blacksmiths work with metal. Melt and shape them to create all kinds of heavy armor and melee weapons. In theory, lighter armors and shields are under other specialties, but I will throw them here for you.

- *Clothing:* Cloth and leather are your playthings. This will cover all kinds of light armor that can be used without slowing the user too much, and for clothes designed for wandering mages and adventurers.

- *Enchanting:* Enchanting in this Era works using runes that can be found around. Combine three of them to make an Enchanting Rune to be put on any kind of equipment.

- *Jewelry Crafting:* Precious metals and rare materials will let you create magical rings and necklaces that will offer a small, but significant boost to those who wear them.

- *Provisioning:* You're a cook. A damn good cook. Not only does your food taste delicious, but it also empowers those who eat it, granting them vigor and enhanced recovery for a longer time than ordinary potions.

- *Woodworking:* Self-explanatory, you're a master of all wooden instruments. This means mostly bows, magical staves, and wooden shields.

Combat Mastery (100 VP): This Perk will grant you complete mastery of every weapon and armor you can get your hands on. You want to be a badass covered in heavy armor swinging a hammer with a head bigger than yours, while also being able to dual-wield magical staffs or headshot an enemy with a bow? Then this is what you need.

Unbound (200 VP): All that immortality is not going to help you if you get soul-trapped. Sure, it's a rare spell in this time and age, but it doesn't mean it doesn't exist (and Mannimarco and his cronies are still around). But thanks to this, you're now immune to all kinds of soul related bullshit. Your soul is untouchable, and it cannot be trapped or manipulated in any way, shape or form, not even by godlike entities. You're welcome.

Dragonborn (400 VP): Well, that's unexpected. You're a Dragonborn, but not of the Emperor kind. No, instead you are the dragon-slaying, Thu'um shouting variety. This makes your attacks against dragons much more effective, and grants you the ability to absorb their souls when you defeat them, granting you the knowledge of the ancient art of the Way of the Voice, on top of transferring all the power of the dragons to you, even if the exact bonuses are unclear. Unfortunately, there are no dragons in the Second Era, for they were all slain before your time... or did they?

Prisoner (600 VP): What is a Hero of the Prophecy doing here? There is no prophecy going on right now! But apparently you don't care, so there it is. This will free you from the limitation of the mortal flesh, making you able to train your Perks, skills and attributes beyond what would normally be possible. On top of that, it will increase your learning speed to absurd degrees, mastering in weeks what others take years. It will also protect you from any attempt to manipulate your fate in any way, granting you the ability to trample any prophecy without having to worry about someone coming down to smite your ass. And at the same time, you will find yourself guided to the best possible path to succeed in whatever you need. Finding treasure, rare magic, and more is a common occurrence for a Prisoner. How is this fair?

Vestige Perks



You get two 50 and 100 VP Perks for free, and discount two Perks of each successive tier (so 200, 400 and 600 VP perks).

Autoaim (50 VP): You don't miss. Whatever we're talking about a spell, an arrow or the swing of a sword, your attack simply cannot miss. This doesn't mean you hit the target, of course. Active defenses can still block your strike, either dodging, parrying, using magical shields or similar, and of course, you actually have to have a way to reach the target in the first place. But unless someone opposes your attack, it will hit, regardless of conditions that would impede your aim.

Bottomless Stomach (50 VP): You want to go to fight a dragon but you cannot drink all the potions that would grant you the sweet, sweet buffs you need? Well, don't worry, with this Perk, any food or drink you ingest will not fill your stomach, assuming that they grant buffs of any kind. Try to not wolf down too much normal food.

Moment of Prescience (50 VP): You have developed a talent to foresee where large areas of effect spells or attacks are going to land. You'll have a flash of insight, signaling the affected area with a reddish sheen, giving you a moment to get out of dodge. Of course you need to be able to escape fast enough, but I'm sure you'll do alright.

Offensive Recovery (50 VP): You have developed a technique that helps you sustain yourself in combat. Every time you use a particularly powerful attack, either magical or physical, you gain a slight increase in stamina or magicka regeneration, depending on the type of attack. It's enough to offset the cost of the attack you just performed and recover a little, but it will not save you if you don't pace yourself.

Humble Hunter (50 VP): Sometimes to reach a particularly interesting dungeon you need to trudge in the wilderness, and for someone that's not used to that it can be quite a pain. No worries, for you now possess all the skills of a humble hunter. You're able to move through any kind of terrain, create traps with just natural resources, hunt animals, recognize edible plants from inedible ones, create shelters, butcher your prey for skin and meat, and do all the other little things needed for survival outside civilization.

Likable (50 VP): Apparently you know how to act to make people like you, Jumper. You have the kind of charisma that makes people trust you, and the skills on how to capitalize on that. Be warned that it will not help if you act like an asshole constantly.

Mercurial Artist (100 VP): Maybe you want to make all your equipment, or maybe you just like to bounce from one art to another. This is a problem if you specialized in a very specific type of crafting and you simply cannot do the other thing you need. Well, worry no more. With this Perk, you can change any specialization you possess to another without maluses. You can do this as much as you want and it requires no time. Of course, this assumes you're specialized in something...

Easy Access (100 VP): All kinds of organizations will be far more willing to admit you in their rankings, reducing eventual trials or payment for your access by half at minimum, and even more if you're particularly convincing. This will also let you learn all their secret magic or combat techniques at an increased rate, as well as give you access to them far in advance compared to what your rank in the organization actually is.

Dialogue Options (100 VP): You're extremely adept at finding the best way to manipulate people, instinctively understating the best button to push to achieve a certain reaction. You will also be able to have people tell you more than they normally would, without them even realizing it. This will allow you to squeeze more information out of them, without overt questioning that could potentially alarm them.

Armor Training (100 VP): Armor is a useful tool, but sometimes it can be... limiting. Thanks to this perk, you won't have to worry about that anymore. Want to protect yourself but also sneak around? Your heavy armor counts as a dress. You want to stay light but some of your Perks and skills work better with something more substantial? It qualifies! This Perk cannot make a leather armor as tough as a Daedric one, but aside from that every other limitation is removed.

Brilliant (100 VP): Your mind is refined to perfection. You possess infinite memory and perfect recall of everything you've seen. Your mind can process information at supernatural speed, letting you parse through enormous amounts of information in mere moments. You'll make a fine mage, Jumper.

Enhanced Senses (100 VP): Being an adventurer is all about being prepared for anything that could happen. Fortunately for you, you have enhanced sense, comparable to the finest senses in the animal kingdom. Furthermore, you possess an instinct that makes you able to react to dangerous situations without thinking.

Unbreakable Will (200 VP): You'll always find inside you the strength to continue to move forward. You're immune to boredom and social isolation, can always motivate yourself, and you can power through pain and fatigue until your body can't sustain you. It will also make manipulating your magicka just a little easier.

Colorblind (200 VP): Apparently you cannot distinguish between red, green and blue, Jumper. No, your eyes are fine. What I mean is that you can use your health to fuel your attacks when your stamina betrays you, use your stamina to power your spell when your magicka is depleted, and use magicka to sustain your body when it should fail, or any other combination. Just be careful, you can still die using this.

Vestige Mind (200 VP): Your mind is unshakable. You are never hampered by extreme emotions, and you're always able to make decisions with a clear mind. This also covers pretty much all kinds of mental illnesses you could be affected by, like PTSD and similar, clear you from any pre-existing condition you want to eliminate, and greatly increase the recovery from mental damage. This will also block any attempt to corrupt, possess or alter your mind without your consent.

Vestige Body (200 VP): Maybe it's because your body is not mortal anymore, but you don't react to injuries like a normal person should. While you can still feel pain, it will not hamper you anymore, and your body cannot be broken or cut in any way. This doesn't mean you're invincible, just that your body will maintain integrity until you reach a certain threshold, at which point you'll just collapse. You'll always have a clear idea about how close you're to the limit you're. This also helps shorten your recovery time drastically. A night of sleep is sufficient to recover to complete health.

Tool Master (200 VP): You cannot always be fighting. Sometimes it's better to take a break from bloodshed and do something constructive. Except Tamriel is in flames right now, and you cannot take the time to go and relax at the forge or something. No more worries! Now, time you spend using a tool counts as training for every other tool too. Swing that mace around to learn how to better hammer metal. Cut vegetables to better learn how to make potions. Cast fireballs on a horde of monsters to learn how to better enchant. No more long grinding session to slowly learn everything you need to survive in this crazy world. The effect is pretty limited the more the tools are different. Swinging a sword will not do too much to increase your ability to cast illusions, but it will do wonders for your ability to knife people in the back.

Amazing Skills (200 VP): Imagine that you wanted to explore Water Magic but the memory part of water magic doesn't work in some places like other planes, because, well, water isn't *memory* everywhere. In the interest of encouraging you to explore things instead of relying on what's proven and safe, any skill that you

learn with the sweat of your brow will now accompany you in all your travels and work perfectly and without complication even in places where (meta)physically it shouldn't.

Proper Precautions (400 VP): Apparently you are ahead of your time, Jumper. You somehow managed to learn about the powerful Shadow Magic about an Era before the official discovery... and the terrible side effects it brings. So you decided to ditch actually learning the magic itself and instead learn how to minimize those side effects. You succeeded. Now, any skill, power or magic you learn will never harm or affect you in a way you don't want, unless you let it for any reason, like making the effect more powerful. As a bonus, this will let you learn forms of magic or techniques that would be completely opposite and react destructively when used together.

Top of the Class (400 VP): You simply are... more than your 'peers'. Attacks that could seriously injure someone of a similar class and experience just graze you. Your techniques and spells hit harder. You can fight longer, having both more magicka and more stamina than you should. Basically every aspect of your persona is roughly 50% better than a normal.

Soul Magic (400 VP): Being a Vestige has granted you insight on the mysterious art of soul magic. Now you can manipulate your soul to a limited degree. You start with the basic powers of a soul mage: the ability to produce a projectile of soul energy that explodes against the enemy, a powerful explosion that triggers when you're close to death, and the ability to rebuild your body (see Eternal Soul) once per month without having to return to a shrine or require help from an ally. If you possess Ultimate, you can also use a powerful attack called Soulfire, that burns both physically and spiritually the target until only ashes remain.

Antiquarian (400 VP): You now possess the skills of an Antiquarian. What does that mean? Well, it means that you're the uncanny ability to know where to search for treasure, and either a magical tool or a spell that lets you recover them pretty easily. But you're not paying all those VP just for that, so I'm going to add a couple of bonuses. First off, you have the ability to rebuild artifacts by simply collecting their pieces, putting them together and willing them whole. Secondly, all your items, either built, found, or bought are now guaranteed to work in every universe, even if the metaphysics wouldn't normally allow them to. Finally, your items don't need to be recharged anymore.

Racial Skills (400 VP): Every race in Tamriel has unique abilities that cannot be replicated by others. Bretons have innate magical resistance. Orcs can fly into berserker rages. Nord resists cold and are able to instill fear in their enemies just by shouting. Normally, these abilities are the same for every member of their race... but not for you. Now, you can develop them with training like any other skill. You can only do it for your race power this jump, but in the next one you can apply this Perk to all racial abilities you acquired, training them to new heights. As a small bonus, you can use all the powers of all alt-forms you possess independently by the shape you assume.

Internalization (400 VP): For some strange reason, combat here seems to have... patterns. Weapons and armors seem to have different 'movesets' impressed upon them by some unknowable force and armor just doesn't work for a person unless it's of a specific type. You've learned how to ignore that and replicate all the abilities normally usable only using a particular object on any other object. You can also learn how to replicate powers coming from your equipment and turn them into a buff you can cast using your reserves of magicka.

Ruby Guardian (600 VP): With the protection of the Dragonfire weakened, Daedra are more common than ever, and the Dark Anchors continue to drop. Fortunately, you have the solution, or to be more precise, you

are the solution. You can now manipulate the Dragonfire to a small degree, not enough to bar the access to the whole world, but enough to banish any Daedra in your way with but a flick of your wrist. You could even banish a Daedric Prince, if one ever manages to reach Tamriel in full, but that would leave you exhausted. You can also destroy any kind of portal to planes of Oblivion and, in case you ever found yourself into a Plane of Oblivion against your will, just banish yourself back to Mundus. After this Jump, you will be able to use this power on any form of creature not native of the plane you're in.

Scholar of Everything (600 VP): Mundus is full of interesting practices. The mythical Shehai Shen She Ru, the mysterious Shadow Magic, the Tonal Architecture of the Dwemer... forms of magic lost or simply obscure. Now you too will have the chance to learn these and many, many other secret practices. In fact, you can now learn *anything*, and you will not need teachers or books. You just need to know that the practice exists, and after pondering on the matter for a while you'll spontaneously learn the very basics of the discipline you're trying to learn, and from then on you can train it like normal. This applies even to innate powers of a race or accursed transformation. Want to learn how to resist magic like a Breton? Want to gain vampiric powers or transform into a werewolf without being cursed yourself? Now you can. In subsequent jumps, this Perk will expand to all forms of magic, martial arts or similar, ignoring things like bloodlines or special requirements.

Ultimate (600 VP): Every good anime protagonist has a final move, an ace in the sleeve to unleash upon his enemies to quickly end a fight. You're not an anime protagonist, but you still have one –or more- final move. These Ultimates, as they're called, can be pretty much anything, but they usually represent the culmination of one of your skill sets, and it's –usually- a particularly powerful spell or attack, but I'm letting you figure out the specifics. The best part about the Ultimate however is not their power –even if it's considerable- but the fact that you don't actually pay to use them! Instead, you build a pool of power by fighting. When the pool is full, you can unleash one of your Ultimates without having to spend magicka or stamina. In future Jumps, you can link similar final spells or techniques to your Ultimate pool. Doing so neutralizes any cost they have at the price of emptying your Ultimate pool.

Red, Green and Blue (600 VP): Most people need to specialize to reach any kind of notable results. Mages focus on the arcane arts, warriors on the fight, thieves on sneakiness, and so on. You say fuck that. From now on, any increase in magical power increases your stamina and lifeforce too. Similarly, any increase in skill regarding magic is translated into an increase in combat and pretty much any other skill, and vice versa. You're no more a jack of all trades, you're a master of all.

Artifact Attunement (600 VP): Artifacts tend to be unique items with exceptional and often dangerous powers. But as you venture in the Jumpchain, they're slowly going to lose the overwhelming power and uniqueness as you find more and more of them. Fortunately, you don't have to worry about your favorite item becoming useless. By attuning them to you in a short ritual, you'll have the ability to increase their powers more and more, granting them either useful new powers related to the previous ones or just improving their existing ones so they'll always be useful and unique.

The Spark of Creativity (600 VP): You're great at your job, Jumper, and there is no doubt about it. But in Tamriel, being 'great' is being one among a multitude. A lot of people are 'great' at what they do. Even 'masters' are more common than one may think. You want to be more. Your creativity has expanded to new levels, and not only you will never need to find inspiration again, your inspiration now directly affects the result. Items you make are not only better by an order of magnitude, but acquire secondary effects depending on the way they were made and your intent. Forging a spear with the intent to kill a dragon will grant the spear dragon-slaying properties. A song written to catch the heart of a lady will noticeably

increase the rate of marriage if read in front of a crowd. New spells will come easily and be cheaper, more reliable and more powerful. But not just being better, this spark of creativity will also let you mix things that have pretty much nothing in common, like lycanthropy and Shadow Magic, alchemy and The Voice, enchanting and athletics, or pizza and pineapple. Let your imagination run free, Jumper.

Items



You get two 50 and 100 VP Items for free, and discount two Items of each successive tier except for the 800 VP Items, which receive no discount.

Basic Equipment (Free): You get basic equipment for your crafting specializations, plus one set of armor light, medium or heavy armor, and two basic weapons.

Fashion Souls Tools (50 VP): Even the eye wants it's due, so I give you a selection of dyes and different styles that you can use to change the appearance of your equipment. You cannot go around slaying monsters while looking bad, can you?

Instant Table (50 VP): You know what sucks? Having a new idea for a weapon but not having a place to make one. Worry not, with this you'll be able to deploy a working station anywhere, so you can work on your craft even inside a dungeon. The station works for all types of crafting jobs and, when not in use it will disappear.

Gold for Days (50 VP): Money is what makes the world move. With this, you'll have enough money to live a modest lifestyle for the next ten years, or in luxury for one. You'll receive a similar amount of money at the start of every Jump.

Pet (50 VP): You have a pet. It's a creature of any kind, not bigger than a medium sized-dog, and absolutely *not* suitable for combat. It's mostly there to be cute/funny/intimidating or whatever you prefer and provide psychological support for you in case you'll need it, but nothing more.

Steed (100 VP): Tamriel is a *big* place, and if you want to go anywhere fast you'll need a ride. This is the most basic form of transportation you can get access to. The steed is *usually* a horse, but it can also be a suitably big animal or even a summoned or artificial creature. You can call and dismiss this steed at any moment, and it will appear and disappear into nothingness when you do so. It *can* fight, but it's not resistant or powerful enough to be of any help against serious opponents.

Magical Equipment (100 VP): Basic equipment is fundamental for everyone, but it's just that: basic. At some point you'll need something better to do your job. This is exactly what you need. Every equipment acquired through Basic Equipment has now a small, but useful enchantment dependent on the object in question. Weapons increase damage or make it easier to attack, armor protects better, and tools let you work harder materials more easily. They're not the best, but they'll get the job done.

Recipes (100 VP): Being a craftsman is cool and everything, but it will not do you any good if you don't know how to make something. Worry not! With this, you'll have a book containing various basic recipes for your job. The number of recipes will automatically increase as you increase your skill and learn new crafts.

Soul Gems (100 VP): Souls gems are important both for enchanting and for a Vestige to rebuild their body. Now you receive a weekly shipment of soul gems. For some reason, they seem to be all identical and their size doesn't influence the power of any enchantment you make.

Dismantling Table (200 VP): Normally, dismantling an object will just give you back the materials and not all of them either. However, this specialized workbench lets you not only recover the materials, but also learn more about the construction of the object, to the point of being able to rebuild it from scratch.

Set Bonus (200 VP): You managed to get your hands on a set, Jumper. This may look like the Magical Equipment Item, and it is, but it also has a bonus: the more items of the same set you were, the more powerful they become. The set bonus is at your choice, and you can also change it depending on the equipment you possess. And with the right tool you could even learn how to make one yourself...

Ship on Call (200 VP): A steed is well and good, but there are places that cannot be reached on foot. Every time you need to reach a location across the water, you can call a ship from the ether. It will transport you to your destination with a small fee and then disappear into nothingness. In future jumps the ship will automatically upgrade itself to an appropriate technological level, even transforming into a different kind of ship, like an airship or a starship.

Skyshard Collection (200 VP): Skyshards are peculiar objects, fragments of celestial crystal infused with the power of creation. When you touch one, you're granted a minimal understanding of reality, enough to let you improve your skill without having to practice them. Now you have ten Skyshards in your backyard—or your Warehouse, depending on where you want to put them. Those ten Skyshards will recover their power at the start of every subsequent jump.

Mythic Item (400 VP): This peculiar object is quite interesting. A mythic item is more powerful than most, but it usually places restrictions on the user. One common to all is the impossibility of wearing more than one Mythic Item at time. The others, as well as the type of item, will be left to you. Remember that while the item can be powerful, it cannot be more powerful than an Artifact (see below), and that the more powerful it is, the bigger the restrictions will be. This Item can be bought multiple times.

Wayshrine (400 VP): One of the special shrines that let Vestiges like you to rebuild their bodies. You now have a personal one, that you can place anywhere you want. On top of giving you a way to return to the

land of the living without help, it also lets you teleport to it at will, even when you're 'dead'. As a bonus, I'll give you the knowledge of how to build similar shrines. They will not have the ability to help you return, but they will act as teleportation beacons in places where normally there wouldn't be any.

Mundus' Stone (400 VP): These pillars of stone with engraving of the various constellations of Mundus have a great power: by touching them, you gain the blessing of that particular constellation. It's nothing overwhelming, but it's useful. Now you possess something quite unique: a personalized Mundus' Stone. Once per day you can change the constellation engraved on it and get a completely different bonus. In future Jumps, you'll be able to incorporate different constellations with unique bonuses on it.

Estate (400 VP): Maybe you don't want to spend all your time fighting, killing and generally risking your life. Maybe you just want to stand back and relax while the innumerable other Vestige solve the problems for you. Then, this is what you need. This building is both a house and a monetary investment. Maybe it's surrounded by fertile farmland or has a shop connected to it? Whatever it is, it offers luxurious accommodations, alongside a Follower workforce that will generate the same amount of money Gold For Days gives you each month. It also contains all the workstations you would need to practice your crafts, whatever those might be. To top it all, it's surprisingly well protected, both against mundane and arcane intrusion or attacks.

Artifact (600 VP): You can take a Daedric or Divine Artifact with you. There are a surprisingly high number of these around, each pretty different, but all more powerful than any other item you can make or buy. Contrary to a normal Artifact, this one will never leave your side and desert you. Alternatively, if you prefer, they'll do it but they'll also leave a perfect replica of themselves behind for your own use.

Secret Location (600 VP): Your own personal pocket dimension, Jumper. By itself it is a copy of the isle of Artaeum, the very same where the Psijic Order is located, but you can change it to better suit your tastes if you want to. The place is cut off from the world unless you use a portal opened by a key that only you can use, and no force is able to breach this dimensional barrier. It also contains a library filled with arcane lore and several instruments that will help you in the study of magic, and any magical training done here will skyrocket your competence.

Mannequin of Overlapping Armor (600 VP): Oh, this is quite interesting, a personal creation of mine. A problem with armor in general is that you cannot always have it around. Either because you need to act discreetly or because you're trying to relax, there are moments where you won't have it on, and it would suck to be attacked in a moment like that, right? Well, the Mannequin of Overlapping Armor solves that problem. By placing an armor on the Mannequin, you'll be protected by a force field that will emulate the effects of any armor put on it. This means that, on top of always having your favorite armor 'on', so to say, you can also benefit from the effects of two sets of armor at the same time. Useful, isn't it? Be mindful that the force field transmits the force of any blow you receive on the armor, and while the damage will be shared with the armor you're wearing, it will not make the armor itself impervious to damage.

Fortress of Crafting (600 VP): A large building containing several facilities that will help you create all kinds of items, magical or not. What kind of facilities? Well, the Blood Forge, a copy of a Dwemer Animunculatory, and similar places that will greatly increase your ability to infuse magical effects on inanimate –and not so inanimate- matter. Can be fused with the Estate to staff the facilities with Followers. In future jumps, new facilities will be added to the building, copies of the best research and technological facilities in the setting.

Containment Sphere (800 CP): In a far future, something similar will be found by the College of Winterhold, but this is not the Eye of Magnus. However, this is something similar. Inside this sphere is a direct portal to the Aetherius and the infinite magicka it contains. When open, it releases a virtually infinite amount of magical power. The protections imbued in the sphere prevent this amount of magicka from destabilizing reality, so by itself it doesn't really do anything. You can link yourself to the sphere to have a virtually unlimited amount of magic reserves, but your output doesn't change. So while you can cast spells all day, they're not more powerful than normal. Or you can plug it into any kind of magitech or object that uses magic to work and supply it an infinite amount of power to work with.

Divine Heart (800 CP): I know what you're thinking, no, it's not the Heart of Lorkhan. It is a divine relic of some kind though, a little sphere containing what looks like a fistful of reddish amber, maybe a piece of the true Heart of Lorkhan, maybe some drops of Lorkhan's divine blood that managed to not dry completely. Despite that, it possesses undeniable power, to which you –and only you- can access even without specialized tools. It cannot turn you into a god, but enough to significantly boost your stats, enough to let you contend with a dragon in physical and magical combat (you still cannot kill one even with this unless you're Dragonborn). It's also a useful tool to study the nature of divinity, and it could, at least in theory, be used to power some kind of divine construct.

Companions



Fellow Vestiges (50-200 VP): Your standard creation or import Companion option. 50 VP for each one, or 200 VP for eight of them. Each gets 600 VP and the same discounts you get.

Your Guild (Free): If you already possess Followers, you can import all of them together. They'll receive one pick of Class and Crafting Prodigy, but no other Perks.

Canon Character (Variable): You can take any character that you meet in your journey, assuming you manage to convince them.

For free, you can take a normal person or a weak monster. They can be of any of the rare, but not particularly powerful races of Tamriel, like the Imalgas, the various goblinoid races or even one of the few

surviving Wild Elves.

For 100 VP, you can take a more powerful person, like a standard mage or city guard, or a weak monster. These options include low level Daedra, powerful wild animals or similar creatures.

for 200 VP, you can take a more powerful creature, like an elite mob like the Xivilai or the Daegroth. A normal person could be an experienced battlemage.

For 400 VP, you can take something on the level of an archmage or a powerful daedric creature like the Watchers.

For 600 VP, you can take the apex of 'mortal' power in Tamriel. Options include mages like Vanus Galerion, the founder of the Mage Guild, his rival Mannimarco (before ascending of course), a Daedric Titan, a true dragon or even a Demiprince.

Companions taken with this option are not going to attract the attention of the locals, at least not the murderous kind, no matter how monstrous they are. If they commit crimes they're still getting arrested or killed, of course.

Your Party (400 VP): This is special. With this option you unlock three special Companion slots. For this Jump, they work exactly as the Fellow Vestige option, but in future Jumps they will let you import three Companions for free. They don't necessarily need to be the same Companions you get in this Jump. They will receive the normal resources that a Companion of that Jump would receive or 600 CP, whatever is higher. Have fun.

Drawbacks



Different Entry (+0 VP): Maybe you don't particularly like the ESO campaign setting? No problem. With this, you can choose whatever period of TES history from the Merethic Era to the Fourth Era.

Another Mortal Realm (+0 VP): This is basically a fanfic toggle, it will let you add or remove details as you prefer. It will not stop you from experiencing the effect of the Drawbacks you selected, of course.

Continuity (+0 VP): In case you have already been there, you can take this to make sure your past deeds are remembered.

Supplement (+0 VP): Or maybe you just don't like TES in general, but you still want the Perks here? No problem, with this you can supplement this Jump to any other. Just be warned: you don't get to evade the Drawbacks.

Monster (Variable): You liked the monster Companion? Good. What would you say if I told you that you can take the shape of one too? With this, you can. Choose a monster with power equivalent to the choices given in Canon Character, and you'll get all its powers. Why is it a Drawback? Well, for starters, Eternal Souls is disabled. Secondly, you'll have people, true Vestiges, hunting you down. You get one hunter for every 100 CP of your form, and *they* get CP equal to the cost of your form, all the discounts you have, and all the freebies. They're determined to kill you and will not stop. Good luck, Jumper.

Kidnapped (+50/100VP, can only be spent on Companions): Apparently one of your Companions has been kidnapped by some unspecified third party. They're fine, but if you don't free them before the end of the Jump, you'll lose them forever. For 50 VP, they're somewhere in your starting province. For 100 VP, they're somewhere in Tamriel.

Search for the Skyshard (+100 VP, Requires Skyshard Collection): Well, seems like the Skyshard you bought got dispersed. Worry not, they're not that far away, but you're not going to find them all if you don't go exploring some dungeon.

Extended Stay (+100 VP): Not much to say, you'll stay here for 10 more years. You can take this Drawback any number of times, but only the first nine will grant you any VP.

Bandits Galore (+100 VP): Seems like Tamriel's roads are absolutely full of bandits. They're not powerful bandits, but they are still doing bandits things like robberies, murdering and all of that.

Limited Supply (+100 VP): You know how I said that Crafting Prodigy delivers materials to you without you having to move a finger? Well, that's not the case anymore. You'll have to leave the city and work to get the resources you need for your work.

Lame (+100/+200 VP): Choose one of your limbs or one of your eyes. For 100 VP, you still have them but they don't work properly. For 200 VP, it's missing completely. You can take this Drawback multiple times, until you have functioning limbs.

Damned Cliffracers! (+200 VP): Seems like the animals around here like you. Which would be great if most of them weren't trying to eat you. For some reason, you find that everywhere you go you're followed by a pack of local critters trying to eat you. And if you kill them, another pack will appear after a couple of days.

Atronach (+200 VP): Those born under the Sign of the Atronach are blessed with the ability to absorb the magicka from spells launched against them and plentiful magicka, but cannot regenerate it naturally. You now have the same disadvantage, but none of the benefits.

Soulless (+200 VP): Ops. It seems you're not a true Vestige, Jumper. For you to be one, you'll need your soul, and you don't. Which is bad, because it means that your personality will slowly be erased and you'll

become a Soul Shriven, a zombie-like mindless Daedra. Fortunately, you won't suffer negative consequences for this, but if you don't recover your soul before the end of the Jump, you'll fail the Jump. Your soul is somewhere in one of the sixteen Daedric Princes realms: normally Molag Bal, but you can select a different one. Good luck.

Dragonfire Barrier (+400 VP): The fire protecting Mundus from the forces of Oblivion rejected your otherworldly powers, jumper. For the duration of your stay here, you'll find yourself stripped of all the Perks and powers that don't come from the Elder Scrolls universe.

Daedric Theft (+400 VP): Apparently the lords of the Daedra were jealous of your toys, and locked away your Warehouse and all items not from the Elder Scrolls universe.

Local Friends (+400 VP): Your friends refused to follow you in the craziness that's ESO, Jumper. You cannot import any Companions, and so you'll have to do with the ones you get here if you are looking for company or aid.

Princely Attention (+600 VP): One of the Daedric Princes has decided you'll be one of his followers. They'll start slowly, first tempting you with artifacts and power, but they will escalate as long as you resist. Normally that wouldn't be much of a problem, but the Dragonfires are out right now and they have much more freedom on Mundus. And don't think that just accepting will help. If they get their hands on you they'll start to send you to impossible quests to spread their influence on Tamriel or twist you into one of their servants. You can take this Drawback once for each Prince.

The Questing Vestige (+800/1200 VP): You know how I said that there are a ton of Vestiges around and so you don't have to worry about the problems of Tamriel? Well, now it is your problem and you'll have to deal with it, and you cannot leave the jump until you do. Fortunately for you, you don't have to deal with *all* Tamriel's problems, just with the main ones*. And while you have to deal with them, you don't have to do so alone. Aside from any eventual Companions, there will always be more Vestiges ready to help... unless you decide to take the 1200 VP version of this Drawback, in which case no other Vestige will show up to deal with this. Hope you're ready for this Jumper, because it's going to be hard.

Scenario: Ironman Mode

Requirements: Daedric Theft, Dragonfire Barrier.

Are you sure about this, Jumper? It will make things very hard for you. Yes? Fine.

This scenario is actually really simple. You will have to face this Jump as a Gauntlet. You lose the 1000 starting VP and you will not get any VP for the Daedric Theft and Dragonfire Barrier Drawbacks. At least, you cannot Chainfail: if you lose, you'll just go to the next Jump without anything you've bought here. Furthermore, both those Drawbacks will be even more restrictive, removing anything, including your Body Mod, assuming you have one. You'll have to do this with your Race and any Perk you bought. The only exceptions are Perks that resolve physical and mental issues that would hinder your ability to function: those, you can keep. As a consolation prize, every other Drawback you take will grant double VP.

What is your reward for spending at least ten years in such conditions? Well, all the Perks and Items you bought will be added to your Body Mod, so you'll never have to do the same thing again. Is it worth the trouble? It's for you to decide that.

Notes

- I'll put any answer to things that are not clear here.
- Yes, you can select more than one Class. They will be considered one Class with access to all the abilities of its components.
- The * on the Questing Vestige refers to the [Main Quest and Main Story Arcs](#) of the game.
- Fanwank responsibly.