TES V
Skyrim

Special Legendary Anniversary Edition

When misrule takes its place at the eight corners of the world

When the Brass Tower walks and time is reshaped

When the thrice-blessed fail and the Red Tower trembles

When the Dragon ruler loses his throne, and the White Tower falls

When the Snow Tower lies, sundered, kingless, bleeding

The World Eater wakes, and the Wheel turns upon the Last Dragonborn

Welcome to the snowy lands of Skyrim. It is not a peaceful time that you are visiting this Province of Tamriel in. A faction of native Nords have decided that they would not lie down and accept the terms of the White-Gold concordat between the Septim Empire and the Aldmeri Dominion, which banned the worship of Talos, the man who became one of the Divines and expanded their number from Eight to Nine. This faction called themselves the Stormcloaks, and after a time of consolidating, their leader Ulfric Stormcloak killed the High King Toryyg in a duel, kickstarting a civil war between those who see the duel as legitimate, mostly the Stormcloaks, and those who reject the result of Ulfric's challenge, seeing his use of the Thu'um as cheating, who are supported by the Empire. Whichever faction you choose to side with, if at all, the future resurgence of the World Eater, Alduin, will make the civil war look like a petty children's squabble as the dragons of old fly once more across the skies of Skyrim. Of course, like nearly all cataclysmic events, there is a Hero. The Last Dragonborn will rise up from the status of prisoner, and become one of the most powerful and influential characters in Tamrielic history, whether the Last Dragonborn's decision is to let Alduin consume the world or slay the mighty Dragon in order to save Tamriel.

At the moment you start, however, none of this has happened yet. Time will see whether your actions will contribute to the Last Dragonborn's story, or perhaps to some other tale, for this land has many potential quests one can embark in. You will receive 1000cp to start with. Use it well, for what you purchase here could very well mean life or death in this land full of dangers. Welcome to 4E 201, traveler.



Location

You may choose to start in any of the subsequent locations, or roll a ten sided die to leave the decision up to chance and fate. In most parts of Skyrim, there are tales in progress or starting. How will you make your mark upon the world, traveler?

1: Helgen
This small little town to the east of Falkreath isn't much to write home about, save for the fact that in a few minutes, a pair of carriages will enter the town carrying prisoners of war, from an imperial ambush in the southern border. If you're at all familiar with the story of this land, you'll be able to discover the identity of a very important person to the future of Skyrim here.

2: Whiterun
The trading hub of Skyrim. All trade routes in Skyrim cross through the city of whiterun. Being built on top of a hill, overlooking the plains that compose the hold, it is quite an impressive sight from afar. The Nords of this city stick to tradition, to the point that they still use the archaic defenses from when the city was first founded. There are two important dynastic families in this city; the Gray-Manes, modest folk who loudly side with the Stormcloaks in the civil war, and the Battle-Borns, a wealthy family who supports the Empire. If you have the time, maybe you'll attempt to help the two families get back on good terms with one another?

3: Solitude
The capital city of Skyrim. This city houses the Blue Palace, where the High King resides, built upon a stone arch. However, the High King was murdered not long ago, and his wife is still doing her best to take care of the duties that the position holds. The city's defenses are diminishing rapidly, as guards are conscripted into the imperial army. Jarl Elisif believes that this is a necessary sacrifice, but the effect it has on the city is undeniable. The port of Solitude is a major shipping location, and is handled by the East Empire Company. The city is also the headquarters of the imperial army sent to Skyrim to deal with the stormcloaks, and its shipping port fuels the imperial supply lines. Perhaps you'll join them?

4: Windhelm
The oldest city of Skyrim. Possibly the oldest city of Men in Tamriel. This city is the headquarters of the Stormcloaks, and those who aren't Nords will face constant discrimination from the local Nords. Which is unfortunate for the Dunmer population in the eastern slums of the city and the Argonians in the city docks. If you are a Nord and wish to join them, they will welcome you with open arms. After a quest to prove yourself if you aren't a known warrior, that is. If you aren't a Nord, you won't be able to join them, and will probably become very infamous if you attempt to do so.

5: Riften
This city has quite a reputation for being home to a lot of seedier folk, the main economic power in this hold being the Black-Briar Meadery. You would do well to tread carefully around this city, as the various small factions at play here do not welcome outsiders warmly. On the other hand, if you successfully help one man trying to scam the citizens of Riften with potions, you might be able to get a foot in the door of the Thieves Guild that calls the depths of Riften's underworld their home. They could certainly use the help.

6: Winterhold
This place was once one of the major cities of Skyrim, rivaling even Solitude, but now it's little more than half a dozen buildings and a half-torn bridge to the College. The event behind the city's downfall is by many believed to be caused by the experimenting mages of the College of Winterhold. Because of this, the native Nords started to distrust all magic. There is not much to do in this city, perhaps save for joining the College, if you're an aspiring mage. The College offers much magical knowledge to those willing to work for it. If you scour the Arcanaeum's library for long enough, you might find the ramblings of an insane man, going on about water and cloth and metaphors in an attempt to explain the Elder Scrolls. Quite the curious subject, perhaps the librarian might know more?

7: Markarth
Known for its silver mines, horrible prison, and cutthroat intrigue, Markarth is not the friendliest of cities in Skyrim. The city lies in the mountains of the Reach, and the treacherous terrain needed to cross to arrive at the city from elsewhere in Skyrim makes it a bit more isolated than one might expect. The Forsworn, drawn out of the city years ago by Ulfric Stormcloak, are scheming to take back what they believe to be rightfully theirs. If you care to investigate, you'll soon find yourself thrown into the mines for life, and will discover that the inmates are mostly Forsworn, thrown into the mines when captured. If you manage to speak to their leader, you may be able to hatch a plan of escape. Or perhaps you will simply leave this city to its fate?

8: Falkreath
One of the warmer cities of Skyrim, Falkreath lies in the forested region of Skyrim. It is known for its large graveyard, where many Nords, combatants and otherwise, are buried. The city lies on the smaller side of settlements, and lacks any walls to protect its residents. If you pursue the more occult paths of life, you will likely be called to deal with a werewolf problem that the hold has been having recently. You may join the Silver Hand, who devote themselves to hunting down werewolves across Skyrim. If you stay in the city, however, you will soon hear that the local blacksmith has lost his dog. Helping in the search will very quickly see you involved with otherworldly beings. Will you deal with Daedra, or will you involve yourself with the werewolf population? Is there a meaningful difference? The choice is yours.

9: Morthal
A small city in the marshes of the Hjaalmarch hold. It is normally isolated from other villages because of a constant and ominous fog shrouding the city. The citizens of this city are more distrustful of outsiders than most in Skyrim, to the point that they may protest to the Jarl to kick out troublesome new settlers. Additionally, the Jarl seems to be more distrustful of magic than most of their peers, as such Morthal does not have a court wizard. Being small and isolated, Morthal is of little strategic importance in the Civil War, as such it does not suffer from it as much as other towns might. Indeed, the city's lumber mill is the singular source of trade, which has quite a few citizens worried. This city does not have the locations you might expect from the word 'city'; no marketplace, no general goods stores, and a lack of armorers, stables, farms, and shrines. It does contain an alchemy shop and inn, at the very least. There is little to do in this sleepy town, and you might wish to move on to greener pastures if you're in search of adventure.

10: Raven Rock
Wait, this isn't Skyrim. How did you get here? You do not find yourself in the cold regions of Skyrim, but instead in the ash ridden wasteland of Solstheim, a small island off the northwestern coast of mainland Morrowind. Particularly, you are in the inn of a small mining town, called Raven Rock. The native Dunmer aren't quite as openly racist as the Nords are, but they more than make up for it with their deeply rooted dislike and distrust of outsiders. If you are not a Dunmner, do not expect anything more than coldly polite hospitality.

Race

You have decided where you start, now you have to decide what you are.

Mer

The Races of Mer, also known as the Elves, are long lived and have pointed ears. This is the only common factor between the Mer, however, as their different races are far more varied than the races of Men. Additionally, Mer can only reproduce when population pressure is low, unlike the races of Men, which means that they do not suffer from overpopulation.

Altmer

The arrogant and ever smug High Elves, who hail from the Summerset Isles. Pride in being a High Elf rather than any other race is common among the Altmer, which gives them a well deserved reputation of being insufferable. High Elves find the arts of Magicka to come to them easily, particularly the school of Illusion. With the rise of the Aldmeri Dominion since the start of the Fourth Era, High Elves are far more distrusted than they have ever been, and you might have to constantly tell people that you are not one of the Thalmor if you wish for any hospitality at all, even if most will not believe you. Exceptional Altmer are able to force themselves to process the magicka of their surroundings far faster than normal, giving them extreme regeneration for their magicka pool for a few minutes once a day. Quite useful in a pinch.

Bosmer

The humble Wood elves, who hail from Valenwood. They are known all throughout Tamriel as excellent archers, and for very good reason, as even those Bosmer who do not regularly use the bow find themselves to be quite adept at them. Hailing from the largest jungle in Tamriel, they are very good at sneaking, and are naturally light-footed, making those Wood Elves who bother with shadier professions excellent thieves. Exceptional Bosmer find that their affinity with nature lets them command an animal for reasonable amounts of time every day, and all Wood Elves are benefited from their blood providing them with great resistance to both poisons and diseases, something quite helpful for life in the dense jungles of Valenwood, as well as outside of it.

Dunmer

The gray-skinned Dark Elves, who hail from Morrowind. The recent eruption of the Red Mountain, a massive volcano in the middle of Vvanderfell, has covered most of Morrowind in ash, causing great amounts of Dunmer to flee to Skyrim, where they face harsh discrimination from the local Nords. However, most of the fleeing Dark Elves have been able to establish themselves as great merchants and traders in the northern parts of Skyrim. Like their altmer cousins, Dunmer are naturally proficient at magic, with a focus on the school of Destruction rather than Illusion. Their closeness to the volcano of Tamriel has given them a hefty resistance to fire and heat, an adaptation that proves quite useful for those who pursue the elemental spells of fire. Exceptional Dark Elves are able to call upon the power of their ancestors, and cloak themselves in a fiery aura that burns those who approach them, something that can be quite devastating in battle if used properly.

Orsimer

Most people would argue that the Orcs are not Mer, if only because of how different they are to every other elf. The green-skinned folk do not have a home Province, for they spread themselves too thin in the early days of the Merethic Era, and as such were faced with the choice of either becoming bandits or banding together to carve out their own territory within the Province of some other race. Despite this, there are still Orsimer who manage to make a living as mercenaries or smiths, as they are natural warriors, and their forges produce some of the highest quality equipment in Tamriel. Exceptional Orcs may find themselves slipping into a berserk rage in tough battles, during which their attacks tear through opponents that might’ve proved too tough to harm normally, and be able to survive wounds that might’ve killed them otherwise.

Men

The Races of Men, who are short lived compared to their elven neighbors, and have rounded ears. Another noteworthy trait is that Men are on average more muscular than Mer, with the exception of the Orsimer, as well as Mer being usually taller. They are not quite as eclectic as the Mer are, but do have their differences. They are able to reproduce at any time, and often do so. Because of this, the problem of overpopulation is real, if perhaps not in times of war, when the men go into battle and the women either stay at home or also go into battle.

Imperial

Natives of the cosmopolitan Province of Cyrodiil, the seat of the Septim Empire, Imperials tend towards being of high education and polite manners. They are known for their discipline, which has let them maintain control over most of Tamriel for millenia. Imperials who seek the jobs of diplomats or traders find themselves with quite the talent for these pursuits. Most Imperials also find themselves to be quite lucky when it comes to finding currency in their travels, even in places where there logically shouldn't be even a hint of current Imperial currency, such as undead corpses older than even the Reman Empire. Exceptional imperials find themselves with the strange ability to force people around them to calm down, ending and preventing hostilities for a time.

Nord

The tall and fair-haired natives of Skyrim. The Nords are famous for their prowess as warriors, as nearly every nord is muscular and physically imposing. The Nords are almost universally hot-blooded, and the political climate of Skyrim has always been as dangerous as the freezing winds of their Province. The entirety of Nord culture centers around combat, and using it in a quest for both honor and glory, with emphasis on familial relations and the community. Their view of themselves is, additionally, always as outsiders and invaders, so they feel no kinship for those who they share their territory with or conquer. Nords tend to have a fierce and uncompromising approach to problems they come across, whether this be helpful or a bad idea. Most Nords, especially those who focus on combat, are excellent in all manners of warfare, and a trait that all Nords share is an almost supernatural resistance to cold environments, allowing them to thrive even in the freezing tundras of northern Skyrim, and even makes them able to resist elemental ice spells. Exceptional Nords are able to perform a battlecry, intimidating nearly any foe they may come across for quite a while.

Redguard

The dark-skinned natives of the lost continent of Yokuda, now residing in Hammerfell. They are known for being quick, agile, and hardy, as well as being excellent in the arts of the sword and shield. Being the most naturally talented race in Tamriel in the arts of combat, even more than the Nords, gives them a reputation of being born for battle. Their pride and fierce independence has made them one of the few Provinces able to hold off the might of the Thalmor without aid from the Septim Empire. Redguards tend to view magic unfavorably, seeing wizards as weak and cowardly. With the exception of the Destruction school of magic, which fits their warlike culture well, and their particular distaste for Conjuration and Illusion, because they grant mages the ability to tamper with the souls and minds of others. Redguards are naturally resistant to poison, and exceptional Redguards are able to recover supernaturally faster from fatigue for a time each day

Breton

Sometimes referred to as the Manmeri, these hybrids of Men and Mer are the natives of High Rock. Thanks to their mix of elven and human blood, they are natural spell weavers and find all arcane arts come easier to them. While they lack the more physical proficiency other Men boast, they make up for it with their natural resistance to all magic. Their culture is homogeneous, but their political beliefs are fragmented, leading High Rock to work under a feudal system, with various different governments across the Province, most noteworthy of all being Daggerfall. They tend to have strong willpower, and have outgoing personalities. The natural resistance to magic that all Bretons possess is enough to make them fearsome opponents when fighting against mages, and exceptional Bretons are able to increase this natural resistance to magicka for a few minutes each day, to the point where they outright absorb most of the magicka of spells they are targeted by, refueling their own magicka pool.

Beastfolk

The Men and Mer aren't the only sapient races that live in Tamriel. Aside from them, there also live the Beastfolk, whose physiology and cultures are alien to that of Men and Mer, which has led to quite a few divides between these races and the rest of Tarmiel's inhabitants. Each of them are unique, and only two of them can boast of having a Province to call their homeland. You will have the option of being either of the latter.

Argonian

The reptilian natives of the dark swamps of Black Marsh. They are the only race in Tamriel to have no connection at all to the races of Men and Mer, as they are descended from a race of sapient trees called the Hist. Argonians possess tails, which they use to propel themselves through water when swimming as well as provide balance when it is needed. Argonians are amphibian beings, able to breathe underwater just as well as they can on land. Both male and female Argonians exhibit the same sexual organs as the races of Men and Mer do, but there are no documented hybrids of this beastfolk race, likely because Argonians lay eggs, despite what their genitalia might suggest. Argonians are excellent at guerrilla warfare, and their tactics are devastating when used in their homeland of Black Marsh. They are immune to diseases that would ravage Tamriel if they left the swamps of Black Marsh, and have developed a resistance to poison, which is useful, if not particularly noteworthy compared to the resistance of Redguards or Bosmer.

In order for Argonian eggs to hatch, they must be placed close to a Hist tree, in order for the unborn Argonians to form a connection to the tree. If this connection is not formed, the unborn fetus of the Argonian dies before being able to hatch. Once hatching, Argonian babies drink the sap of the Hist tree all throughout their infancy, which according to cultural tradition is what gives the Argonians a soul. It is also believed that when an Argonian dies, the gifted soul returns to the Hist tree, to be given to the next generation of Argonians. Whether this is true is unknown, but one would be wise to not dismiss such deeply rooted beliefs. The Hist allow Argonians to shift many aspects of themselves, one of them being gender. The reason for these shifts is usually an instinctive urge than an individual feels, rather than being a conscious decision on the part of the Argonian. This is done through a ritual where the Hist and the spirit of the Argonian combine and then separate, upon which the soul is transformed.

The races of Men and Mer know very little about Argonian culture, the swamps of Black Marsh proving deadly to even the most well-prepared individuals who wish to investigate deeply about how Argonian society functions. The isolationist tendencies of the Argonians does not help. Because of their frequent enslavement by the races of Men and Mer, Argonians tend to be distrustful of strangers, but they are also fiercely loyal to those who they form a genuine friendship with. They have particular distaste for the Dunmer, who had frequently enslaved the Argonians to the point where hatred of the Dark Elves is rooted in their culture. They also despise the Khajiit, a hatred which is mutual, thanks to the Khajiit belief that Argonian shamans were responsible for the Knahaten Flu, which plagued the Khajiit long ago. If it wasn't for Cyrodiil separating the Provinces of Black Marsh and Elsweyr, the Argonians and Khajiit would likely be at constant war.

A noteworthy aspect of Argonian culture is their lack of a concept of time, meaning that Argonians who study the languages of Men and Mer are often stumped by past, present, and future tenses. It is also worth noting that Hist trees can telepathically communicate and perhaps even control Argonians who have drunk their sap, even across Tamriel. Exceptional Argonians are able to call upon the power of the Hist trees to heal themselves rapidly for minutes every day.

Khajiit

The feline natives of the deserts and forests of Elsweyr. They have pointed ears, that leads some people to believe they might have traces of Mer blood in them. They are known for their natural agility, stealth, and their fondness for the production of moon sugar and its refined version, skooma. They are usually seen as traveling merchants outside of Elsweyr, but are distrusted Because of their reputation as thieves. They have the interesting cultural quirk of referring to themselves in third person, something that is unique to them among all the races of Tamriel.

One of the most important things to know when dealing with Khajiit is that their physiology and appearance varies wildly depending on which phase the moons Masser and Secunda were at their time of their birth. These differences range from being mostly humanoid, to being indistinguishable from a house cat, to being larger than all other races and with the appearance of tigers. There are a total of seventeen known Khajiit breeds, and they claim that there are more than twenty. They are separated mainly depending on which phase the larger moon, Masser, is at the moment of birth, with minor variations based on the phase of the smaller moon, Secunda.

With Masser and Secunda at full phase, the Khajiit is born as a Senche, a tiger-like Khajiit that is as tall as an Altmer when standing on its hind legs. They also serve as mounts to other Khajiits, although whether this is voluntary is unknown. With Masser at full phase and Secunda at waxing phase, the Khajit is born as a Senche-Raht, the largest known Khajiit breed, which can stand at twice the height of even the tallest Altmer when standing on their hind legs. They are termed as battle cats by other Khajiit, but are slower than their smaller counterparts. With Masser in full phase and Secunda in the new phase, the Khajiit is born as a Pahmar, which shares the size and appearance of tigers. With Masser at full phase and Secunda at waning phase, the Khajiit is born as a Pahmar-Raht, who are larger, stronger, and fiercer than the Pahmar.

With Masser in waxing phase and Secunda in full phase, the Khajiit is born as a Cathay, one of the only breeds of Khajiit which appears outside of Elsweyr. With Masser and Secunda in waxing phase, the Khajiit is born as a Cathay-Raht, who are larger and stronger than the Cathay, and are almost never seen outside Elsweyr. With Masser in waxing phase and Secunda in the new phase, the Khajiit is born as a Tojay. Little is known about the Tojay other than that they prefer the southern forests, marshes, and jungles of Elsweyr. With Masser in waxing phase and Secunda in Waning phase, the Khajiit is born as a Tojay-Raht, who are also mostly unknown and prefer southern Elsweyr.

With Masser in the new phase and Secunda in full phase, the Khajiit is born as an Ohmes, who are almost indistinguishable from Bosmer aside from their shorter height. Unlike most Khajiit, Ohmes do not have fur, a tail, or ears, or anything that might distinguish it as a Khajiit. Because of this, they usually paint their face with cat-like war paint. With Masser in the new phase and Secunda in the waxing phase, the Khajiit is born as an Ohmes-Raht, who are larger and stronger than their smaller counterparts, as well as having golden fur and tail. With Masser and Secunda in the new phase, the Khajiit is born as a Suthay, who are similar in height to Ohmes but possess cat-like features, such as high set ears and facial features, a long tail, and digitigrade legs. With Masser in the new phase and Secunda in the waning phase, the Khajiit is born as a Suthay-Raht, who are around the height of most Men races, and are similar to the Suthay. The Suthay-Raht are the most common breed seen in Morrowind.

With Masser in waning phase and Secunda in full phase, the Khajiit is born as an Alfiq, who are almost indistinguishable from normal house cats. With Masser in waning phase and Secunda in waxing phase, the Khajiit is born as an Alfiq-Raht, of which the only thing known about is that they are larger than the Alfiqs. With Masser in the waning phase and Secunda in the new phase, the Khajiit is born as a Dagi, who are larger than the Alfiqs, and typically live atop branches of trees because of their light weight. With Masser and Secunda in waning phase, the Khajiit is born as a Dagi-Raht, who are only slightly larger than the Dagi, and also live atop the branches of trees.

You will be allowed to choose to be whichever breed out of these 16 you wish to be, but keep in mind that only a few of them are recognizably Khajiit to the common man, and you will not be recognized as an intelligent person with most of these breeds, at least not at first, by most non-Khajiit who aren't educated about Khajiit breeds, and such level of education is rare in the land of Skyrim.

The Khajiit, along with the Argonians, inhabited Tamriel long before the Mer arrived, being truly native to the continent of Tamriel, unlike the Mer and Men, who arrived from Aldmeris and Atmora respectively in the early days of the Merethic Era. Most Khajiit disdain weapons, in favor of their natural claws, which can be dangerous when combined with their natural agility. They are also innately proficient at stealth, and even have night vision, which lets them see in lightless areas. These skills, combined with the racism from the Mer and Men, lead most Khajiit outside of Elsweyr to become bandits or professional thieves and assassins. In Skyrim particularly, there are roaming Khajiit trading caravans, transporting goods from city to city and selling and buying them. Khajiit, ironically enough alongside the Argonians, are the only races in Tamriel to still adorn themselves with piercings. It is also worth noting that most Khajiit dislike the ocean, and see sailing as grueling. Merchant Khajiit aren't welcome in the cities of Skyrim, in the belief that they could not possibly have legal intentions in mind, and you won't be very welcome in the cities either, even if you've been following Skyrim's law.

Background

Of course, what race you are and what innate abilities your race has is only a minor part of your story in this world. What really matters is your focus in life, what you have done before and what you'll do in the future. Choose any one background. You can also decide to be a Drop-In, regardless of what background you choose.

Warrior

Violence is very common in Tamriel, especially in the Provinces where being able to reliably kill people is seen as a virtue rather than a problem, like in Skyrim. Regardless of your vocation, you find that you're quite the physically apt individual, without needing to train to maintain a good level of fitness. You might still need to push yourself to reach the pinnacle of physical power your race allows you to be at, but you might not need to if you're skilled enough. You're passingly familiar with all the common weapons of this land, from swords, axes, maces, bows, and even crossbows. You're no master, but you're certainly a cut above the common rabble, enough to defeat the common bandit or wolf.

Mage

Beyond the physical pursuits of being able to stab people and have them die every time, there are also the arcane arts of magicka. There are five schools, Destruction, Illusion, Alteration, Conjuration, and Restoration. There used to be a sixth school, Mysticism, but its whole premise was that it was unreliable, so the spells of that school were shifted over to the other five wherever they were appropriate. Any mage worth their salt knows at least a few basic spells from each school, and most specialize in one school of magic. For now, you know a handful of basic spells, covering all of the accepted schools of magic. A decent foundation for learning.

Rogue

There are people who devote their lives to the arts of combat, those who devote their lives to the arts of the arcane, and then there are people like you, who devote their lives to the art of robbing people of their things without them realizing. Whether it be their money, their belongings, or their lives, you have quite the aptitude for the shadier sides of life. Additionally, you have the curious trait of being quite lucky, and as long as you don't rely on your luck, all your endeavors will end up a little bit more profitable than you might've expected. It's not much, but over the years it will add up quite nicely.

Faction

There are quite a few organizations in Skyrim. From the legal, to the inhuman. If you are not a Drop-In, you can choose to already be a member of one of the factions that dot this land.

Blades

The former protectors of the Septim Dynasty, who have fallen oh so far after the assassination of Uriel Septim VII, and their persecution by the Thalmor. Now, little more than three members remain. Esbern, an old decrepit man, who has fallen into depression after he realized the prophecy of Alduin's return has come to pass, and Delphine, a young woman eager to strike back against the Thalmor. Will you work to bring this nearly extinct faction back into the spotlight, or will you simply fend for yourself?

College Of Winterhold

The only open guild of mages in Skyrim. Sadly, the Mages Guild disbanded years ago, with the Synod and College of Whispers, but the mages at the College are still quite knowledgeable. Being a student in this College will grant you access to the Arcanaeum, the largest library in Skyrim. There are quite a few avenues of study here, and the professors are all experts in their schools of specialization. Quite the amazing location for an aspiring mage.

The Companions

Like the Mages Guild, the Warriors Guild of the Empire does not seem to have a branch in this Province, weirdly enough. You would think that a guild for warriors would love to have applicants from a land of warriors. Regardless, the legendary group of The Companions seem to have taken the place that the Warrior's Guild would've taken. For now, you're still just another one of the common warriors who call the meadhall of the Companions their home, but if you prove your worth you may receive an invitation to join the inner circle of this guild. Quite curious that a guild of such members would have an inner circle. Perhaps there's more to it than can be seen at first glance?

Dark Brotherhood

Once one of the most feared organizations across Tamriel, with Sanctuaries for their members in every Province. They have since lost most of their Sanctuaries, and their once sacred Five Tenets have been abandoned in favor of survival. There is only one inhabited Sanctuary in Skyrim, although there might be an unused one somewhere else in the Province. While the Dark Brotherhood left here does still obtain enough contracts to pass by, they will not be able to escape their situation with normal contracts. Will you help them bring the Dark Brotherhood back to their glory days, or are you content with their situation?

Thieves Guild

Once operating in every Province under the control of the Empire, now the Thieves Guild are little more than a small group of individuals selling their abilities for shady work to the people of Riften. Still, every one of their members is a professional thief, and unlike in the rest of the underground, its members are encouraged to get along and forge a strong sense of kinship with each other. You are yet another member of this decaying organization. Maybe you have dreams of returning this guild to its golden times?

Imperial Legion

Led by General Tullius, this Imperial Legion has been dispatched to Skyrim in order to deal with the Stormcloak rebellion. They aren't being particularly successful, as the Stormcloaks seem to be able to match them in strength and tactical and strategic knowledge. The civil war has been going on for quite a while, with no signs of stopping. Are you capable enough to tip the scales of this stalemate?

Stormcloaks

Led by Ulfric Stormcloak, this faction of native Nords vehemently oppose the ban of the worship of Talos by the White-Gold Concordat, and so have set themselves up against both the Empire and the Thalmor, as little as the latter care for their rebellion. They have already turned half of Skyrim to their side, but the Imperial Legion are proving to be worthy opponents. Are you capable enough to tip the scales of this stalemate?

Dawnguard

A new faction that has dedicated themselves towards hunting vampires. They have a fort in a valley to the southeast of Skyrim. They do not have much manpower yet, but applicants to wish to battle the leeches that crawl in the dark appear almost daily. A particular enemy of these vampire hunters will be the Volkihar clan, although no one in your faction is aware of where they hide. These aspiring vampire hunters need all the help they can get.

Forsworn

The natives of the Reach, who have been driven out of Markarth mere decades ago. You are now part of this mostly Breton faction, perhaps being a known supporter if you do not share their race. The Forsworn venerate the Hagravens, protecting them and providing them with trinkets and soul gems, in exchange for their support in taking back their homeland. Some of their cultural traditions involve worshipping and giving sacrifices to the Daedra, which is the reason why they are so hated by their neighbors. Perhaps if you prove to be powerful enough you will have your heart replaced by a Briarheart, boosting your physical abilities.

Thalmor

Oh. You are now a member of the indisputably most hated faction in Skyrim, the Thalmor. Revealing your membership to this faction is a sure way of completely losing any respect you might've gathered from those who are not part of the organization. The Thalmor are elven supremacists, particularly Altmer, and believe that all those who are not Elves are inferior. Their goal is conquering the whole of Tamriel, and they are doing quite well so far. They have gained the alliance of the Khajiit by claiming that they were the sole party responsible for solving the Oblivion Crisis that ended the Third Era, with the particular claim that they were the ones to bring the moons Masser and Secunda to Elsweyr, as the moons had disappeared from the Province during this crisis. Most Thalmor are deeply insulted by the idea that a Man was able to ascend to join the Divines, so a lot of their efforts in Skyrim lies in rooting out the worship of Talos, which has only worsened their reputation. You should probably hide your status to those who aren't also members of the Thalmor, lest you find yourself with a very hostile population.

Independent

You are not a member of one of the many factions of Skyrim, and are free to choose the path you will take to the future. You might be able to join some factions if you change your mind, but keep in mind that a few of the factions available here are not accepting newcomers currently. Will you make yourself into a legend, or fade into obscurity and anonymity? Your fate is yours to choose.

Perks

Two perks per price tier under your background are discounted half-off.

General Perks

Far Horizons -0cp
The lands of Skyrim are beautiful, if one takes a break from their adventures to simply look. From golden forests, to silver mountains, to misty swamps, to green pastures, there are plenty of locales to visit and enjoy. However, what's worth a pretty view if there isn't equally pretty music to accompany it? Now, every time you take a break and watch your surroundings, a song will softly play in your head, as if you had an orchestra inside your mind. These songs will always somehow capture the feeling of your surroundings and the look of landscapes you can overlook. The peoples of Skyrim value combat and honor above all, but remember to look upon the far horizons of Skyrim and admire the beauty of the natural world.

Quick Friendship -100cp
The land of Skyrim is cold and unforgiving, and only a few Holds are very good for harvest. And yet, the Nords are generally jolly people (as long as you don't piss them off), and quite honorable too. Perhaps this is why, or maybe there's some other reason behind it, but you find it quite easy to befriend people. Outside of just striking up interesting conversation, whenever you do a favor for someone, their opinion of you will rise a bit more than it otherwise might, letting you forge a lifelong friendship with people by just helping them with a few problems. When the land is cold, the least you can do is help the hearth stay warm.

Just Keep Jumping -100cp
Skyrim is filled with mountains. From all around and from within, it's quite a mountainous Province. While there are roads to allow travelers to get from one point to the other without issue, perhaps following the beaten path is not for you. Well, don't worry, because you're now an expert climber. Even mountains covered in snow isn't enough to stop you from somehow getting to the peak, and you'll always find good spots for resting if you're going through a particular mountain. No longer will you be bound by the roads, you will travel directly over those mountains and nobody can stop you.

I Am Sworn To Carry Your Burdens -100cp
Going adventuring alone is incredibly dangerous, from the harsh weather to the whole bands of bandits roaming around the countryside, not to mention the hordes of hostile creatures in crypts and ruins you may delve into. A common choice to get some backup is to hire mercenaries, people willing to fight alongside you for some gold. This doesn't help you find such people, but in fact makes you a good choice as a mercenary bodyguard. Specifically, when following the orders of someone, such as an adventurer who hired you, you'll find that you can go a little bit further than you otherwise would be able to, carry a bit more than you could, and perform in combat surprisingly well. Just remember that you have limits, or you might end up dead.

Blessed By Hircine -200cp
Werewolves, werebears, and perhaps even the werecrocodiles normally seen in Black Marsh. There are a variety of werebeasts in Tamriel, and now you are one of them. Regardless of how you may have come to contract this particular ailment, you find that unlike the tales common to such beasts, you are able to control when and where you transform into your bestial form. Being a werebeast grants a variety of benefits, mainly being stronger, tougher, and faster than most warriors. The transformation only lasts for an hour, sadly, but you can extend this time by eating the corpses of your enemies, reawakening the bestial fires inside of you. You can also simply transform again after a few short minutes of rest. Additionally, your blood is unable to be drunk by vampires, something quite useful when fighting them. However, keep in mind that a werebeast carries a variety of drawbacks as well.

Even when not in your beastly form, you find that sleep is not restful for you anymore, although this particular detriment goes away as you leave this world, but you'll still need to deal with the other complications of your kin. Mainly, wearing armor or wielding weapons when in beast form feels unnatural and you will likely rip them off your body or fling them away on instinct if you do not force yourself to use them with great will. Additionally, the large claws of a werebeast are not dexterous enough to loot containers, or pick locks, if you knew how to do that. Being larger than most folk can also be a bad thing in claustrophobic spaces. Do watch out for silver weapons, as your beastly blood makes you more vulnerable to the material than most beasts. As long as you remember that most people in this land will attack werebeasts in sight, this ailment will prove to be quite the powerful tool. After all, few can claim the level of physical might you boast when in your beastly form.

Sanguinare Vampiris -200/400cp
Vampires are a very common type of monster in Tamriel. Every Province has at least one distinct bloodline, usually more. You are now one of these beings. The most noteworthy change that becoming an undead has offered you is that you must feed on the blood of living races if you wish to feed at all, normal food now holding no nutritional value to your cold, undead body. Additionally, being under the sun weakens you, preventing you from healing wounds without magic, or recovering magicka or stamina naturally. Or perhaps worse, if you choose a bloodline that is more vulnerable to the sun. Vampires are also more vulnerable to fire, likely related to their weakness to the sun. However, to offset these various weaknesses, as a vampire you will have access to a variety of innate magical abilities, most notably the Vampiric Drain spell, which can replace needing to directly drink the blood of your prey if you do no have the time, although this will not sate your hunger to the same extent that blood does, even if it does just fine in a pinch. Vampires are easy to spot to the well-informed, so you would do well to hide your features in civilized areas. It is worth noting that the more blood starved you are, the stronger your vampiric abilities grow, and likewise the more obvious your vampiric features become. There are quite a few variants of vampires, from the Volkihar, vampires with freezing breath who are able to reach through the cold ice of Skyrim's northern lakes and rivers to pull the unsuspecting wanderer into the cold waters below, to the Keerilth, who can disperse into mist. You are able to freely choose from the wide variety of vampiric bloodlines of Tamriel, with the sole exception of Noxiphilic Sanguivoria, the direct descendants of the First Vampire.

Alternatively, for 400cp, you are now a Pure-blood, someone who has been given their vampiric powers directly from the source, the Daedric Prince Molag Bal. The result of this is that your vampiric abilities are far stronger than most Vampires. You might have even been given the monstrous form and status of a Vampire Lord by Molag Bal. Only mortals strong enough to resist your blood can be infected with your bloodline without dying, but you will be able to create quite the powerful clan of vampires if you bother creating a few scions. Another benefit is that you no longer possess a weakness to the sun, although you are still vulnerable to fire. Instead, your powers strengthen during the night, and you are at your peak when you have recently fed, unlike most vampires, a trait possessed only by the bloodline of Noxiphilic Sanguivoria, and now you.

Thu'um -300/800cp

The legendary language of the Dragons of old, that can sunder the earth and shake the skies, and allows those who speak it to command the world to their whim. Actually reaching the levels of Thu'um that those with dragon blood in their veins who are able to learn it with the ease of learning any other language is out of your reach, but with practice and effort the power of Thu'um will be a powerful tool at your disposal. You start out knowing a handful of basic shouts, such as Unrelenting Force and Disarm, or perhaps Fire Breath and Whirlwind, or any two others that you might want, just enough to be able to shout them with all three words. The Greybeards residing at the top of the 7,000 steps of the Throat Of The World can provide tutelage in the matters of Thu'um, if you manage to convince them to do so. Should you reach mastery of the Voice, you will doubtlessly be able to shake castles with your mere voice, without Shouts being needed. The Greybeards, half a dozen in number, shook not only the Throat of the World they resided in but the nearby Holds of Skyrim as well when they called for the Dovahkiin by shouting in unison. You also know a special trick, to transfer knowledge you hold directly to other people. Perhaps you can use such for more than just enlightenment on Shouts?

Alternatively, for 800cp rather than 300cp, the Last Dragonborn will find themselves no longer the last. The blood of a dragon courses through your veins, and you possess the immortal soul of a child of Akatosh. While you still possess the physiology and racial abilities of the race you have chosen above, you also find that learning Thu'um comes naturally to you, learning whole Shouts as easily as killing and absorbing the soul of a dragon for their knowledge of their language. Maybe even innovating, with the mix of draconic insight and mortal perspective? Perhaps you wish to accompany your kin on their adventures, they are bound to be interesting given their destiny. Alternatively, you may choose to be the Dragonborn of legend yourself. Regardless of your path, you will quickly reach a mastery of the Voice equal to that of the dragons themselves, perhaps even matching Alduin should you grow enough.

Climbing Up The Ranks -400cp

Skyrim is a land of warriors. Their culture favors individual achievement a lot. Because of this, being good enough at something can allow you to take on political positions if you put in the effort. However, in your case, it's almost like you are a magnet of political power and influence. The more capable you are, the higher positions you are able to secure, with the ease of simply suggesting that you could take on the role. If you are powerful enough, you could even mandate a truce between two sides of a war by simply showing up and demanding it. Curiously, the more arcane or seedier kinds of power and skill work well for this just as much as more obvious might and power. Of course, leveraging your influence will be on you.

Warrior

Juggernaut -100cp
Warriors like you are most common in the middle of the battlefield, right on top of where the chaos is strongest. Because of this, you're bound to receive a few wounds, regardless of how much armor you're wearing or how tough you are. Normal people would probably scream in pain if they received a deep gash in their gut, but you're something else. Even if you have your guts spilling out, as long as you keep your meaty bits roughly in place in some manner you're able to keep fighting as if you didn't have a single scratch. No amount of pain will slow you down, but this doesn't get rid of the damage, so if your guts are truly spilling out of your body you should probably go to a healer the second the battle ends. It might not be much, but it might be quite demoralizing for your enemies to see you just keep going through any injury.

Archery Trickery -100cp
Handling bows and crossbows is very different from handling melee weapons. You can't just swing your bow in the general direction of your foes, at least not if you don't want to look ridiculous. You can bash people who get all up in your face, of course, but the main difficulty of ranged combat is aiming. Arrows are affected by this little thing called gravity, and that means you can't aim straight at whatever you're targeting. At least not if you're at a safe distance from that warrior out to behead you. Thankfully, you're quite good at aiming your bow or crossbow properly, enough to pretty much always hit your target unless you outright cannot see what you're aiming at. In particular however, you're quite good at tricks such as aiming your arrow seemingly straight to the heavens and hitting something close to you after the arrow falls back down to the earth, with enough precision you could hit a rat, provided you know where said rat would be when the arrow finally lands. Pretty good for impressing your fellows, if not particularly useful.

Veteran -200cp
You aren't new to this whole warrior thing. Even surviving for prolonged periods of time as a physical fighter is difficult, especially in the times of the Civil War. Your skill at combat is appropriate to how long you've been swinging weapons around, more than enough to make you one of the main combatants in battles between trained soldiers, and with some help or powerful equipment you could even take out powerful beasts like giants or frost trolls on your own. You're not unbeatable by a long stretch, but knowing how to fight well is likely to save your life a couple of times. Your vast experience in the field of battle has also somehow granted you quite the storytelling talent, spinning even the blandest of rote fights into entertaining and grand stories, not to mention the tales you could weave around actual epic battles.

Marksman Focus -200cp
While most archers generally choose to stand back and let others do the swinging, to shoot at people from the back lines, you won't always have such a luxury. Fortunately, you won't have to suffer too much if you're dumped straight into the melee, thanks to having mastered a few ways of using your bow (or crossbow) in quicker ways. It might be less accurate, not that it would matter at such distances, but you won't have too much issue keeping up with others when quickly drawing and shooting. Additionally, when you do get the time to focus and shoot at a faraway target, time seems to slow down when you aim, letting you line up your shot a bit easier. Just keep in mind bows aren't meant for close quarters engagements.

Blacksmith -400cp
From the daggers of those who slink in the shadows, to the warhammers of legendary warriors, and from the light armor of those who value swiftness, to the heavy armor of those who value being able to take a hit. The equipment that people all across Tamriel use has to be crafted by someone. These people are the blacksmiths of Tamriel. The men and women who live by the forge, and create every weapon and armor that you might see all over Skyrim. You are now one of them. For the moment, You're limited to creating the steel weapons and armor that most normal warriors in this land use, but you'll find that you are able to figure out the kinks and traits of any new materials you encounter quickly. That said, you might not be able to work with particularly difficult materials, and sometimes a specially designed forge is needed, but just knowing how a particular material works can go a long way. You can't use this knowledge to beat those legendary smiths who have a lifetime of experience in forging, but creating a strong foundation for your own ascension to becoming a legendary smith will come easy to you. You may even be able to improve on legendary artifacts if you become good enough at your craft.

Deft Movement -400cp
The blows of heavier warriors can crush bones easily, but the weapons you wield aren't built for that. Instead, they're meant for precise blows to weak points and being fast enough that dodging isn't an option. Of course, the reality isn't so simple, but you find that fitting into this ideal is easier for you than most. You are very good at fancy footwork, dodging attacks far easier than you have any right to. Even the most skilled warriors will find you a slippery opponent, although this might not help you outside of running away if you're outgunned. This also helps quite a bit from the fact that, for some reason, enemies that attack you in groups tend to take turns, so to speak, attacking you one at a time instead of piling on you. Maybe they know you'd just slip away at the last second?

Tower of Strength -400cp
Some people would be almost immobile if they wore the heavier armors that warriors like you wear. If they wore the armor you wear, they would be outright crushed to death. Even if your race isn't known for their physical prowess, and even if they are, you stand out among your peers as being the most impressive one of them all. Your muscles are bigger than most men's torsos, and even most Altmer have to look up slightly to stare at you in the eyes. Being built like a brickhouse grants you the benefit of being extremely strong. You could use warhammers in combat that other warriors would barely be able to lift, and may the Nine have mercy on anyone you decide to punch. Do keep in mind that flesh and bones are still flesh and bones. You might be tougher than most warriors but you're not invincible by any means. Become overconfident and you will soon discover why legendary warriors possess skill as well as strength.

Martials And Casters -600cp
Master mages are able to command the weather, defeat whole armies, create artifacts of legend, and control the natural world to their own ends. Magical creatures such as dragons possess a language that naturally commands the world to change, whether it be by melting those who oppose them with their fiery breath, or sunder the earth and shake the heavens with their roars. Before these mighty beings, what's a man with a sharp stick like you to do? Why, resist their spells and abilities, and show them why there are still warriors in Tamriel despite the power that magicka can offer them. You have the strange quality of being able to resist the effects of magicka and the abilities of stranger creatures through your physical toughness alone. While before you might've been impaled by an ice spike, now it'll only penetrate as deep as an arrow. Still damaging, but nowhere near as much as it should. What's more, you find that the stronger you become, the tougher your flesh grows, and the higher quality the equipment you wield is, the more resistant to the sorceries of mages and strange abilities of otherworldly beings you are. Those weird magicks aren't so intimidating anymore. If you layer even more magical protection on yourself, perhaps the gods themselves might be hard pressed to afflict you with their magic.

Warmaster -600cp
There are thugs barely adept at crude weapons, soldiers trained harshly in combat, warriors able to carve their names in folklore, and then there's you, with a skill in battle seen primarily in myths and legends. From greatswords and warhammers, to longswords and bows, you're an expert wielder of all weapons commonly found in Nirn, as if you had wielded them for a lifetime filled to the brim with fighting and war. It's no special technique, supernatural art, or trick, you're just unimaginably good at fighting. Magic and magical items may change the rules of combat when used properly, but when it comes to simple violence very few are your equal in this world. With a worthy blade in your hand and renowned armor on your body, you might even be able to carve through armies before you tire. And tire you will, because your stamina is unfortunately not endless, even if it's far beyond what men might think is natural, even before any magical augmentations. Will you fight against the dragons, or focus on the wars of men?

Anatomical Demolition -600cp

Without dabbling in outright supernatural arts, there's only so far that pure skill in combat can really take you. There's not that many ways you can swing a weapon or shoot an arrow before you need to delve into more esoteric techniques after all. But, perhaps not satisfied by this, you've learned a few things that might take your skill a few steps further. You possess detailed anatomical knowledge of most races of Tamriel, and have a knack for analyzing how creatures you've never met before move to discover joints and tendons in their body. With this knowledge you're able to target specific points in a target's body to lock them up, or perhaps cripple their ability to use their magicka, and with some additional study you might even be able to hurt someone's innate racial abilities. Some more ignorant warriors would claim your arrows are able to paralyze your targets, but you don't actually use the spell, it's just your knowledge of how bodies work at play.

Mage

Self Sufficiency -100cp
You know what a good Wizard needs? A place where they can practice their arts in peace. There are a lot of bandits and man-eating creatures across Skyrim, and finding a good spot to do your own thing can be pretty hard at times. Fortunately, you have a knack at finding perfect places to set up your underground base or Wizard tower. But just picking a location is never truly enough, since there's far too many people who like to stick their nose where it doesn't belong. To deal with such pests, you know a variety of rituals and magical traps to plant all over your home, usually fueled by filled soul gems, such as a small turret that shoots lightning at any passerbys. Just remember to make them ignore you and those you want to grant passage to. Would be quite awkward otherwise.

Archivist -100cp
While you might not spend as much time on your magical studies as most mages do, or practice spells all that much, your focus lies somewhere else. Particularly, the preservation of knowledge. On a personal level, you know how to effectively write spell tomes, which can teach other mages spells that you know without your presence being needed. On a slightly larger level, books that you find or get your hands on tend to be in decent enough shape that you can recover whatever their pages had stored. You might not be able to salvage the burnt books that are depressingly common in the dens of hedge mages, but you'll always manage to find at least a few readable books in such monuments against the appreciation of knowledge. If you ever decide to work in a library, the profession will come easy to you, almost as if you were born for the position.

Deals And Intrigue -200cp
You would think that retiring to an isolated spot in the wilderness to devote yourself fully to the study of magicka would mean you didn't have to deal with social intrigue. You would be wrong. Even if you have the power of magicka at your fingertips, it is useless if you don't know how to use it. And where do you get this knowledge? From either other hermits like you, or a nearby library. Skyrim's College of Winterhold has plenty of mages that record as much magical knowledge as they can, so if you have the coin to spare you should definitely attempt to buy a few of their books. Alternatively, you can make deals with occult beings, such as the Hagravens, witches who undergo transformations of the body and soul in order to improve the power they can bring to bear, or perhaps a group of vampires, in order to obtain the secrets and lore than such ancient beings will surely possess. If you're feeling particularly brave, you can even make deals with Daedric Princes, which give phenomenal power at usually terrible costs. Regardless, these deals you make will almost always turn out quite positively for all parties involved when you are making them, particularly yourself. As long as you're not trying to scam everyone out of their secrets, you'll find that others are curiously willing to divulge their knowledge. Certainly useful for avoiding a fate worse than death because you accidentally pissed off someone you shouldn't have or dealt with a daedra with no regard for your life. You're pretty good at normal deception and intrigue too, but where's the fun in that?

Book Magnet -200cp
Where do you think the famous libraries of Tamriel get their books from? Paid adventurers and roaming mages, of course. You in particular find that both magical and mundane lore seems attracted to you like flies to honey. Wherever you go, you'll find a significant amount of texts, both old and new, and from a wide variety of topics whether mundane or magical, even if there shouldn't be any books where you are like an abandoned flooded fort or something. With some effort, you can come across nearly any subject you could think of, and once in a blue moon it may be related to some forgotten knowledge. Make sure you find some way to preserve all this, being able to find knowledge is irrelevant if you can't keep hold of it.

Enchanter -400cp
For as much as the Nords of Skyrim may dislike magic, there's a reason they still regularly trade with the College of Winterhold. The art of enchanting, that is. There are quite a few manners of enchanting objects, but there are a few rules. First, a soul gem is almost always needed to fuel the enchantment itself. Secondly, the trick to imbuing multiple magical effects on any one item is lost, and so every singular piece of equipment or jewelry may only have up to two enchanted effects at a time. Thirdly, enchanted items only have so much energy within them, before their magicka is spent and they have to be replenished by an enchanter using soul gems, or perhaps some other source of magical energy. Although it is worth noting that enchantments on things you wear such as clothes, armor, or jewelry do not require recharging. As you are now, you are quite skilled in enchanting, if perhaps not a master, something that can be rectified with resources and practice. Another useful skill is being able to create scrolls, which allows even those incompetent at magic to cast a specific spell inscribed in it, if taught how to do so. One last peculiar trait that you possess is that you are able to disenchant and learn effects from magical items, although the process destroys them. This lets you learn the magical effect the item was imbued with, to enchant into other items yourself later. This works even with unique and powerful artifacts, although do keep in mind that you might not be able to replicate such things without powerful enough soul gems or insufficient skill.

Experimentation And Research -400cp
Being able to pulverize fools who oppose you with a fireball is all well and good, but the real meat in the study of magicka is in discovering and learning new spells to play with. Choose one of the five schools of magic: Alteration, Illusion, Destruction, Conjuration, or Restoration. You find all forms of magic that fall under the school of your choice to come far easier to you now, learning any magic appropriate to it several times as quickly as normal, and find that creating new spells under your specialization is nowhere near as hard as it really should be, and is even easier when just using magical effects you're already familiar with. In future worlds, any form of magic that could fit under the school of your choosing will gain this benefit as well. If you're wondering the details of what each school entails, check the Notes. But if you're not content with merely one school of magic, you can also purchase additional specializations, for 100cp per each additional specialization. If you purchase all of them, this perk will apply to any forms of magic as a bonus, even if it somehow wouldn't fall under any of the schools of magic of this world.

Dual Casting -400cp
Normally something you'd see with berserkers wielding weapons, an interesting discipline that most battlemages that operate in Skyrim know is that of casting two spells at a time. It requires a significant amount of focus, so doing things like casting two different spells at a time is rather hard to pull off, but being able to cast one spell with one hand and another with your other hand is quite handy. You can even combine two identical spells from each hand, to enhance the power of the spell notably beyond what you'd normally be able to cast without using this technique. If you're not content with simply casting the same spells but bigger, you also have a solid handle on the trick of combining two entirely different spells together, for powerful and interesting results. Something as simple as fusing a fire and frost spell can be quite amusing to play around with, much less combining spells from different schools entirely. Just be careful that you don't accidentally blow yourself up or something.

Safety Concerns -600cp
There is one simple thing separating the experts from the masters. That thing is how far one is willing to go to further their own magical power. One might be able to claim that they are masters of the field if they spend enough decades studying, but true mastery is something that only comes from constantly experimenting with your near unbeatable magical might. There is a problem however. With great power comes great danger, and the more powerful spells you experiment with, the riskier the chances of messing up and killing yourself or worse are. Fortunately for you, events conspire to inform you of any potential mistakes that you might commit when confirming your theory as to what your new master level spell might be able to do. Whether it comes in the form of a brief distraction to give you a fresh perspective on the problem or a nearby mage spotting an issue that novices would be able to easily spot but mages of your caliber would miss, or perhaps something stranger, you find that testing out the more powerful spells at your disposal to spot their limits is far safer for you than it is for other mages. Now, there's nothing stopping you from claiming true mastery over magic.

Archmage -600cp
The mysteries of magicka are as deep as they are wide, and no one mage could feasibly claim to know all of it. But they can get decently close, as you can prove. Near mastery of all five standard schools of magic is yours, from the common esoterica involved in them to the more practical applications of magic that those schools can provide. With this alone you could hold yourself pretty decently in a fight, even without preparing for combat, and you could easily take care of most lesser skilled mages. From the transmutations and protections of Alteration, the various offensive spells and traps of Destruction, the healing and warding of Restoration, and so on, you are extensively experienced in many forms of magic, knowing pretty much all orthodox spells in circulation, as well as plenty of rituals for more petty results such as permanent candelights to light up your home or the various rites you can use to summon daedra in more flexible ways than the standard conjuration spells might allow. Oddly enough, your expertise also covers necromancy, knowing how to raise corpses on the fly in case you need an emergency helper during combat, or the various rituals that can do so on a more permanent basis.

Unfortunately the more unorthodox forms of magic such as the Thu'um elude you with this alone, but as any legendary mage in history can tell you, mastery is merely the first step when it comes to the art of magicka. As a little bonus, you've figured out a way to make yourself ageless already, able to survive far past the normal lifespan of those of your race without issue. Doubtlessly useful when experiments at your level might take multiple decades just to make significant progress. Just make sure to stay safe when researching dangerous magics.

Discerning The Transmundane -600cp
An unfortunate fact of the higher levels of magical studies and the workings of powerful artifacts is that usually, they are wrapped in metaphors and systems too complex to properly explain to other people. This can make preserving the discoveries and findings of legendary mages frustrating, and the fact that they usually don't even bother writing things down doesn't help. And let's not even get into the more esoteric parts of magicka. After millenia of work, imperial mages are still unable to properly describe what the Elder Scrolls do or even are, and the one expert on the matter is a rambling madman, gone completely insane from his investigation of the Elder Scrolls. These problems are not something you've ever encountered. Even the most opaque and vague explanations and descriptions easily yield at least some useful information as you pour over them, and active effort by other parties to communicate the intricacies of their work will let you discern most of what you need to know after a few sessions. What's more, you find that inhumanly esoteric and complex subjects are about as hard for you to investigate as any other mundane subject, and as damaging to your sanity as learning arithmetic might be. Your own explanations may not make much sense to other people, but understanding the information you're trying to preserve makes the task easy.

Rogue

Pickpocket -100cp
This could almost be considered the foundation of a good thief. You're quite good at picking the pockets of unassuming folk, and your fingers are dextrous enough that even a bag of coins won't make a single sound as you slide it out of your target's pocket. While you can still be caught if someone's looking at you when pickpocketing, or the target is aware you might be out to steal something from them, you have a knack for looking innocent, which can dispel any suspicions people might have about you. Do keep in mind that if you try to push this you'll very quickly find out that appearances don't matter much if you are the only possible suspect to a crime you commit.

Haggling -100cp
The most essential skill for the world of business is knowing how to haggle a price. How cultures handle haggling can be quite varied, as you may find, and you possess knowledge of standard haggling practices common to the Empire, which have spread all across Tamriel. You are quite clever with words, and very experienced at haggling wares just as much as conditions in a contract. You also have a good instinct for telling when you should stop and not push anymore lest whoever you're dealing with gets tired of your shit.

Silence -200cp
Normally, running and jumping around produces quite a bit of sound, on most floors. For you, this isn't the case. As long as you wish it, you become completely silent, not making a single sound without intending to. This makes it trivial to slink about during the night, although someone might be able to spot you during the day. You're not invisible, after all. But you can be. If you are under the effects of an invisibility potion or spell, you find that manipulating objects doesn't dismiss the effect, as it normally would, and all forms of invisibility to cast on yourself tend to last a bit longer than they should. Usually enough to escape even from particularly stubborn pursuers.

Murder Is Always Profitable -200cp
Normally, assassins don't get many clients. Their seedy reputation means that most people are uncomfortable with hiring an assassin to kill someone, and in Skyrim it might be seen as cowardly, making this land even less profitable than normal. Luckily for you, this doesn't seem to be much of a problem. Whenever you are not busy with a contract, you'll find that there are always plenty of people willing to pay you quite a bit in exchange for your services, to the point that you'll usually have a wide selection of contracts to choose from. Quite the luxury for someone of your profession.

Silver Tongue -200cp
Skyrim is a land of warriors, and most natives don't have too much appreciation for the subtler parts of civilization. There are exceptions, of course, and you are one of them. You are quick of wit and clever of mind, which will let you hone your charisma to the point where you could be described as having a silver tongue. Every man has a price, and something they value, and you have a knack for figuring what these are with a few hours of casual conversation. If those who you're speaking with are aware of what you're doing, or are as charismatic as you are, you might need to actually pay attention to the conversation, but in general you can run circles around most people, metaphorically speaking of course.

Alchemist -400cp
Beyond the arcane arts of magicka, there are the supernatural effects of a well prepared potion or poison. The intricacies of this art lie not in spells or effects, but the chemicals that the various plants and body parts of the fauna and flora of Tamriel possess, as well as possibly a bit of magicka. The field of Alchemy isn't yet advanced enough to discern why exactly this happens, but you are aware of general alchemical lore to the degree of an expert, knowing the recipes to most common potions and even a handful of more obscure ones. Truly mastering this art is going to take a long time, a lot of research, a lot of materials, and a lot of failures. However, if you persist, you may be able to count yourself among the mages who can claim to be experts in the field, if not masters. Additionally, you are experienced in the practice of wortcraft, which yields far more results to you than it would for the average alchemist. What is wortcraft, you ask? Why, it's the practice of ingesting and tasting the ingredients you work with raw to discern what sort of alchemical effect you may be able to squeeze out of it. This practice is rather infamous, for good reason, given a few common alchemical ingredients include things such as a giant's toe, and the extremely rare Nirnroot plant. Still, with how profitable potions can be, you might not need to worry too much about where to get some funding for your alchemical projects. In future worlds you'll also be able to find alchemical uses for nearly any kind of plant (or pieces of beasts) to continue experimenting with.

Sneak Attack -400cp
The classic picture of a skilled Assassin is one that silently and swiftly kills their target before everyone realizes they are there. This is for a very good reason, as being undetected makes assassination significantly easier, although with you it might be something else. Whenever you're fully hidden, you find that your attacks deal massively more damage than they have any right to, particularly with daggers and bows. A cut throat might turn into a full beheading, and an arrow to the heart might cave in the target's chest. If your murders are particularly egregious gory you might end up becoming infamous for your sadistic cruelty.

For Fun And Profit -400cp
Small businesses take time and effort to expand, and there's the issue of rivals that might not like a new business rising up to take part of the profit to be gained in this time of war. Fortunately, you seem to have less of an issue with this than other prospective businessmen. Whenever you start to clash against a business rival, you will come across an opportunity to either get the upper hand early, or secure friendly relations with them. Maybe your rivals will go through a brief period where their business stops being able to sell their products for whatever reason, and you're able to provide a solution to them, at a price of course. Or perhaps you figure out that working together rather than competing will improve both of your products and produce even more profit, letting you have a monopoly on whatever you were clashing over or at least get rid of any business competitors early on. Of course, if you grow big enough, there are few ways to go, but this won't be a big issue, as you also seem to find plenty of opportunities to expand your business in general, such as suddenly stumbling on a reliable source of a well sought after good.

Legendary Thief -600cp
There are thieves, and then there is you. You're a master at sneaking around, pickpocketing, lock picking, and so on, being almost unmatched when it comes to stealth. Additionally, you have a number of useful abilities, perhaps blessings from Nocturnal. Firstly, you are able to make the effects of your attempts at pickpocketing take a while to register for your targets, to the point that you could grab the weapon off of a warrior's hip and they wouldn't realize the familiar weight of their weapon disappeared until you were already long gone. Secondly, you are somehow always able to tell whether you're being watched, and even without looking around you're able to guess correctly a hundred out of a hundred times. And finally, whenever you are sneaking, it seems as if the shadows move on their own to hide you, growing larger and darker if it aids you for no discernible reason. If you devote yourself with any seriousness to the arts of stealing things from people, your experience will quickly allow you to use these abilities to terrifying effect.

Delicious Pies -600cp
All significant businesses dabble in corporate espionage. Regardless of what they sell or produce, being able to obtain information over your rivals and being aware of hidden events is invaluable for a business owner. Now, you find that you frequently come across influential or capable individuals. Hiring them will be easy when you meet such people, and you will quickly find yourself with quite the valuable crew. With these subordinates, you will be able to quickly become a rival to big businesses such as the Black-Briar Meadery, in the amount of information and influence that you have, if not in size. However, the level of power and influence that the truly massive businesses such as the East Empire Company will still be out of your reach for a while, as there's only so much a single organization can grow every year. You will be able to put your fingers in all the proverbial pies, and they are delicious indeed.

Dark Briar -600cp

Obtaining economic dominance is all well and good, but what if you want to go a step beyond even that? After all, the market isn't everything, and nations are what truly control the economic stage. But despite what you might think, the people running those nations can be manipulated just fine. In fact, you're quite talented at manipulating politicians, and very skilled at keeping your arrangements secret. With great wealth and some effort you can increase your political influence in almost any court you might find yourself in, even those who are incredibly traditional and resilient to corruption, and with enough time you might even become a power behind the throne, becoming the true ruler of the court while puppeteering the one who is ostensibly in charge. The greater your wealth grows, the more you can leverage it into political power. Perhaps you'll use this power to guarantee the economic success of your endeavors, or manipulate the entire market to your liking. Now the question is, what hold in Skyrim are you going to sink your teeth into?

Faction Perks

Blades

Interesting First Impressions -100cp
When you're undercover and trying to recruit people to your cause, how do you test whether or not they're not going to immediately break your cover once you reveal yourself to them? You have to at least confirm they're not also undercover and working for your enemy. The solution, of course, is to subtly put them in a life or death situation, and see how they fare. Maybe something like this wouldn't make sense to more civilized people but for you it seems to work out just fine. Unorthodox means of "breaking the ice" so to speak with strangers you've just met, such as guiding them into a ruin full of Draugr, aren't met with complete distrust, and you can start a partnership with someone as if you hadn't tried to get them killed.

A Cornered Rat -200cp
The benefit of being part of an old organization is that you have old allies to call on when the going gets tough. You might have to delve into some very unsavory parts of civilization but as long as you actually search for them you'll always find at least one retired veteran who was a member of your group that you can recruit once again. You might have a personal history with them, or perhaps not, but being able to have an old and knowledgeable friend is undeniably useful. In future jumps this still applies, which might be handy when you're short on manpower.

Haven -400cp
The Blades had been persecuted almost to the last man. The Thalmor were the groups that hunted them down, and because of them the Blades have been reduced to a mere handful of members. Building back up from having such a low number of people is quite the challenge. Thankfully, you're more than up to the task. Whenever you recruit someone new into a group you're a part of, you find it easy to train them up to an acceptable level of skill in whatever appropriate skills they should have for their position within the organization. You are also able to recruit people consistently despite being hunted by a larger and more powerful group without issue. With your help, the Blades may yet rise up again to the strength they had in their heyday.

What Could Possibly Go Wrong? -600cp
Sending someone you recruited literally last week into an incredibly dangerous and delicate infiltration mission into the depths of your enemy's headquarters, and have it all work almost flawlessly, with only a small hitch at the very end? With anyone else in charge of planning and preparation something like this would never even remotely succeed, but somehow you make it work. You have an incredible amount of luck when concocting schemes and plans, from hiring just the right person for the job to obtaining the most beneficial possible contacts and insider agents. Of course, there's not much you can do if your enemies already know what you're gonna do, but keeping your plans secret is generally a good idea, isn't it?

College Of Winterhold

Magical High School -100cp
The College Of Winterhold is a university dedicated to the study of magicka and the arcane. Even with magic being heavily distrusted in Skyrim after the Oblivion Crisis, the College still manages to have a new batch of students every now and then. It stands to reason that one should at least be on friendly relations with their peers during apprenticeship, as classmates can provide plenty of assistance on personal and academic projects. In this regard, you are the ideal classmate, being able to help your peers with their research regardless of what it may be, and you'll be able to walk away intact after the project, rather than permanently turned into a horse or some other magical mishap. You'll likely be quite popular in the College, especially if you offer to help out the teachers as well.

Arcane Learning -200cp
The subject of magicka is a broad and complex one, requiring long decades of study and experimentation to become an expert or master in a specific school. Likewise, teaching said subject requires a lot of work and planning, although that goes for teaching in general really. Luckily for you, you are very good at these two sides of the same coin that are magicka studies. As long as you have a teacher, you learn significantly faster than otherwise, and mages you teach learn a lot faster than under any other teacher. You find that adhering or planning out a curriculum is a fairly trivial task, and can pace yourself properly when learning or teaching. The College will gladly accept you if you choose to become a teacher, if you weren't one already.

Still Useful -400cp
You might be wondering how a College all about teaching and studying magic hasn't been attacked yet in Skyrim, where most people completely distrust magic. Well, apparently, enchanted items are still acceptable, so the College is able to trade enchanted items for money and food with the citizens of Winterhold, and because they are a source of incredibly valuable and powerful artifacts, they're at minimum tolerated, despite basically everyone in the "city" believing that the College was responsible for the city's fall. Likewise, whenever you are in a similar situation, you'll always be able to find a compromise to the people who hate you by being a source of valuable things, enchanted objects in this particular case. After reaching the compromise you'll be tolerated as long as you keep providing, being too useful to get rid of. Not an ideal state of events, but what can you do?

Oh Boy, Paperwork -600cp

Usually, mages are isolated and rarely interact with one another. This is mainly to focus on their own magical research, and they don't really want other people getting all up in their business. This is still true in the College, but the mages in it actually bother sometimes cooperating with fellow mages for their projects. And of course, every organization needs a leader. If you ever find yourself in the position of Archmage, you'll find that you're very well fit in the position. Managing an entire school, magical or not, is almost trivial for you, as you're very quick with any busywork related to the position, as well as being charismatic and a good mediator between mages. It's because of people like you that a situation like the College can exist, being able to strongarm or convince mages to cooperate with each other for the sake of education and research. Additionally, you're very capable of determining who would be a good fit for other positions, such as librarian, teacher, or advisor. Of course, sometimes direct intervention should be needed, but that's just how things are with mages.

The Companions

The Errand Boy -100cp
The Companions barely have a hierarchy. How things are done is that someone who picks a job either delegates it to some other Companion or they partner up in order to complete a task. Whenever there's a new recruit, most of the warriors in the Companions like to give the new blood tasks for them to prove their worth. You in particular had a lot of tasks offloaded to you, and perhaps this is still happening. Something about you just makes you seem reliable and trustworthy to others, to the point where someone you've just met would immediately give you some important task if the situation allows for it. Make sure to live up to your expectations, you wouldn't want to embarrass yourself, now would you?

It's Called Companions For A Reason -200cp
A big part of being a member of the Companions is camaraderie between everyone. Friendship is encouraged, which helps the Companions who partner up to complete some task or another. Ultimately, getting along out of combat tends to result in getting along in combat. For you, this brings even greater results. When you're fighting alongside someone you're familiar and friendly with, teamwork results in far greater combat prowess than would be possible otherwise. Two average members of the Companions could likely take on dozens of equally powerful and skilled enemies where before they could only take on maybe half a dozen. Don't forget to toast to your companions, drunk merriment is pretty popular in Skyrim.

Classic Nordic Honor -400cp
Of course, with a warrior culture comes things like honor. And honor tends to shun some particular courses of action, such as slinking about in the shadows rather than facing your opponents head on, in the case of the Companions. There is always the possibility of accidentally tarnishing your honor in the eyes of your fellows, which can be a pretty nightmarish situation for some. Fortunately, the honor of the Nords can be easily restored through old fashioned dueling. In the case that someone else deliberately tricked or forced you into breaking a honor code you're following, killing them in a fair duel will restore any lost honor and get rid of any infamy a faux pass may have caused. In the case that there isn't a convenient target, killing a famously strong person or beast that's shunned from whatever culture you're trying to ingratiate yourself with will also work. Breaking your honor at all is still something to be avoided, but you will at least have a chance to bounce back from it.

Glory Of The Dead -600cp

Do you know what the biggest danger to a group of physical fighters is? Magicka. More specifically, curses, such as lycanthropy. Which is why pissing off the local den of witches or Hagravens is a horrible idea. That said, in the situation you've fucked up and you've been cursed, you have a reliable method of curing yourself from it. That is, by killing the party responsible. In case you become cursed with lycanthropy by an angry Hagraven, if you go and behead them you'll be able to get rid of the curse. In the case that you've been cursed by an inanimate object or location, destroying it and everything on it would do the job, and if the cause of the curse is an event, you should probably start looking for any records to throw into a bonfire. Actually being able to kill them is on you, but if you fulfill the deed then all shall be well.

Dark Brotherhood

Bloody Friendships -100cp
What better way to bond with your fellow professional serial killers than recounting stories of particularly quirky clients or targets? You somehow get along great with people that enjoy the same activities of your profession. That is, murder for profit and maybe fun. A loli vampire, an old mage, even a werewolf would be easy to become friends with, as long as they also murder people for a living. There's no reason to be all gloomy and serious about things, don't forget to relax in a while. Even murderers are still people, no?

No Listener, So Listen Closely -200cp
Sadly, the Dark Brotherhood is in a very bad situation currently. Most of their sanctuaries have been revealed and raided, and their Listener has been killed, with no replacement appearing. Thus, they had to adapt to be able to still find people who performed the Black Sacrament, the ritual that calls on them. This is mainly done through rumors and hearsay. Somehow, this method is completely accurate, instead of producing loads of red herrings or disappointed wannabe clients. Likewise, you're able to locate people who performed the Black Sacrament (and any single ritual of your choosing and/or design instead in future worlds) through rumors, and this will work just as well as if the rituals actually contacted you. Quite handy, in this day and age.

Morbid Creativity -400cp
One of the traditions of the Dark Brotherhood is to provide bonuses to members for performing a specific assassination in a creative or a specific manner. For you, meeting these criteria has always been trivial. Maybe you'll drop a rock on your target, or perhaps slip poison into their food. You are quite adept at finding creative ways to bring death to your unfortunate victims. If you leave a recognizable mark in each kill, you could easily gather up a reputation for your lethal imagination. Additionally, using these creative methods to deal with your targets is usually a lot easier than just stabbing them for you, letting you deal with otherwise incredibly difficult targets with less trouble, even if they're very well guarded. It can be quite fun too.

Black Hand -600cp

There are a variety of problems when performing an assassination. Maybe you've fucked up and got discovered, perhaps your target proved to be tougher than expected and now you've been captured, and there's the possibility of you never actually finding your target in the first place. For you, these problems are not particularly hard to deal with. Sneaking among the shadows will see people almost ignore your presence, all but the strongest willed believing that the moving figure they saw in the dark was just their imagination, rather than an assassin waiting to strike. Whenever you actually attack a target, you will always be able to discern what their initial move is likely to be, letting you plan in advance how to quickly kill them before they call for reinforcements or help. Lastly, your clients almost always have information of where to find your targets. It can help avoid some frustration sometimes, and in the case that your target has changed locations you'll always find that your clients will possess some leads on where they might've gone, even if they're trying to flee from you after changing their minds. Were you to have been part of the Dark Brotherhood in their days of glory, you would've likely climbed the ranks towards being one of the Black Hand quickly. Will you still bother with them?

Thieves Guild

Shadowmarks -100cp
The biggest issue when trying to steal something valuable is knowing who has valuable stuff, who doesn't, and who's too dangerous to attempt to rob. For quickly and easily indicating this kind of info, and a few more important tidbits, the Thieves Guild has a system of symbols, called the Shadowmarks. These are spread all over Skyrim, in easily found but hidden locations for other Thieves Guild members to use when applying their trade. You possess a full knowledge of every Shadowmark, and find it trivial to change, remove, or add a Shadowmark to any particular location. In future worlds, you're able to automatically spread Shadowmarks across the world, saving you the need to scout out locations to find out information that the Shadowmarks indicate.

Loud And Clear -200cp
Sometimes, a client gets too cocky and needs to be knocked down a peg. The best way to do this, for you at least, is to mildly sabotage their holdings and threaten them afterwards. A bee farmer tries to renege on a deal? No problem, just burn down a few of their nests and they won't do it again. Even though it's a very violent response that would probably make the situation worse if sane people were involved, this kind of thing just seems to work out when you do it. You won't even suffer the worst consequences of antagonizing people to this extent, you will only reap the benefits from the intimidation. Try not to get a bad reputation though, you do want people to still make deals with you, right?

Where's The Grey Fox? -400cp
The Thieves Guild used to be led by the bearer of the Grey Cowl Of Nocturnal, called the Grey Fox. The Cowl has fallen into the hands of a Nord who, due to a complex situation involving a family feud, faked his death. Because of this, the Thieves Guild is currently without the Grey Fox as the leader, so they've had to survive on their own. Mercer Frey is the man who stepped up to the job, but if you took his place you would not disappoint. You are the perfect person to lead an organization such as the Thieves Guild, being able to manage all the criminal connections and blackmail that such a group holds. You might not be able to bring the Thieves Guild the glory of its better days, but it's definitely not collapsing under your guidance either.

Nightingale -600cp

The Nightingales are a secret circle within the Thieves Guild dedicated to the worship of the Daedric Prince Nocturnal, and the protection of her shrines. They are granted useful powers by their patron in exchange for their loyalty, following three archetypes. While you may or may not have actually pledged your service to Nocturnal, you have access to the powers Nocturnal offers. While you have access to only one archetype at a time, you're free to change it once per day. The Archetypes are thus; the Agent of Stealth, using darkness to conceal themselves, whose basic ability is turning invisible for an indefinite amount of time, the Agent of Subterfuge, using darkness to obscure other's thoughts and judgment, whose basic ability is forcing those around them to go into a frenzy, attacking anyone on sight and getting too distracted by their rage to notice someone sneaking away, and the Agent of Strife, creating a cord between them and their foes, whose basic ability draws the health of said foe into the Agent. Whether there is more to these abilities is up to you to discover, but at minimum you can use them once a day, perhaps more with training.

Imperial Legion / Stormcloak

Conveniently VIP -100cp
War is a messy affair, with logistics and assets and manpower all being factors that need to be taken into account in strategy. People are assigned tasks according to how useful or important they are, to use them to their fullest potential. For some reason, whenever it comes to you, the generals and commanders in charge of leading a war will believe that you're one of if not the most important asset in their ranks, giving you extremely difficult missions expecting you to succeed, or trusting you a bit too quickly than should probably be wise. You'll likely become a major figure in the Civil War very quickly, provided you don't die.

Just To Fool The Enemy, Sir -200cp
Espionage and sabotage is a fairly common tactic in war. Things such as killing and impersonating a messenger to deliver false scouting reports, as well as intercepting enemy information and supply lines are all viable tactics. For you, these kinds of activities are trivial, and being assigned to espionage work will have most of your tasks go without a hitch. Of course, if a general is more familiar with their subordinates than normal, you might be in trouble, but dealing with such problems is the bread and butter of infiltration, no?

Clearing Out Forts -400cp
One of the main battlefields in Skyrim's Civil War are old forts. They are all of strategic importance, and the frontline is determined by which forts either side controls. Most of the fights that aren't in the capitals of the Holds are over them, and you're an invaluable part of any raid concerning these. From planning out how to fight into the place to combing through the deepest corners, you're an expert at sieges of this particular kind, as well as leading soldiers you have command over during such raids. Your extensive amount of experience at attacking or defending fortresses might be the thing that finally tilts the scale of the war one way or the other.

Season Unending -600cp
Full fledged armies and militias come with actual unified organization and tactics, and being a warrior or soldier is a job, not a lifestyle. Training regimens are required to train men in bulk, uniforms are required so allies recognize each other in the midst of combat, tactics are required to let your men survive and win battles, and so on. You're very knowledgeable and skilled at large scale warfare and strategy. Being in a commanding position would let you turn a seemingly endless stalemate into an inevitable victory, and perhaps even bring some hope against a greater enemy, warfare being an old friend to you, and perhaps unfortunately one you cannot escape. Perhaps after you've won the Civil War, you'll lead the charge against the Thalmor threat? Gods know that a true military genius would be needed to even fight against them.

Dawnguard

Supernatural Tracker -100cp
Being a vampire hunter isn't a particularly easy job. You have to find out where the vampires hide out, and where they go if they manage to flee. Thankfully, You're a very skilled tracker when it comes to vampires, and most supernatural creatures that prowl the dark really. It wouldn't take you long to find a vampire den when looking for one, and you could be right on the heels of a fleeing vampire for weeks at a time. Additionally, you're able to easily spot all the telltales of a vampire attempting to disguise themselves, and have an encyclopedic knowledge of the various vampiric bloodlines. They can't run, and they can't hide.

Dangerous pets -200cp
One of the plans the Dawnguard has to reinforce their manpower and raids on vampires is raising and taming frost trolls. Doing this is extremely dangerous, as frost trolls are one of the more powerful wildlife creatures that roam Skyrim. For you, it's not an impossible task. You're able to tame and train even very hostile beasts, without as much danger to yourself as you normally would have. Taming the frost trolls wouldn't be too hard for you, and you might even be able to add other beasts such as sabre cats to the Dawnguard's repertoire. Having these powerful pets is going to be a very big help in vampire hunting, that's for sure.

Dungeon Crawl -400cp
The vampires of Skyrim like to hide out in their dens and only come out at certain times. Sometimes you don't have the luxury of being able to bait one into a trap, so you must be able to dive into a vampire's nest and survive fighting the vampires in their home turf. Of course, with the sheer amount of abandoned dungeons in the land of Skyrim, most vampires make their dens in the depths of ruins. Because of this, you've gathered quite a lot of experience in dungeon delving. You will almost never become lost in the depths of long abandoned ruins, and curiously, you somehow always seem to be able to find a secret passage that takes you directly from the dungeon's depths to the entrance. Just don't forget to sharpen your weapons, the dungeons tend to be crawling with beasts.

Vampire Hunter -600cp
Vampires have a significant number of advantages over the mortals they prey on. From immortality, to their stronger bodies, to their vampiric abilities. So, as vampire hunters, the Dawnguard has to level the playing field in some way. The way they do this is through equipment and spells with solar enchantments, to wield the light of the sun anywhere they go in order to smite the creatures that stalk the dark. For you, these equipment and spells are significantly more effective, burning the vampires far more intensely than normal. What might've been a bruise or cut would now be broken bones or a massive gash. Your name is likely to become quite infamous among vampires before long.

Forsworn

Hagraven Friends -100cp
The Reachmen, mostly known as the Forsworn currently, have a friendly relationship with the Hagravens of the Reach, despite them being hated by everyone else. So do the spirits of the Reach support the Forsworn, as the Reachmen provide veneration and protection to them. Just like them, you're able to start and maintain friendly relations with the supernatural creatures of a land, knowing how to offer them a mutually beneficial relationship. You can have friends in many places, in a different manner than more "civilized" people would be used to.

King In Rags -200cp
At the moment, the leader of the Forsworn is locked up in Markarth's prison. Despite this, he has been able to keep a hold on his political influence and position among the Reachmen. He is, of course, planning a jailbreak, but the fact that he managed to still be an important figure even while still in jail is impressive. A feat you can now share. Whenever you're locked up somewhere, whether a jail or perhaps a cavern with a caved in entrance, you're quite capable of keeping any positions you may have in whatever group you're a part of, perhaps by leaning on your reputation and influence, despite likely not being able to complete any duties that you may have. Even in chains, you still rule.

Rebellion -400cp
After taking over Markarth, the Nords started persecuting the Forsworn, kicking them out of their lands in order to conquer it. This started a long-standing conflict between the Nords and Reachmen, where the Forsworn aim to reclaim their land. At the moment, they are fragmented, but it would only take someone to come in and unite them for them to truly stand up and fight. You are that sort of person. You're experienced in uniting separate but related groups to fight against a common foe, stopping any infighting that might've started and fostering a sense of community between them all. If the groups are persecuted, then this effect is magnified, even giving you some military talent to fight back. Perhaps with you around, the Reachmen might be able to take back what was once theirs.

Briar Heart -600cp
It seems that you've sacrificed your heart in the pursuit of power. In the left side of your chest, you now have a hole showing a briar heart in place of your normal heart, a large seed of sorts. The result of having undergone a ritual under the Hagravens is a significant boost to power, magical and physical. Your spells are more potent than they'd normally be, and you can dish out and take significantly more powerful hits. The result of having your soul connected to natural forces also marks you as an ally to beings of untamed nature, such as Spriggans. Briar Heart Forsworn are considered to be the strongest warriors the Forsworn have in their ranks, and now you have a place among them. Do keep in mind sufficiently skilled thieves may be able to steal the briar heart in your chest to instantly kill you. This drawback goes away post-jump, of course, unless you want to keep it for whatever reason.

Thalmor

Elven Superiority -100cp
The hallmark trait of the Thalmor is their utterly insufferable superiority complex, and how smug they are about it to everyone, even including their fellow Thalmor. You have taken this smugness and refined it to the next level, letting you be insufferably smug even when you're getting your face kicked in, or when the situation at hand is irrelevant to you. Even the calmest or most patient of men can be riled up with some effort. The sheer smug you irradiate might be your doom if you antagonize someone beyond you, of course.

Haters Gonna Hate -200cp
The Thalmor are able to operate mostly out in the open in Skyrim, where basically everyone hates them and everything they represent. They can't attack them or kick them out because they know they would not succeed. Now, you are able to benefit from this in future worlds, and perhaps even in other places of Tamriel. While you may not necessarily be unassailable, people who despise you don't actually stop you from whatever you are doing while in their land, for whatever contrived reason. While actual crimes such as trespassing will still have you be punished, you don't seem to suffer any consequences of being a public enemy while you're in hostile territory. As long as you're not hostile yourself, of course. People aren't going to let you punch them in the face, they just won't stop you from doing your own thing.

Illuminati Confirmed -400cp
The Thalmor are masters of intrigue, collecting important information almost undetected in the lands of Skyrim, and keeping an eye on local issues with spies in every major city. You're now skilled and experienced at this level of scheming and intrigue, being capable of pulling the strings of an entire kingdom from the shadows. With some work, time, and resources, you might even be able to live up to some of the tamer conspiracies the madmen of Skyrim cook up in the midst of their insanity. Your expertise when it comes to undercover operations might net you quite a bit of respect among the Thalmor.

White And Gold Bias -600cp
The White And Gold Concordat is the main method that the Thalmor have used to expand their influence across Tamriel after they sieged the Imperial City. The terms are blatantly unfair in the favor of the Thalmor, but the Empire had no choice but to sign it if they didn't want a war they would not win. It is because of this Concordat that Hammerfell seceded from the Empire and Skyrim exploded into a Civil War. Just like how the Thalmor forced the Empire to sign the White And Gold Concordat, so too can you force your enemies to sign unfair treaties in your favor, and you don't even need overwhelming force on your end. Additionally, even if you're not trying to scam your enemies, contracts you sign tend to turn out in your favor somehow anyway, although not as strongly as if you'd actively tilted the contract in your favor. You might make a lot of enemies with this, what does it matter when they're contractually obligated to let you be?

Items

You get one discount per price tier for the items under your origin. You can import Items into other similar enough items at no additional cost.

General Items

Historically Accurate Viking Helmets -0cp
Where the hell are you getting these? You have a seemingly never ending supply of historically accurate viking helmets, lacking the horns of the typical iron helmet found in Skyrim. Despite their appearance and texture, they're completely useless as armor, and anyone will know upon sight that they're little more than trinkets. At the very least they'll make for unique decoration.

Properties -100cp
There are quite a few structures and goods one can buy in Skyrim. Horses, houses, plots of land, and decorations for your residence. With this choice, you'll be able to bring these purchases you make in the jump with you. Perhaps you've gotten very attached to that horse you bought in the stables of a city, or you really like the residence you made within the plot of land you purchased. You don't need to worry about leaving all of them behind now.

Bag of Tricks -100cp
Whether you feel like being cruel to your prey when hunting or manage to set up traps before being discovered, this bag will provide you with plenty of materials to set up traps and aid your escape. From wires and nails to set up tripwires, to smoke bombs, the contents of this bag will likely prove useful for you, as long as you are clever in their use. Trapmaking is quite the complicated art, after all.

Alchemical Supplements -100cp
Potions are something that you might find to be bizarrely common in this land of warriors. Regardless, the potions that you find on your adventurers are always quite useful, from the potions of health, stamina, and magicka that can give you a second wind in combat, to potions that increase your strength or speed, and perhaps even poisons to coat your weapons with. Most containers that you open while cleaning out bandit camps or ancient tombs or some other kind of dungeon will inexplicably always yield at least a few low level potions, sometimes with stronger ones. You can either use or sell these, either way they are bound to help you on your travels.

Hidden Twilight -100cp
This ominous black tome will provide a useful spell in the case you actually read it. After a brief and worrying vision of non-human eyes and masses of tentacles, a new, rigid spell will find itself within your mind. Unless you're able to wrap your mind around eldritch knowledge, this spell's workings will be utterly opaque to your curiosity. When casting it, you will find yourself face to face with a Seeker, a follower of the Daedric Prince of knowledge, Hermaeus Mora. When provided with a book, this seeker will produce paper and ink, and create a perfectly pristine copy of the book provided within minutes, unless you give specific instructions to modify or add to the book's contents. They won't be able to work with artifacts such as an Elder Scroll, but anything that's bound in a mostly normal book can be replicated. Why does the Daedric Prince offer you this spell? Perhaps he wishes to obtain knowledge from outside this world after you leave the lands of Skyrim?

Battle Staff -200cp
Staffs are almost universally useful for any battlemage, as it casts from its own reserves, allowing you to rest your own magicka pool in case you've spent most of it. The one you have in your possession is even better, as you're able to switch out the spell this staff casts with a minute of time to focus on the change. Another feature of this staff is that it can store additional magicka for you to use later, like a magical battery. It can only store up to three times your normal reserves, and you must manually recharge it yourself, but even this can be a godsend in battle.

Standing Stones -200cp
Spread across Skyrim there are a variety of ritual pillars. These Standing Stones are said to have granted powers and abilities to the heroes of old, but whether this is true or not is impossible to discern, as they seem completely inert to the prying eye. For you, however, they have actual use. Each Standing Stone will grant abilities and powers appropriate to the constellations that dot the night sky. Please ignore the fact that these Standing Stones are a replacement to Birthsigns, no one knows what the latter are. In future worlds, you will get the option to either be able to find more of these Standing Stones from Skyrim, or have them take on abilities more appropriate to the constellations of the worlds you find them in.

Daedric Market -200cp
A strange black tome, which will disperse into light and magicka when you grab it. When this happens, you will become aware of a new magical ability you possess. Casting this ability will summon a dremora in black robes to appear. This dremora is a merchant, and will sell you most miscellaneous objects you could find in Skyrim, such as soul gems, jewelry, ores, and alchemical ingredients. They will also buy most objects you are able to haggle for, although they possess a limited number of whatever currency you'd find useful at the time of summoning to be, even if they're quite rich. After you're done selling or buying from them, they will disappear, and you will be able to summon them again the following week. It can be quite useful if you wish for a source of materials unique to this land after you leave this world.

Ancient Ruins -400cp

The land of Skyrim is dotted with ruins and tombs, filled to the brim with enemies and shiny loot. Unfortunately, there's only so much of it, but with this purchase you will no longer need to worry about running out of dungeons to crawl. What this is is an entrance to what seems like a nordic ruin. It's filled with Draugr and loot, as you might expect, letting you find anything from magical scrolls, decent equipment, potions, jewelry, and even gems. If you go deeper, of course the loot will get better and the enemies will become more powerful and varied. Sometimes the dungeon will transform into some kind of cave environment, other times you'll find yourself in sections resembling a dwemer ruin, and so on with all the different kinds of dungeons you can find in Skyrim itself. If you leave and enter again, you'll find that all the enemies have returned and all the loot has been replaced, letting you delve and adventure within once more. Will you sell all the loot or use it to merely bootstrap yourself up with better equipment to delve ever deeper? The actual location of the entrance is up to you, and you may change where it is daily.

Warrior

Basic But Reliable -100cp
You have to start somewhere, no? With this item you will gain a basic set of steel equipment, with your choice of melee weapon and ranged weapon, complete with armor and plenty of ammunition for the bow or crossbow you have. It may not be much compared to more powerful artifacts or equipment made with better materials, but as a starting point it's a lot better than what some adventurers have.

Companions -200cp
What's a warrior without his fellows? A dead man, that's who. You have a dozen decent warriors under your lead. While they're not particularly impressive compared to the average Nord combatant, these individuals take very quickly to the arts of combat, allowing them to improve far more than normal warriors would over the years. If you spend enough time selling your services to the peoples of Skyrim, you might find your group becoming a local legend. With a lifetime of work, these people would be able to match the legendary Companions of Whiterun in skill and renown. Please treat them well.

Forge -200cp
There are quite a few places in Skyrim where a blacksmith can ply their trade. The quality of these forges can vary quite a bit. However, a good blacksmith needs a good forge to create proper equipment, and this forge is definitely good. You'll find that when operating this forge, you'll find yourself in possession of any tools you might need to shape materials into weapons, armor, and even jewelry if you bother with the latter. Although this forge cannot help you if a material you're working with is borderline impossible to shape with physical tools. You'll find that the fires of the forge are always appropriate to your needs, and never cools. It might not be the Skyforge, but it is still a worthy forge for any blacksmith.

Feast -400cp
An important aspect to warrior culture in these lands are feasts. Gatherings of warriors tend to occasionally party all day long, and consume feasts that wouldn't look out of place in a king's court. Now, in the situation you decide to join or create a group of warriors, you won't disappoint. Magic is usually looked down upon in these lands, but once the Nords of Skyrim know what these handful of magical items do they will not complain. First is a massive barrel, holding endless oceans of mead, which will flow freely regardless of how much mead you let drain through the appropriately large tap built into the barrel's side. Second is a large feasting table, which creates delicious food enough to feed dozens of tired warriors after a day of fighting. Setting these up in the mead hall of any group you join is bound to make you a very valued member, even if you're not particularly good at combat.

Endless Quiver -400
One of the biggest issues a bowman might come across is running out of arrows. With this quiver, that is a problem you have left behind. Every arrow from the dozen you pull from the quiver is replenished every 30 seconds. Quite handy in general, and you'll only run out of arrows if you're shooting them as fast as you can. Additionally, while the arrows start out being made of steel, by taking out all the arrows and inserting a new one in the quiver you can change the type of arrow you want the quiver to replicate for you. Unfortunately it can't replicate enchantments or magical arrows or whatever, but any kind of mundane arrow works just fine. Alternatively, this can be a quiver for crossbow bolts if you don't like bows.

Meadhall -600cp
The dream of any aspiring warrior leader. Your very own mead hall. It is large enough to hold dozens of warriors living in the residential basement, and located somewhere in Skyrim's wilderness, likely in a tactically sound position. There is a path from the front door to the closest road, in case you don't want to cross through wilderness to reach the roads of Skyrim. There's also a walled courtyard at the back of the Meadhall, where your followers are able to spar in order to keep their skills sharp. The residential basement is quite spacious, and more luxurious that its name might suggest. The storage rooms contain plenty of spare steel gear and maintenance equipment, enough to arm a large warband. There is a forge in a raised area of the courtyard too, in case you manage to hire a blacksmith or one of your followers knows how to forge equipment. You will have to buy them material from elsewhere, but for a band of mercenaries in the land of Skyrim, money is unlikely to be an issue, unless your followers are incompetent.

Ancient Temple -600cp
This obscure and unknown temple is located in one of the more remote regions of Skyrim, whether deep in the frozen tundras or among the peaks of mountains. The place looks a bit rundown, but you won't need too much work to get the place looking like somewhere you might be able to settle down in. It contains a decent number of spare gear in the back rooms, half a dozen residential rooms, and a courtyard overlooking the landscape of Skyrim. The entrance is well hidden and protected by several puzzles, but you find that getting through them is easy for you, as if you already know the answers to them. If you gather some followers, you could give them a home here, although keep in mind you'll have to get food and water up here yourself. Thanks to its isolated location, no one will find this temple unless you personally show them how to reach it. Perhaps with enough investment, you could transform this temple into a famous but unreachable location among the warriors of Skyrim.

Mage

Book Bag -100cp
Roaming the lands of Skyrim in search of mistreated books sounds like a good idea, but how are you going to transport the books? You can't always use a wagon with a chest to carry all of it, there are too many books in remote places. Thankfully, you have this bag. Any books you place in it will be perfectly preserved, regardless of the conditions the bag is put through. You won't have to worry about rain or snow ruining your books as you're carrying them to a library.

Books And Quills -200cp
Two dozen books on magical subjects, a dozen spell tomes, and half a dozen empty books accompanied by quills and ink for you to write in. You will have to buy any subsequent books and tomes from somewhere, but this is enough for any aspiring Wizard to start with. Interestingly, the books seem to be about parts of subjects that you tend to have problems with, so if you keep their lessons to mind you should be able to deal with any faults in your spellcasting. Make sure to write down your research, you wouldn't want your work to be forgotten after you're gone, would you?

Dwemer Lexicon -200cp
The Dwemer abandoned worship of the gods and daedra in pursuit of science, and while ultimately this path led to their end, their innovations still confuse scholars to this day, their ruins proving an endless rabbit hole of mystery. One particular Dwemer invention is that of the Lexicons, elaborate cubes small enough to fit in the palm of your hand, these are actually portable repositories of information, able to contain an unknown amount of knowledge and used in plenty of Dwemer ruins as both information storage and even as triggers for certain mechanisms. With this purchase, you gain four empty Lexicons, as well as a book pointing out some old ruins where you might see these Lexicons in action. Perhaps with dedicated research, you might be able to figure out the inner workings of such devices? Given that at least one of them has been used to store information extracted from an Elder Scroll, they certainly seem to have great potential as storage of lore.

Enchanting Table -400cp
How does an enchanter do their work? With tables like these. Enchanting tables let enchanters imbue objects with specific effects. It is possible to enchant objects without an enchanting table, but such methods are both very difficult and unpredictable. This particular enchanting table comes with a supply of various Common soul gems that replenishes daily. When working on this enchanting table, you'll find that enchanting items is easier than in other tables, as if this particular table was tailor made specifically for you. Curiously, you find that you are also able to enchant mundane staffs on this table, when normally you would need a specialized table to do such a thing. This trait seems to extend to any mundane object that would normally require special rituals or architecture in order to enchant, too.

Magical Oculory -400cp
As you would expect from a race as advanced as the Dwemer, they had their ways of keeping track of magical power, and this large room you've found is one of them. Possessing a surprisingly simple mechanism with a grand total of three buttons to turn it off or on, this Oculory projects a map of the continent it is on, Tamriel during this jump, and shows any powerful artifacts within that region as glowing dots on the map. Unfortunately this mechanism is not beyond interference, as if there is an object that possesses far more power than anything else in the shown region, such as the Eye of Magnus for instance, it'll only be able to show its location. To amend this the Oculory you have access to can be configured to only show magical signatures below a certain level of potency, so that you can detect any sources of magic that might otherwise be occluded by powerful artifacts. Finally, it is a Dwemer mechanism at its core, and while nobody has truly figured out how the technology works, perhaps you'll want to try your luck at modifying it?

Academy of Magic -600cp
The College Of Winterhold is the only institution of Skyrim to teach magic to its students. A sad affair, and you decided to do something about it. This institution isn't as big or renowned as the College Of Winterhold is, but just having another magical education institution is able to draw more prospective mages in. It possesses a small library, and a few enchanting and alchemy tables. While mages may not be able to learn as much here as they could in the College, most will find that starting their studies here, at a lower level, can provide a useful foundation for their research at the College. In future worlds, this academy will teach a similar level of the local magic system, if such exists at all. Of course, with time and effort, it can grow to match the College Of Winterhold.

Ysmir Collective -600cp
The Arcanaeum of the College Of Winterhold was, and is, the largest repository of magical lore in all of Skyrim, perhaps even Tamriel. Now, it has an equal. You own a massive library, containing shelves upon shelves of books dealing in all kinds of magical subjects. From the experiences of a particularly thorough mage with a hobby for note-taking, to perhaps the bizarre brilliance of madmen who gazed into the abyss and found their sanity couldn't handle the knowledge. If you dig deep enough in the dark corners of your domain, you may find books you don't remember adding to your collection, dealing with obscure and lost spells. It may be dangerous to tamper with magics that you only have a single dusty tome to investigate, but for a mage dedicated to knowledge-keeping, such things are surprisingly useful. In future worlds, this library may grow significantly or perhaps not at all, as while it does obtain additions similar to the level above, it is still focused on magical lore specifically.

Rogue

Tools Of The Trade -100cp
A wide variety of lockpicks, a few bags of varying sizes built to muffle any noise the contents might make, a rope, and other knick knacks that people like you would find useful. In the case that you break, lose, or have one of these things stolen, you will get more of it in the following day. They're not impressive, but even master thieves need basic tools.

Humble Business -100cp
Every merchant has to start somewhere. You have a small trader post in the marketplace of whichever city you start with, or perhaps you own an inn in one of the towns. Whichever it is, it will grant you a stable influx of income, as long as you have wares to sell. Thankfully, you have enough stock for a month of trading without running out. By that time, you should have enough money to restock your wares. It is small right now, but a good merchant can take a coin and make it a thousand.

Prowler's Profit -200cp
Every time you open a container, there is quite a good chance that you'll find a few valuable gems in there, even if it makes no sense at all for there to be gems there, whether it be because whoever owns the chest is poor or you're rifling through burial urns of a culture you know for a fact don't bury their dead with gems. While it's not a lot, the gems are usually expensive, and can sell for quite a bit. You will likely become quite rich if you're thorough enough.

The Stock Market -200cp
Well, perhaps not the actual stock market of your world, but as long as the ideas of supply and demand apply, you will always be aware of both. You possess a decent information network, not quite enough to provide you with any information you wish for yet, but enough to give you almost real-time updates of what sort of goods are being sought out in every part of this land. To start with, the network only covers the Province you're in, or a single nation in future worlds, but there is nothing stopping you from putting in effort to expand it.

Alchemy Table -400cp
Normally, alchemists carry a set of four apparatus to brew potions. A mortar and pestle, to grind down the ingredients into a fine powder. A retort, to increase the potency of beneficial effects. An alembic, to reduce the potency of detrimental side effects. And a calcinator, to increase the potency of all effects. In Skyrim, alchemists use this table, instead of carrying these four pieces of equipment. Alchemy tables have all four apparatus built into them. Interestingly, if you work on this particular table, you'll be able to safely experiment with ingredients you have, as concoctions you brew in this table won't blow up or give off dangerous fumes, in the case where you're working with ingredients that would produce these effects. Additionally, the apparatus built into this table will be able to process nearly any ingredient, even mundane ones, to produce potions, although what kind of effects the results will provide is up to you to find out.

Shady Network -400cp
The best mark of a competent thief is a system of contacts to keep him informed of rumors and events. Under such a qualification, you might be the most competent thief alive. In every settlement you go to, you are able to find a minimum of one person who you can trivially convince to provide you with any information they are aware of. You might even find multiple in large cities, enough to cover anything major that might be happening within said city. The information network you could build up could even span the entirety of Skyrim with little effort.

Sanctuary -600cp
Much like the Dark Brotherhood, you have access to a hidden sanctum, with the entrance hidden so well you have to share the information of its location for it to be found. This sanctum is fully equipped for a small team of people to live out within, even if rather spartan for the purpose. It contains quite a lot of weapons and poisons to ply your craft with, and has plenty of space for storing riches in, maybe even an underground waterfall to pretty up the place. Additionally, it contains a shrine to a non-descript god that provides you with information on potential clients. Do keep in mind that any potential clients are valid for its purposes. You might end up having one of the Senate as your client, if you're skilled enough in assassination to be able to accomplish the task that they'll give you. Where the Sanctuary actually is is up to you, whether hidden somewhere in the wilderness or sequestered away within the walls of a city.

Supplier -600cp
One of the problems an aspiring rich man such as yourself might come across is that restocking your wares can be a difficult task. From your rivals out-buying a source of goods for your company, or your supplies simply falling into bankruptcy for whatever reason, you possess a connection that solves these problems for the most part. As long as you're able to pay for them, this particular supplier is able to ship any number of goods for you to sell at your stores and businesses without a single issue with delivering. You have no idea where they get the cargo from, and it's probably best you never ask. Wherever you are, or whatever it is you demand, as long as you have enough coin to afford it you will be able to get as many products as you wish, as long as you're not asking for magical items or unique artifacts or whatever. Of course, buying primary materials to construct into sellable goods is significantly cheaper than requesting fully finished products. An additional note you should keep in mind that while your supplier can give you endless goods, they do not produce any new things. Innovating is entirely up to you, but not needing to fund an industry is likely going to take some of the burden off.

Companions

Import -100/200/400cp
Perhaps you have fellows who accompany you in your travels, and you wish to carry them along with you. For the price of 100cp, you will be able to import 2 of your Companions, each gaining 800cp to spend on perks and items. 200cp allows you 4 Companions, and 400cp gives you 8 of them. They can also take whichever drawbacks they wish.

Canon -0cp
Maybe you've gotten fond of someone here, perhaps even found love. If you are able to convince a native of this world to accompany you beyond Aetherium, you can bring them with you as a companion for free. There are quite a few people who wouldn't be willing to leave their homes, but Skyrim is a large place, and you'll likely find those willing to become your Companions.

Drawbacks

Is 1000cp not enough? Don't worry, you're not the first fool that brought suffering upon themselves in hopes of even more power, and you won't be the last. There is no Drawback cap.

Is That Supposed To Happen? +0cp
Skyrim has quite a few questionable 'features', and this option will let you pick and choose which ones you want or don't want. Perhaps you want wagons to freak out and bounce all over the place for some reason, maybe you wish to allow giants to send people into the heavens with a well placed hit, or you find that seeing random flying creatures in the distance every now and then to be hilarious. Regardless, you are able to decide whether or not these and more 'features' are possible or happen in the land of Skyrim. The only condition is that they cannot be beneficial to you. This is meant for weirdness, not exploits.

The Fourth Era +0cp
After the fall of the Septim Dynasty, quite a few things have happened. From the rise of the Aldmeri Dominion and the Great War, to the various smaller conflicts influenced by the aftermath of the Oblivion Crisis, this particular Era has had quite a rough start, not to mention how the Third Era was cut off early compared to the First and Second. With this option, you are able to start all the way back to 4E1, a single year after Martin Septim sacrificed his life to seal the gates of Oblivion, or anywhere between then and 4E201, the normal starting date. You can choose any length of time between ten years after your point of entry to 4E211, the normal date you would leave this world.

There Is More To The World Than What You See +0
And discovering new things has always been a worthy goal. Most mods in Skyrim are immersion-breaking, whether intentional or not, but there is a category of mods that deliberately aim to improve one's immersion as they play the game. There are a few that would have no effect for you, such as those that improve lighting and graphics, but most of them add new content for you to enjoy. As long as a mod is specifically meant to be lore-friendly, you are free to declare that it exists in Tamriel. Oh, the places you'll go.

Worlds Unseen +0cp
The highest form of flattery is imitation, and the lands of Tamriel have quite a few fans. There may be someone from another world running around trying to make sense of their situation, or perhaps there are more tales than normal in Skyrim, for you are free to choose a fanfiction world for you to go to. There are a few caveats, however. Firstly, no crossovers, unless it's something inane such as a crossover with a different installment of the Elder Scrolls franchise. Secondly, the main story must happen in Skyrim. It's what the jump is about, after all.

Dibella's Blessing +0cp
The Elder Scrolls is a game franchise created by western developers. As such, there's no real focus on beauty. With this, you can change that. It's mainly an aesthetic difference, but it might have some subtle repercussions as well. In short, the world will resemble an anime more than a western work. Everyone is suddenly very attractive, the various beasts that roam the land now have more human-like forms, and very pleasing ones at that, and even dragons have been transformed to match. While the personalities of named characters will remain mostly the same, they'll be noticeably more "anime" in attitude. The world is still as dangerous as before, but perhaps you'll find it more pleasing.

You Cannot Go That Way +100cp
There are so many tales in the land of Skyrim. In every city, there are at least one major and two minor quests you can find if you bother to look. There are plenty of dungeons and ancient crypts to explore and loot. It might make you wonder what lies outside its borders. The sheer expanse of Tamriel all for you to explore. The ash choked wastelands of Morrowind, the vast expanses of sand of Hammerfell or Elsweyr, the sprawling jungles of Valenwood, the dark swamp of Dark Marsh. Well, this jump is about Skyrim, not Tamriel. Tough luck. Any time you find yourself at the border of Skyrim and attempt to cross them, you will simply be stopped by a completely indestructible and unperceivable wall. Regardless of your powers or abilities, you will not be able to break through this wall. You are trapped in this Province for the duration of your stay. If you somehow manage to fly up high enough or dig down low enough you'll run into a ceiling and floor as well, so no fleeing the Province vertically. If you attempt to flee Skyrim via entering the realms of Oblivion, you will fail unless it is part of a quest you are undertaking. In such a case you will find the walls to be present as well, preventing you from leaving the areas immediately relevant to whatever quest you are progressing through, and events will force you to return to Skyrim sooner or later.

Shitty Pathfinding +100cp
Most people are able to navigate the terrain of skyrim without much difficulty, if they are physically fit. It's not too hard to climb the big rocks that dot the plains of Whiterun, and even the mountains and valleys of Markarth have paths that people can traverse. Unfortunately, you seem to have a fair bit of difficulty with this. While you can still know what general direction you need to follow, you tend to get lost easily even if you're familiar with the terrain around you, making even the task of going from one city to another one that would take months rather than weeks. Additionally, the action of climbing objects is far more difficult than it has any right being for someone of your fitness, although it can be done with enough effort. Fortunately for you, there are roads that mark paths to every city and town in Skyrim, and any companions you have will be able to lead you across the wilderness in case you need to reach such a location. At the very least you're bound to see a lot of beautiful sights when accidentally threading off the beaten path.

Ragdoll Physics +100cp
While it can be rather amusing at times, ragdolls aren't so fun when you become one. And become one you will, even if perhaps not often, as now any sufficiently strong or heavy hit will send you flying, completely depriving you with control over your body as you helplessly bounce against the floor. No matter how well poised or anchored you are, it's going to knock you off your feet and make you collapse in a tangle of limbs or get sent a fair distance. Hopefully you stay far away from giants, as they can send you quite high up.

Wild And Untamed Land +100cp
Skyrim is already quite full of beasts ready to eat your face, but this has somehow become worse. There's somewhere around three times as many beasts and monsters roaming the wilderness as there used to be before, and for some reason they all seem to hate you specifically. The moment they catch a glimpse or whiff of you they'll chase you to the ends of the earth, even if you try to take shelter within a city or other settlement. Do note that trying such a thing will probably lead you to getting kicked out at best, as most people don't appreciate a madman leading a small band of monsters right up to their doorstep. On the bright side, you'll be able to practice your combat skills quite a bit?

Skyrim Belongs to The Nords! +200cp
You are now as racist as a stereotypical Nord. This means that you will constantly mock those who don't share your race, and will claim that your culture is superior to all others, loudly, in the most inconvenient of situations. You will not be able to resist the urge of badmouthing everyone who isn't the same race you are, and may end up attacking people if confronted about your racism. You will not have many friends, especially if you aren't a Nord. If you're an Altmer, you are at the very real risk of being assassinated, or perhaps just killed on the road.

Side Quests +200cp
Normal people focus on one big goal at a time, and put their efforts towards completing this goal before moving on to a different one. You are not normal. Every time you come across someone who needs help, a new bit of information for a unique piece of equipment, a collectible jewel, or some manner of event that could reasonably have some task you could do to involve yourself in, you cannot resist the urge to abandon whatever quest you were on at the time in favor of completing this new task. And even when doing this new, smaller task distracting you from your main goal, you are still vulnerable to abandoning it in favor of some new quest. You would be lucky if you didn't have a hundred different unfinished quests, tasks, and errands by the end of your first year here. Even if a goal you have is actually important, like delivering a letter on time, this doesn't stop you from dropping the task on a whim to do something else. You might quickly gain a reputation of being irresponsible and whimsical if you aren't good enough to keep up with this habit. At least then most people will refuse your help in that case, not that it will help you from getting distracted. If you have a companion, they will need to be extremely forceful if they wish to keep you focused on a singular quest.

It Just Works +200cp
The lands of Skyrim contain plenty of wonder, both physical and magical. Unfortunately, with this drawback, you won't get to enjoy most of it. Both you and the world are now dumbed down to something resembling the gameplay of Skyrim more than anything. Combat is reduced to just wildly swinging your weapons at your enemies, magic is compartmentalized into concrete fixed spells and it's nearly impossible to conduct more advanced rituals, and sneaking around will show you how janky stealth has become. For the duration of the jump all your abilities will be tuned down to levels more appropriate to this, although thankfully you'll regain everything after.

Against Skyrim And Her People +200cp
Oh no. It seems that you've become an outlaw, and with a rather sizable bounty at that. Whether you were framed or really did break the law, the bounty is large enough that you'll find mercenaries regularly hunting you down. Additionally, any guards that recognize you will attempt to arrest you, although really they'll be perfectly happy to swing their swords first and ask questions never, as with any other sufficiently infamous criminal. Maybe you can somehow prove your innocence or maybe scrounge up enough septims to pay off your own bounty. Until then, you should probably keep your distance from guards while in cities.

War-Torn +200cp
Skyrim was already divided due to the civil war, but if you wish for more cp it can be made even worse. The fighting will be more frequent and bloody, and both sides have become significantly more proactive in dragging everyone in Skyrim into their conflict, forcing people to choose a side and regularly sieging the cities and fortresses their enemy controls. One way or another, you will be caught up in the conflict, and remaining neutral is no longer an option. With how bloody the conflict is getting, the people of Skyrim may end up killing each other off before the dragons get around to doing so.

Marked By The Black Hand +200/400cp
It appears that you've pissed someone off immensely recently. Or perhaps just had an unfortunate encounter with an incredibly petty person. Either way, the result is that the Dark Brotherhood has gained a contract to kill you off. Thankfully, they aren't that dangerous if you have some power yourself, and there are only so many of them. If you kill two or three of the assassins sent your way they might abandon the contract. Even if not, there's only so many of them anyway. If you'd like a bit more danger, for 400cp instead the Dark Brotherhood are fully dedicated to sending you to Sithis, and for some reason their numbers don't seem to ever end. Over the course of the decade, they'll sometimes pull out new and strange magics to kill you off, learning from your strengths and weaknesses in an attempt to finally kill you. Hopefully you can deal with the endless deluge of assassins.

Doomed By Prophecy +400cp
Prophecies are very much real in this world, and it can be rather annoying to have a weakness of yours confirmed in the elder scrolls. Unfortunately, you won't have to imagine this situation, as it is the situation you are in now. Written in an elder scroll somewhere is a prophecy that dictates a special weakness to you, that would allow anyone who exploits it to kill you even if they are far weaker than you are. Worse, this prophecy has been read and written down already, and it's not too difficult to find in most libraries. Perhaps you'll try to go around burning books to get rid of all records of it? Even if you do, though, you won't really be able to do anything about the elder scroll holding the prophecy, so perhaps it'd be best to be careful in general.

Daedric Debt +400cp
Mistakes have been made, clearly. However it happened, one of the Daedric Princes has a claim on your soul, and they're keen on collecting. You'll find cultists trying to hunt you down to sacrifice you, summoning daedra to help them, and if you somehow find yourself in Oblivion, you'll have to deal with the Daedric Prince directly sending their own daedric agents to hunt you down. Hopefully you don't end up in their daedric realm, as there will be no possible escape within. Needless to say, if they get their hands on you, you'll fail your chain. Maybe you'll try to get the help of the Vigilants of Stendarr?

Ruminations Of A Madman +400cp
The study of esoteric lore can break the wizards researching them, and you're a prime example of the result. Maybe from studying Elder Scrolls too much, or some other reason, you've gone completely insane. You're incoherent to normal people, speaking nonsensical gibberish most of the time, and you have become obsessed with whatever your life goal is, whether to open an ancient dwemer safe or perhaps obtaining glory or whatever. This strangely doesn't diminish your actual abilities, but you can forget about being able to cooperate with allies or having steady communication with others.

The Grind +400/600cp
Normally, people have to train and practice to develop their skills. This is in the form of testing themselves with a variety of challenges, whether it be fighting new enemies, studying unknown spells, giving value to a unique item, or crafting different armaments. You are completely insane. Every time you have a need to improve one of your skills or powers, you will almost mindlessly throw yourself into a very repetitive task related to what you want to train. If you wanted to train your smithing, you'll craft three thousand iron daggers before it occurs you that maybe you should craft something more difficult and varied, and if you're after the status of being a master in the school of destruction, you'll spend a solid month constantly casting fireball at a specific random rock off the road before realizing that training a single spell in a single situation is probably not the best way to master a whole school of magic. Even if you have companions they will find it almost impossible to break you out of this trance. At least you don't have to deal with the boredom of repetitive tasks?

If you want to really spend ungodly amounts of time on extremely specific and repetitive actions then for the choice of being given 600cp the drawback's effects now apply to any task at all. Want to decorate your library? You'll scour most of Skyrim for every existing physical copy of The Lusty Argonian Maid Part II before figuring out that you probably shouldn't have stolen all those books. Or maybe you'll cut down a full fourth of the Falkreath forest before the sheer environmental damage you've done sinks in in an attempt to get some lumber. Perhaps you might even drive Skyrim's wolf population to near extinction in an effort to get a few pelts to sell. You will likely gather many enemies like this.

Thalmor Target +600cp

The Thalmor are a constant threat in the shadows. They have fingers in every pie, outposts who knows where, and have a very specific agenda. Unfortunately, you've become a person of interest to them, and not in a good way. They will frequently send hit squads to kill you, all of them masters in combat and Destruction magic, and you have no warning for when they might appear. Maybe they'll assault you on the road, maybe they'll try to kill you in your sleep, perhaps you'll run into them when exploring an abandoned nord tomb, if you don't stay on your toes at all times a stray lightning bolt might do you in. If you keep surviving these assassination attempts they'll start to get desperate and send greater forces against you. As long as you don't wipe out the Thalmor from the face of Tamriel you'll always have to fear for your life.

Notes

Magicka: Magic, or magicka as it's often called, is a general term of using the innate amount of energy a being can possess in this world in both raw and processed manners in order to produce effects, for any particular purpose. This energy usually flows into Mundus from Aetherius, through the sun and stars, which are holes in the firmament leading into the afterlife. Despite thousands and thousands of years of study, little is known about the mechanics of how magicka is generated or how Aedra and Daedra use it. No two mages use magicka the exact same way. Think of it like painting, or sculpting. Different people might be able to produce the same result, but the details of how they go about it will differ.

The Mages Guild codified the use of magicka into seven schools, although the sixth one was folded into the others, and the seventh was entirely forgotten.

The first five, those that are still used and studied today, are Destruction, Illusion, Conjuration, Alteration, and Restoration

Alteration focuses on changing how the natural world works and interacts, unlike Illusion, which manipulates perception and minds. Skilled alterationists can modify the mundane and magical properties of an object, and can hinder their enemies by making everything they carry heavier. Elemental and physical shields are possible with this school, and the ability to either walk on water or breathe underwater are both useful effects one can learn.

Illusion focuses on manipulating what a target perceives and how they think. They can affect a target by forcing them to calm down, or enrage them. Paralyzing falls into Illusion. Commanding, silencing, rallying, demoralizing, charming, invisibility, illumination, night vision, and translucency are also all effects you can expect from illusionists. This school also includes the art of divination.

Destruction focuses on the manipulation of energies towards destructive purposes. The common elements used are Fire, Ice, and Lightning. There might be more elements possible, but those three are the ones you'll learn about in the College of Winterhold. Additional uses of this school are draining a target of one of their attributes (stats basically), skills, or health, stamina, or magicka, as well as making them weak to elements, poisons, diseases, or magic in general, and corroding equipment.

Conjuration focuses on bringing objects and creatures over to Mundus from Oblivion, as well as binding them or forging pacts. Skilled conjurers can also summon objects or creatures that are already in Mundus to their location. It can also repel or banish Daedra. An interesting facet of this school is the use of telepathy, to forge connections between the summoner and summoned, and perhaps even fellows, for skilled enough conjurers. Unfortunately, Necromancy spells are considered part of this school as well, such as soul trapping, and raising the dead.

Finally, Restoration is the most defensively oriented school, focusing on healing or augmenting a target, from its attributes and skills to their health, magicka, and stamina. Granting resistance to the elements, poison, magic in general, paralysis, disease, and unenchanted weapons are all possible, and magical wards fall under this school. Those very skilled Restoration mages are able to turn their knowledge towards transferring health, magicka, stamina, and attributes and skills, although this knowledge isn't common in this Era.

The sixth school of Mysticism was always an obscure one, due to its focus of manipulating magicka itself. Mysticism can allow someone to absorb or reflect damage and spells, as well as dispelling magical effects. The spells of telekinesis, detect life and undeath, and soul trap have all originated in this school, whose nature is subject for much debate.

The final, seventh school, has been completely forgotten by the time of the Fourth Era. Its original name was Thaumaturgy, and it seemed to be a minor variation of Alteration, focusing purely on how the properties of different objects interacted rather than manipulating the properties themselves.

Additional forms of magicka are in the forms of Enchanting, Alchemy (arguably), Necromancy (which was merged with Conjuration, as aforementioned), Flesh Magic (believed by some to be older than the world), Blood Magic (used mainly by vampires), Soul Magic (not to be confused with Necromancy), the Thu'um, and the Shehai (forging your soul into swords by willing it so)

Is This Supposed To Happen?: There are a few balance breaking bugs, such as the Khajiit wares chest and the alchemy-enchanting loop. This drawback doesn't let you put into place these particular glitches as well as any that might give you an actual advantage in terms of powers and skills. It's meant to be for the glitches that are harmless and hilarious.

If you'd like more details on the Thu'um, here are links to the Greybeards and Ulfric Stormcloak, all canon mortals who used the Voice, as well as a page on the Thu'um in general.
https://en.uesp.net/wiki/Skyrim:Greybeards
https://en.uesp.net/wiki/Skyrim:Ulfric_Stormcloak
https://en.uesp.net/wiki/Lore:Thu%27um

For detailed information on Shadowmarks, peruse this link;
https://en.uesp.net/wiki/Skyrim:Shadowmarks_(Thieves_Guild)

There's a lot of vampiric bloodlines in TES, the Volkihar just being one of them. Here's a list with a summary of their differentiating trait;
Whet-Fang: From Black Marsh. They capture victims alive and keep them in a magical coma for long-term feeding.
Cyrodilic: The actual name of the bloodline has been lost, so they're named after the Province they live in mostly. The only bloodline to look completely like normal people when well-fed, and infiltrate high society to garner wealth and sociopolitical power.
Hollowfang: From Elsweyr. Proficient in blood magic and alchemy. Their numbers are dangerously low after a group of adventurers stopped them from drinking Dragon blood.
Tenarr Zalviit/Night Stalkers: From Elsweyr. Co-existed with the living Khajiit by watching over the dead in exchange for blood.
Anthotis: From Hammerfell. They possess great intellect. They don't get along with the Thrafey.
Garlythi: From High Rock. They can shield themselves from damage.
Haarvenu: From High Rock. They're really good at Destruction magic.
Khulari: From Hammerfell. They can paralyze targets.
Lyrezi: From High Rock. They can turn invisible and silence targets.
Montalion: From the border between High Rock and Hammerfell. They can cure paralysis and teleport. They don't get along with the Selenu.
Selenu: From Hammerfell. They're resistant to elemental attacks. They don't get along with the Vraseth or Montalion.
Thrafey: From High Rock. They have very good regeneration. They don't get along with the Anthotis.
Vraseth: From High Rock. They're really nimble.
House Ravenwatch: From High Rock. A group of vampires doing their best to control their vampiric urges and be good people.
Quarra: From Morrowind. Very aggressive and fierce when hunting for food.
Berne: From Morrowind. They like to be stealthy when hunting.
Aundae: From Morrowind. A bloodline of vampiric mages.
Volkihar: From Skyrim. Usually live under haunted and frozen lakes, and reach through the ice sheets without breaking them, as well as freeze victims with their breath. Some are monstrous in appearance, who can raise the dead and don't burn in sunlight, being simply weakened.
Bonsamu: From Valenwood. Indistinguishable from normal Bosmers unless illuminated by candle light.
Yekef: From Valenwood. They can swallow people whole.
Telboth: From Valenwood. They specifically hunt children. They can also impersonate their victims to attempt to eventually murder the entire family.
Keerilth: From Valenwood. They can turn into mist. They don't hunt other races, instead feeding on massive ticks called hoarvors.

The bloodlines from High Rock and Hammerfell are very obviously a lot more basic than most others, which I'd guess is because Daggerfall built wide rather than tall in terms of lore. Here's a link for more vampire info;
https://en.uesp.net/wiki/Lore:Vampire

When in doubt, fanwank responsibly

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