Out of Context: Skyrim Supplement

V1.05 By DeverosSphere

This document can be used as a supplement in any Jump that is not set within the continent of Tamriel or its larger continuity.

By taking this Supplement you have chosen to be a resident of Tamriel and you will enter into that continuity by awakening as Drop-In among a number of captured political prisoners to one of your fellow captives asking "Hey you, you're finally awake!", none of the arresting officers will recognise you or remember picking you up.

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

Birth Sign: **2**
Race: **5**
Origin: **6**
Secondary Origin: 6
Race Perks: **7**
Race Drawbacks: **10**
Perks: **11**
General Perks: 11
Mage Perk Tree: 14
Warrior Perk Tree: 17
Thief Perk Tree: 19
Dovahkiin Perk Tree: 21
Lycanthrope Perk Tree: 23
Vampirism Perk Tree: 25
Bonus Perks: 27
Spells: **27**
Items: **42**
Dragon Priest Masks: 43
Black Books: 45
Drawbacks: **48**
Generic Drawbacks: 51

Birth Sign:

As one from the land of Tamriel you may choose a single constellation that was in the night sky at the time of your birth with it becoming your **Birth Sign**.
Each **Birth Sign** below is a **Meta Perk** for this Document and you can never gain a second **Birth Sign** from this document regardless of what **Meta Perks** you use.

The Apprentice Stone
The Apprentice is a constellation of eleven stars which is in the night sky during Sun's Height. It is one of the Mage's charges. Those born under the sign of the Apprentice are thought to have an affinity for magic, but also a vulnerability to magic.
You regain half of the CP you spend on the **Mage** Perk Tree you gain **+100 CP** for every **200 CP** you spend.

The Atronach Stone
The Atronach is a constellation of ten stars which is in the night sky during Sun's Dusk. It is one of the Mage's charges. Those born under this sign are thought to be natural sorcerers.
For every **10 CP** you spend on **Spells** you gain **+5 CP**.

The Lady Stone
The Lady is a constellation of four stars which is in the night sky during Hearthfire. It is one of the Warrior's charges. Those born under the sign of the Lady are thought to be kind and tolerant.
For every **+400 CP** you gain through drawbacks you gain an additional **+100 CP**.

The Lord Stone
The Lord is a constellation of nineteen stars which is visible in the night sky during First Seed. It is one of the Warrior's charges. Those born under the sign of the Lord are thought to be stronger and healthier.
You regain half of the CP you spend on the **Race Perks** allowing you to gain **+100 CP** for every **200 CP** you spend.

The Lover Stone
The Lover is a constellation of twelve stars which is in the night sky during Sun's Dawn. It is one of the Thief's charges. Those born under the sign of the Lover are thought to be graceful and passionate.
For every **400 CP** you spend on Perks in this Jump Document you will gain **+100 CP**.

The Mage Stone
The Mage is a constellation of twenty-seven stars and the planet Julianos which is in the night sky during Rain's Hand. It is a Guardian constellation, and its charges are the Apprentice, the Atronach, and the Ritual.
With this **Birth Sign** you gain the **Mage** Origin for **Free** in addition to any other Origin you pick.

The Ritual Stone
The Ritual is a constellation of seven stars which is in the night sky during Morning Star. It is one of the Mage's charges. Those born under the sign of the Ritual are thought to have various abilities depending on the aspects of the moons and planets.
Instead of only gaining 1 of the 3 available **Black Book Perks** from each **Black Book** at a time you can instead select 2 of the 3 available **Black Book Perks** to have at once.

The Serpent Stone
The Serpent is a constellation of four stars which is not relegated to being in the night sky during a particular time of the year. The Serpent's motions are considered to be unpredictable, though they can be predicted to a degree. Those born under the sign of the Serpent are thought to have no characteristics in common except being the most blessed and the most cursed.
When purchasing a Secondary Origin you gain **+400 CP** to spend exclusively in that Origin’s Perk Tree.

The Shadow Stone
The Shadow is a constellation of five stars which is in the night sky during Second Seed. It is one of the Thief's charges. Those born under the sign of the Shadow are thought to have the ability to hide in shadows.
You regain half of the CP you spend on the **Thief** Perk Tree allowing you to gain **+100 CP** for every **200 CP** you spend.

The Steed Stone
The Steed is a constellation of eight stars which is in the night sky during Midyear. It is one of the Warrior's charges. Those born under the sign of the Steed are thought to be impatient and always hurrying from one place to another.
You regain half of the CP you spend on the **Warrior** Perk Tree allowing you to gain **+100 CP** for every **200 CP** you spend.

The Thief Stone
The Thief is a constellation of eighteen or seventeen stars and the planet Arkay which is in the night sky during Evening Star. It is a Guardian constellation, and its charges are the Lover, the Shadow, and the Tower. Those born under the sign of the Thief are thought to take risks and evade harm. Their luck is thought to run out eventually, cutting their lives short.
With this **Birth Sign** you gain the **Thief** Origin for **Free** in addition to any other Origin you pick.

The Tower Stone
The Tower is a constellation of twelve or eleven stars which is in the night sky during Frostfall. It is one of the Thief's charges. Those born under the sign of the Tower are thought to have a knack for finding gold and opening locks.
For every **200 CP** you spend on **Items** you will gain **+100 CP**.

The Warrior Stone
The Warrior is a constellation of thirty or twenty-eight stars and the planet Akatosh which is in the night sky during Last Seed. It is one of the Guardian constellations, and its charges are the Lady, the Steed, and the Lord. Those born under the sign of the Warrior are thought to be short-tempered and skilled with weapons.
With this **Birth Sign** you gain the **Warrior** Origin for **Free** in addition to any other Origin you pick.

Race:

Altmer - Free
The Altmer, or self-titled "Cultured People", are a tall, golden-skinned race, hailing from Summerset Isles.

Argonian - Free
Argonians are the reptilian natives of Black Marsh, a vast swampland province in southeastern Tamriel.

Bosmer - Free
The Bosmer are the Elven clan-folk of Valenwood, a forested province in southwestern Tamriel. In the Empire, they are often referred to as Wood Elves, but Bosmer, Boiche, or the Tree-Sap people are what they call themselves.

Breton - Free
Bretons are the human descendants of the Merethic Era Aldmeri and Nedes that are now the inhabitants of the province of High Rock.

Dunmer - Free
The Dunmer, also known as Dark Elves, are the ash-skinned, typically red-eyed elven peoples of Morrowind.

Imperial - Free
Also known as Cyrodiils, Cyrodilics, Cyro-Nordics and Imperial Cyrods, the well-educated and well-spoken Imperials are the natives of the civilized, cosmopolitan province of Cyrodiil.

Khajiit - Free
Khajiit are cat-like people who come from Elsweyr, known for high intelligence and agility.

Nord - Free
The Nords are the children of the sky, a race of tall and fair-haired humans from Skyrim who are known for their incredible resistance to cold and magical frost.

Orc - Free
Orcs, also called Orsimer or "Pariah Folk" in ancient times, are green-skinned, brutish elves of the Mountains.

Redguard - Free
Redguards are the dark-skinned, wiry-haired people of Hammerfell known as the most naturally talented warriors in Tamriel.

Origin:
There are three main paths in the land of Skyrim, the mystic mage, the martial ware and the mysterious thief but which do you seek to be?

Mage
Preferring to use their extensive knowledge of Magic, Mages wield a might as powerful as the sharpest blade or the deadliest mace. Mages spend many years studying schools of the arcane arts, leaving behind most other pursuits. Depending on their magical abilities for offensive and defensive power, mages are typically lacking in armor or shields and utilize limited to no physical weaponry.

Warrior
Warriors are true fighters and experts at melee combat. Preferring to mix offensive power with defensive ability, warriors prefer to use a good sword or axe with a shield and shrug off attacks with heavy armor. Warriors do not tire easily and are capable of repairing their own gear.

Thief
Thieves are quick, agile and cunning. They are especially adept in bows and daggers to surprise an enemy from stealth or scout, or to deliver critical hits. To maintain their nimbleness and stealth, thieves typically utilize Poisons, Light Armor, and use light shields.

Secondary Origin:
You may purchase as many Secondary Origins as you can afford allowing you to purchase perks from their perk tree section as you cannot purchase the perks without their origin.

Dovahkiin -200 CP
Dragonborn, also known as Dovahkiin in the Dragon Language, are those with the body of a mortal, but the blood and soul of a Dragon.
Purchasing this gives you access to the Dovahkiin Perk Tree.

Lycanthrope -200 CP
Lycanthropy is a condition in Skyrim that gives you greater physical power and allows you to take on the form of a werewolf.
Purchasing this gives you access to the Lycanthrope Perk Tree.

Vampirism -200 CP
Vampirism is a syndrome that causes you to be harmed by sunlight and gives you a thirst for blood.
Purchasing this gives you access to the Vampirism Perk Tree.

Race Perks:

The perks in this section are locked to the Alt-Form gained in this document unless otherwise stated and you gain **+100 CP** to spend in this section.
Race Perks that require Race Perks do not stack and the new percentage will override the required Perk.
Any **Free** Race Perks that Requires other Race Perks gain those race perks for free as well.

Adrenaline Rush - Free (Redguards Exclusive)
Adrenaline Rush is a Greater Power possessed by all Redguards, which allows them once a day to increase their rate of Stamina regeneration ten-fold for 20 minutes.

Ancestor's Wrath - Free (Dunmer Exclusive)
Ancestor's Wrath is a greater power possessed by all Dunmer that surrounds the caster in flames, causing fire damage to any enemies within melee range and setting them on fire.

Battle Cry - Free (Nord Exclusive)
Battle Cry is the Nord racial Greater Power possessed by all Nords, which allows them once a day to cast a powerful Fear inducing effect on all living targets within a 75 ft radius.

Berserker Rage - Free (Orc Exclusive)
Berserker Rage is a Greater Power possessed by all Orcs, which allows them once a day to take half damage and do double damage for 20 minutes.

Champion of the Night -50 CP (Free Vampirism)
Illusion Spells cast are 25% more powerful.

Claws -50 CP (Free Khajiit, Free Lycanthrope)
Your fingers contain retractable claws that can do additional damage.

Command Animal - Free (Bosmer Exclusive)
Command Animal is a Greater Power possessed by all Bosmer, which allows them once a day to make an animal an ally under their control for 20 minutes.

Dragonskin - Free (Breton Exclusive)
Dragonskin is a greater power possessed by all Bretons. The power actually gives a 50% chance to fully block a hostile Spell, and gaining Magicka, equal to the base cost of the Spell, the same as any other method of Spell absorption.

Highborn - Free (Altmer Exclusive)
Highborn is a Greater Power possessed by all Altmer, which allows them once a day to increase their rate of Magicka regeneration by 25 times for 20 minutes.

Histskin - Free (Argonian Exclusive)
Histskin is a Greater Power possessed by all Argonians, which allows them once a day to increase their rate of Health regeneration ten-fold for 20 minutes.

Imperial Luck -50 CP (Free Imperial)
Wherever there is gold to be found, you seem to find a little more (10% extra).

Nightstalker's Footsteps -50 CP (Free Vampirism)
You are 25% harder to detect while sneaking.

Night Eye - Free (Khajiit Exclusive)
Night Eye is a Greater Power possessed by all Khajiits, which allows them to see in the dark as if it were day.

Nobility -100 CP (Free Altmer)
You have 50 extra Health, Stamina and Magicka.

Partial Resist Disease -50 CP (Free Breton)
Your blood grants a 25% resistance to disease.

Resist Disease -50 CP [Requires Partial Resist Disease] (Free Argonian, Free Bosmer)
Your blood now gives you 50% resistance to disease.

Superior Resist Disease -100 CP [Requires Resist Disease] (Free Vampirism, Free Lycanthrope)
Your blood now gives you 100% resistance to disease.

Partial Resist Fire -50 CP
Your blood gives you 25% resistance to fire.

Resist Fire -50 CP [Requires Partial Resist Fire] (Free Dunmer)
Your blood now gives you 50% resistance to fire.

Superior Resist Fire -100 CP [Requires Resist Fire]
Your blood now gives you 100% resistance to fire.

Partial Resist Frost -50 CP (Free Vampirism)
Your blood gives you 25% resistance to frost.

Resist Frost -50 CP [Requires Partial Resist Frost] (Free Nord)
Your blood now gives you 50% resistance to frost.

Superior Resist Frost -100 CP [Requires Resist Frost]
Your blood now gives you 100% resistance to frost.

Partial Resist Magic -100 CP (Free Breton)
Your blood grants a 25% resistance to magic.

Resist Magic -100 CP [Requires Partial Resist Magic]
Your blood now gives you 50% resistance to magic.

Superior Resist Magic -200 CP [Requires Resist Magic]
Your blood now gives you 100% resistance to magic.

Partial Resist Shock -50 CP
Your blood gives you 25% resistance to shock.

Resist Shock -50 CP [Requires Partial Resist Shock]
Your blood now gives you 50% resistance to shock.

Superior Resist Shock -100 CP [Requires Resist Shock]
Your blood now gives you 100% resistance to shock.

Partial Resist Poison -50 CP
Your blood grants a 25% resistance to poison.

Resist Poison -50 CP [Requires Partial Resist Poison] (Free Bosmer, Free Redguard)
Your blood now gives you 50% resistance to poison.

Superior Resist Poison -100 CP [Requires Resist Poison] (Free Vampirism, Free Lycanthrope)
Your blood now gives you 100% resistance to poison.

Survival -50 CP (Free Orc)
Resist Hunger, Fatigue and Environmental Temperatures by 15%.

Voice of the Emperor - Free (Imperial Exclusive)
Voice of the Emperor is a Greater Power possessed by all Imperials, which allows them once a day to cast a powerful Pacify effect on all living targets within a 75 ft radius.

Water Breathing -100 CP (Free Argonian)
Your lungs can breathe underwater.

Race Drawbacks:

These drawbacks are locked to the Alt-Form gained in this document.
You do not gain any **CP** for any Mandatory Race Drawbacks.

Remove Mandatory Weakness -100 CP
You may purchase this multiple times and each purchase will allow you to remove a single mandatory weakness.

Weakness to Disease +50 CP
Your blood makes you 25% more vulnerable to disease.

Weakness to Fire +50 CP (Free and Mandatory Vampirism)
Your blood makes you 25% more vulnerable to fire.

Weakness to Frost +50 CP
Your blood makes you 25% more vulnerable to Frost.

Weakness to Magic +50 CP
Your blood makes you 25% more vulnerable to magic.

Weakness to Poison +50 CP
Your blood makes you 25% more vulnerable to poison.

Weakness to Silver +50 CP (Free and Mandatory Lycanthrope)
Any part of your body that comes in contact with silver now burns as if it were touching a corrosive acid.

Weakness to Sunlight +50 CP (Free and Mandatory Vampirism)
Health, Magicka, and Stamina do not recover in sunlight and your skin slowly burns as time is spent in sunlight.

Perks:

Perk Booster Demonstration:
To get a **Booster:** Perk, you will need to purchase the stated Perks. As a **demonstration**:

Something Rare -400 EP
This Perk is an example of something rare that the subject of this OOCS can do.

Almost Unique -600 EP
This Perk would be an almost unique thing that the subject of this OOCS can do.

Something Rare Booster: Something Unique
This Perk is an example of something unique that the subject of this OOCS can do.

To get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

General Perks:

Skills System - Free
Through this you gain **limited access** to the game **Leveling System** of The Elder Scrolls V: **Skyrim**. This version of the leveling system will only have access to the **Available Skills** that you gained with each of the equivalent Perks from the **Mage Perk Tree**, **Warrior Perk Tree** and **Thief Perk Tree**.
Whenever you use one of the **Available Skills** you will gain a small amount of **Skill XP** that eventually causes that **Skill Level** to increase. Each time you increase any skill's level, you increase the general effectiveness of that skill, with the **Skill Level** maxing out at 100. Most **Skill Perks** require a minimum skill level to become obtainable.
Increasing your **Skill Level** is the only way to gain **Character XP** and eventually increase **Character Level**.
The required amount of **Skill XP** and **Character XP** needed to gain level increases as the corresponding level increases.
Every time your **Character Level** increases, you can choose to increase either your **Health**, **Magicka** or **Stamina** by 10 points, and you are also given one new **Perk Point** to invest in one of your **Available Skills** in order to gain a **System Skill Perk**.

Magicka - Free
By default you gain +100 Magicka, the magical energy that is used to cast Spells on Nirn. The amount of Magicka needed to reform a Spell goes down as you improve the **Skill Level** corresponding to the Spells school and if you buy the relevant **System Skill Perk's**. The Magicka you have decreases each time you cast a Spell but will slowly regenerate over time at a rate of approximately 3% per second.

Skills System Booster: Magicka Bar
You gain a Toggleable HUD in your mind that shows a blue bar which indicates the current status of your Magicka.

Health - Free
By default you gain +100 Health, this is not truly a measure of your wellbeing but instead a form of protective field that reduces the amount of damage and harm that you receive, however if the Health reaches zero the Field will fail however the Health will slowly regenerate over time.

Skills System Booster: Health Bar
You gain a Toggleable HUD in your mind that shows a red bar which indicates the current status of your Health.

Stamina - Free
By default you gain +100 Stamina, an additional form of physical energy that is used to perform various strenuous activities, without feeling tired. If your Stamina is completely depleted you will still be able to perform strenuous activities however it uses up your body's natural reserves causing you to feel the exert of effort. This Stamina passively regenerates whenever you are not taking an action that uses Stamina.

Skills System Booster: Stamina Bar
You gain a Toggleable HUD in your mind that shows a green bar which indicates the current status of your Stamina.

Power Type Origin - Free (Cannot be taken with "Prefab")
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as you waking up amongst political prisoners with no one recognising you.

Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Beast Stone -100 CP
When in battle you can call forth the most dangerous beast within a thousand miles to act as your champion however once the battle is over it will return from whence it came.

Water Stone -200 CP
You are connected to the waters of life allowing you to imbue any water you directly touch with healing properties that will stabilize any injury and help to mend any wound.

Earth Stone -200 CP
You are as sturdy as the world around you and through this you can displace any physical force that strikes you into the ground you're standing on ignoring up to 80% of all physical damage but will damage the land in the process reducing what it can take.

Wind Stone -200 CP
You can now summon a powerful wind which can be used as a headwind for sailing or if you have a darker intention you can imbue the wind with a frozen power causing the wind to freeze the targets and drain their Stamina.

Tree Stone -400 CP
You can now draw energy from your surroundings to invigorate your life energy causing your Health, Stamina and Magicka to regenerate as you lose it, returning up to 25% of the amount lost through use or harm.

Sun Stone -600 CP
You can now become a point of power allowing you to generate large amounts of life energy that if concentrated for at least a minute would be enough to release it as an explosion of light and heat that burns those who are physically closest to you. With time and practice the size and power of this explosion can be improved.

Skills System Booster: Legendary System
Any skill that reaches 100 can now continue gaining XP and when leveling up instead of becoming level 101 it will instead gain a mark of legendary and reset to level 1. When a Skill is marked as legendary the requirements for any Skill Perk will be removed and the capabilities of that skill will be improved by a compounding 5% per legendary rank. Additionally each legendary rank will count as a +100 Skill points for the system's internal calculations.

Tree Stone Booster: Aetherius
You can now absorb the energy your body generates allowing you to increase your passive Health, Stamina and Magicka regeneration so that ten seconds without using them would be enough for them to reach 100%. You can also sacrifice the concentrated energy normally used for an explosion so that for a short time this is increased to 100% regeneration per second.

Mage Perk Tree:

Each **Mage Tree Perk** including **Booster Perks** will give you an additional **+50 Magicka**.

Enchanting -100 CP (Free for Mage)

You gain access to all the knowledge of Skyrim's useable Enchanting Enchantments including the Fortify Skill's Enchantments, the Silent Moons Enchantment, the Notched Enchantment and even the console command enchantments like the Briarheart Geis Enchantment. With time and effort you could reverse engineer and create your own custom Enchantments. Enchanting is now a system **Available Skill** allowing you to level it up using the **Skills System** to unlock Enchanting **System Skill Perks**.

Skills System Booster: Spell Menu

Your Skill System can now access a magic menu that allows you to hotkey and cast Spells even without needing to go through the process of casting the Spell.

Tree Stone Booster: Portable Enchanter

You can now pull up the enchanting table and staff enchanting menus at will to quickly enchant an item as if you were interacting with an in-game enchanting table or staff enchanter. This will also be able to integrate any enchanting styles you learn in the future. Additionally any other Enchanting styles you learn in future can be incorporated into the enchanting menu.

Alteration -200 CP (Discounted for Mage)

You can now convert your Magicka into an invisible but tangible field of force that envelops you while retaining your body's shape as though it were an extension of it. This field of force acts like armor but entails no restrictions of movement that traditional armor would and does not have any weight of its own. What's more this field of energy can fortify your body enhancing your Strength, Dexterity, and Constitution. The more Magicka you force into this field the higher its durability will become and the greater the body enhancements will become. Alteration is now a system **Available Skill** allowing you to level it up using the **Skills System** to unlock Alteration **System Skill Perks**.

Beast Stone Booster: Altered Form

You are now able to use your Magicka to make the field of force to take on the beneficial qualities of animals while remaining visibly unchanged.

Conjuration -400 CP (Discounted for Mage)
You are now able to inscribe your Magicka onto a single target allowing you to mark it as yours. If the target is an object you can spend Magicka in order to call it directly to you from virtually any location. If you have inscribed a being with your Magicka you will then be able to summon them as a shade allowing them to experience and remember the events that occur while summoned but without them receiving any permanent damage when their shade is rescinded or destroyed. The larger and more powerful the target of this effect the more Magicka it will take to inscribe and summon. Conjuration is now a system **Available Skill** allowing you to level it up using the **Skills System** to unlock Conjuration **System Skill Perks**.

Water Stone Booster: Stream of Summons
You are no longer limited to only using this perk on a single target and can now inscribe as many objects and beings as you choose. This also allows you to summon as many things as your Magicka is capable of either through this perk or through conjuration Spell Books. If you somehow have the Twin Souls perk you are now able to summon the target and a copy of it.

Destruction -400 CP (Discounted for Mage)
You are now able to compress your Magicka into a singular point in order to create one of three magical ranged attacks. The Magicka can be focused into a sharp point to give it piercing capabilities, it can be shaped into an orb that will collapse on collision with a target spreading the damage to the surface of that target or it can be layered in an unstable state so that it explodes on contact spreading the damage over the area of the effect. The more Magicka you put into this magical ranged attack the more powerful its effects. Destruction is now a system **Available Skill** allowing you to level it up using the **Skills System** to unlock Destruction **System Skill Perks**.

Earth Stone Booster: Reinforced Destruction
You are now able to compress your Magicka into any projection spell you have, improving its effect and capabilities by the amount of Macika you put into it.

Illusion -400 CP (Discounted for Mage)
You are now about to use your Magicka to create any Visual illusion of any object, creature, or force that you are able to mentally visualize. The illusion does not create sound, smell, texture, or temperature but you are able to move the image within the limits of what you can imagine. The more Magicka you put into this illusion the larger you can make it appear to be. Illusion is now a system **Available Skill** allowing you to level it up using the **Skills System** to unlock Illusion **System Skill Perks**.

Wind Stone Booster: Echoes of an Illusion
You are now able to create an illusion of sound, smell and temperature that you can mentally perceive, however this does not allow you to create an illusion of touch or texture. You can pair these illusions with any visual illusions so that they produce complementary illusions that can increase, decrease and move in time with the visual illusion. As these are just illusions they are not able to induce physical pain regardless of their intensity however it is possible for them to induce mental pain such as headaches.

Restoration -600 CP (Discounted for Mage)
You are now able to perceive the areas and level of damage that a target has, allowing you to review the injuries of a target and focus any type of healing powers such as magic or psionics onto a target point and can instantly stabilize any lethal wound. When someone is stabilized they will have all immediately vital damage to their mind, body and soul healed meaning that they should not die from their illness or injuries alone but will still need to heal all non vital damage. Restoration is now a system **Available Skill** allowing you to level it up using the **Skills System** to unlock Restoration **System Skill Perks**.

Sun Stone Booster: Restorative Rebirth
You are now able to use this perk as a **1-UP** with it having one charge per person that recharges any used charge once every ten years and once per jump. When using this charge the target will release a pulse of purifying light that will heal all of their mental, physical and spiritual wounds giving them a new slightly customisable Alt-Form in line with their preferences that will be optimized to help them with the current circumstance.

Lord of Magic - Free [Requires Skills System, Requires Enchanting, Requires Alteration, Requires Destruction, Requires Conjuration, Requires Illusion, Requires Restoration]
Your System is now able to add additional **Available Skills** for other magic categories in future jumps and you are able to use any form of magical power as if it were Magicka.

Warrior Perk Tree:

Each **Warrior Tree Perk** including **Booster Perks** will give you an additional **+50 Health**.

Smithing -100 CP (Free for Warrior)

You are now an expert blacksmith having the full knowledge of how to manually craft every craftable piece of equipment that the smithing forges in Skyrim are able to craft as well as how to tan and shape leather. You can also use the methods learned through this perk to create your own custom equipment. Smithing is now a system **Available Skill** allowing you to level it up using the **Skills System** to unlock Smithing **System Skill Perks**.

Skills System Booster: Item Menu

Your Skill System can now access a subspace inventory which you can access through the system menu. You can use this to hotkey and equip items such as weapons and clothing, switching your attire at will and summoning your weapons out of your inventory.

Tree Stone Booster: Portable Smithy

You can now pull up the Smelter, Tanning Rack, Forge, Workbench and Grindstone menus at will to quickly create crafting resources and equipment as if you were interacting with the in game items. This will also be able to integrate any smithing styles you learn in the future. Additionally you are able to manipulate the appearance of any item you are able to interact with using the workbench or grindstone menus.

Heavy Armor -200 CP (Discounted for Warrior)

Any Perks that you have which increase your physical, magical or spiritual durability now also affects any armor you wear by the level of the durability that your skin is. Heavy Armor is now a system **Available Skill** allowing you to level it up using the **Skills System** to unlock Heavy Armor **System Skill Perks**.

Beast Stone Booster: Beastial Armor

The durability of any armor and equipment you wear has its physical, magical or spiritual durability increased by the total durability of every Alt-form you possess.

One-Handed -400 CP (Discounted for Warrior)

You are able to pre-set your series of movements, allowing you to quickly draw out any weapon, use it to attack and then return it to its stationary position without further thinking. When activated the control and speed of your prepared strike is far faster than your maximum speed. One-Handed is now a system **Available Skill** allowing you to level it up using the **Skills System** to unlock One-Handed **System Skill Perks**.

Water Stone Booster: Flow of the Blade

Your prepared movements are no longer limited by physical space and you can now prepare your strike to bypass a physical blockage allowing you to cut through an object and strike at something behind it without cutting the blockage.

Two-Handed -400 CP (Discounted for Warrior)
You are able to manipulate your stance, weight distribution, foot orientation and body position in order to adapt when attacking, defending, advancing or retreating in order for your body to be unaffected by recoil and inertia allowing you to remain completely balanced and upright preventing you from being pushed back or knocked down by any means other than targeting the land you are standing on. Two-Handed is now a system **Available Skill** allowing you to level it up using the **Skills System** to unlock Two-Handed **System Skill Perks**.

Earth Stone Booster: A Place to Stand
You are now able to take domain over any ground you are standing on in order to prevent anyone from damaging or moving it without you allowing them to. This prevents someone from both destroying and removing the ground from under you regardless of the ways they attempt to do so.

Archery -400 CP (Discounted for Warrior)
You are now able to perceive an accurate trajectory line for every shot from any ranged weapon you use. This allows you to accurately aim any shot you make before you fire. You can also mark a target and have the correct positioning and aim line for an accurate shot to appear in your mind. Archery is now a system **Available Skill** allowing you to level it up using the **Skills System** to unlock Archery **System Skill Perks**.

Wind Stone Booster: Shot in The Air
You are now able to mark a target and manipulate the projectiles from any ranged weapon so that after they have been fired they will maneuver around blockages in order to hit their target.

Block -600 CP (Discounted for Warrior)
You are now able to set up a state of relative anchoring to any shield-like object forcing it to proportionally stay in place as though you were holding it and allowing it to resist any force that strikes it. Block is now a system **Available Skill** allowing you to level it up using the **Skills System** to unlock Block **System Skill Perks**.

Sun Stone Booster: Unique PowerUp
Whenever you block a strike of external force either through a shield that is anchored or being held the the location of the strike will project a small explosion of light and heat directly in the direction the strike comes from.

Warrior King - Free [Requires Skills System, Requires Smithing, Requires Heavy Armor, Requires One-Handed, Requires Two-Handed, Requires Archery, Requires Block]
Your System is now able to add additional **Available Skills** for other weapon categories in future jumps and you are able to use any form of life energy as if it were Health.

Thief Perk Tree:

Each **Thief Tree Perk** including **Booster Perks** will give you an additional **+50 Stamina**.

Alchemist -100 CP (Free for Thief)

You now have an encyclopedic awareness of what potions what ingredients of skyrim are usable for and whenever you eat any type of ingredient you can safely determine what potions it is suitable for. Alchemist is now a system **Available Skill** allowing you to level it up using the **Skills System** to unlock Alchemist **System Skill Perks**.

Skills System Booster: Map Menu

Your Skill System can now access a Map Menu that allows you to view the terrain you are in in real time from a near orbital birds eye view. This will include icons to indicate notable locations you have visited previously.

Tree Stone Booster: Portable Alchemy

You can now pull up the Alchemy, Cooking and Baking menus at will to quickly craft food, potions or poisons as if you were interacting with an in-game alchemy table. Additionally any potions or recipes you learn in future can be incorporated into the Alchemy, Cooking and Baking menus.

Lockpicking -200 CP (Discounted for Thief)

So long as you have a knife and pick on you you are able to manifest an old key lock on any type of locked door and will allow you to enter into the Skyrim Lockpicking Mini-Game which will manually unlock the door if you succeed. Lockpicking is now a system **Available Skill** allowing you to level it up using the **Skills System** to unlock Lockpicking **System Skill Perks**.

Beast Stone Booster: Skellington Key

You now have six retractable bone claws that can be released from between your knuckles and can use it to access the lockpicking Mini-Game even without a knife or pick.

Speech -400 CP (Discounted for Thief)

When you intend to talk to someone one to one they will shift their full attention to you and enter into a conversation no matter what their intentions were. This also prevents them from leaving the conversation without you allowing it, giving you the chance to ask them questions and get information that they might not otherwise intend to give. Speech is now a system **Available Skill** allowing you to level it up using the **Skills System** to unlock Speech **System Skill Perks**.

Water Stone Booster: Honeyed Words

When talking to someone one to one you can externally stop time allowing you to talk to them for as long as possible without anyone outside the conversation hearing the contents of it.

Pickpocket -400 CP (Discounted for Thief)
By crouching near someone you can enter into the pickpocket menu allowing you to see everything they have in their possession. Through this you can potentially take anything in their possession without them noticing. Pickpocket is now a system **Available Skill** allowing you to level it up using the **Skills System** to unlock Pickpocket **System Skill Perks**.

Earth Stone Booster: Heavy Pockets
If you succeed in the pickpocket menu the target will be under the effect of a perception filter that makes it so that they do not notice when an item is missing until they need it. Allowing you to potentially take everything they have leaving them stark naked and them not being able to realize that anything is missing until someone points it out.

Light Armor -400 CP (Discounted for Thief)
You are now able to reduce the weight of yourself and anything you are wearing or holding, allowing you to become potentially weightless and carry an object of any weight and size so long as you can hold it correctly. Light Armor is now a system **Available Skill** allowing you to level it up using the **Skills System** to unlock Light Armor **System Skill Perks**.

Wind Stone Booster: Wind Walking
You are now able to direct your weightlessness allowing you to fly by pushing your weightless body with wind.

Sneak -600 CP (Discounted for Thief)
Whenever you drop into a crouching position you will gain a slight perception filter that will cause everyone to passively forget that you were there unless they become more aware of your presence. Sneak is now a system **Available Skill** allowing you to level it up using the **Skills System** to unlock Sneak **System Skill Perks**.

Sun Stone Booster: Black Hole Sun
You are now able to create areas of darkness and silence that can not be perceived by others. While in one of these areas everyone is oblivious to your presence and what you are doing even if you are right next to them.

Prince of Thieves - Free [Requires Skills System, Requires Alchemist, Requires Lockpicking, Requires Speech, Requires Light Armor, Requires Pickpocket, Requires Sneak]
Your System is now able to add additional **Available Skills** for other subterfuge categories in future jumps and you are able to use any form of physical energy reserve as if it were Stamina.

Dovahkiin Perk Tree:

Dragon Soul - Free (Requires Dovahkiin)
Your soul is durable enough to be expanded 10 times its normal maximum size and becomes far harder to manipulate or interact with by outside forces. Additionally you are able to absorb the Soul's of Dragons, enriching your own and expanding its size, through this you gain that dragon's understanding of the world and of the Thu'um causing you to always grow in power.

Skills System Booster: Dragon Shout Menu
You now have access to the Dragon Shout section of the Skyrim menu which keeps a count of how many dragon souls you have absorbed and allows you to learn dragon words simply by reading them then unlock their use by assigning an absorbed dragon soul to that word.

Tree Stone Booster: Mixer of Words
You are no longer limited to the canon combination of dragon words and can now combine any dragon words you can use into new combinations. These combinations of words may have unexpected results from their use so caution and common sense is advised for each attempt.

Dragonrend -100 CP (Requires Dovahkiin)
You know the ancient and terrible Dragonrend, a shout that lashes out at an immortal's very soul and forces them to feel mortality. When used on a dragon the trauma of mortality interferes with their flying forcing them to either land or crash.
Joor-Zah-Frul
Mortal-Finite-Temporary

Beast Stone Booster: Bend Will
Your voice bends all souls to your will allowing you to force beings to follow your bidding. A single word will force animals into submission, two words will control almost any mortal being under your control and with three worlds even magical beasts such as dragons will bend to your will.
Gol-Hah-Dov
Earth-Mind-Dragon

Clear Skies -200 CP (Requires Dovahkiin)
The world itself yields before your Thu'um, as through this shout you clear away fog and inclement weather leaving only still sky's and a silent wind.
Lok-Vah-Koor
Sky-Spring-Summer

Water Stone Booster: Evil Mist
A shouts that ensnares the land calling forth a mist that confuses the senses of the living and dead alike but slowly consumes the souls of the dead within to gather their power.
Ven-Mul-Riik
Wind-Strong-Gale

Earth Stone Booster: Meteor Storm
This shout summons rocks from the sky which fall as a rain of meteors which explode in a ball of fire and shrapnel when they strike the ground.
Strun-Mah Golz
Storm-Fall-Stone

Wind Stone Booster: Storm Call
A shout to the skies, a cry to the clouds, that awakens a heavy downpour, accompanied by a fierce thunderstorm directly above you that throws powerful bolts of lightning down upon anyone underneath, friend and foe alike.
Strun-Bah-Qo
Storm-Wrath-Lightning

Dragon Aspect -300 CP (Requires Dovahkiin)
You have learned to take on the mighty aspect of a dragon coating yourself with an ethereal set of dragon armor. This aids you in delivering colossal blows, with an armored hide, and more powerful shouts.
Mul-Qah-Diiv
Strength-Armor-Wyrm

Sun Stone Booster: Dragon Form
Through this your body can match your soul and allow you to take the form of a dragon. This heightens the power of your strength, your durability and your shouts while allowing you to revert to your previous form at will.
Dov-Slen-Dii
Dragon-Flesh-Mine

Dragonrend Booster: Devour Soul
You now are not only able to wound the immortal soul of a dragon but through this shout you can tear it from the body. By using this shout on any soul weaker than your own you can rip it from its body, killing them instantly and absorbing the soul.
Ziil-Los-Dii-Du
Your soul-Is-Mine-To devour

Lycanthrope Perk Tree:

Beast Form - Free (Requires Lycanthrope)
You can continuously transform into Werewolf form for one hour, once a day and when under the light of the full moon will get forcefully transformed into your Werewolf form.

Skills System Booster: Werewolf Leveling Menu
You now have access to the Skyrim Werewolf leveling menu and can gain points towards gaining Werewolf Perks through feeding on the hearts of those you have killed while being a Werewolf.

Tree Stone Booster: Root of Hircine
Through this you can transform into and out of the Werewolf form at will as many times as you want and can not be forced into it even by the moon.

Bestial Physique -100 CP (Requires Lycanthrope)
Even when not transformed you gain a tremendous boost to your physical capabilities and senses. This allows your base form to smell and hear as well as a hunting dog while increasing your muscle tissues strengths and durability by four times.

Beast Stone Booster: Pinnacle of Hircine
You are no longer limited to being merely a Were-Wolf and you can now switch into any other Were-Beast Form including Were-Bears, Were-Crocodiles and even hybrid Were-Beasts with your base form gaining some bonus capabilities from the selected form.

All Purpose Feeding -200 CP (Requires Lycanthrope)
You are now able to consume nearly anything organic in order to accelerate your healing rate. Your body will also optimise whatever you are eating in order to safely incorporate it into your body potentially allowing you to gain advantages from what you consume.

Wind Stone Booster: Howl of the Feast
You are now able to mimic the sounds of any prey you have consumed allowing you to perform as an accurate duck lure or vocal impersonator depending on what you have eaten.

Water Booster: Movements of the Predator
You are now able to adapt your body to copy the movement capabilities of what you have consumed, allowing you to extend your nails to dig like a badger or grow webbing to swim like a fish.

Earth Stone Booster: Hide of the Savage
You can duplicate the sturdiness of a hard meal allowing your flesh and hair to take on the properties of your food now become more durable and gain the magical or environmental resistances that your food was once able to show.

Instinct of the Beast -300 CP (Requires Lycanthrope)
Your perception of time is altered while transformed allowing you to perceive everything around you at half the rate you would otherwise perceive it.

Sun Stone Booster: Call of the Moon
You can call upon the power of the moon to surround yourself with an ethereal extension of your form both in and out of your transformed state. The claws of this form bypasses cloth and Armor allowing it to cut directly at the flesh of your target or even cut apart the specter of a ghost.

Beast Form Booster: Alpha
You are now the master beast all mundane and a number of magical animals will instinctively follow your commands. You are also able to convert others into the same type of Werewolf as you through physical contact, with them instinctively being submissive to you. When you are Transformed your regenerative abilities are greatly increased. By coming into physical contact with that type of Were-Beast you can copy and optionally cure their form of Lycanthropy adding it into yourself. This allows you to toggle that form of Were-Beast in order to add all of the advantages of that type to you but without any of its inherent weaknesses.

Vampirism Perk Tree:

Unending Life - Free (Requires Vampirism)
As a vampire you become an undead entity through this you gain an ageless lifespan and a need to feed on the blood of living creatures. Every 24 hrs until the 4th day without feeding your Vampirism will become more pronounced with your appearance shifting towards a more monstrous visage with your skin becoming paler and your eye color changing to hues of red. Your strength, speed, senses, endurance and agility will all become slightly heightened and you are also able to infect other beings turning them into vampires with slightly lesser versions of your Vampirism. Unlike most other types of vampire you have no fear of garlic you still retain your reflection and you are still able to consume normal foods and drinks however they will not fill your need for blood.

Skills System Booster: Vampire Leveling Menu
You now have access to the Skyrim Vampire leveling menu and can gain points towards gaining Vampire Perks through feeding on the blood of others.

Tree Stone Booster: Thirst Quenched
You have surpassed the need for blood and can now passively sustain yourself without it. You can also convert any blood you drink directly into Health, Stamina and Magicka to regenerate it quicker.

Nearly Human -100 CP (Requires Vampirism)
You are now able to **Toggle** your physical state in order to make yourself indistinguishable from an uninfected living person.

Beast Stone Booster: More than a Monster
You can now **Toggle** every state of being you have allowing you to keep your soul while appearing to be a soulless monster from all outside appearances. You can use this to switch between any type of creature you have as a perk or Alt-Form and switch between them at will with you appearing to only be the selected type of creature through any measurable means.

Vampire Lord -200 CP (Requires Vampirism)
You are now more than the lesser vampires of Nirn your are a true member of Molag Bal's chosen. You can now transform into a Vampire Lord, when in this form your body gains wings that sprout from your back granting you the gift of flight, your height will vastly increase, your skin pales, your eyes change to an orange-gold hue, and your cheeks will narrow prominently.

Water Stone Booster: Ice Walker
You have now gained the powers of the fabled ice vampires of Skyrim, you are now able to produce a freezing breath and pass through ice without breaking it.

Earth Stone Booster: Necromancy
What is the difference between life and death to the undead? You are now able to reanimate a dead body for 20 minutes once per day. When revived you can choose to convert this temporary living being turning them into vampires with slightly lesser versions of your Vampirism

Wind Stone Booster: Body of Mist
You have gained the powers of the Keerilth allowing you to transform into an invulnerable crimson mist at will. While in the form you are still able to move but will be slower than your true form and should you lose any of your mist you may need to feed in order to regain your mass.

Will of the Night -300 CP (Requires Vampirism)
You are a creature of the night and can command those who dwell in the night. You control Bats, Rats, Spiders and Snakes as their master allowing you to either take direct control over them or have them follow any commands you give them. This can also be used on any other creatures including humans once per day.

Sun Stone Booster: Swarm of the Night
You are now able to turn into a swarm of Bats, Rats, Spiders and or Snakes at will allowing you to scatter in multiple directions and to pass through small places before reforming. You can also use this to create a smaller swarm of creatures to attack and feed on enemies within range.

Vampire Lord Booster: Vampire King
You are now the originator of a new line of Vampire Kings you can take control over creatures and people as if they were Bats, Rats, Spiders or Snakes and can pull a creature to you from a distance. By coming into physical contact with that type of vampire you can copy and optionally cure their form of Vampirism**,** adding it into yourself. This allows you to toggle that form of Vampire in order to add all of the advantages of that type to you but without any of its inherent weaknesses.

Bonus Perks:

Skills Master - Free [Requires Lord of Magic, Requires Warrior King, Requires Prince of Thieves]
Your System is now able to add additional **Available Skills** in future jumps that do not fall into any of the **Skill Systems** pre-existing categories.

Here and Now - Free [Requires Spell Menu, Requires Item Menu, Requires Map Menu]
Whenever you open your menu all physical time stops allowing you to think and interact with your menu without any passage of time. You have a level of control over time and space allowing you to fast travel along with anyone you're in physical contact with to any marked location in your **Map Menu**. You are also able to put yourself and those you are in contact with in a sub-dimensional space outside of time for a predetermined length of time thus allowing you to time travel forwards in time.

Were-pire - Free [Requires Bestial Form, Requires Unending Life]
You are now able to combine your Vampiric and Lycanthropic abilities and use them to enhance each other. Both the Vampire Leveling System and Werewolf Leveling Systems will also combine allowing you to access both simultaneously.

Dovah-Were-pire - Free [Requires Dragon Soul, Requires Bestial Form, Requires Unending Life]
You are now able to dynamically combine any Alt-Form or Transformations into a new Alt-Form or Transformation.
You are also able to use any Transformation while in any Alt-Form even when Transformation is bloodline or Alt-Form exclusive.

Spells:

For each Spell purchased you gain full awareness of how to cast it both organically allowing you to learn from it or experiment with it and how to equip the Spell in order to cast it statically exactly how it was cast in the game.
Each Spell purchased other than Race exclusive Spells also comes with its corresponding Spell Tome which explains the Spell.

Total Spell Collection -1,300 CP [Requires Lord of Magic]
With this Purchase you gain all of the Skyrim Spells in this section that you meet the requirements of.

Bound Dagger -5 CP (Free with Conjuration)
This Spell summons a magic dagger for 40 minutes, by letting go of the blade or sheathing it the blade will be dispelled.

Bound Sword -5 CP (Free with Conjuration)
This Spell summons a magic sword for 40 minutes, by letting go of the blade or sheathing it the blade will be dispelled.

Candlelight -5 CP (Free with Alteration)
This Spell creates a ball of light that hovers around you and lasts 20 minutes.

Choking Grasp -5 CP (Free with Destruction)
You can project a pulse at a target in order to restrict their breathing for 1 minute and absorb 8 points of Health from them every second.

Clairvoyance -5 CP (Free with Illusion)
Creates a glowing line that only you can see that shows the best path to your current goal.

Conjure Familiar -5 CP (Free for Bretons, Free with Conjuration)
This Spell summons a spectral wolf for 20 minutes at the location the Spell is pointed at.

Conjure Skeleton Minion - Free [Requires Necromancy]
This Spell summons a weak Skeleton warrior for 20 minutes.

Conjure Undying Ghost - Free [Requires Necromancy]
This Spell consumes all Magicka and summons an Undying Ghost for 20 minutes the more Magicka consumed to cast this Spell the more powerful the Undying Ghost becomes.

Conjure Zombie - Free [Requires Necromancy]
This Spell summons a Zombie for 20 minutes at the location the Spell is pointed at.

Courage -5 CP (Free with Illusion)
Project an invigorating green orb that causes weak willed targets to feel courage and won't flee for 20 minutes, they also gain some extra Health and Stamina.

Elemental Flare -5 CP (Free with Destruction)
This Spell projects an elemental orb that causes an elemental explosion for 15 points of fire damage, 15 points of shock damage, and half as much damage to Stamina.

Flames -5 CP (Free with Destruction)
You can project a gout of flames from one or both hands that inflicts 8 fire damage per second and causes the target to take extra fire damage and they are caught on fire.

Frostbite -5 CP (Free with Destruction)
You can spray a blast of cold that does 8 points of damage per second to Health and Stamina.

Fury -5 CP (Free for Altmer, Free with Illusion)
Project an erratic red orb that causes weak willed creatures and people will attack anything nearby for 10 minutes.

Healing - Free
This Spell produces a flow of healing light that heals the caster 10 points per second.

Lesser Ward -5 CP (Free with Restoration)
This Spell projects a thin transparent magical shield in front of the caster negating some Spell damage and effects.

Oakflesh -5 CP (Free with Alteration)
This Spell coats the caster's armor in a layer of Oak bark for 20 minutes.

Raise Zombie - Free [Requires Necromancy]
This Spell reanimates a weak dead body to fight for you for 20 minutes.

Sparks -5 CP (Free for Dunmer, Free with Destruction)
This Spell produces a stream of lightning that does 8 points of shock damage to Health and Magicka per second.

Teleport Pet -5 CP (Free with Alteration)
Through this Spell you can teleport any Pets you have registered to this Spell to the location the Spell is pointed at.

Vampiric Drain - Free (Vampirism Exclusive)
This Spell slowly drains blood from target enemies and heals the caster simultaneously.

Bound Battleaxe -10 CP (Discount with Conjuration)
This Spell summons a magic battleaxe for 40 minutes, by letting go of the weapon or sheathing it the battleaxe will be dispelled.

Calm -10 CP (Discounted with Illusion)
Project a calming green orb that causes targets with poor willpower to feel comfortable and not want to fight for 10 minutes.

Conjure Boneman -5 CP [Requires Necromancy]
This Spell summons a Boneman Archer, a shadow-like skellington armed with a bow and arrows for 20 minutes to the location the Spell is pointed at.

Conjure Flame Atronach -10 CP (Discount with Conjuration)
This Spell summons a Flame Atronach for 20 minutes at the location the Spell is pointed at.

Conjure Foul Zombie -5 CP [Requires Necromancy]
This Spell summons a partially rotted Zombie for 20 minutes at the location the Spell is pointed at.

Conjure Haunting Spirit -5 CP [Requires Necromancy]
This Spell summons a Spirit for 20 minutes that when killed steals 10 points from the skills of its killer and transfers them to the caster for a short time.

Conjure Skeleton Marksman -5 CP [Requires Necromancy]
This Spell summons a Skeleton Marksman whose arrows weaken foes for 20 minutes.

Elemental Bolt -10 CP (Discounted with Destruction)
This Spell projects an elemental orb that causes an elemental explosion for 20 points of fire damage, 20 points of shock damage, and half as much damage to Stamina.

Fast Healing -10 CP (Discounted with Restoration)
This Spell produces a ball of healing light that heals the caster’s health and stamina for 50 points.

Fear -10 CP (Discounted with Illusion)
Project an erratic red orb that causes targets with poor willpower to flee from you for 10 minutes.

Firebolt -10 CP (Discounted with Destruction)
This Spell projects a burning orb that strikes with 25 points of fire damage and sets targets on fire for them to take extra damage.

Fire Rune -10 CP (Discounted with Destruction)
You can cast this mark on a nearby surface. When triggered by someone not registered to it the rune explodes for 50 points of fire damage.

Flaming Familiar -10 CP (Discount with Conjuration)
This Spell summons a flaming spectral wolf for 20 minutes at the location the Spell is pointed at. While in combat this Flaming Familiar will explode to harm the enemy if it is losing.

Frost Rune -10 CP (Discounted with Destruction)
You can cast this mark on a nearby surface. When triggered by someone not registered to it the rune explodes for 50 points of frost damage.

Healing Hands -10 CP (Discounted with Restoration)
This Spell projects a stream of healing light from one or both hands that Heals the target 10 points per second and reduces any pain they are feeling.

Ice Spike -10 CP (Discounted with Destruction)
This Spell projects a spike of ice that strikes with 25 points of frost damage to health and stamina.

Lightning Bolt -10 CP (Discounted with Destruction)
This Spell projects a bolt of lightning that does 25 points of shock damage to Health and half that to Magicka.

Lightning Rune -10 CP (Discounted with Destruction)
You can cast this mark on a nearby surface. When triggered by someone not registered to it the rune explodes for 50 points of shock damage.

Magelight -10 CP (Discount with Alteration)
Create and project a Ball of light that sticks where it strikes and lasts 20 minutes.

Muffle -10 CP (Discounted with Illusion)
You can erase the sounds of your footsteps and the noises of anything you steep on for 1 hour helping you move more quietly.

Necromantic Healing -10 CP (Discounted with Restoration)
This Spell projects a stream of tainted healing light that Heals any undead targeted by it for 10 points per second but it only heals the undead.

Reanimate Corpse -5 CP [Requires Necromancy]
This Spell reanimates a normal dead body to fight for you for 20 minutes.

Soul Split -5 CP [Requires Necromancy]
This Spell splits any of your conjured or reanimated minion's in order to summon 2 Sundered Shades for 20 minutes.

Soul Trap -10 CP (Discount with Conjuration)
This Spell puts a mark on the target's soul for 20 minutes and if they die within those 20 minutes then it will fill a soul gem.

Stoneflesh -10 CP (Discount with Alteration)
This Spell coats the caster's armor in a layer of Stone for 20 minutes.

Steadfast Ward -10 CP (Discounted with Restoration)
This Spell projects a transparent magical shield in front of the caster negating a moderate amount Spell damage and effects.

Strangulation -10 CP (Discounted with Destruction)
You can project a pulse at a target in order to restrict their breathing for 1 minute and absorb 16 points of Health from them per second.

Summon Arvak -10 CP (Discount with Conjuration)
This Spell summons Arvak, a shadow-like skeletal horse to act as your steed.

Summon Daedric Horse -10 CP (Discount with Conjuration)
This Spell summons a Daedric Horse to act as your steed.

Sun Fire -10 CP (Discounted with Restoration)
You can project a Ball of sunlight that does 25 points of damage to undead.

Turn Lesser Undead -10 CP (Discounted with Restoration)
Project a ball of ethereal light that causes any undead with a weak will or no will of their own to flee from you for 10 minutes.

Ash Shell -20 CP (Discount with Alteration)
Project a ball of ash that causes targets who fail to resist to become immobilized in the hardened ash for 10 minutes.

Banish Daedra -20 CP (Discount with Conjuration)
This Spell projects a pulse that causes weaker summoned entities to be sent back to their realm of origin.

Banish Undead -20 CP (Discount with Conjuration)
This Spell projects a pulse that causes weaker undead entities to be stripped of the necrotic energies sustaining them and return them back to being a corpse.

Bound Bow -20 CP (Discount with Conjuration)
This Spell summons a magic bow and 100 magic arrows for 40 minutes, by letting go of the bow or sheathing it the bow will be dispelled.

Bound Quiver -20 CP (Discount with Conjuration)
This Spell summons a magic quiver with unlimited arrows for 40 minutes,
by removing the quiver from your body it will be dispelled.

Chain Lightning -20 CP (Discounted with Destruction)
This Spell can produce a Lightning bolt that does 40 points of shock damage to Health and half to Magicka and then leaps to a new target causing them the same amount of damage.

Close Wounds -20 CP (Discounted with Restoration)
This Spell Heals by 100 points of health and closes any open wounds.

Conjure Ash Spawn -20 CP (Discount with Conjuration)
This Spell summons an Ash Spawn for 20 minutes at the location the Spell is pointed at.

Conjure Dark Seducer Archer -20 CP (Discount with Conjuration)
This Spell summons a Dark Seducer Archer, a hominoid Daedra that uses dark serpentine themed armor and weapons, for 20 minutes at the location the Spell is pointed at.

Conjure Dark Seducer Warrior -20 CP (Discount with Conjuration)
This Spell summons a Dark Seducer Warrior, a hominoid Daedra that uses dark serpentine themed armor and weapons, for 20 minutes at the location the Spell is pointed at.

Conjure Frost Atronach -20 CP (Discount with Conjuration)
This Spell summons a Frost Atronach for 20 minutes at the location the Spell is pointed at.

Conjure Golden Saint Archer -20 CP (Discount with Conjuration)
This Spell summons a Golden Saint Archer, a hominoid Daedra that uses golden avian themed armor and weapons, for 20 minutes at the location the Spell is pointed at.

Conjure Golden Saint Warrior -20 CP (Discount with Conjuration)
This Spell summons a Golden Saint Warrior, a hominoid Daedra that uses golden avian themed armor and weapons, for 20 minutes at the location the Spell is pointed at.

Conjure Mistman -10 CP [Requires Necromancy]
This Spell summons a Mistman, floating ghostly undead with the upper half of a skeleton for 20 minutes at the location the Spell is pointed at.

Conjure Putrid Zombie -10 CP [Requires Necromancy]
This Spell summons a decayed swollen Zombie for 20 minutes at the location the Spell is pointed at.

Conjure Seeker -20 CP (Discount with Conjuration)
This Spell summons a Seeker, a type of magical tentacled Daedra for 20 minutes at the location the Spell is pointed at.

Conjure Skeleton Champion -10 CP [Requires Necromancy]
This Spell summons a Skeleton Champion, a fully armed and armored skeleton for 20 minutes that gains +10% attack damage for each nearby enemy.

Conjure Tomb Guardian -10 CP [Requires Necromancy]
This Spell summons a Tomb Guardian, a ghostly headsmen with a dragon bone great axe for 20 minutes that conjures a Shade when it kills an enemy.

Detect Life -20 CP (Discount with Alteration)
This Spell visually highlights for your eyes only all living creatures within 200 ft even through walls.

Elemental Burst -20 CP (Discounted with Destruction)
This Spell projects an elemental orb that causes an elemental explosion for 30 points of fire damage, 30 points of shock damage, and half as much damage to Stamina.

Equilibrium -20 CP (Discount with Alteration)
This Spell converts 25 points of Health into Magicka per second.

Fireball -20 CP (Discounted with Destruction)
This Spell projects a burning orb that strikes with a fiery explosion for 40 points of damage in a 15 foot radius setting targets on fire.

Flame Cloak -20 CP (Discounted with Destruction)
This Spell creates a burning cloak of fire for 20 minutes, causing those who come close to take 8 points of fire damage per second.

Frenzy -20 CP (Discounted with Illusion)
Project an erratic red orb that causes targets with moderate willpower to attack anything nearby for 20 minutes.

Frenzy Rune -20 CP (Discounted with Illusion)
You can cast this mark on a nearby surface. When triggered by someone not registered to it will cause those who stepped on it to fly into a rage and attack anything nearby for 10 minutes.

Frost Cloak -20 CP (Discounted with Destruction)
This Spell creates a freezing cloak of cold for 20 minutes, causing those who come close to take 8 points frost damage and Stamina damage per second.

Greater Ward -20 CP (Discounted with Restoration)
This Spell projects a thick transparent magical shield in front of the caster negating a lot of Spell damage and effects.

Hangman's Noose -20 CP (Discounted with Destruction)
You can project a pulse at a target in order to restrict their breathing for 1 minute and absorbs 26 points of Health from them per second.

Heal Other -20 CP (Discounted with Restoration)
This Spell projects a ball of healing light that heals any living target's health and stamina for 75 points.

Heal Undead -20 CP (Discounted with Restoration)
This Spell projects a ball of tainted healing light that heals any undead target's health and stamina for 75 points.

Ice Storm -20 CP (Discounted with Destruction)
This Spell projects a freezing whirlwind that freezes the ground and staggers anything it hits while doing 40 points of frost damage per second to Health and Stamina.

Ironflesh -20 CP (Discount with Alteration)
This Spell coats the caster's armor in a layer of Iron for 20 minutes.

Lightning Cloak -20 CP (Discounted with Destruction)
This Spell creates a shocking cloak of electricity for 20 minutes, causing those who come close to take 8 points of shock damage and half Magicka damage.

Master Transmute -20 CP (Discount with Alteration)
This Spell can be used to transmute Iron into Silver or Silver into Gold.

Necromancer's Ritual -10 CP [Requires Necromancy]
This Spell allows you for 40 minutes to absorb the energy of friendly conjured or reanimated minion when it is destroyed or dies in order for you to regain 30 Health and Magicka.

Orum's Aquatic Escape -20 CP (Discounted with Illusion)
This Spell lets you breathe water for 5 minutes, gives you night vision for 5 minutes and makes you invisible for 5 minutes.

Paralysis Rune -20 CP (Discount with Alteration)
You can cast this mark on a nearby surface. When triggered by someone not registered to it the rune explodes, immobilizing them for 2 minutes 40 seconds.

Poison Rune -20 CP (Discounted with Restoration)
You can cast this mark on a nearby surface. When triggered by someone not registered to it the rune takes 3 points of poison damage per second for 10 minutes.

Rally -20 CP (Discounted with Illusion)
Project an invigorating green orb that causes targets with moderate willpower to feel courage and won't flee for 20 minutes, they also gain some extra Health and Stamina.

Repel Lesser Undead -20 CP (Discounted with Restoration)
Project an arc of ethereal light that causes any undead with a weak will or no will of their own to flee from you for 10 minutes.

Revenant -10 CP [Requires Necromancy]
This Spell reanimates a powerful dead body to fight for you for 20 minutes.

Stendarr's Aura -20 CP (Discounted with Restoration)
This Spell creates a purifying cloak of sunlight for 20 minutes, causing those undead that come close to take 10 points of sun damage per second.

Telekinesis -20 CP (Discount with Alteration)
This Spell pulls an object to you from a distance.

Telekinesis Arrows -20 CP (Discount with Alteration)
This Spell allows you to suspend arrows when they are fired and then release all suspended Arrows simultaneously.

Turn Undead -20 CP (Discounted with Restoration)
Project a ball of ethereal light that causes any undead with a moderate will or no will of their own to flee from you for 10 minutes.

Vampire's Bane -20 CP (Discounted with Restoration)
This Spell projects a glowing orb that strikes with a Sunlight explosion that does 40 points of damage in a 15 foot radius to undead.

Waterbreathing -20 CP (Discount with Alteration)
This Spell allows you to breathe water for 20 minutes.

Whirlwind Cloak -20 CP (Discounted with Destruction)
This Spell creates a billowing cloak of air for 20 minutes, causing those who come close to feel a greate repelling force that has a chance of flinging them away:

Ash Rune -30 CP (Discount with Alteration)
You can cast this mark on a nearby surface. When triggered by someone not registered to it the rune explodes, immobilizing them in hardened ash for 10 minutes.

Circle of Protection -30 CP (Discounted with Restoration)
This Spell creates an ethereal ring of light that causes any undead who enter it without a strong will to flee.
Command Daedra -30 CP (Discount with Conjuration)
This Spell can allow you to forcefully take control of Powerful summoned and raised creatures.

Conjure Ash Guardian -30 CP/-40 CP (Discount with Conjuration)
This Spell will create an Ash Guardian that guards that location until destroyed.
The **-30 CP** version of the Spell consumes a Heart stone from your inventory, without which the Conjured Ash Guardian will be hostile.
The **-40 CP** version of the Spell does not need a Heart stone to retain the Ash Guardians loyalty though you may still summon the hostile version.

Conjure Ayleid Lich -15 CP [Requires Necromancy]
This Spell summons an Ayleid Lich, a spectral undead magic user for 20 minutes.

Conjure Cursed Spectre -15 CP [Requires Necromancy]
This Spell summons a Cursed Spectre, a skeleton that has an eerie green glow for 20 minutes that drains Health and Magicka from enemies.

Conjure Dragon Priest -15 CP [Requires Necromancy]
This Spell summons a Dragon Priest, a spectral undead magic user for 20 minutes.

Conjure Dremora Lord -30 CP (Discount with Conjuration)
This Spell summons a Dremora Lord, an armed and armored Daedra warrior for 20 minutes.

Conjure Malignant Zombie -15 CP [Requires Necromancy]
This Spell summons a reinforced and partially petrified Zombie for 20 minutes at the location the Spell is pointed at.

Conjure Skeleton Warlock -15 CP [Requires Necromancy]
This Spell summons a Skeleton Warlock that wields powerful shock magic for 20 minutes.

Conjure Storm Atronach -30 CP (Discount with Conjuration)
This Spell summons a Storm Atronach for 20 minutes at the location the Spell is pointed at.

Conjure Wrathman -15 CP [Requires Necromancy]
This Spell summons a Wrathman, a fully armed and armored shadow-like skellington for 20 minutes at the location the Spell is pointed at.

Detect Dead -30 CP (Discount with Alteration)
This Spell visually highlights for your eyes only all dead or undead creatures within 200 ft even through walls.

Dread Zombie -15 CP [Requires Necromancy]
This Spell reanimates a very powerful dead body to fight for you for 20 minutes:

Ebonyflesh -30 CP (Discount with Alteration)
This Spell coats the caster's armor in a layer of black glass-like volcanic substance that is stronger than steel for 20 minutes.

Elemental Blast -30 CP (Discounted with Destruction)
This Spell projects an elemental orb that causes an elemental explosion for 40 points of fire damage, 40 points of shock damage, and half as much damage to Stamina.
Aimed

Expel Daedra -30 CP (Discount with Conjuration)
This Spell forcefully sends powerful summoned creatures back to where they came from.

Fenrik's Welcome -30 CP (Discounted with Illusion)
This Spell turns the caster invisible for 1 minute 40 seconds and helps them open locks.

Grand Healing -30 CP (Discounted with Restoration)
This Spell Heals everyone close to the caster 200 points.

Icy Spear -30 CP (Discounted with Destruction)
This Spell throws spear of ice that does 60 points of frost damage to health and stamina

Incinerate -30 CP (Discounted with Destruction)
This Spell projects a blast of fire that does 60 points of damage with targets on fire taking extra damage.

Invisibility -30 CP (Discounted with Illusion)
This Spell makes the caster invisible for 10 minutes.

Mara's Wrath -30 CP (Discounted with Destruction)
This Spell creates a burning cloak of purifying flame for 10 minutes, causing those who come close to take 16 points of fire damage per second and most undead to flee for 10 minutes.

Pacify -30 CP (Discounted with Illusion)
Project a calming green orb that causes targets with good willpower to feel comfortable and not want to fight for 20 minutes.

Paralyze -30 CP (Discount with Alteration)
This Spell creates and projects a ball of green light that paralyzes the target for 3 minutes 20 seconds if it hits then and they fail to resist it.

Pride of Hirstaang -30 CP (Discount with Conjuration)
This Spell summons a Bear for 20 minutes at the location the Spell is pointed at while giving the caster a 50% resistance to frost damage for 20 minutes and causes the casters Health to regenerate 50% faster for 20 minutes.

Repel Undead -30 CP (Discounted with Restoration)
Project an arc of ethereal light that causes any undead with a moderate will or no will of their own to flee from you for 10 minutes.

Rout -30 CP (Discounted with Illusion)
Project an erratic red orb that causes targets with moderate willpower to flee from you for 10 minutes.

Thunderbolt -30 CP (Discounted with Destruction)
This Spell projects a Thunderbolt that does 60 points of shock damage to Health and half that to Magicka.

Touch of Death -30 CP (Discounted with Destruction)
You can project a pulse at a target in order to restrict their breathing for 1 minute 20 seconds and absorb 40 points of Health from them per second.

Turn Greater Undead -30 CP (Discounted with Restoration)
Project a ball of ethereal light that causes any undead with a strong will or no will of their own to flee from you for 10 minutes.

Unbounded Flames -30 CP (Discounted with Destruction)
Using this Spell you can project a stream of long-distance fireballs in an arc that when it impacts a surface it creates a wall of fire that does 50 points of fire damage per second.

Unbounded Freezing -30 CP (Discounted with Destruction)
While this Spell is cast a freezing wind that envelops the caster, knocking down nearby enemies and freezing them for 50 points of damage per second to Health and Stamina.

Unbounded Storms -30 CP (Discounted with Destruction)
While this Spell is cast a small storm surrounds the caster that Targets anyone in melee range doing 40 shock damage per second to Health, and half that to Magicka it also produces random lightning strikes that deal an additional 30 damage.

Wall of Flames -30 CP (Discounted with Destruction)
This Spell produces a stream of fire that when sprayed on the ground creates a wall of fire that does 50 points of fire damage per second.

Wall of Frost -30 CP (Discounted with Destruction)
This Spell produces a stream of frost that when sprayed on the ground creates a wall of ice spikes that do 50 points of frost damage per second.

Wall of Storms -30 CP (Discounted with Destruction)
This Spell produces a stream of lightning that when sprayed on the ground creates a wall of lightning that does 50 points of shock damage per second.

Bane of the Undead -20 CP [Requires Restoration]
This Spell sets any undead on fire and makes them flee for 10 minutes.

Blizzard -20 CP [Requires Destruction]
This Spell creates a swirling ice storm centered around the caster. It does 20 frost damage and stamina damage per second to everything within range.

Call to Arms -20 CP [Requires Illusion]
This Spell creates a 100 ft wide field of an invigorating green energy that causes all those you choose to be your ally's to gain some extra Health, extra Stamina and to fortify their combat skills by 25 pts for 3 hours 20 minutes.

Conjure Ancient Deathpriest -20 CP [Requires Necromancy]
This Spell summons an Ancient Deathpriest that wields powerful magic and commands the undead for 20 minutes. When killed, the Deathpriest splits into 3 Tortured Shades.

Conjure Bone Colossus -20 CP [Requires Necromancy]
This Spell summons a Bone Colossus for 20 minutes. While active, conjured skeletons regenerate Health and you can summon 2 additional skeletons.

Dead Thrall -20 CP [Requires Necromancy]
This Spell perfectly reanimates any dead body permanently to fight for you.

Dragonhide -20 CP [Requires Alteration]
This Spell coats the caster's armor in a layer of dragon scales that ignore 80% of all physical damage for 10 minutes.

Fire Storm -20 CP [Requires Destruction]
This Spell creates a 100 ft wide, 100 point fiery explosion centered on the caster that does more damage the closer the targets are.

Flame Thrall -20 CP [Requires Conjuration]
This Spell summons a Flame Atronach permanently.

Frost Thrall -20 CP [Requires Conjuration]
This Spell summons a Frost Atronach permanently.

Guardian Circle -20 CP [Requires Restoration]
This Spell creates an ethereal ring of light that causes any undead who enter it to flee and heals the caster for 20 Health per second inside it.

Harmony -20 CP [Requires Illusion]
This Spell creates a 250 ft wide field of a calming green energy that causes everyone to feel comfortable and not want to fight for 20 minutes.

Hysteria -20 CP [Requires Illusion]
This Spell creates a 250 ft wide field of an erratic red energy that causes everyone to flee in terror for 20 minutes.

Lightning Storm -20 CP [Requires Destruction]
This Spell allows you to charge Magicka into a single concentrated stream of lightning that while striking something does 75 points of shock damage per second to Health, and half that to Magicka.

Mass Paralysis -20 CP [Requires Alteration]
All targets within a 40 ft area that fail to resist are paralyzed for 5 minutes.

Mayhem -20 CP [Requires Illusion]
This Spell creates a 250 ft wide field of an erratic red energy that causes everyone to attack anyone near them in a mindless rage for 20 minutes.

Storm Thrall -20 CP [Requires Conjuration]
This Spell summons a Storm Atronach permanently.

Vision of the Tenth Eye -20 CP [Requires Illusion]
This Spell allows you to see what others cannot. The usage of this Spell includes seeing night as if it were day, seeing things that are invisible, seeing things in displaced dimensions and seeing things that occupy the same spacetime but are outside of physical reach. Please be warned usage of this Spell may also result in being able to make physical contact with things outside of your normal dimensional space.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Amulet of Talos - Free [Requires Dragon Soul]
This golden Axe like amulet represents the god Talos, the divine incarnation of the Dragonborn, Tiber Septim reinforcing the will of the users Thu'um decreasing the cool-down time between dragon shouts by 20 percent, allowing the use of shouts more frequently.

Vampire Royal Armor - Free [Requires Unending Life]
This red and black armor consists of a leather cuirasses, cape, gauntlets and boots. Most pieces are adorned with imagery associated with Molag Bal.

Wolf Armor - Free [Requires Bestial Form]
This brown and black armor consists of a metal breastplate, helmet, gauntlets and boots. Most pieces are adorned with some sort of feral motif be it the likeness of a wolf's head, a skull, or teeth.

Enchanting Table -100 CP
You gain an enchanting table and a staff enchanter.

Alchemy Table -100 CP
You gain an Alchemy table and equipment for Cooking and Baking.

Forge -100 CP
You now have access to a Smelter, Tanning Rack, Forge, Anvil, Workbench and Grindstone.

Soul Gems -100 CP (Free with Enchanting)
Once per week you will gain 1 of each soul gem type filled with an artificial soul (Petty, Lesser, Common, Greater, Grand, Black), 1 random unenchanted staff and three heart stones. For an extra **-100 CP** this will be multiplied by 10.

Ingots -100 CP (Free with Smithing)
Once per week you will gain 1 of each type of smithing ingot, ore, 3 iron ingots, 3 iron ores and 5 Leather and 5 Leather Strips. For an extra **-100 CP** this will be multiplied by 10.

Ingredients -100 CP (Free with Alchemist)
Once per week you will gain 1 of each type of potion ingredient from skyrim including the ingredients added in the creation club addons. For an extra **-100 CP** this will be multiplied by 10.

Personal Plane of Oblivion -300 CP
Your very own pocket dimension, that act as a plane of oblivion. It will dynamically shape itself to match you.

Dragon Priest Masks:

Each Dragon Priest Mask mask is named after their respective dragon priest with each mask having a unique color and effect.
If you purchase multiple masks you can choose to merge them into a single mask but will be required to find an appropriate name in the Dragon Language for the new mask.

Cultist Mask - Free
This bone and steel mask has no power beyond its impressive durability.

Krosis Mask -50 CP
This greenie yellow iron mask will grant the wearer a +20% boost to Lockpicking, Archery, and Alchemy.

Rahgot Mask -50 CP
This green Orichalcum mask will grant the wearer a +70 boost to Stamina.

Miraak Mask -50 CP
This gold mask made from an unknown material will grant the wearer a boost to their Magicka by 70 points.

Hevnoraak Mask -100 CP
This dark Iron Mask grants the wearer immunity to poison and disease.

Nahkriin Mask -100 CP
This black ebony mask will grant the wearer a +50 boost to Magicka and a 20% reduction to Restoration & Destruction Magicka cost.

Otar Mask -100 CP
This blue-ish yellow malachite mask will grant the wearer a +30% boost to Fire, Frost, and Shock resistance.

Vokun Mask -100 CP
This blue Steel mask will grant the wearer a -20% reduction to Alteration, Conjuration, & Illusion Magicka cost.

Volsung Mask -100 CP
This orange Corundum mask will grant the wearer a +20 boost to Carry limit, 20% better prices and the waterbreathing ability.

Morokei Mask -150 CP
This blue moonstone mask will grant the wearer a +100% boost Magicka Regeneration.

Wooden Mask -150 CP
This brown wooden mask allows you to temporarily displace yourself in time while at places of importance.

Konahrik Mask -200 CP
This solid Gold mask has a chance to heal the wearer to full, summon a cloak of flames to damage nearby enemies and summon a spectral ally when their Health is low.

Ahzidal Mask -150 CP
This brown Ebony mask will grant the wearer a 50% boost to Resist Fire; Fire Spells do 25% more damage.

Dukaan Mask -150 CP
This white Ebony mask will grant the wearer a 50% boost to Resist Frost; Frost Spells do 25% more damage.

Zahkriisos Mask -150 CP
This black Ebony mask will grant the wearer a 50% boost to Resist Shock; Shock Spells do 25% more damage.

Black Books:

These Black Books are esoteric tomes of magic that are otherworldly in nature. When read, they transport the reader into a replica of a region of the realm of Apocrypha. Once the region has been traversed, a book awaits on a pedestal. Reading the book will grant the reader the choice of one of three perks that they may keep. The user may also reread the Black Book in order to switch their selected perk out for another option.

Black Book: Epistolary Acumen -300 CP

This Black Book contains secrets of the Dovah and through its pages you may learn to speak these words of the Thu'um greater than even a dragon born.

Dragonborn Force:

Fus-Ro-Dah, Force-Balance-Push you not only speak these words to stagger and strike your enemies but can now use the full force of these words to disintegrate them.

Dragonborn Flame:

Yol-Toor-Shul, Fire-Inferno-Sun from your tongue a fire is born not only flames of a dragon but also the spirits of fire themselves as loyal fire wyrm's emerge from the corpses of the enemies you burn through this Thu'um.

Dragonborn Frost:

Fo-Krah-Diin, Frost-Cold-Freeze your speech not only chills the bones of your foes but also the air around them as the ice of this Thu'um enters your opponent body it also encases it in an ice that will not break from physical strikes.

Black Book: Filament and Filigree -300 CP

This Black Book contains secrets of the infinite and the finite as in its tomb you will find the path to reaching infinity though only for a few moments. The secrets of infinity are temporary as to change the infinite and after each use you will be required to re-enter the book to regain a Perk.

Secret of Arcana:

Magic is as infinite as eternity and as unending as the sky beyond the sky. Through this pondering you can tap into the magic of the universe for 10 minutes and wield limitless magical power.

Secret of Protection:

The space between two things is as unending as the universe, though the distance is small within that finite space lies the potential for eternity. While contemplating this wisdom you can expand the millimeter around your body into an endless distance for 10 minutes making it so that nothing harmful can reach you, it can only bend around or be held seemingly motionless within the finite infinity.

Secret of Strength:

Stillness cannot bring motion but through the bending of the space itself motion can be forced from stillness. By deliberating on this concept you can for 10 minutes bend the space around your body into different shapes and structures allowing you to stay still and motionless while the space around your body move to fulfill your actions allowing you to perform any physical activity even those of impossible strength and speed without tiring yourself out or draining your Stamina.

Black Book: The Hidden Twilight -200 CP
The supposed secrets of forbidden knowledge only used to steal the secrets of others through giving the lies within a truth.
Mora's Agony:
Creates a field of writhing tentacles that poisons foes.
Mora's Boon:
Completely replenish Health, Stamina and Magicka.
Mora's Grasp:
Freezes the target between Oblivion and Tamriel for 10 minutes, making them immune to all damage.

Black Book: The Winds of Change -200 CP
This book contains that which some cannot understand and others would never seek to know, the knowledge of how to be beyond yourself and to truly know others.
Companion's Insight:
Your attacks, shouts, and destruction Spells do no damage to followers.
Lover's Insight:
+10% damage to and 10% better prices from people of the opposite sex.
Scholar's Insight:
Reading skill books provides 2 level increases for the skill.

Black Book: The Sallow Regent -100 CP
The secrets of that which is already known and through this book you can learn to push even more from the secrets you already knew.
Seeker of Might:
10% more effective combat skills, 10% improved Smithing.
Seeker of Shadows:
10% more effective stealth abilities, 10% improved Alchemy.
Seeker of Sorcery:
10% reduction in cost of all Spells, 10% improved Enchanting.

Black Book: Untold Legends -100 CP
Less a book of true secrets and more a series of unspoken truths this book shows you those who may allow you to know those who are seen as beneath secrets as what they are is already known.
Bardic Knowledge:
You are able to summon spectral instruments that play any tune you know and can magically replenish the Stamina of any of your allies who hear it.
Black Market:
You are able to summon a Dremora merchant who carries stock from both the world of tamriel and the Jump setting you are in. What's more you can put a down payment for him to get any product you may wish to purchase and he will find a way to get it.
Secret Servant:
Through this tomb you are able to bind the greatest Butler in all the realms of Oblivion and Nirn. You are able to summon this Dremora Butler at will, though he is not a fighter he has a refined talent in mathematics, cooking, strategy, sports, games, politics, mechanics, psychology, economy, art, medicine, investigation and staff management. Through these skills he is able to take any duties expected of a butler and acts with absolute loyalty towards the best interests of his current employer, you.

Drawbacks:

Prefab +100 CP
You are no longer a Drop-In and are instead Local who has gained access to powers from Nirn. You will need to work out your background with your Jump Chan.

Starless +600 CP [Requires Prefab]
You were born under a starless sky and as such can not select a **Birth Sign**.

Blue in the Face +100 CP
It seems that pests have made their way into this continuity from the caves of Cyrodiil. This horde of feisty green creatures is led by a mysterious "Blue God" an Orc masquerading as a deity who has deemed you to be a heretic and demands his followers end you.

Plague of the Dead +200 CP
It seems something rotting has followed you from Skyrim as whenever the sun falls, the dead shall rise! This zombie horde will seek you out traveling in a straight line towards you but will only seem to exist within a mile of your location. What's worse is any dead they come across will join the horde meaning the longer it takes for them to find you the more of them there will be.

The Eye of Magnus +200/300 CP
For **+200 CP** an Altmer mage named Ancano will be summoned into the world with you. His main goal will be to end you.
For an extra **+100 CP** Ancano will have all of the **Mage Perk Tree Perks**.

The Silver Hand +200/300 CP
For **+200 CP** Krev the Skinner is the chief of the Silver Hand, a clan of notorious werewolf hunters, and has been summoned in another location at the same time as you. Their main goal will be to end you. For an extra **+100 CP** Krev will have all of the **Warrior Perk Tree Perks**.

Blindsighted +200/300 CP
For **+200 CP** Mercer Frey was the leader of the Thieve Guild, who got his position by killing his predecessor, he is an expert thief. He has been summoned to another location at the same time as you. His main goal will be to end you.
For an extra **+100 CP** Mercer will have all of the **Thief Perk Tree Perks**.

Summit of Apocrypha +300/400 CP
For **+300 CP** Lord Miraak, also known as the First Dragonborn, has been summoned to this world, in another location at the same time as you. His main goal will be to end you.
For an extra **+100 CP** Miraak will have all of the **Dovahkiin Perk Tree Perks**.

Bound Until Death +300/400 CP
For **+300 CP** Arnbjorn was summoned in another location at the same time as you, he once a member of the Circle and became a werewolf prior to his expulsion eventually joining the Dark Brotherhood and becoming an assassin. His main goal will be to end you.
For an extra **+100 CP** Arnbjorn will have all of the **Lycanthrope Perk Tree Perks**.

Bloodline +300/400 CP
For **+300 CP** Lord Harkon has been summoned in another location at the same time as you, he is a Nord vampire and the oppressive leader of the Volkihar Clan, a powerful vampire family. His main goal will be to end you.
For an extra **+100 CP** Harkon will have all of the **Vampirism Perk Tree Perks**.

The Thalmor +400/500 CP
For **+400 CP** a squadron of 20 Thalmor soldiers from Aldmeri Dominion have been summoned to another location at the same time as you. Their goal is to end you.
For an extra **+100 CP** each soldier will have **+600 CP** worth of **Perks**.

Shadowscales +400/500 CP
For **+400 CP** a group of 20 Argonians assassins born under the sign of The Shadow in Black Marsh Have been summoned in another location at the same time as you. They were trained from childhood in the art of stealth and combat. Their goal is to end you.
For an extra **+100 CP** each will have **+600 CP** worth of **Perks**.

The Forsworn +400/500 CP
For **+400 CP** a group of 20 Forsworn have been summoned to another location at the same time as you. They are tribalistic Reachmen who rebelled against the Third Empire during the Great War. Their goal is to end you.
For an extra **+100 CP** each soldier will have **+600 CP** worth of **Perks**.

Cult of Miraak +400/500 CP
For **+400 CP** 20 Cultist followers of the dragon priest Miraak have been summoned in another location at the same time as you. Their goal is to end you.
For an extra **+100 CP** each soldier will have **+600 CP** worth of **Perks**.

Imperial Legion +400/500 CP
For **+400 CP** General Tullius and a small squad of 19 Imperial Legionnaires have been summoned in another location at the same time as you. Their goal is to end you.
For an extra **+100 CP** each soldier will have **+600 CP** worth of **Perks**.

The Stormcloaks +400/500 CP
For **+400 CP** Ulfric Stormcloak and a group of 19 Stormcloaks soldiers have been summoned to another location at the same time as you. Their goal is to end you.
For an extra **+100 CP** each soldier will have **+600 CP** worth of **Perks**.

Shadowrend +400/1200/3000 CP
Within this setting is the legendary Shadowrend, an enchanted weapon of tremendous power able to switch between sword or battleaxe. To complete this jump you must claim Shadowrend by facing the most worthy foe imaginable: yourself.
You must battle a Shadow clone of yourself that manifests with the same Perks, Items, Powers, Abilities, Armor and Weapons as you, except that it will also have a copy of the sword version of Shadowrend. The Shadow will lack a mind of its own with its only directive being to kill you.
For **+400 CP** the Shadow will be restricted to only Perks and Items from this Jump-Doc.
For **+1200 CP** the Shadow will have access to every Perk, Item, Power and Ability that you had when you touch Shadowrend.
For **+3000 CP** the Shadow can use anything that you have every had, every Perk, Item, Power and Ability you have ever learned regardless of what restrictions are on you, however it will also have every perk and item available in this Jump-Doc.

Dragon Rising +600/700 CP
For **+600 CP** 20 Dovah also known as Dragons have been summoned in another location at the same time as you. They are profoundly intelligent, capable of speech, written language, and comprehension of other languages. Their goal is to end you.
For an extra **+100 CP** each dragon will have **+800 CP** worth of **Perks**.

Unbound +600/700 CP
For **+600 CP** Alduin the World Eater, the First Dragon, and the Twilight God, has been summoned in another location at the same time as you. Their goal is to end you.
For an extra **+100 CP** Alduin will have **+1000 CP** worth of **Perks**.

Wizard +600 CP (Exclusive to Mage)
You are no longer able to take perks from the **Warrior** Perk tree or the **Thief**.

Barbarian +600 CP (Exclusive to Warrior)
You are no longer able to take perks from the **Mage** Perk tree or the **Thief**.

Crook +600 CP (Exclusive to Thief)
You are no longer able to take perks from the **Mage** Perk tree or the **Warrior**.

Generic Drawbacks:

Accident Prone +100 CP
You're prone to minor accidents that, while inconvenient, painful, or embarrassing, are not likely to kill you. You can expect any plans you make to suffer some kind of bad luck.

Acrophobic +100 CP
You are terrified of heights, and anything deeper than a 10-foot drop will make you weak in the knees.

Age Problems +100 CP
For the duration of this Jump, you lose all age resistance perks and powers.

Almost Entirely Dark +100 CP
Has the sun gone out or something? Everywhere you go, it seems like it's so dark that you could mistake midday for early night.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find that Companions, allies, and benefactors are always ditching you to deal with things unrelated to your current predicament.

Amnesia; Jumpdoc +100 CP
You lose all memories and knowledge of what you purchased in this Out of Context Supplement and any connected Jumpchain.

Angered Factions +100 CP
Each time you take this, a different, random local faction will consider you an enemy once they become aware of you. There isn't a limit to how many times this may be taken.

Antagonistic Timing +100 CP
Your enemies keep showing up at inappropriate times.

Artificial Flashbacks +100 CP
You have horrific flashbacks to horrible events involving your family and yourself. These events never actually took place, and the flashbacks happen randomly.

As You Know +100 CP
Everyone expects you to already know what's going on, so don't expect to get any explanations.

At Least Buy Me Dinner First +100 CP
Dangerous entities have a habit of taking an interest in you… a romantic interest.

Awkward Affection +100 CP
You are really bad at expressing your affection. Every attempt you make is extremely awkward and unpleasant for anyone who observes it.

Bad Name +100 CP
Everyone you meet will assume your name is something that you find insulting or annoying, and nothing you can do will change it in your mind.

Behind Your Back +100 CP
People always say horrible, hurtful things about you whenever they *think* you're out of earshot.

Black Cat +100 CP
Expect to see ill omens that seem to suggest terrible things coming your way. Mirrors break in your presence, lone magpies drop-dead at your feet, and other strange, malign portents follow you. Let's hope these superstitions are just that.

Bounty +100 CP
It seems you've pissed off the wrong people. You have a notable bounty on your head, and while it's not enough to get the big guys interested, it *is* enough to draw the attention of random thugs.

Culture Shock +100 CP
This world doesn't have the same cultural standards you're used to, which isn't a problem if you're quick to adapt. Unfortunately, you *won't* be. You'll constantly butt heads with anyone whose cultural norms and social mores are different from your own. While you can slowly adapt, they'll always rub you the wrong way, and your overall experience here will be much less enjoyable.

Crop Rotation +100 CP
Pests and poor weather have had a serious impact on the local farming industry. Food will be harder to come across and far more expensive as a result.

Dark Memories +100 CP
You will now gain memories of a lifetime of abuse since early childhood. Though these memories are false, you will not be able to differentiate them from real memories beyond knowing they are fake.

Didn't Read The Instructions +100 CP
You don't know how anything works and refuse to have anything explained to you. Using any sort of equipment will require trial and error.

Disinteresting +100 CP
You seem to emit an aura of monotony, causing everyone who doesn't know you to think you are a boring stick in the mud that wouldn't know fun if it hit them.

Do you Feel Lucky, Punk +100 CP
You keep unintentionally making pop culture references that no one else seems to recognise.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world, because every foe you face will have one identical copy that only you can see. The worst part is that this seems to be a Schrödinger situation, as the *real* one is never the one you defeat first.

Easily Deceived +100 CP
You're too trusting, willing to believe almost anything you're told, and become confused when you're told conflicting things.

Elites Everywhere +100 CP
Every group of opponents that you face will have at least one additional elite member.

Extended Stay +100 CP
You can increase the duration of this Jump by ten years. You can take this a maximum of ten times, increasing it by up to one hundred additional years.

Faulty Gear +100 CP
Any tools you attempt to use will rust and decay at an accelerated rate, and you won't realize how severe the damage is until it is too late to repair.

Friend List +100 CP
Random people claiming to be your friends keep showing up, but you won't remember any of them. Although some of them may be, most are trying to maliciously use you for their own benefit.

Friends to the Four Winds +100 CP
Instead of arriving at your Location Choice, your Companions are now scattered randomly throughout the setting. They won't be able to enter your Warehouse until they've found either you or one of your properties.

The Glitch +100 CP
Technology randomly fails around you, normally when you need it the most. You might be able to jury-rig a quick repair, but you'd better act quickly because while this won't be instantly fatal, it will make things more dangerous.

Gore Galore +100 CP
It seems that every creature you kill has ten times the amount of blood and viscera that you would expect, making it a real possibility of drowning in the blood of your enemies.

G-Rated +100 CP (Incompatible with "X-Rated")
This Jump is now a family feature... or so it seems when it comes to you. Any attempts to swear, drink alcohol, take recreational drugs, have sex, kill someone, or anything that might warrant a PG rating will be averted at the last moment – often painfully and humorously.

Heroic Sayings +100 CP
You have several quotes and sayings that always come across as annoying or cheesy, which you unintentionally use every time you try to talk to others.

Hidden Knowledge +100 CP
People keep forgetting to tell you important things until it's *just* about to become relevant.

Hideous Haircut +100 CP
You have a haircut that everyone finds disgusting. They'll make comments about how ugly it is, and nothing you do will change it.

The Holiday Special +100 CP
Whenever you reach an in-Jump holiday, the world around you will start to follow the tropes of a Special Holiday Episode. This will happen for every main holiday, such as Christmas or Halloween, and at least once during the Jump for each lesser-celebrated holiday like May Day or April Fools' Day.

Honorbound +100 CP
You always do things as honorably as possible, such as informing someone if you intend to arrest (or kill) them before giving them time to surrender (or prepare) before taking action.

How Do I Keep Falling Into These Situations? +100 CP
Anytime you're not busy with something - whenever you aimlessly wander around, going for a jog, or you just have free time - you'll find yourself walking right into the middle of active trouble.

I Must Nap +100 CP
You need at least seven hours of sleep per day, or you'll feel exhausted.

I Spy +100 CP
Your enemies can easily spy on you without being detected.

In Another Castle +100 CP
Each time you attempt to complete a task or objective, you will find that you have been tricked and will have to repeat the process all over again. You'll not only forget this Drawback, you'll also forget every previous time you've been affected by it whenever you start a different task. This only triggers once per task and will not become an endless loop of deception.

Inconveniences +100 CP
You will constantly encounter minor obstacles that are uncomfortable to deal with.

Kick The Cook +100 CP
You are a terrible chef and everything you cook is disgusting. You can't even cook toast without making it *monstrously* vile.

Knowledge Lockout +100 CP
You lose all of your knowledge of the setting's universe and its continuities once you start the Jump.

Language Barrier +100 CP
You do not speak the local language, and no one here knows what you're saying until you learn.

Loser +100 CP
Anyone who doesn't know you will automatically expect you to fail at whatever you are trying to do. This will cause those who mean well to push you to work harder and those who don't mean well to attempt to discredit you.

Low Budget +100 CP
Something about this world just seems... *cheap*, with flying wires, plastic shields, old school lights, and tatty-looking monsters.

Magnet For Misfortune +100 CP
You have *terrible* luck. You're almost constantly hit by random, unpleasant, and painful bouts of misfortune.

Money Money Money +100 CP
Your avaricious desire for money and other symbols of wealth leaves you willing to go to extreme lengths to get more.

Never Mind My Head Trauma +100 CP
People don't care when you're injured.

Nightmare +100 CP
Every night, you'll fall asleep and suffer terrible dreams.

No Hard Feelings +100 CP
There's one random person who constantly tries to outdo you… And somehow, they keep succeeding before rubbing it in your face.

Optician Required +100 CP
Your eyesight is highly restricted, as you can not see anything other than indistinct blurs without wearing glasses. No form of healing can remove this drawback, and any form of contact lens will feel incredibly itchy.

Orphan +100 CP
Your in-universe parents are dead, and you are an orphan.

Pixelated Objects +100 CP
This pixelation in this Jump would shame an NES. Everything is blocky!

Plot Anchor +100 CP
Every plot seems to revolve around you, and no matter what you do, you will always be dragged into the story.

The Pollen +100 CP
You have hay fever, and it's really, *really* bad. Just a handful of flowers could leave you with blurred vision and sneezing for hours.

Prove Your Worth +100 CP
Every time you try to do anything, it seems that everyone wants you to complete an arbitrary task to somehow prove your worthiness. This won't be hard, but it happens all the time for even the smallest things. It may even cause you to get stuck in a worthiness spiral, requiring you to prove your worth to get things needed to prove your worth for some totally unrelated task.

Recurring Foe +100 CP
You have an enemy whom you have no way to convince to leave you alone. Each time they encounter you, they learn more about you and how to better face you in the future.

Rough Childhood +100 CP
You were not as lucky as some people. Your in-universe childhood was - or will be - abusive and painful to such a degree that you will be affected by it, even if you didn't really live through it.
Gain an extra **+100 CP** if taken with **Just A Child**.

Scarred +100 CP
You either have horrible burns or horrible wounds, neither of which you can hide. You appear monstrous to others, causing most to feel deep fear at the sight of you.

Scripted Encounters +100 CP
You'll run into whatever threat you're dealing with more often. You won't automatically become a priority target, but sheer proximity is likely to put you at risk.

Shameful Attraction +100 CP
The worst kind of perverts keep seeking you out and trying to get you to fulfill their fetish.

Shy +100 CP
You find that it's incredibly difficult to talk with people you want to be friends with.

Sickly +100 CP
You have a poor immune system and are more susceptible to illness. You'll get sick at least once a month.

Silent Night +100 CP
Unfortunately not. An annoying narrator who constantly insults you and reiterates things that you already know will rhyme in your inner ear every. Single. Christmas.

Silent World +100 CP
The world seems emptier than it ought to be. You don't know what happened, but the population of your starting planet (or nearest equivalent) is *drastically* lower than expected. After including every named character, the population is at most **10%** of its expected total. If you would normally see eight billion humans, you can instead expect to see as few as eight *million* instead.

Simple Minded +100 CP
You find it difficult to understand somewhat complex topics, and you have trouble remembering when holidays are.

Stalker +100 CP
A random, ordinary human knows *everything* about you and is *obsessed* with you. They're also protected from any Perks or Powers that would help you find them quickly.

Stranded +100 CP
Instead of whatever your normal starting location would have been, you find yourself in the middle of a deserted island somewhere in an ocean.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse, *they* always seem to get any of the praise you may have earned, and *you* always get all the criticism for the group's failures.

They Heard You +100 CP
Any time you say something mean about someone, they'll overhear you and probably get upset. You will forget you took this Drawback.

They Took My Loot! +100 CP
Any time you leave any treasure unguarded, expect thieves to show up and steal it.

This Is A Holdup +100 CP
For some reason, every two-bit henchman, sidekick, minor minion, and comedy relief character thinks they can kick your ass, and they're going to go out of their way to prove it! Expect to get mugged *a lot*.

This Is A Really Good Book +100 CP
Whenever you try to read a book, you get sucked into the narrative and ignore everything happening around you.

Thugs For Days +100 CP
Every day, a minimum of ten random thugs will show up and target you.

Touch Of Madness +100 CP
Things keep happening that leave you thinking you're going crazy… and maybe you are, but not because of this Drawback.

Turn-Based +100 CP
Whenever you enter into a fight with someone, you will find yourself transported into a weird pocket dimension where you are only able to take an action after each of your opponents in a fight.

Two Of A Kind +100 CP
People keep drawing parallels between you and other people, and these comparisons are *not* flattering.

Unknown Rival +100 CP
It appears someone has taken a shine to you, but not in a good way. They have abilities or a similar area of expertise to you, and they're *not* taking it well. They won't do anything to outright harm you, but they *will* try to one-up or challenge you, and there's not much you can do to get rid of them. If you beat them at their own game, they'll double down. If you try to help them beat *you* to get them to leave you alone, you'll come out on top purely by accident, which will, again, spur them to double down.

Unnecessarily Slow +100 CP
Everything that happens here seems to take forever, moving at a snail's pace. I hope you're a patient person.

Unwanted Crossover +100 CP
This drawback acts like a magnet for other settings, resulting in strange individuals from other worlds popping up and potentially causing us issues. These individuals tend to have power consistent with the power level of the chosen setting, but you won't have any way of knowing when someone new has shown up.

Wanted +100 CP
You have a criminal record somewhere out there. It has a surprisingly high bounty, but not so much that you will be sought out. People *probably* won't go after you as long as you stay away from wherever your wanted poster is.

Wearing Underwear on the Outside +100 CP
You have terrible dress sense, with everything you wear being the worst possible combination of clothing.

The Weirdo +100 CP
Everyone seems to think that you are a strange individual, and they will go out of their way to avoid you unless they actually need to speak to you.

What's His Name? +100 CP
No one seems to remember your name, so you've been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

What's That Smell? +100 CP
No matter where you go, no matter what you do, something always smells slightly off. The source of the smell varies depending on your location, but it's always distracting.

What's Wrong With His Face? +100 CP
Your face has been messed up, leaving you grotesquely ugly and near-unrecognizable to everyone who knows you. Those with a weak stomach may be sick merely at the sight of you.

Where Did I Go Wrong? +100 CP
You can't tell the difference between confidence and arrogance.

Why Am I Naked +100 CP
You start this Jump naked, and your clothing becomes incredibly fragile as it keeps getting destroyed, leaving you in the nude.

X-Rated +100 CP (Incompatible with "G-Rated")
Things in this Jump are a little more… *explicit* than normal. Sex, drugs, murder, and a lot more are out there, and it's almost like this world is desperate to show it all off.

Amnesia; Local +200 CP
Until the end of this Jump, you can not remember the events of the setting you have entered.

Amnesia; Personal +200 CP
You have no memories of your personal life before entering the current Jump, but this does not affect academic, social, or media knowledge.

Amnesia; Jumper +200 CP
You lose all memories and knowledge you gained since beginning your first Jumpchain.

An Accident +200 CP
You keep accidentally falling into compromising positions.

Betrayal +200 CP
You keep trusting people who don't deserve it, and they keep betraying you.
Whether you're just that naive or it's against your better judgment, you keep trusting people who don't deserve it, and they keep betraying you.

Bigger Boss +200 CP
Any time you defeat an enemy, not only will their superior know, they'll also know *how* you did it.

Blinded +200 CP
You have lost your eyesight and will not regain it this jump.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere, and they always attack you. No one else ever seems to see them or interact with them, but those things seem to be drawn to you like ants to sugar. If the setting already has creatures of darkness or evil, they are now also drawn to you en masse.

Dead Or Alive +200 CP
You have a local criminal record, and anyone who recognizes you as the target may attempt to turn you in for the bounty.

Demonic Disturbance +200 CP
Your presence has caused discomfort for the demonic entities within your chosen setting. They will attack you on sight and may go out of their way to make sure any acts of evil in your area are directed towards you. If demons didn't exist in the setting beforehand, they do now.

Discount Budget +200 CP
Anything you get your hands on is always the cheapest alternative option.

Fighting Myself +200 CP
At least once per week, you will appear within an empty space outside of time and must fight to the death against a fake copy of yourself. This copy will have all of your Perks, Items, and Abilities, but regardless of how the battle goes, you will not truly die. You will still feel pain, however.

Friends From Beyond Your Dimension +200 CP
A powerful godlike being will interfere in your life, making it more interesting or fun for them to observe.

Godly Distractions +200 CP
Your presence has drawn the attention of the universe's local divinity. Though they will not take direct actions against you, they will pull strings to make things difficult for you until you choose to confront them. If no gods exist within the Jump continuity, your Jump-chan may choose to retroactively add the Gods, such as the Greek Gods, to the setting for this Drawback.

Hormone Problems +200 CP
You have a heightened state of arousal that makes it so that you are constantly in the mood and find those you are attracted to far more attractive.

Lemming Friends +200 CP
All of your in-universe allies gain an unfortunate lack of self-preservation, causing them to take actions that are obviously stupid or will likely end very poorly for them.

I Hate Fighting Me +200 CP
At least once a week, you will have to fight a counterfeit version of yourself. Some will be shapeshifters, artificial replicas, and occasionally incomplete clones, but none of them will have any Perks, Powers, or Items gained from a Jump-Doc.

Instructional Video +200 CP
Whenever you do something for the first time, you will be forced to watch a long, boring tape that doesn't actually explain anything.

Is this Blood +200 CP
You have an unfortunate habit of stumbling upon fresh corpses without any excuse or explanation.

Lemming Behaviour +200 CP
You lack any self-preservation. No matter the danger, no matter the threat, you seem to face it as though you are invulnerable. The greater the chances of you being crippled, maimed, or killed, the more excited you become.

Local Scale +200/300/400/600/800 CP
Your power, and perhaps your growth, has been restricted to align with the locals. Any Perks or Items you possess that exceed this power will be weakened if possible or otherwise made unavailable for you to use until you reacquire through normal means power roughly equal to your lost or weakened Perks and Items.
For **+200 CP,** you start the Jump with power equal to the local protagonist.
For **+300 CP,** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting.
For **+400 CP,** your level of growth will be capped to match the growth of the local protagonist.
For **+600 CP,** you'll instead be limited to 90% of the scale of growth of the local protagonist.
For **+800 CP,** your scale of growth will be limited to 85% of that of the local protagonist, while your strength shifts so that it is never enough to make you as powerful as the story arc's main villain.

Looking For Help +200 CP
You often struggle to find allies and will often find yourself alone without anyone to trust.

Mirror Match +200 CP
It seems that you have a clone out there causing chaos. They will have all the perks and race options you picked in this Jump, but their minds are empty.

Nightmares +200 CP
You will suffer terrible nightmares showing you the dark and twisted actions that your enemies might be performing while you are helpless. You can't separate these dreams from reality.

Perfection +200 CP
You are now a perfectionist and will refuse to accept anything less than perfection.

Pet Food +200 CP
Creatures of every shape and size will want to eat you, from animals as small as a flea to ones as big as a lion. The only exceptions to this are sentient creatures such as humans.

Pig +200 CP
You are always hungry, with no amount of food truly satisfying your appetite.

Poor Underestimation +200 CP
You forget this drawback, and whenever you underestimate an opponent, they will get stronger.

Publicity +200 CP
Every mistake you make will become public knowledge, and every negative misinterpretation of your actions will be highlighted. It's almost like someone is trying to make you look bad.

Read People Like A Brick +200 CP
You can't read people, you can not understand people's emotions, and you often misconstrue what they mean, causing you to be oblivious to the intentions of others.

Sore Thumb +200 CP
There is something odd about you that makes you seem noticeable as a foreign being to anyone who deals with anything not native to Earth or this dimension.

Stealthless +200
You are very bad at sneaking.

The Bad People +200 CP
For some reason, everybody is an asshole to you. They will treat you like dirt, and if you dare refuse to do anything for anyone, don't expect any kind of help from them ever.

The Good People +200 CP
It seems that everybody wants something from you. They want you to get their cats out of trees or fetch them milk for their tea, and if you refuse to do a task for someone, you're the asshole. On the bright side, if someone has already given you a task that you are currently working on, people are less likely to give you new tasks.

Thou Shalt Not Kill +200 CP
You are not capable of killing anyone, from the weakest of insects to the most dangerous of gods, thus giving anyone who may be killed by you selective immortality.

Too Soon +200 CP
Every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

Too Nice +200 CP
You tend to be overly accommodating of others, allowing them to dictate or make decisions for you. While most of the time this will be simple things, such as what to eat or where to go, if left unchecked, you could find others determining your whole life for you.

True To Myself +200 CP
Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

What The Heart Wants +200 CP
You have a massive crush on one of the main characters, as appropriate for you. You will discover which one when the jump starts.

Wider World +200 CP
This world is bigger than you would normally think, but this also makes it more dangerous. There are more magical schools, more super martial arts, more alien races that will target the planet, more magical creatures that will show up to cause trouble, and more that would normally not be shown, and all of them seem to think they should involve themselves in the plot.

You’re A Joke +200 CP
No matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

You're Only Paranoid if You're Wrong! +200 CP
You expect every word to be a thinly veiled threat, every offer to be a chance of betrayal, and every moment of weakness to be an opportunity to be attacked.

Amnesia: Pre-Jump +300 CP
You forget all memories and knowledge that you have gained prior to this Jump, but you retain all knowledge you will have gained from your In-Jump origin and background. This essentially makes you your In-Jump character after they gained your Perks, Powers, Items, and Abilities.

Cat Got your Tongue +300 CP
You are now mute and unable to speak verbally for the duration of this jump.

Competent Enemies +300 CP
All of your enemies will get situational intelligence whenever you face them, making them twice as competent.

Crippled Limbs +300 CP
This can be taken up to four times, with each time affecting a different limb for the duration of this Jump.
You may select from either a left or right crippled arm, with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons.
You may select from either a left or right crippled leg, with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved, and with both legs crippled, movement speed is reduced to one-tenth.

Death Takes a Holiday +300 CP
Your enemies now seem to have some form of immortality, no matter what happens to them. While someone remains your foe, they can’t die. None of your allies or enemies can slay them either. However, they can be crippled or imprisoned.

Everything Is Fine Now +300 CP
There are consequences for your actions, and it seems that after each battle, you will need to help clean up the mess.

The Ghosts Of Murder’s Past +300 CP
Anyone you kill in this Jump will haunt you in the most annoying way possible.

Holy Problems +300 CP
You have an aversion to all religions and will feel weak whenever you come into the proximity of any religious symbols or objects.

I Saw You Barely Over A Year Ago +300 CP
Your sense of time is terrible. You can't tell if a week has gone by or eight years.

I'm Going To Take A Walk +300 CP
You seem to be a walking magnet for issues, as every time you go for a simple walk, you will be pulled into the middle of some kind of event, from a simple robbery to a deep, dark plot.

I've Come To Duel You! +300 CP
Your list of enemies has expanded, growing to include beings from other settings. Perhaps you will face Egyptian pharaohs, strange children, furry animals, or something stranger.

Just A Child +300 CP
Instead of starting this jump as an adult, you will start it as a newborn baby. You will not start the jump time until you are socially considered an adult, at which point the Jump time will start, and all other non-narrative drawbacks will begin to activate.

Living In Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you. You can try to avoid interacting with them, but fate will often try to involve you regardless.

Outside Problems +300 CP
You keep getting stuck in situations outside the regular continuity, such as monsters, demons, and extraplanetary problems that never came up in the original story.

Part-Time Janitor +300 CP
There are consequences for your actions, and after each time events you are part of make a mess, you will have to help clean up.

Prepare For Evasive Actions +300 CP
Any time you are in a form of transportation, it will be attacked.

Split-Personality +300 CP
It seems that you are not alone in your own head. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you, but they seek out what desires you refuse.

Today's Kind Of A Bad Day +300 CP
During this Jump, you will have one really bad day. Someone really strong will show up, beat you up, kidnap someone you care about, and no matter what you do, you will definitely die at least once. Let's hope you have a 1-UP.

Villain of the Week +300 CP
It seems you're a magnet for odd enemies, as every week a new enemy will show up to battle you, ranging from a weakling with delusions of grandeur to those who are a genuine threat to you.

Where are the Instructions +300 CP
You have no idea how to use your perks, powers, or abilities. You require trial and error to figure out the basics, let alone the full power.

You're A Right Git +300 CP
Everyone thinks you're an arsehole and a cheat, and nothing you can do will prove this wrong.

You Get One More +300 CP
If you do something annoying more than twice, you will get punished. How, why, by whom? Well, that will be situational.

Alone +400 CP
For the duration of this Jump, you can not import any out-of-Jump companions or followers.
If this document is taken as a Supplement, this drawback will not affect the companions or followers gained in the attached Jumpchain.
You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Butterfly Wings +400 CP
Your mere existence will cause massive butterfly effects. The canon events are no longer protected, and every action you take will cause reactions that change the plot dramatically.

Empty Handed +400 CP
For the duration of this Jump, all out-of-Jump Items and Warehouse options other than your Body Mod are blocked.
If this document is taken as a Supplement, this drawback will not affect the items gained in the attached Jumpchain.
You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Find And Seek +400 CP
Every year, you will gain a list of 12 items that will be scattered around the world. You will gain basic information about them, but failure to find them within a year will count as a jump failure.

Here Comes The Bad Part +400
Whenever you get new information, there will always be a bad part to it.

I Am Bound By My Word +400 CP
You are bound by any promises you willingly make.

The Importance Of Education +400 CP
You will be required to attend 10% of your total time in this jump inside an educational institute. Failure to do so will count as a jump failure.

Known Enemy +400 CP
Someone doesn't like you. Maybe you wronged them, maybe your friends wronged them, or maybe there's just a huge bounty on your head. The point is, this person is going to try to kill you, and they will not stop trying to kill you until you or they are dead. They cannot be reasoned with, attempting to pacify them through supernatural means will not work, and while restraining them will buy you time, they'll find a way out.

Lost Or Found +400 CP
Your possessions keep winding up in the hands of the worst person to have them. Let's hope it's not world-shattering.

Powerless +400 CP
For the duration of this Jump, all out-of-Jump perks, powers, and abilities other than body mods are blocked.
If this document is taken as a Supplement, this drawback will not affect the perks gained in the attached Jumpchain.
You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

That Wasn't So Difficult +400 CP
You will forget this drawback, and any time you act overconfidently from solving an issue, a more difficult issue will occur.

Where Am I? Why Am I Here? +400 CP
You keep getting randomly teleported to locations to complete tasks without any idea of where you are or why you are there.

From the Depths of Hell +400/800 CP
For **+400 CP,** a powerful foe you've faced in a previous Jump has been brought to this Jump. They gain access to a random Jump-Doc that they can purchase Perks, Powers, and Items from as though they were a Jumper, and they want vengeance.
For **+800 CP,** they gain access to two random Jump-Docs instead of one and a random Out of Context Supplement.

Deathbound +500 CP
Every year, you will be stalked by death and suffer from dangers that are guaranteed to kill you at least once a year.

False Friends +500 CP
At least 12 times a year, an imposter will replace one of your friends or allies. They are almost identical to the person they're replacing, but they will have malicious intentions.

PS1 Game +500 CP/+1000 CP
There is something wrong with this jump. Instead of it being the normal version of the universe, you are instead in a PS1 game.
For **+500 CP,** this means that what you see of the world will be blocky with flat textures on the floors, walls, and people who are now complex NPCs.
For **+1000 CP,** the entire world will function as a PS1 video game with events forced to stick to a linear plot with optional time-sensitive subplots. You will not gain a system for extra lives or any of the in-game power-ups. However there may be collectibles that do nothing.
You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Auto-Punishment +600 CP
Every time you make a mistake, you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries that build up over time. These injuries heal at a "normal" human rate, despite any healing abilities you might have.

So Weak +600 CP
At some point during this Jump, you and all your allies will be defeated. There is no way around this. You will lose, and you will all be captured.

We Humans Are Full Of Surprises +600 CP
The humans of this world are not necessarily what is expected. There are now mutants, metahumans, or otherwise superpowered people.

Boss Rush +600/1000 CP
Post-Jump, you will be forced to have a 1v1 fight against every enemy you have faced in the Jump, one after another. You will not be able to move on to the next jump until you have beaten them all. For **+1000 CP,** all the opponents will have their raw power to reach yours, but they won't gain any extra training or proficiency.

AU Continuity +1000 CP
You are not in the canonical story, but an alternative universe randomly created from all the FanFictions and Fan Theories.

In Context Foe +1000 CP (Requires 2 or more of the following Drawbacks: "Powerless", "Empty Handed", "Alone")
To take this drawback, your jump setting must have a Jumpchain that you have not used. A new opponent will be added to this jump, with their only goal being to destroy you. They will have double the total **CP** you gain in this Document, which they can spend however they wish in the unused Jumpchain.

Random Setting +1000 CP
By taking this drawback, you are no longer allowed to select the setting of your Jump; instead, you must use one of the following links and choose one of the six options it provides.
If that setting has a Jump Document already, you may use that Document for this Jump.
You may test each link as many times as you wish before purchasing it, but you must pay for the link before you click it when selecting a setting, and you can't change your mind afterwards.

TV-Show -500 CP
You must use this link and select a **TV show:**
https://www.randomlists.com/random-tv?dup=false&qty=6

Animated Movie -200 CP
You must use this link and select an **Animated Movie:**
https://www.bestrandoms.com/random-movie-generator?genre=Animation

Science Fiction Movie - Free
You must use this link and select a **Science Fiction Movie:**
https://www.bestrandoms.com/random-movie-generator?genre=Science_Fiction

Fantasy Movie - Free
You must use this link and select a **Fantasy Movie:**
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy

Horror Movie +400 CP
You must use this link and select a **Horror Movie:**
https://www.bestrandoms.com/random-movie-generator?genre=Horror