Out of Context: Skyrim Supplement

V1.01 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:

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 unstars 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 is 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 60 seconds.

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 60 seconds.

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 60 seconds.

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 60 seconds.

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 60 seconds.

Imperial Luck -50 CP (Free Imperial)
Wherever there is gold to be found, Imperials 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 Drawbacks but you can remove them by paying the amount listed.

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

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

Perks:

Note:
To get a **Booster:** Perk you will need to purchase the complimentary Perks as an example:

Almost Unique -??? CP

Something Rare Booster: Something Unique

In order 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.

Tree Stone: 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.

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.

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 Boost: 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 Boost: Portable Enchanter

You can now pull up the enchanting table and staff enchanting menu's 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 Boost: 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 Boost: 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 Boost: 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 Boost: 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 Boost: 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 Boost: 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 Boost: 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 Boost: 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 Boost: 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 Boost: 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 Boost: 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 Boost: 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 Boost: Rare Self Strengthening

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 Boost: 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 Boost: 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 Boost: 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 Boost: 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 Boost: 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 Boost: 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 Boost: 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 Boost: 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 Boost: 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 Boost: 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 Boost: 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 Boost: 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 Boost: 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 Boost: 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 Boost: 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 with them instinctively being submissive to you.
When you are Transformed your regenerative abilities are greatly increased. You can absorb any other form of Lycanthropy into yourself by coming into physical contact with that type of Were-Beast allowing you to toggle it 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 Boost: 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 Boost: 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 Boost: 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 Boost: 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 Boost: Necromancy
What is the difference between life and death to the undead? You are now able to reanimate a dead body for 60 seconds 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 Boost: 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 slowing that 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.You can also absorb any other form of Vampirism into yourself by coming into physical contact with that type of vampire allowing you to toggle it 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 120 seconds 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 120 seconds 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 60 seconds.

Choking Grasp -5 CP (Free with Destruction)
You can project a pulse at a target in order to restrict their breathing for 3 seconds and absorb 8 points of Health from them per 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 60 seconds at the location the Spell is pointed at.

Conjure Skeleton Minion - Free [Requires Necromancy]
This Spell summons a weak Skeleton warrior for 60 seconds.

Conjure Undying Ghost - Free [Requires Necromancy]
This Spell consumes all Magicka and summons an Undying Ghost for 60 seconds 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 60 seconds 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 60 seconds, 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 30 seconds.

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 60 seconds.

Raise Zombie - Free [Requires Necromancy]
This Spell reanimates a weak dead body to fight for you for 60 seconds.

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 120 seconds 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 30 seconds.

Conjure Boneman -5 CP [Requires Necromancy]
This Spell summons a Boneman Archer, a shadow-like skellington armed with a bow and arrows for 60 seconds to the location the Spell is pointed at.

Conjure Flame Atronach -10 CP (Discount with Conjuration)
This Spell summons a Flame Atronach for 60 seconds at the location the Spell is pointed at.
Conjure Flame Atronach, for 60 secs

Conjure Foul Zombie -5 CP [Requires Necromancy]
This Spell summons a partially rotted Zombie for 60 seconds at the location the Spell is pointed at.

Conjure Haunting Spirit -5 CP [Requires Necromancy]
This Spell summons a Spirit for 60 seconds 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 60 seconds.

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 30 seconds.

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 60 seconds 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 60 seconds.

Muffle -10 CP (Discounted with Illusion)
You can erase the sounds of your footsteps and the noises of anything you steep on for 180 seconds 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 60 seconds.

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 60 seconds.

Soul Trap -10 CP (Discount with Conjuration)
This Spell puts a mark on the target's soul for 60 seconds and if they die within those 60 seconds 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 60 seconds.

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 3 seconds 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 30 seconds.

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 30 seconds.

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 120 seconds 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 120 seconds 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 60 seconds 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 60 seconds 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 60 seconds at the location the Spell is pointed at.

Conjure Frost Atronach -20 CP (Discount with Conjuration)
This Spell summons a Frost Atronach for 60 seconds 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 60 seconds 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 60 seconds 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 skelington for 60 seconds at the location the Spell is pointed at.

Conjure Putrid Zombie -10 CP [Requires Necromancy]
This Spell summons a decayed swollen Zombie for 60 seconds 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 60 seconds 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 60 seconds 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 60 seconds 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 60 seconds, 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 60 seconds.

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 30 seconds.

Frost Cloak -20 CP (Discounted with Destruction)
This Spell creates a freezing cloak of cold for 60 seconds, 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 3 seconds 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 60 seconds.

Lightning Cloak -20 CP (Discounted with Destruction)
This Spell creates a shocking cloak of electricity for 60 seconds, 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 120 seconds 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 15 seconds, gives you night vision for 15 seconds and makes you invisible for 15 seconds.

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 8 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 30 seconds.

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 60 seconds, 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 30 seconds.

Revenant -10 CP [Requires Necromancy]
This Spell reanimates a powerful dead body to fight for you for 60 seconds.

Stendarr's Aura -20 CP (Discounted with Restoration)
This Spell creates a purifying cloak of sunlight for 60 seconds, 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 30 seconds.

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 60 seconds.

Whirlwind Cloak -20 CP (Discounted with Destruction)
This Spell creates a billowing cloak of air for 60 seconds, 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 30 seconds.

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 60 seconds.

Conjure Cursed Spectre -15 CP [Requires Necromancy]
This Spell summons a Cursed Spectre, a skeleton that has an eerie green glow for 60 seconds 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 60 seconds.

Conjure Dremora Lord -30 CP (Discount with Conjuration)
This Spell summons a Dremora Lord, an armed and armored Daedra warrior for 60 seconds.

Conjure Malignant Zombie -15 CP [Requires Necromancy]
This Spell summons a reinforced and partially petrified Zombie for 60 seconds 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 60 seconds.

Conjure Storm Atronach -30 CP (Discount with Conjuration)
This Spell summons a Storm Atronach for 60 seconds 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 60 seconds 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 60 seconds:

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 60 seconds.

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 5 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 30 seconds.

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

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 60 seconds.

Paralyze -30 CP (Discount with Alteration)
This Spell creates and projects a ball of green light that paralyzes the target for 10 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 60 seconds at the location the Spell is pointed at while giving the caster a 50% resistance to frost damage for 60 seconds and causes the casters Health to regenerate 50% faster for 60 seconds.

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 30 seconds.

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

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 4 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 30 seconds.

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 fire 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 30 seconds.

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 600 seconds.

Conjure Ancient Deathpriest -20 CP [Requires Necromancy]
This Spell summons an Ancient Deathpriest that wields powerful magic and commands the undead for 60 seconds. When killed, the Deathpriest splits into 3 Tortured Shades.

Conjure Bone Colossus -20 CP [Requires Necromancy]
This Spell summons a Bone Colossus for 60 seconds. 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 30 seconds.

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 60 seconds.

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 60 seconds.

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 15 seconds.

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 60 seconds.

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 plane of oblivion which 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.

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 born 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 30 seconds 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 30 seconds 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 30 seconds 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 30 seconds, 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**.

The Eye of Magnus +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** Arcano will have all of the **Mage Perk Tree Perks**.

The Silver Hand +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 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 in 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 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 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 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 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 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 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 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 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 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**.

Dragon Rising +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 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:

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP
This jump is 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 off.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

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

Thugs for days +100 CP
At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

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

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood 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.

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 want to speak to you.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP
Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity's.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

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.

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

Scarred +100 CP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 CP
You are honorbound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconvenients +100 CP
Small issues will constantly occur causing minor discomforts for you.

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

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.

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

Dead or Alive +200 CP
You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

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, regardless 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 which you are currently working on, people are less likely to give you new tasks.

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.

Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who 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.

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 ant to sugar.

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

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

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

Thou shalt not kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

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

Total Amnesia +200 CP
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Living in Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you and often attack you.

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

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.

Local Scale +300 CP/+600 CP
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 **+600 CP** your level of growth will be capped at 90% of the scale of growth of the local protagonist.

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

Find and Seek +400 CP
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys +400 CP
All items not gained in this Jump or Supplement will not be able to be imported into this jump.

Friendly problems +400 CP
All companions, followers, and pets are barred from this jump.

Mortal +400 CP
All of your perks not gained in this Jump or Supplement will be disabled for the duration of this jump.

Boss Rush +600 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

Random Setting +1000 CP
By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link 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.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy