Elder Scrolls Online – The Vestige 1.1

By Shapechanger



It's a dark time for Tamriel. With the Emperor's line dead, the barriers that separate the Oblivion from Mundus have fallen, and the lords of the Daedra are making their moves. You're an unfortunate soul caught in all of this.
No, this is not Oblivion. You're several centuries before that.
You're a Vestige. And the future of Tamriel weight on your shoulder… if you want, of course. There are hundreds, maybe thousands of Vestiges like you roaming Nirn right now, nobody is going to bat an eye if one disappear somewhere and is never seen again. But even if you don't want to address the immediate problem, it's still a dangerous world.

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

Origin

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

Race



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

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

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

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

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

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

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

Khajit: Cat people with really strange birth circumstances: the position of the moons can make them go anywhere from cat to elf. They're incredibly stealthy and with a penchant for all kind of illegal work, helped by their nightvision. They also possess incredibly sharp claws, which they incorporate in their martial arts.

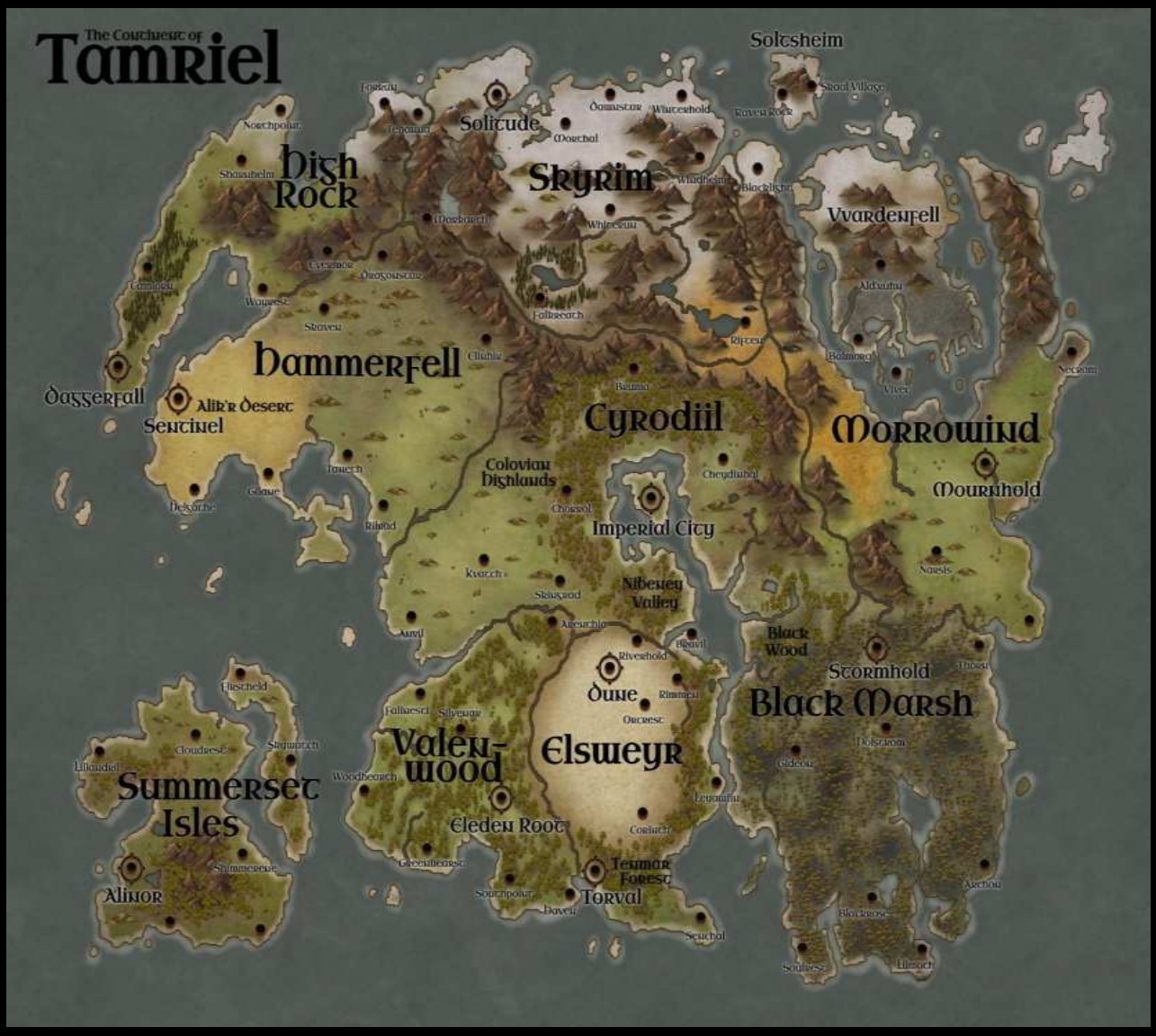
Nord: Coming from the frozen north, the Nord are people of great strength and resilience, so adapted to the freezing sky of their home that cold, magical or mundane, has very little effect on them. Furthermore,

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

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

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

Time and Location



You start in the Interregnum, a very obscure period of time during the Second Era, precisely at the start of the Dark Anchor plot of Molag Bal. As to where you start… well, you can either choose the region where your race hail from, or you can try your luck and roll a d12, taking 100 VP for the risk.

1. **Black Marsh:** Home of the Argonians, it's a giant swamp as the name suggest. It's far from desolate tough. Villages dots the place and in the depts of the province the ancient buildings of the old argonians still stand. It's a pretty dangerous place, filled with giant animals and deadly diseases.

2. **Cyrodiil:** The heart of Tamriel is the ancestral home of the Imperials. Once a tropical jungle, it's now covered by hills and temperate forests… or so someone will tell in the future, right now it's the theater of a devastating war as the forces of the Daedra siege the White Tower.

3. **Elsweyr:** Birthplace of the Khajit, Elsewyr is dry savannah and part jungle. Here the various breed of Khajit have built their own civilization, adapted to the life of both bipedal and quadrupedal. It's a harsh land filled with dangerous predators.

4. **Hammerfell**: Situated on the West, Hammerfell is the acquired home of the Redguard, who came here after they sunk their homeland, Yokuda. Or so the legends say. It's mostly composed by a large desert filled with ruins of an ancient the Nede and Dwemer civilizations.

5. **High Rock:** This province, composed by somewhat independent states fighting for supremacy, is the motherland of the Bretons. It's a Province steeped in dark magics, home of witch coven, werewolf packs and vampire mansions seemingly at any corner.

6. **Morrowind:** The Tribunal rules on this Province inhabited by the xenophobic Dunmer. It's dominated by the sight of the Red Mountain, the biggest volcano in all Tamriel, and it's ashes cover most of the region. The fauna and flora are alien to the rest of the continent, and very dangerous to the unaware.

7. **Orisinium:** Orcs don't have a motherland. They're pariah among both mer and men, and they live wherever they can. That said, a single city was built to be the home of all Orcs in Tamriel. Orsinium, situated in the eastern part of High Rock, near the border with Skyrim.

8. **Skyrim:** This frigid land is the home of the Nord, and the cold winds coming from the lost continent of Atmora have shaped all life in the Province. Only the most southern territories are free from their freezing grasp, and even then, only in the warmest months of the year.

9. **Summerset Isles:** Legends tell that the Aldmer, the ancestral elves, reached Tamriel for the first time here, leaving the lost continent of Aldmeris for unknown reasons. The Isles are radiant and beautiful, but there is a hidden darkness waiting under them. The Altmer consider themselves the closest to the original race of Mer, and so the most pure.

10. **Valenwood:** The giant trees, who some swear move, are the most recognizable feature of the Bosmer's land. A pact made with the ancient gods of nature, Y'free, made sure that no tree is ever harmed by its inhabitant… the beasts that roams the place don't have the same protection.

11. **Coldharbour:** Oh, this is bad, Jumper. You found yourself in the backyard of the Deadric Prince of Domination, Molag Bal, also known as King of Rape, King of Strife, Schemer Prince, Harvester of Souls and similar, family friendly titles. I suggest you to find a way to find a way to escape quickly: nothing here is conductive to a healthy life.

12. **Free Choice:** Choose your starting point, Jumper. It can be any place on Nirn or even in the Oblivion, including anyone of the thirty seven thousand minor planes that apparently float between the domains of the Daedric Princes.

General Perks



Eternal Soul (Free and Mandatory): You're a Vestige now, so your soul is… peculiar. More similar to the Animus of Daedra, your soul can now persist even if your physical body is destroyed. In practice, it just linger on the spot until something or someone does something to restore your body. This has two effects: first, you don't chainfail just because you 'died'. As long as you reconstruct your body using whatever mean before the end of the Jump, your death doesn't count. Secondary, you can, in fact, reconstruct your body even if destroyed. The most common way is the use of a charge Soul Gem from an ally, and there are a lot of shrines that seems to have the ability to do just that around. In future jumps, you'll have to find a way.

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

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

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

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

- *Arcanist:* You're trained in the magic of the oblivion, specifically of Apocrypha. Blast people with eldritch energies, summon Daedric words of power to heal or teleport, and summons the waters of Apocrypha to absorb attacks sent in your way.
- *Dragonknight:* Heirs of the Akavirs's Martial Arts, Dragonknight use either magicka or stamina to imitate the power of dragons. Scales of obsidian, flaming weaponry, auras that support allies, briefly summoning dragon wings, the Dragonknights are master of battle.
- *Nightblade:* Master of shadows, the Nightblades use the elusive Shadow Magic to drain their enemies of their vitality, sneak unseen, and deliver terrible wounds from the shadows. You can choose to either be a masterful, but mundane assassin, or use your magical one.
- *Necromancer:* Surprisingly, Necromancers in this time are exceptionally powerful warriors. It may be the fact that they prefer to summon weapons and armors made of bone, or to transform in a powerful undead warrior, than the usual summoner. They're not particularly liked though, even now.
- *Sorcerer:* Your classical mage, the Sorcerer is a versatile class, able to summon Daedra, create shields and drain the magic of others, manipulate the battlefield, and summon extremely powerful lighting magic. They're not very good in melee combat though.
- *Templar:* when praying is not enough, a Templar take up arms and start to smite. The Templar is an excellent warrior that can either specialize in support and healing, or go in the thick of the battle to dispense holy wrath and sun blasts.
- *Warden:* Protectors of nature, wardens channel the power of the Green to either summon animal spirits to fight for them, use the power of nature to heal and support allies, or hit their enemies with devastating cold magic to hinder and freeze them.

Crafting Prodigy (First Free, 100 VP): You're a master craftsman… in your chosen specialty, at least. You can use rarer and more powerful items to improve your craft, you have an easier time finding ingredients and even have them delivered to you daily by an unseen hireling. But you have to choose what you want to craft.
-*Alchemy:* Potions of all kind are the domain of Alchemists. Your job is to extract magical reagent from local materials and combine them to create potions able to heal, buff, or hinder.
-*Blacksmithing:* Blacksmiths work with metal. Melt and shape them to create all kinds of heavy armor and melee weapons. In theory, lighter armors and shield are under other specialty, but I will throw them here for you.
-*Clothing:* Cloth and leather are your playthings. This will cover all kind of light armor that can be used without slowing the user too much, and for clothes designed for wandering mages and adventurers.
-*Enchanting:* Enchanting in this Era works using runes that can be found around. Combine three of them to make an Enchanting Rune to be put on any kind of equipment.
-*Jewelery Crafting:* Precious metals and rare materials will let you create magical rings and necklaces that will offer a small, but significant boost to those who wear them.
-*Provisioning:* You're a cook. A damn good cook. Not only your food taste delicious, but it also empower those who eat it, granting them vigor and enhanced recovery for a longer time than ordinary potions.
-*Woodworking:* Self-explanatory, you're a master of all wooden instruments. This means mostly bows, magical staffs, and wooden shields.

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

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

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

Prisoner (600 VP, Discounted Dragonborn): What is a Hero of the Prophecy doing here? There is not prophecy going on right now! But apparently you don't care, so there it is. This will free you from the limitation of the mortal flesh, making you able to train your your Perks, skills and attributes beyond what would normally be possible. On top of that, it will increase your learning speed to absurd degrees, mastering in weeks what other take years. It will also protect you from any attempt to manipulate your fate in any way, granting you the ability to trample any prophecy without having to worry about someone coming down to smite your ass. And at the same time, you will find yourself guided to the best possible path to succeed in whatever you need. Finding treasure, rare magic or more is a common occurrence for a Prisoner. How is this fair?

Vestige Perks



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

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

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

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

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

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

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

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

Easy Access (100 VP): Every kind of organization will be far more willing to admit you in their ranking, reducing eventual trials or payment for your access by half at minimum, even more if you're particularly convincing. This will also let you learn all their secret magic sot combat techniques at an increased rate and far in advance compare to what your rank in the organization should be.

Dialogue Options (100 VP): You're extremely adept to find the best way to manipulate people, instinctively understating the best button to push to achieve a certain reaction. You will also be able to have people tell you more than they would usually do, without them even realizing it. This will allow you to squeeze more information out of them without overtly asking form them and potentially alarming your interlocutor.

Armor Training (100 VP): Armor is a useful tool, but sometimes it can be… limiting. Thanks to this perk, you won't have to worry about that anymore. Want to protect yourself but also sneak around? Your heavy armor count as a dress. You want to stay light but some of your Perks and skill work better with something

more substantial? It qualifies! This Perk cannot make a leather armor as tough as a Daedric one, but aside from that every other limitation is removed.

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

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

Unbreakable Will (200 VP): You'll always find inside you the strength to continue to move forward. You're immune to boredom and social isolation, can always motivate yourself, and you can power through pain and fatigue until your body can sustain you. It will also make manipulating your magicka just a little easier.

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

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

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

Tool Master (200 VP): You cannot always be fighting. Sometimes it's better to take a break from bloodshed and do something constructive. Except Tamriel is in flames right now, and you cannot take the time to go and relax at the forge or something. No more worries! Now, the time you spent using a tool count as training for every other tool. Swing that mace around to learn how to better hammer metal. Cut vegetable to better learn how to make potions. Cast fireballs on a horde of monsters to learn how to better enchant. No more long grinding session to slowly learn everything you need to survive in this crazy world.

Amazing Skills (200 VP): Imagine that you wanted to explore Water Magic but the memory part of water magic don't work in some places like other planes, because, well, water isn't *memory* everywhere. In the interest of encouraging you to explore things instead of relying on what's proven and safe, any skill that you learn with the sweat of your brows will now accompany you in all your travels and work perfectly and without complication even in places where (meta)physically it shouldn't.

Proper Precautions (400 VP): Apparently you are ahead of your time, Jumper. You somehow managed to learn about the powerful Shadow Magic about an Era before the official discovery… and the terrible side effects it brings. So you decided to ditch actually learning the magic itself and instead learn how to

minimize those side effects. You succeeded. Now, any skill, power or magic you learn will never harm or affect you in a way you don't want, unless you let it for any reason, like making the effect more powerful. As a bonus, this will let you learn forms of magic or techniques that should be completely opposite and react destructively when used together.

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

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

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

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

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

Ruby Guardian (600 VP): With the protection of the Dragonfire weakened, Daedra are more common than ever, and Dark Anchor continue to drop. Fortunately, you have the solution, or to be more precise, you *are* the solution. You can now manipulate the Dragonfire to a small degree, not enough to bar the access to the whole world, but enough to banish any Daedra in your way with but a flick of your writs. You could even banish a Daedric Prince, if one ever manages to reach Tamriel in full, but that would leave you exhausted. You can also destroy any kind of portal to planes of Oblivion and, in case you ever found yourself into a Plane of Oblivion against your will, just banish yourself back to Mundus. After this Jump, you will be able to use this power on any form of creature not native of the plane you're in.

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

Ultimate (600 VP): Every good anime protagonist has a final move, an ace in the sleeve to unleash upon his enemies to quickly end a fight. You're not an anime protagonist, but you still have one –or more- final move. These Ultimates, as they're called, can be pretty much anything, but they usually represent the culmination of one of your skillsets, and it's –usually- a particularly powerful spell or attack, but I'm letting your figure out the specifics. The best part about the Ultimate however is not their power –even if it's considerable- but the fact that you don't actually pay to use them! Instead, you build a pool of power by fighting. When the pool is full, you can unleash one of your Ultimates withtout having to spend magicka or stamina. In future jump, you can link similar final spells or techniques to your Ultimate pool. Doing so neutralize any cost they have at the price of emptying your Ultimate pool.

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

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

The Spark of Creativity (600 VP): You're great at your job, Jumper, there is no doubt around it. But in Tamriel, being 'great' is being one among a multitude. A lot of people are 'great' at what they do. Even 'masters' are more common than one may think. You want to be more. Your creativity as expanded to new levels, and not only you will never need to find inspiration again, your inspiration now directly affect the result. Items you make are not only better by an order of magnitude, but acquire secondary effects depending on the way they were made and your intent. Forging a spear with the intent to kill a dragon will grant the spear dragon-slaying proprieties. A song written to catch the heart of a lady will noticeably increase the rate of marriage if read in front of a crowd. New spell will come easily and be cheaper, more reliable and more powerful. But not just being better, this spark of creativity will also let you mix things that have pretty much nothing in common, like lycanthropy and Shadow Magic, alchemy and The Voice, enchanting and athletics, or pizza and pineapple. Let your imagination run free, Jumper.

Items



You get two 50 and 100 VP Items for free, and discount two Items of each successive tier except for the 800 VP Items.

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

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

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

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

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

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

Magical Equipment (100 VP): Basic equipment is fundamental for everyone, but it's just that: basic. At some point you'll need something better to do your job. This is exactly what you need. Every equipment acquired through Basic Equipment has now a small, but useful enchantment dependent on the object in

question. Weapons increase damage or make easier to attack, armor protects better, and tools let you work harder materials more easily. They're not the best, but they'll get the job done.

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

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

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

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

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

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

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

Wayshrine (400 VP): One of the special shrines that let Vestiges like you to rebuild their bodies. You now have a personal one that you can place anywhere you want. On top of giving you a way to return to the land of the living without help, it also let you teleport to at will, even when you're 'dead'. As a bonus, I'll give you the knowledge to build a similar shrines. They will not have the ability to help you return, but they will act as teleportation beacons in place where normally there wouldn't be any.

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

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

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

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

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

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

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

Divine Heart (800 CP): I know what you're thinking, no, it's not the Heart of Lorkhan. It is a divine relic of some kind though, a little sphere containing what looks like a fistful of reddish amber, maybe a piece of the

true Heart of Lorkhan, maybe some drops of Lorkhan's divine blood that managed to not dry completely. Despite that, it possess undeniable power, to which you –and only you- can access even without specialized tools. It cannot turn you into a god, but enough to significantly boost your stats, enough to let you contend with a dragon in physical and magical combat (you still cannot kill one even with this). It's also a useful to study the nature of divinity, and it could, at least in theory, be used to power some kind of divine construct.

Companions



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

Your Guild (Free): If you already possess Followers, you can import all of them together. They'll receive one of Class and Crafting Prodigy, but not other Perks.

Canon Character (Variable): You can take any character that you meet in your journey, assuming you manage to convince them.
For free, you can take an normal person or a weak monster. They can be of any of the rare, but not particularly powerful races of Tamriel, like the Imalga, the various goblinoid races or even one of the few surviving Wild Elves.
For 100 VP, you can take a more powerful person, like a standard mage or city guard, or a weak monster. This options include low level Daedra, powerful wild animals or similar creatures.
for 200 VP, you can take a more powerful creature, like an elite mob like the Xivilai or the Daegroth. A normal person could be an experienced battlemage.
For 400 VP, you can take something on the level of an archmage or a powerful daedric creature like the Watchers.
For 600 VP, you can take the apex of 'mortal' power in Tamriel. Options include mages like Vanus Galerion, the founder of the Mage Guild, his rival Mannimarco (before ascending of course), a Daedric Titan, a true dragon or even a Demiprince.
Companions taken with this option are not going to attract the attention of the locals, at least not the

murderous kind, no matter how monstrous they are. If the commit crimes they're still getting arrested or killed, of course.

Your Party (300 VP): This is special. With this option you unlock three special Companion slot. For this Jump, they work exactly as the Fellow Vestige option, but in future jumps they will let you import three Companions for free. They don't necessarily need to be the same Companions you get in this jump. They will receive the normal resources that a Companions of that jump would receive or 600 CP, whatever is higher. Have fun.

Drawbacks



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

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

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

Monster (Variable): You liked the monster Companion? Good. What would you say if I told you that you can take the shape of one too? With this, you can. Choose a monster with power equivalent to the choices given in Canon Character, and you'll get all it's powers. Why it's a Drawback? Well, for starter, Eternal Souls is disabled. Secondarily, you'll have people, true Vestiges, hunting you down. You get one hunter for every 100 CP of your form, and *they* get CP equal to the cost of your form, all the discounts you have, and all the freebies. Good luck, Jumper.

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

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

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

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

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

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

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

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

Soulless (+200 VP): Ops. It seems you're not a true Vestige, Jumper. For you to be one, you'll need your soul, and you don't. Which is bad, because it means that your personality will slowly be erased and you'll became a Husk, a zombie-like mindless Daedra. Fortunately, you won't suffer negative consequences for this, but if you don't recover your souls before the end of the Jump, you'll fail the chain. Your souls is somewhere in one of the sixteen Daedric Princes realms: normally Molag Bal, but you can select a different one. Good luck.

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

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

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

Prince Attention (+600 VP): One of the Daedric Princes has decided you'll be one of his followers. They'll start slowly, first tempting you with artifacts and power, but they will escalate as long as you resist.

Normally that wouldn't be much of a problem, but the Dragonfires are out right now and they have much more freedom on Mundus. And don't think that just accepting will help. If they get their hands of you they'll start to send you to impossible quests to spread their influence on Tamriel or twist you into one of their servants. You can take this Drawbacks once for each Prince.

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

Scenario: Ironman Mode

Requirments: Daedric Theft, Dragonfire Barrier.

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

This Scenarios is actually really simple. You will have to face this Jump in Gauntlet mode. You lose the 1000 starting VP and you will not get any VP for the Daedric Theft and Dragonfire Barrier Drawbacks. Furthermore, both those Drawbacks will be even more restrictive, removing anything superhuman from you, even if it's included into your Body Mod, assuming you have one. Your physical and mental abilities will be capped to the peak of your human condition or whatever is the peak condition of the Race you have chosen for this Jump, and whatever magical or psychic ability you may have that was not bought in this Jump is suppressed. Mundane skills are untouched. To compensate you from the sudden absence of your powers, every other Drawbacks you take will grand double VP.

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

Changelog

Version 1.1

- Reduce the cost of **Your Party** from 400 CP to 300 CP.

- Changed the Ironman Mode Scenario to be less verbose and more understandable. It now nerf your Body-Mod instead of removing it.