The Elder Scrolls V: Skyrim

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Version 3.2



Welcome to the world of Elder Scrolls, or as the natives know it, Tamriel, a land full of monsters, heroes, and magic. Your time of entrance is one of violence and bloodshed; the Empire of Tamriel having fallen into a steep decline after the Oblivion Crisis, which combined with the Imperial-Aldmeri War, has crippled it. While the Empire had been making a recovery, the outbreak of rebellion in the territory of Skyrim, led by Jarl Ulfric Stormcloak, has forced the Empire to focus on protecting itself from the Aldmeri Dominion and crushing this revolt. Yet that is not all that is taking place at this time, only the most well known; soon, a dragon by the name of Alduin the World-Eater will return from his banishment within the Seas of Time to rebuild what he has lost, at the expense of everyone else. Though should events be left unchanged, someone may yet rise against the black tyranny of Alduin.

You have 1000 CP to spend to prepare, good luck Jumper.

Locations:

You may choose your starting location for free. You don't have to start in the Hold capitals and may start anywhere that's reasonable unless countered by a drawback.



1. **Whiterun**: The centermost city of Skyrim, it's currently neutral in the war as Jarl Balgruuf is reluctant to pull his home into a conflict that would put it into harm's way, especially with the decrepit state of its defenses. Nevertheless, the city remains a powerful force within Skyrim and could change the tide of the war. Layout-wise, the city is divided up into three districts, the Cloud District, where the Jarl's Keep sits, the Wind District which holds the nobility and centers of worship, and finally the Plains District where the vast majority of the population resides and commerce takes place.

2. **Falkreath**: The only 'major city' within the Falkreath Hold and the seat of the Hold's Jarl. The city is famous for its graveyards, and much of its culture revolves around this as a result. Economically, the Hold is one of the poorer ones in comparison to the trading hubs of Whiterun and Solitude and primarily relies on lumber. As a whole, the city is more comparable to a large town than anything else.

3. **Markarth**: A large and imposing city, Markarth is in fact an old Dwemer city built before their fall that has long since been taken over by the Nords. Due to the Forsworn insurrection in the Reach, it's the most dangerous city to travel to; the terrain doesn't help this either. Economically, the Hold does well and is famous for its silver mines, owned primarily by the Silver-Blood family, but it suffers from Byzantine politics and corruption in the system.

4. **Solitude**: The capital of Skyrim and the home of High Queen Elisif the Fair, the widow of the late High King Torygg. Much like Markarth and Whiterun, it is fairly prosperous economically due to its position as a vital port on the Sea of Ghosts. Geographically it sits on a large arch crossing over the mouth of the Karth River, thus sheltering it from the winds of said sea and the ability to watch the surrounding areas.

5. **Morthal**: Southeast of Solitude and Northwest of Whiterun sits the quiet town of Morthal, the primary and only notable settlement within Hjaalmarch. As a result of being surrounded by swamps, the town is incredibly isolated and has seen little change from the war. Despite being left untouched due to minimal ability to contribute to the conflict, it has little economic significance with only a few shops and businesses, although due to the swamps the alchemical "industry" does well. Recently a wizard has moved in and opened up a shop, and residents report seeing strange lights within the fog of the swamp.

6. **Dawnstar**: A large town more than a city located in Northern Skyrim, almost directly north of Whiterun. The town is known for its rich mines and harbor allowing for plenty of trade despite its appearance, and defends itself with its isolated nature. More recently the residents have been suffering from horrific nightmares that have been causing serious issues.

7. **Winterhold**: Located northeast of Dawnstar and north of Windhelm, the city of Winterhold has certainly seen better days. Once the capital and a prosperous city in Skyrim, it has since fallen into disrepair with the Great Collapse, which saw endless storms quickly erode the cliffs and wash much of the city away into the Sea of Ghosts. Since then it has fallen into economic hardship, with many people being driven away and most businesses leaving. The staple of the city is now the College of Winterhold, this academy serving as the premier location of magical learning within Skyrim, and continues to teach the mystic arts to this day.

8. **Windhelm**: Otherwise known as the City of Kings, located northwest of Whiterun and south of Winterhold, the city of Windhelm has a long and storied past stretching back to

the Five Hundred Companions. Currently, it serves as the seat of Jarl Ulfric Stormcloak and his rebellion against the Empire. Though it does have its fair share of issues, including the question of what to do with the large number of Dunmer refugees from Morrowind, alongside the Argonian population currently living at the docks. Nonetheless, the city is a veritable fortress and does well for itself, although that could change depending on who wins in the civil war.

9. **Riften**: Southeast of Whiterun and simply east of Falkreath, the city of Riften sits as the capital of the Rift. The city itself sits next to Lake Honrich, with a portion being over the water atop piers. While the civil war hasn't affected Riften as much as some other Holds, the city has still lost some of its wealth due to it, but remains a center of commerce, holding a monopoly on mead due to the Black-Briar family. Despite this relative wealth the city's underbelly is crime-ridden and the Jarl is naught but a puppet of the Black Briars.

Origins:

Age may be chosen for free and/or may change depending on your origin. Any origin may be taken as a drop-in.

Warrior: Ah, so it seems you've decided to follow the way of the sword, or whatever other weapon you've chosen. In this world you've spent much of your time training and honing your skills and the effort invested paid off; you currently possess a respectable level of skill. Perhaps you've even considered joining a Guild or the Companions; such things are up to you but the world is vast and you have the skills to see it.

Shadow: Unlike the previous origin, it seems you've taken a path a little more subtle in life. Whether you were an orphan or simply chose this path, you're most comfortable in the shadows of civilization. Perhaps you've become an assassin, lent your quick fingers to thievery or something else entirely. The world is your oyster, and there are contracts to complete and valuables to liberate.

Mage: Your kind aren't liked much around here, I'm afraid, but that shouldn't stop you. After all, you're a trained mage, a practitioner of the arcane arts. You've gained a respectable amount of skill and power and seem to have some talent that sets you apart from others in the world. Are you perhaps here for the College? I've heard they're more than willing to take on new students.

Race:

The world of Elder Scrolls is filled with many different races, and you may now select one from below for free.

Imperial: The Imperials, as they're simply called, are a race of men who are native to the central province of Cyrodiil. The Imperials are split into three distinct groups, the Akivri influenced Nibenease whom also take a great deal after their Nede ancestors, the Nordic Colovians who share much with their cousins in Skyrim, and finally the cosmopolitan Heartlanders centered around the Imperial Isle. Born in the heartlands of the Empire, they have great skill when it comes to politics and trade, and make excellent merchants.

Nord: The Sons of Snow come from the frozen lands of Skyrim, the northernmost province of the Empire, and originally the now lost continent of Atmora in the far north. They're a fierce and hot-blooded people who focus heavily on family and community, as well as honor and war and benefit from a greatly increased resistance to the cold.

Breton: The Bretons are a race of men hailing from the province of High Rock that was born due to the intermingling of the Direnni Aldmeri and human Nedic inhabitants of the province. As such, the Bretons possess much greater magical aptitude and resistance than the other races of men due to their Elven ancestry. They have also inherited much of the feudal structure put in place by the Direnni Aldmeri as well as created a culture of chivalry and noble knighthood.

Redguard: Hailing from the arid lands of Hammerfell and originally long lost Yokuda, the Redguards are a proud race of men forged by their harsh deserts and warfare. Their race and culture have put a strong emphasis on the path of the warrior, managing to even defeat the Aldmeri Dominion on their own in recent years. They make excellent warriors and excel at being scouts and skirmishers.

Altmer: The so called 'greatest' of the Elven races, the Altmer, or High Elves as many call them, are perhaps the oldest race on Tamriel. They hail from the Summerset Isles, sometimes called Alinor, which is currently the primary province of the Aldmeri Dominion and the source of its power. As a race, they possess the greatest magical talent of all races within Tamriel alongside one of the longest lifespans of any race on the continent, a set of traits they take great pride in.

Dunmer: The inhabitants of Morrowind have seen better days as of recently due to the eruption of Red Mountain and the destruction of Vivec, but despite it they remain just as strong

and hardy as ever before even without their Tribunal. Given the harsh nature of Morrowind and it's incredible heat the Dark Elves have managed to cultivate quite the resistance to heat and built an impressive magical ability.

Bosmer: Wood Elves inhabit the Aldmeri province of Valenwood, a land of virtually endless forestry and foilage. The Bosmer are known to be among the best archers in Tamriel and serve as scouts for many a military on the continent. They're also known for their preference to live in harmony with the land, best exemplified by the Green Pact forbidding the eating of vegetation in Valenwood, and of course their curious ability to command animals.

Argonian: A race seen very rarely outside of their home in Black Marsh, the Argonians are a hardy and intelligent race of 'lizard' people who worship the Hist, a collection of mystical trees. Their home, Black Marsh, is an incredibly dangerous place filled with deadly diseases and fauna, but did at one point contain other races such the Lilmothiit and a race of men, but after the Khanaten Flu it's speculated such races are extinct. As a result, only the Argonians can truly be said to live there. This fact has granted all Argonians a natural resistance to disease and poison.

Khajiit: Originating in Elsweyr, the Khajiit are generally a race of feline-like humanoids, though they can range from being great lion-like humanoids, to magical housecats, who have spread out around Tamriel. They're known to be intelligent and fast, making excellent thieves and assassins as a result of this, which has led to no small amount of discrimination against them among the Nords of Skyrim. All Khajiit have excellent night vision due to their physiology.

Orsimer: The Orcs or the 'Pariah Ones' are the final of the races of Mer, though depending on the elf you ask, they may deny this. Hailing from the Wrothgarian Mountains, Dragontail Mountains, Orsinium, and originally Valenwood the Orcs are hardy and strong people. Oftentimes their culture is seen as brutish to outsiders and they've faced discrimination for it and other reasons. However, the Orcs are known to make excellent smiths and serve as some of the best heavy infantry in the Imperial Legion, granting them bonuses in such areas.

Other (Variable CP): Perhaps none of these are to your liking; in that case, I'll offer this. The world of Mundus/Nirn is a varied and diverse place full of many races. I haven't listed here, with this option you're free to choose to become one that isn't listed above for free, so long as it's within the range of the other choices. For 200 CP I'll allow something notably stronger or rarer than the baseline races, such as Dwemer for their rarity or a weaker Dwemer construct due to their innate immunities, inbuilt weaponry, and immortality. Something like 400 CP will land you as one of the strongest beings around, like Dwemer Centurions, Liches, and other large and or powerful monsters. For 1000 CP you can become a Dragon on par with the likes of

Odahviing, and with a further 200 CP spent you'll be an Undead Dragon like Durnehviir with all the Necromantic advantages that come with it.

Gender/Age:

Gender and age may be freely chosen by the Jumper, although certain scenarios or perks may change one's age.

Perks:

Perks are discounted according to their respective origins. 100 CP perks are free to their origin

General

Birth Sign 0 CP: Everyone in Tamriel is born under one sign or another and now so are you, even if you're a drop-in, well, not actually, but still. You're free to choose any single one of the standing stones in Skyrim and receive the bonuses it gives, whether that be the increased magical learning of the Mage or the poisonous ability of the Serpent. Though the game blessings are merely a guide, feel free to fanwank something that fits the stone's theme and is within reason.

Character Creator 0 CP: At the beginning of the Jump you'll be allowed to redesign your appearance should you wish it. This could range from building yourself into a slab of muscle to sell the warrior theme, to being a slender and handsome rogue. So long as it obeys the natural constraints of your body.

Daedric Champion 300 CP: Not just satisfied with one benefactor, now, are you? Some may not like that very much. Regardless of that fact, you've now got someone looking over your metaphorical shoulder now, that being one of the Daedric Princes, or possibly an Aedra, if that's to your liking. This provides you with many benefits depending on the Prince; for instance, a follower of Molag Bal would find their powers relating to domination growing greatly, while also being able to summon his personal Daedra. You'll also gain the ability to roam their plane of Oblivion freely. Of course, you're their Champion, which entails you with some duties, and they'll call upon you to fulfill them every once and a while, but worry not, they won't ask the impossible, and those who serve faithfully and prove powerful will find themselves showered with gifts and power. In future jumps, you may either keep your current patron, in which case they'll use you as a way to interact and peer into whatever new worlds you go to, or you may select a new patron in each setting. One final note is that you may purchase this perk multiple times for different entities, though be careful since not all beings play well with each other.

Moonlit Form 300 CP: Are you perhaps a member of the Companions? Regardless of who you are, you've gained a unique condition that would gain quite a bit of attention if it was known. After drinking the blood of another you have become a Werebeast of some type, while in this form you become a hulking humanoid monster-themed around the beast of your choice with incredible physical power. You're more than capable of effortlessly tearing apart heavily armored soldiers and easily moving fast enough that veteran heroes are hard-pressed to keep up. Your

hide also provides a great deal of protection to make up for not being able to use most armor (though magic may solve this), and your ability to jump, dodge, and use the environment to your advantage will make up for the rest. While you may be relatively weaker than some of the other supernatural monsters in this world, you're by no means something to scoff at, and those that underestimate you or don't prepare themselves the proper weapons will fall before your claws.

Vampire Lord 400 CP: Now what did you do to acquire this, I wonder, nothing too terrible hopefully. Even should you have not sacrificed thousands to the Lord of Rape, you'll find that you've become so much greater and terrible without his help. You have achieved the status of being a Vampire Lord, a direct creation of Molag Bal, and one of his most powerful and terrifying. In your base "Human" form you tower over regular Vampires in power and might, where your lesser kin may be able to move fast enough that even veteran heroes can't even perceive them and effortlessly cut apart professional soldiers without being seen, you make them look slow, easily tearing through armored titans and heroes with your speed and blades with unnatural ease. Your other physical attributes are also increased to the point that you could tear through a dragon's scales with some effort and take blows that no mortal could. Of course, that's not all; you've been given a powerful form of blood magic to make use of, of which forming shields that block shots from most anything but divine weapons effective against beings like you, such as Auriel's bow, is merely one of many spells. Furthermore, and most important, is your ability to take a new form more befitting your power, transforming into a bat-like humanoid with pale gray skin, long claws, and leathery wings; wielding power to match your fearsome visage. While in this form all your attributes, whether they be magic, strength, speed, or endurance, are all greatly enhanced many times over, and you become a force of nature, for even a powerful Dragonborn would need to be wary lest you strike them down. You don't start on the level of the likes of Harkon or even Serana, but given time you'll be more than capable of clashing with them. It should also be mentioned but due to the actions of Merida, the light of the sun will cause you harm so long as its gaze rests on your bare flesh; though a hood or closed suit of armor would nullify this. Post-Jump, the light of the sun causes no harm due to Meridia's influence being gone, though holy energy in other jumps will still affect you should you lack protection.

Dovahkiin 500 CP: Perhaps the Last Dragonborn isn't the last anymore, perhaps Akatosh has decided to be generous, or maybe your benefactor just snapped their fingers, regardless, one way or another you're now a Dragonborn. As a Dragonborn you gain an innate understanding of the Thu'um and similar languages, with the ability to learn them by pure instinct like a dragon, allowing you in time to create new shouts. Alongside this, whenever you slay a dragon, you may choose to devour its soul, gaining all the knowledge it possessed in life; in essence, you're taking everything it was into yourself. These souls empower you whenever devoured and give you a considerable boost to your mystical and physical abilities. As one final boon, being that your nature is so intertwined with prophecy, you'll find that fate will assist you

at times, and make the impossible quite possible should you work at it, such as a mere human warrior being able to bring down the Dragon god of Destruction. One last note, the other man or woman will still be around should you not take the scenario below.

Prisoner 600 CP (Discounted if you take any Scenario): The Eternal Champion, the Nerevarine, the Hero of Kvatch. All of these are names that stand above all others as legends that helped shape the world. Each of them, despite all their potential differences, had one thing in common: they were mortals blessed with a special fate and the ability to rule their destiny. As heroes of prophecy, also referred to as prisoners, they were closely related to the prophecies contained in the Elder Scrolls; yet they were not bound to them, and they possessed a superhuman ability to grow and improve to rise to the challenges they were supposedly fated to encounter. Like them, you are also blessed with the special fate of a prisoner and all that comes with it. You are naturally drawn by instinct to grand journeys and epic quests, yet you are no slave to destiny, and this instinct is easy to distinguish and even more easily ignored if you are so inclined. Your special relationship to fate sees you protected from common dangers and mundane threats. And, so long as you are working towards a great goal or engaging in some form of grand adventure, you will find yourself capable of growing in power, ability, and skill at a speed that beggars belief.

Warrior

They've Got Curved Swords, Curved Swords! 100 CP: You, on the other hand, have proficiency with many weapons, including bows, if that's your thing, that you can use adequately in combat. You are also an expert in one particular weapon, which you pick when selecting this perk. It wouldn't make sense for a warrior to travel around in a place during a civil war if they didn't know their trade now, would it? Keep in mind, though, that expertise is a long way from mastery, and there are a LOT of very skilled people around. Still, you can at least be assured that you can depend on your sword arm.

And yes, you can pick a different 'category' of weapons instead of longswords and the like. Maybe you would like to be a spearman instead?

Shield Wall 100 CP: Since dodging in heavy armor can be difficult, it makes sense to rely on your trusty old shield to tank the blows. You're very good at using it to weather any blow you can't dodge, sometimes even using it to your advantage by directing the enemy's thrusts to make an opening. You're good enough to use it even against ranged attacks, like arrows and even magic, though do keep in mind that if the shield itself is flimsy then it won't be able to take a direct hit; you're not going to be tanking Dragonfire with an ordinary shield of common iron, for example. But you will get as much use as is physically possible out of that ordinary iron shield.

Master of 'Persuasion' 200 CP: All too often people are unwilling to cooperate for this or that reason; well, no longer will that be an issue for you! You're a master of giving people the right 'incentive' to get moving or give you what you want, if you know what I mean. Of course, this requires you to be able to at least somewhat play the part, but surely that's not an issue for you, is it? As an add-on, this perk will grow stronger as you do.

Armored Juggernaut 200 CP: Heavy armor is great, isn't it? The ability to wade into battle, shrugging off arrows, magic, and blades alike, what's not to like? Well, one thing, it's heavy as can be and will quickly tire out many given some time. This drawback doesn't apply to you. You recover from exertion at an astounding rate, to the point that even continuous and strenuous running or hiking in the mountains while wearing Daedric or Dragon bone wouldn't phase you in the slightest. Naturally, you're also quite skilled in the use of heavy armor, being able to make far greater use of it than most, and can ignore any weaknesses it has. Furthermore, this unnatural endurance also applies to general health and strength as a warrior. Now go forth, warrior, and let your enemies flee as your armored form smashes their lines to pieces!

Saint of the Sword 400 CP: This isn't something seen all that much anymore now, is it? Perhaps you found an old Redguard who still remembered the art, or your parents taught you;

regardless, you now possess the abilities of a Sword Singer and, more impressively, the burgeoning power of an Ansei. Ansei can manifest a Spirit Sword with some effort, though without training it's not all that practical in battle. Right now you're weak in comparison to the masters of old; though able to scythe through lowly bandits and forest animals, you'll struggle greatly against foes of greater skill and power for the time being. Given time, great power, that some would say rivals, even magic is possible, ranging from creating shockwaves from your blows to magical storms. As a final note, the greater your skill with the blade, the greater your ability with Shehai or Spirit Sword will be.

Master Smith 400 CP: So, how many iron daggers did this take to get? Regardless of the answer to that question, the results have surely shown themselves to you and everyone else. You're a master of smithing and the workings of metal, forging weapons out of Glass and Ebony is well within your capacity, and even Daedric items may be forged with proper equipment and materials. Your craftsmanship is nothing less than perfection and your talent for growth is great as well. Given time, you may yet forge tools, weapons, and armor that rival even the likes of Daedric artifacts.

Champion of Skyrim 600 CP: If there was a Fighter's Guild in Skyrim, you'd almost certainly be its champion. The skill and talent you have for battle is tremendous and fits more in the legendary tales of Ysgramor or possibly even Pelinal Whitestrake than it does in reality. To you fighting is an art, an art you've mastered; weaving men's innards like a tapestry with your sword and spear is as easy as dancing your way through the frontlines of a bloody battle without taking a single blow, all the while felling many of the enemy with ease. As a final boon and to ensure your body can keep up with your skill, your physical form is enhanced further and you'll find that spending hours upon hours hacking your way through enemies is no issue, nor will shrugging off many wounds. You're already the stuff Heroes are said to be made of when it comes to the martial way, and yet it seems you've still got room to grow. I wonder, how will future generations look back on someone such as you?

The Five Hundred Companions 600 CP: There's just something about you, a certain aura about your person that just draws people to you. While others may have charisma on a personal level, you have it on a far grander level, that of a Warrior King or leader like Ysgramor. This is the charisma required to win over entire peoples and crown oneself king, and where a personal level of charisma may be like honeyed words someone can't resist, this is akin to a roaring tempest that drags people to you. Warriors, mages, and others will find themselves drawn to your banner should you raise it and you'll quickly find yourself surrounded by competent advisors and companions like Ysgramor and his ilk were. This also comes with the knowledge to lead your troops in such a manner that would earn you the respect of grizzled generals and veterans, after all, what's the point of all these people if you can't lead them?

Shadow

Fencing 100 CP: No, not the combat style; I mean the kind thieves use. You see, stolen goods are generally harder to buy and sell for hopefully obvious reasons, especially if they're notable. So, thieves and other criminals make use of merchants called "Fences" who can buy and sell stolen goods. Normally you might need to be told who they are or look for them but that's no longer an issue for you, whatever the world, you'll always know just where to look to find a buyer for whatever goods you've found, no matter how legal or illegal your methods of attaining them were. You'll also find that they always give you good deals as a bonus.

Quick On Your Feet 100 CP: And even faster with your hands. You have very good reflexes, speed, and reaction time, able to dodge and weave around enemies or even avoid triggered traps. Useful, since the tombs and caves around here are filled with deathtraps. Not to mention the whole 'civil war' issue that seems to be going on. While you lack a warrior's skill with weapons, you are capable of getting in some hits while avoiding retaliation. The best defense is not getting hit at all, after all.

Poisoned Honey 200 CP: That's exactly what your words are; you have a certain roguelike charisma surrounding you. You have got a way with words that few have and can easily talk your way through guards and thugs, or convince people to accept deals that obviously favor you. Naturally, using this right will make you a very popular man or woman and can result in some nice connections. As a bonus, you've also got a wonderful singing voice.

Conditioning 200 CP: Armor, such a useful and yet obstructive tool for many. Normally your biggest weakness would likely be your defense; armor and other heavy defenses weigh you down and would hinder both your style and ability to sneak and thus be more of a hindrance than a boon to you. Yet you've cheated in one way or another, you'll find that heavy equipment that should have weighed you down and weakened you just doesn't anymore. Ebony armor can be used silently and without issue in fighting quickly, just as easily as the armor of the Nightingales. You'll also find yourself incredibly light-footed, to the point that pressure plates won't be set off and no footprints will be left behind in snow or mud.

Frey Greed 400 CP: Are you perhaps blessed by Nocturnal? Well, it sure seems like you are from what I've seen. When it comes to things of value, you're a bloodhound, or maybe fate's just on your side. Regardless, you'll find yourself all but stumbling into ancient artifacts, wealth and more as you travel the land. As if Fate itself was your guide, treasures and power can be yours, however, they don't come without a price. The places these artifacts lay are deep and filled with things many times best forgotten; so while Fate will guide you and even throw you a

freebie occasionally, actually getting at the good stuff will take time, though you're all but guaranteed a fitting reward. As a bonus, when you're seeking something specific, you'll find your progress greatly increased as paths open up to you and seemingly dead ends yield new secrets.

Shadow, Hide Me 400 CP: The direct route through the front doors is the way of the warrior and many times the mage as well, yet there are far more dimensions for travel that you're more than capable of taking advantage of. Agility and dexterity are something that have and always will come to you easily in such a way that advanced parkour, climbing, and other various feats of acrobatics like swinging yourself over a ledge with one arm while completely geared, are easy for you. To complete the skill set hunting, tracking, and gathering information on your targets is your bread and butter and finding out all sorts of things will be well within your capacity.

Sweet Mother, Sweet Mother 600 CP: Send your child unto me; for the sins of the unworthy must be baptized in blood and fear. A child of Sithis, or at least someone who must've been touched by the entity, is here. That would be you Jumper, for your world is that of the shadows, and your trade is in blood and murder. When it comes to the art of assassination, there are very few in the Dark Brotherhood's history who were quite as good as you were. Sneaking into a heavily guarded fortress, silently slaughtering your way through so you can plant your dagger in a King's chest is just as easy as it would be for you to cut your way through a camp of drunken bandits. More than that, skills such as impersonating officials and guards are child's play and dancing around alerted foes and slipping a dagger through their armor is much the same, all without even being close to touched. An Archmage or a Warrior King may be titans on the field of battle, but what can they do about the knife they can't even see?

Chosen of Nocturnal 600 CP: The art of murder is not every Shadow's path, some prefer a less bloody, but just as profitable occupation. That path is the art of theft, something you're very skilled in, skilled to a supernatural decree like the supposed Nightingales of Nocturnal. Stealing of any form, whether it be pickpocketing or plucking the Briar Heart right out of a Forsworn's chest without being noticed, are well within your capacity. Getting these things cleanly is easy and slipping through without being detected is also naturally a skill you've learned. Though perhaps it's because you have some help? Shadows seem to bend for you, and the darkness seems eager to hide you wherever you go, making it easy to slip out of someone's view and away. Though it's not alone as assisting the darkness is lady luck, things just seem to go your way, enemies trip, doors are just left unlocked, and the locations of valuable weapons or treasures are mentioned just within your hearing range. Though don't lean on this luck too much, otherwise you may find it drying up.

Mage

Darn Mages They Ruined Skyrim! 100 CP: It's a sentiment you're going to experience quite a bit in these parts nowadays, especially if you're not Human. Regardless, ever since the fall of Winterhold and the destruction caused by Red Mountain's eruption mages have been seen as less than desirable by many Nords, despite the invaluable services they provide to the province as a whole. Normally this would be a pain, but for some reason you seem to be exempt from this prejudice. People will judge you based on your actions, and unless you act in such a way that would make you a menace or undesirable, you'll face no discrimination from others despite factors that normally would bring it on you.

Seeker of Knowledge 100 CP: There's always something to be learned and obtained from the past, whether that's an interesting architectural style, an ancient tome of knowledge, or an artifact forgotten by the vagaries of time. You have an eye for detail and you're good at finding clues and patterns, enough so that you could piece together enough clues to get you started on finding whatever you seek with a little bit of research.

Keep in mind, you're still gonna need to put in the legwork, and luck is a fickle thing. A dangerous combination in these dangerous times**.**

Wizardly Studies 200 CP: Wizarding is made out to be glorious, casting fireballs and bolts of lightning, what they unfortunately fail to mention is that a large part of growing in magic is tedious study, research, and training that can become mind numbing. That'd be most people; you, on the other hand, have no such problems; you'll find that you greatly enjoy such pursuits and find them to be a relaxing activity, or at the very least you don't mind them. To spice things up a bit, such activities also take a fraction of the normal time to complete, so you'll always have plenty of time for other pursuits.

Magical Books 200 CP: The art of spellcraft is one that requires an immense amount of dedication and in many ways talent as well. Learning new spells can take ages and this can easily drive many off or act as a massive constraint when time is of the essence. You've found a bit of a way around this conundrum; by imbuing a simple book with your understanding of spellcraft, you can create a magical item that when activated, immediately passes this onto whoever activated it, though the book is consumed in the process. While this only applies to Elder Scrolls magic, at first, you'll find that adapting it to other systems is an easy process and only requires that the process be fine-tuned.

Ahzidal's Apprentice 400 CP: The art of spellcasting has more to it than just flinging fireballs and screaming about **UNLIMITED POWER!** as one electrocutes their enemies. The

arts of Enchantment and Alteration stand as testaments to this fact; enchantment in particular stands as a powerful, yet indirect system of magic and when it comes to this branch and the operation of it only the Dragon Priest Ahzidal is your equal. Like him you've collected vast knowledge pertaining to the various magical bases of the Mer, whether it be the ancient runes of the Ayleids or the process of harmonizing the seven natures of metal. This craft extends far and wide, and with it even a mere band of five hundred warriors could be given equipment powerful enough to fell a powerful race of spellcasters like the Falmer, or in other, more simple words, your enchantments are legendary. You could perhaps go even further; runes are simply another language; and if understanding them allows you to use them, then perhaps even others like that of the Dovah might be as well.

Best Left Forgotten 400 CP: Some things are best left forgotten, for a good reason. It seems that is a lesson that you refused to internalize, at least in this particular instance; for you are a knowledgeable expert with immense talent on a specific 'discipline'. You even managed to sidestep and/or alleviate any issues associated with it normally.

What discipline, you might ask? That depends on you. Perhaps you are like a necromancer of old, well beyond those neophytes that remain active after the purges of the mages guild? Perhaps you are a practitioner of Shadow Magic like Azra Nightwielder? Or maybe you found the Dwemer's tonal architecture/magic to be utterly fascinating. Whatever it is, you're really GOOD at it.

And no, CHIM is not an eligible discipline. Nice try though.

Resistance Ignorance 600 CP: In many ways, mages are on top of the world power-wise. After all, someone can only get so good at swinging a sword or hammer before things sort of just stop getting better. Magic isn't limited like that; someone can go from throwing a fireball that engulfs a tree or two, to casting grand spells that can change the world or lay the groundwork for apotheosis. However, there is one primary issue with magic as a whole, and it can be summed up in two words: magic resistance. The power to rip someone's soul out is only good if it works, and it'd be quite unfortunate for you to attempt something of that nature, only to have some meathead barbarian bash your skull in with an axe because of some amulet or innate resistance. Now that's no longer a problem. An absolute resistance to magic is now nothing before you. Your spells and magical items do damage like they weren't even there to begin with, and that's if they had a full immunity. For those unfortunate enough to have less than full immunities, or none at all, they'll see your offensive magic becoming that much more effective against them.

Legacy of Shalidor 600 CP: Yours is a level of raw power and talent not seen in Tamriel for centuries, if not millennia. Your talent for magic is matched only by the legendary Shalidor, and you may easily grasp, unravel, and learn even the most foreign of spells with ease. You'll also find that your natural ability with spellcraft has also lent itself to doing more than simply learning the old. Creating new spells is something you've gotten quite good at as well - after all, it's nice to be able to make up something new should specific issues arise. To supplement this, your body and soul are able to handle immense amounts of magicka allowing you vast reserves to call upon for any spellcasting needs. Go forth, young mage, you're a legend in the making, and with work and research your name may yet stand with the greats.

Items

Items are discounted for their respective origins. Items you already own may be imported into ones purchased here free of charge, though they need to be the same type. So, swords into swords and not swords into castles.

General

Basic Necessities 0 CP: The basic equipment needed to survive in a High Fantasy setting such as Skyrim. This means enough food for about a week if you ration it, about one hundred septims, a few basic potions, and a thick fur-lined outfit, well suited for the cold.

A Steed of Your Own 0 CP: The lands of Skyrim are large and untamed; endless trees and mountains sprawl across its landscape, and walking through all of it would take ages. Which is why you've received this handy companion, a horse of a breed of your choice (within reason) is now yours. It has incredible stamina, even for one of its own, might be part mountain goat from the terrain you've seen it scale, and is capable of beating wolves to death with ease. If the horse is killed then it'll reappear within a day or so in the closest reasonable location. Your steed will also make its way to you whenever you whistle for it. For 50 CP this mount can be upgraded to Arvak or Shadowmere; both horses are naturally much stronger than normal horses and they have some minor abilities. One 100 CP in total will net you both of them.

A Home of Your Own 100 CP: Adventuring is fun - it lets you see all the world and its beauty, from the highest peak to the deepest dungeon, but maybe you don't always want to be delving into a dangerous ruin or camping in a forest and just want somewhere to rest your feet at the end of a hard day. That's where this comes in. You're free to pick any one of the basic player homes, or something equivalent throughout Skyrim's various holds and you'll receive them fully upgraded and stocked to your liking. As an added note, if for whatever reason you wanted more than one house, you're welcome to buy multiple. On one final note, the properties available from Hearthfire are also available, both pre-built or just the land itself, should you wish to do it yourself. Post-Jump, they'll either become warehouse attachments or be inserted into the new world in a reasonable location.

Cidhna Mine 200 CP (Free with Master Smith): Nobody escapes Cidhna Mine, that's how the saying goes anyways. Cidhna mine is an extensive set of tunnels snaking into Nirn which the Silver-Blood Family uses as a prison and as a source of much wealth. Yours isn't that same dreaded mine, though it's similar in many ways. Placed in a reasonable location of your choosing is a copy of the mine; while the original was predominately used for silver mining, yours is much greater. Throughout the mines are extensive reserves of just about all of the ores

found in Skyrim at the time, ranging from Ebony to Stalhrim, and will produce an incredible amount. These reserves will replenish themselves once they begin to run dry and the mine will be manned by “NPC” guards and workers, though you could always appoint your own workers and guards if you wished. In future jumps it updates to include new material in the mine.

The Ring of Hircine 200 CP: This doesn’t look like it’d be much use to a man of the sword, now, does it? This is a single silver ring with a wolf’s head on one side of it. Though at first this seems like a mere trinket, it grants great power to those that bear the curses of Hircine. While being worn the ring allows anyone inflicted with the curse of Lycanthropy (whether it be Ursine, Lycan, or some other variant) to exert perfect control over their transformation. A werewolf could transform in broad daylight and choose to switch back whenever they wanted. For those who aren’t afflicted by Hircine’s curse, it’ll allow you to transform into a Werebeast of your choice once a day.

Dwemer Lexicon 400 CP: A complete record of the Deep Elves' knowledge and technology, ranging from their mechanical monsters to tonal tech. This ranges from things as simple as their standard architecture to their advanced automatons and things like the Aetherial items. Also for those already asking, the knowledge of how to in theory remake the Numidium is here, however you’ll notice it’s not going to give a step by step guide, and the requirements and skill necessary will be far beyond all but the greatest, and most legendary Tonal Architects. Make sure to use this with care; the Dwemer were among the most powerful races to live and the damage that could be done with their advancements is immense.

The Eye of Magnus 9001 CP: No, absolutely not.

Warrior

Basic Armor and Weapons 100 CP: Everyone has to start somewhere and now this is where you begin. You have a basic set of steel; armor and weapons; they're of excellent quality and make and won't break easily, but they're still basic in design and power. With this you can at least be sure that meeting a pack of wolves or some bandits isn't a death sentence.

Faithful Hound 100 CP: Dogs have been considered man's best friend for ages, and for good reason too. They're able to help greatly when it comes to tracking a target; they're loyal, and generally just nice companions to have. Which is nice, since you now have a faithful hound of your own. Whether you bought it or found it roaming the wilds, this dog is both a loyal and surprisingly capable compatriot, more than capable of killing wolves and even bringing bandits down should they not be well armored. Though perhaps you just want the dog as a pet, either works. This acts as a follower and not a companion; if killed the dog will return within a few days, and should you wish it, your new pet can become a companion if imported later on.

Smithing Materials 200 CP: The envy of every smith, that's what you'll be for having this. Upon purchasing this you'll be given a normal iron-bound chest which contains within itself a constantly replenishing supply of crafting/smithing materials. This ranges from simple Iron and Copper to rarer materials like Stalhrim and even Ebony. Naturally, without the skills to make use of the material its value is limited to bartering and being sold off, but I'm certain someone with some knowledge and the proper tools could do some interesting things with it. Naturally, this updates in each setting you arrive in.

Greater Weapon 200 CP: The equipment granted to you above is enough to survive with, but that's about it, and merely surviving isn't the same as truly living. To this end you've come into possession of a weapon of greater power, something along the lines of Chillrend. While it isn't quite on par with legendary weapons like Auriel's Bow, it's still something of note and will make combat here that much easier. If the weapon is destroyed or lost, it'll quickly find its way back into your possession, undamaged and like it was freshly forged.

Ebony Set 400 CP: Now we're really starting to talk equipment; ignore that dingy iron or even the mastercrafted armor of the Dwemer, both pale in comparison. Ebony armor is some of the strongest in Tamriel, and now you've got a full set including weapons, which in of itself would normally be well beyond what the average person could ever hope to afford. Where before iron would ensure encounters with the lesser enemies of the world were survivable, but still an issue, they're now something of the past. Iron and even glass swords will bounce off and arrows will find themselves breaking upon your form unless they're aimed expertly or enhanced in some

form or another. Your weapons are of similar caliber, tearing through lesser materials with ease and being extremely well crafted to fit you just right. Though should you desire something more, an extra payment of 100 CP will land you with either Dragonscale, Dragonbone, or even Daedric Armor should you wish it. The armor will also scale with you, always remaining useful to you no matter how strong you get.

Dragonguard 400 CP: Every warrior needs his companions and naturally you're no exception. Following your lead is now a sizable organization of warriors and heroes of notable repute. The group can be designed however you wish and oriented around in a way that pleases you, want a band of dragon-slaying Knights at your beck and call, great, or perhaps Vampire hunters like the Dawnguard are more preferable to you. This can even be as broad as just being a group of people who congregate together due to a shared love of adventure; the point is that the sky's the limit with this. The average member is just that, average; however, there are a number of higher ranking members who are notably stronger and more capable to make up for this. Fortunately, the group is also in a solid position to expand and grow should you wish that as well.

Auriel's Bow 600 CP: Behold, the weapon of a god; the bow of Auriel, otherwise known as Akatosh, for those more familiar with his Imperial counterpart. The bow takes the form of a normal moonstone or elven bow, and beyond that doesn't hold much in the way of an outward aesthetic unless it's added later. However, those who believe it to be normal are beyond wrong. The bow holds an immense amount of power over and a connection to the Sun, and as such its powers are based around that. Each arrow fired will find its specific effect to be different, from one becoming a missile of death that tears through powerful monsters and heroes with ease, to another, quickly sapping the target of their vitality and magicka. The bow also grants immunity to lesser attacks, relative to the user in this case, and can deal devastating amounts of damage to the undead as one might expect. The bow can also be used to influence the sun as seen with Sunhallowed Arrows and Bloodcursed Arrows; you'll only start out with those but given time you may yet find different ways to interact with the sun. As is the case with the other relics offered here, the bow won't abandon you, nor will it run out of power due to a lack of connection to Auriel. You'll also be given a sizable and self-replenishing supply of Sunhallowed and Bloodcursed Arrows for your use.

Skyforge 600 CP: Placed where you wish is now a replica of the famed Skyforge of Whiterun. The forge holds the unique property of greatly enhancing anything made with it whether it be a simple iron dagger or a daedric blade. Naturally, this is reliant on your skill and the materials you bring to the table, as something forged with poor steel is still something forged with poor steel. but bring ebony ingots or something of that caliber to prepare to forge daedric weapons or armor, and you'll quickly find equipment worthy of the greatest heroes of these lands

flowing from your forge. This effect will scale based on what you use as mentioned before, so the better the workmanship and material, the more the forge will give back to you.

Shadow

Lockpicks Galore! 100 CP: Every thief or assassin needs a trusty set of picks to get where they need to go, and now you'll always have just what you need. Whenever you reach into your pockets, you'll always find that you've got a constantly replenishing supply of lockpicks to make use of. They aren't infinite, but should generally be enough unless you really screw up on a lock, in which case it may be time for the old-fashioned solution.

Shadow's Garb 100 CP: You wouldn't be a very good thief or assassin without the basics now, would you? You'll quickly find a set of basic leather armor, an iron dagger/sword, and a bow with some arrows given to you at the start of your journey here. They aren't much and don't expect the bow's quiver to last through a prolonged engagement, but they're a start and they'll keep you alive against many of the weaker dangers of Skyrim. The bow's quiver will slowly restock given time.

Night's Tears 200 CP: One of the most insidious and feared weapons in an assassin's arsenal, poison, and you've got plenty. You've got a chest full of the general poisons of this world; it won't contain anything ridiculous or any biological weapons but everything else, ranging from weaker to some of the stronger poisons is present and accounted for. It'll replenish any used poisons at the end of every two weeks. This also updates for each setting you go to.

The Ragged Flagon Cistern 200 CP: Sometimes you just want to sit down and relax a bit; maybe it's to let the heat die down a bit, or you just want some peace. Located in a place of your choosing is a well-hidden bar that serves as a perfect hideout for you and any associates you may have. Naturally, it's equipped with all the normal amenities of a bar and has a staff of "NPCs" who'll manage things for you. There are also some other, less common services offered in the form of a face sculptor and a job board to make finding new marks easy. The bar won't be found naturally, and nor will those who use it willingly sell it out, though this won't protect you from everything.

Nightingale Attire 400 CP: Every shadow needs a garb, and what better than that given by the Lady of the Night? Taking the form of a silvery light armor adorned with the sigil of the Nightingales, this armor is normally reserved only for the favored servants of Nocturnal, though you now have it regardless of your allegiance. While it doesn't provide nearly as much defense as Ebony armor or some of the others, it's not meant for frontline combat. While wearing the full

set you'll find your skills and abilities relating to stealth and misdirection greatly enhanced. Movement will become silent, your skill with a dagger or other such weapon will increase, and casting illusions becomes that much easier. The armor will also scale with you, always being viable and providing a boost to your stealth no matter how absurd yours already may be. This also comes with the weapon set it normally would have.

Brotherhood of Murder/Thieves 400 CP: A King of the Underworld has graced us with their presence, as it would seem, that King would be you, by the way. Moving and operating alone has its benefits, but sometimes it's helpful to have some people with you, or more specifically under you. This "brotherhood" is more like a kingdom of the underworld and grants you a great deal of power and influence to throw around. Like the warrior option, this organization can be customized as you see fit so long as it revolves around the shadows and the less than legal parts of society. The base choices would be something like the Thieves Guild when it was much more successful, though not at its height, or the Dark Brotherhood/Morag Tong. Regardless of your choice, it's members are skilled at what they do and expanding is certainly on the table.

Skeleton Key 600 CP: Now where did you find this Jumper? There are many who would have questions for you and many others who would attempt to take this from you by any means necessary. Within your hands is a very odd looking key, almost Dwemer in design with its bronze color, angular bit, and bulbous blue bow. Of course, it's far more than that if the earlier parts didn't clue you in, within your hands is a perfect replica in shape and ability of one of the Daedric Prince Nocturnal's artifacts, the Skeleton Key, a key with the ability to unlock or lock any lock. Doors, chests, etc. All yield to it, and no treasure is safe so long as you can get to where it's stored with this. Of course, that's only the tip of the iceberg when it comes to the key; it's abilities lie in the locking and unlocking of just about anything, physical or not. You could unlock or lock away someone's potential for magic or war, or if it suited you, lock a portal to oblivion and undo it later with ease. So long as it can in theory be seen as something that could be locked or unlocked, then this key can interact with it, with Jump docs being the exception alongside related things. As a final note the key is a part of you, like Nocturnal's is a part of her; should it be lost, or you give it to someone, it can be retrieved at your leisure.

Mehrunes Razor 600 CP: If the Skeleton Key was the holy grail of thieves, then perhaps the dagger of Dagon is the same for Assassins. Taking the form of a simple ebony dagger with a somewhat daedric appearance, it carries a potent ability beneath a deceptively normal exterior. The dagger holds the power to instantly kill whoever it strikes, regardless of strength or resistance. A grand mage or armored warrior may be felled in a single strike just as easily as a poor militia man. It also carries the nasty side effect of occasionally sending the victims souls screaming to the Deadlands and into Mehrunes Dagon's tender mercies.

Conveniently, this ensures that they can't be brought back to life and those that have trouble staying dead are going to stay down. As the dagger is yours, you may choose to re-attune who the souls are sent to should the effect activate, though the end result is still the same.

Mage

Alchemical Ingredients 100 CP: Sometimes it can just be such a pain to go searching for a specific flower, or monster's organ in some remote part of Skyrim. Well, now that's no longer the case! You've got a satchel or backpack of some sort that's just loaded with high quality ingredients useful for potion making or other magical pursuits. While you won't find anything incredible in it, this will make sure you never run out of the basic materials you need.

Magical Fashion 100 CP: Every spellcaster needs something that suits them but also complements their style, and so you have this. Each purchase of this perk allows you to pick one master set of magical robes to own. These can range from the Robes of Destruction or Conjuration, which naturally benefit such styles, to Necromancer's Robes. In future jumps they'll shift to match the setting's aesthetics if you want them to, and if destroyed they'll return in a few days.

For an additional undiscounted 200 CP, you can also receive the Archmage's Robes, a very potent set of magical clothing that greatly enhances your magical abilities with the sole exception of enchantment.

Staffs, Staffs, and Staffs! 200 CP: Every wizard needs a wand, and while these aren't wands, they're close enough. You now have an extensive collection of the common magical staffs found in this world, examples of which being ice spikes or fire balls. On the surface these may seem of limited use. However, the fact that they don't require your own magic to cast the spells is a nice fallback tool for young mages or those that just can't channel much. As a final bonus, you'll find these staffs easy to enchant with new spells, whatever those may be in the future.

A Whole Lotta Gems 200 CP: Soul Gems! You have a replenishing supply of each type of Soul gem ranging from the least to the greatest; let's say you get ten new ones or so of each type to use a week. Also, it should be noted that they're filled so no worries when it comes to filling them.

Gauldur's Amulet 400 CP: Around your neck lies a replica of a powerful magical relic from the First Era, the amulet of Archmage Gauldur. The real thing is split in three and buried with his sons; but that's not too relevant to yours. The Amulet itself is an immensely powerful

magical object, greatly enhancing your endurance, magic, and health. To put this in perspective, it took an Archmage and a company of Battlemages to stop the three brothers who had split it, and you have the whole thing.

A College of Your Own 400 CP: Every wizard needs a tower, and now so do you. Under your legal ownership is now a large castle similar in construction to the College of Winterhold. Within is essentially whatever a master wizard could need for their work, labs, storage, etc, are all within and easily accessible. There's also a grand library containing vast records equal to those of the College of Winterhold before it's decline. Naturally, to ensure would-be thieves and other unpleasant folk stay out, it's warded against attack and comes with its own form of security should you like it. The castle may also serve as a college like the name would suggest, and contains the necessary facilities to teach students, but it can also remain closed if you wish. The structure itself is also located in any reasonable location you wish that's in Tamriel, so it won't be in Sovngarde, or the middle of Solitude, though it could be a part of Solitude if you wish it.

Knowledge of Infinity 600 CP: Knowledge is power, or at least that's how the saying goes, and the Daedric Prince Hermaeus Mora would happen to agree. Within your hands is a very strange and almost disgusting book known as the Oghma Infinium, bound with the skin of each of the Mer races, both extinct and not. This book stands as one of the greatest repositories of knowledge in the Elder Scrolls universe. Filled with everything from swordplay to ancient and forgotten spells not seen since ages past, this book represents an immense amount of power should you utilize the knowledge within. Of course, while that would be quite the bounty on its own, it seems your version has retained the inquisitive nature of its master; each setting you go to represents a font of knowledge never before seen in the halls of Apocrypha or the pages of the book. Like Mora himself, the book will gather information from each setting you go to as if Mora himself was gathering it, this isn't instantaneous and don't expect it to pull information that's under incredible concealment or protected by entities of immense power with ease. At most, the book will take a full decade to gather an equivalent amount of information on each world as it does the Elder Scrolls.

The Staff of Magnus 600 CP: Now this is really something, the Staff of Magnus is the mages staff beyond all other magical implements. The staff itself is a relic from the creation of Mundus, left behind by its namesake, Magnus, the god of Magic. As a literal divine artifact it's powers over the realm of magic are all but absolute. The most basic and straight-forward of the staff's abilities is the power to absorb magic; whether this is from incoming spells, your opponent themselves, or some other source is irrelevant. Once someone's magic is completely gone the staff will move onto their lifeforce as a final finisher. It can also shield you from magical attacks, restore your vitality, suppress magic, and for those so inclined serves as an excellent weapon for smacking your enemies with. These are merely a few examples of what it

can do and hardly encompass everything a divine artifact of this level can really accomplish. Within the world of Mundus, the real staff and your copy are capable of interacting with and controlling the Eye of Magnus, and as a boon yours will retain the ability to interface with similarly grand magical artifacts and devices to do as you wish with them. The staff is also guaranteed to not abandon you like the normal one does if you get too powerful.

Companions:

Imports:

A party of up to four companions may be imported for free and receive 600 CP each. Further companions will cost 100 CP each and receive the same stipend.

Recruitment:

People may be recruited for free so long as you legitimately convince them, so no mind warping charisma or mind control powers may be used. For 100 CP fate will arrange for you to meet them on favorable terms.

The Man, the Myth, the Legend 0 CP: Shortly after you began your journey in Skyrim you happened across an odd man being chased by an angry mob, whether it was a small burst of charity or just you doing your normal thing you helped him out and escaped the mob and earned his graditude. Naturally, the man introduced himself to you as Hodd Toward, an enterprising Imperial just trying to make his way in this troublesome world. As a way of saying thanks, and because you seem the interesting sort, he's offered to come with you on your journeys in this world and beyond, lending you his considerable skill as an able trader/merchant easily able to turn ventures that'd normally would end in failure into solid investments. The only issue or oddity seems to be his obsession with this game of his called Skyridge or something like that. Though beyond his economic ability he hasn't got much in the way of other skills.

The Prisoner 200 CP: This rather odd young Nordic woman you ran into not too long ago is a curious sort, clad in a mix-match of worn Stormcloak and Imperial light armor she claims a rather fantastical tale of a dragon laying waste to Helgen just as the Empire was in the process of executing Stormcloak prisoners, though her sheer energy and drive to reach Whiterun to warn the Jarl certainly lend credit to her words. Regardless of your trust in her words you struck of something of an burgeoning friendship with her after you helped fight off several bandits that had ambushed the lass and she asked if you'd accompany her as a traveling companion of sorts if you'd like given she could use a partner in traveling Skyrim, a homeland she has little experience with in truth. Accept and you'll be joined by a free spirited young woman eager to see the world

and even try to make a difference in it for the better, and while she may lack for skills now the more you two jump into the fire the more she grows at a seemingly impossible rate, and who knows what else may lie within.

Drawbacks:

These will need to be fluffed in the future.

Early Journey +0 CP: Perhaps beginning just as the Last Dragonborn begins their journey isn't all that appealing to you? Maybe the whole hoard of dragons thing is a tad bit beyond your pay grade or you just want to witness a different period. Upon taking this "drawback" you're free to start at any point from the beginning of the Great War all the way up to the beginning of Skyrim's main events, so the Oblivion Crisis is out of your reach but the adventures of the Forgotten Hero or the bloodshed of the Great War are still able to be seen.

Myriad of Memories +0 CP: Perhaps this isn't the first time you've been to this particular world, if that's the case you may now choose to insert into that same timeline you came to originally. The world won't be alien, but your influence can and will be felt depending on your actions such as stopping the eruption of Red Mountain and Baar Dau, and other things of that sort.

Modded Skyrim +0 CP: Perhaps the name is a bit misleading, but the point is, the world of Mundus you're visiting is a bit different than what you're used to. This toggle allows you to pick one of the various fanfics primarily set in Skyrim as your new destination. The only stipulation is that said fanwork can't be used as a blatant power grab because the author inserted such and such a macguffin that you want. One final note is that lore friendly mods are considered fanfiction, within reason, of course. This can be taken multiple times.

Extended Visit +50 CP: Perhaps you'd like to stay a bit longer than normal? Each time you pick this drawback, your time in this universe will be extended another decade, a not inconsiderable amount of time given the dangers this world can throw at you. As a final note, this can only be taken a maximum of ten times for CP, though if you still want to stay after that you're free to extend your time further. You may also take this drawback for no CP and choose to leave whenever you want after the first decade at will; in essence, you're exchanging more CP for the ability to end it whenever you want..

Bandit Woes +100 CP: One would think that during a civil war bandits would keep their heads down, what with the frequent military patrols and standing armies. Unfortunately, it seems to you like they didn't get the memo, because you tend to run into them way more often than usual. That 'abandoned' mine up the road? Bandits. That weird cave down the river? Bandits. That other cave with skeletons outside? Well, that one is full of necromancers and vampires, but if you clear them out the bandits will be more than happy to move in.

This doesn't necessarily increase the general level of banditry, though it can; it just makes you stumble into them practically constantly.

My Lockpicks Keep Breaking +100 CP: Hope you have a surplus of lockpicks, because you are gonna need them. Even if you are an expert, you just can't seem to catch a break when trying to open a lock, breaking one or two even against locks that should be easy. If you aren't an expert... well, let's just say that locks are going to keep you out, unless you can find a way around them. You could always resort to smashing stuff, I guess?

Enemy of the State +200/300 CP: Through one way or another you've gotten on either the Empire or the Stormcloaks bad side. Perhaps you killed someone or maybe you've aided the opposing side in the civil war; the reasoning behind it doesn't matter. You're now a wanted man in the territories held by the faction after you; soldiers of theirs that see you will attempt to take you in and you'll find mercenaries/bounty hunters sent after you. Naturally, being in trouble with the law is going to make doing things a bit harder, unless you're the hermit sort. Taking the Stormcloaks only yields 200 CP due to them being smaller and wielding far less power in comparison to the Empire. The warrant for your arrest isn't necessarily impossible to get rid of but it'll take considerable work should you desire it removed.

Fated +200/400/600 CP: It seems like these will be some interesting times for your Jumper- in the Chinese sense, that is. This drawback ensures you'll be drawn into some sort of conflict in the world of Elder Scrolls, no matter how much you resist. For +200 CP it's a 'relatively' minor conflict, such as helping to settle a dispute between two rival Jarls. At the +400 CP tier this increases substantially to the point that your quest will see you face enemies around the level of the Volkihar Vampires and their master. Finally, for +600 CP, your quest will be truly worthy of an Elder Scrolls protagonist; the enemies and challenges you face will be hard and powerful, and the great enemy you face will be at least as powerful as Alduin or Miraak in Apocrypha, with goals just as disastrous for you and everyone else. If you take this with Upon Black Wings or Dawnguard, this will add to your already hefty load.

Monster Spawner +300 CP: Monster encounters are as frequent as in game but are as dangerous and numerous as they would be lore-wise, i.e.. would-be adventurers getting caught and eaten by spiders, bears, trolls, etc. Basically, you can't mow through them like you would in-game. Note that this only affects the areas around you, so there's no need to worry about civilization collapsing due to an unending horde of monsters.

Eye of the Thalmor +300 CP: Maybe you're a worshiper of Talos, or maybe you've offended Elenwen. Regardless, the Thalmor are after you in force. Expect multiple attempts to

drag you off, and for them to pressure the Empire into handing you over. Long story short, they're going to make things here far tougher for you as they pull every dirty trick in the book out.

Trouble Magnet +400: You'll find yourself in dangerous quests and situations from what should otherwise be fairly menial tasks. You get a job to clear out a frostbite spider nest and then suddenly you have to stop a group of necromancers from summoning an ancient evil. On the bright side, you can normally find some goodies during these quests. Great rewards, far, far greater dangers.

Volkihar Problems +400 CP: It seems Harkon has gotten it in his head that he needs you for his plans to work, and unfortunately this isn't a "join me and help Vampirekind rule the world" kind of situation. This is more along the lines of him needing to drain every last drop of your blood for the Tyranny of the Sun prophecy to work. To this end, he'll do just about everything in his power to drag you kicking and screaming to castle Volkihar, whether that be manipulating the law, or siring dozens of Vampire Lords to bring you down. Be wary, Jumper, for the night is full of enemies, and they won't ever stop.

Miraak's Plan +400 CP: So you know how the Last Dragonborn is called the Last of his kind? Well, it turns out he's not the only Dragonborn around, something you'll become intimately familiar with, as the first known Dragonborn is now after you. Miraak has discovered your true nature as a Jumper and sees it as the ultimate path to power and escape, and as such will stop at nothing to seize it. He'll start simple with Cultists who'll attack on occasion and attempt to make life difficult in general. Given time he'll become more aggressive and send more powerful and numerous servants after you, should he not be taken care of by the seventh year you're here he'll manage to escape Apocrypha and come after you personally. Should he capture you and hold you to the Jump's end, he'll take your place as the Jumper and move onto the next Jump. Also do be aware that merely being the Champion of Hermaeus Mora won't solve your issues; he was more than willing to allow the LDB and Miraak to fight it out even should the LDB be his Champion, though he may be willing to assist you should you prove more pliable and cooperative than Miraak.

Lore-Friendly Drawback +400 CP: For whatever reason Akatosh has taken issue with all these new-fangled out-of-context abilities of yours. Maybe they're giving him a headache or something like that. The point is that any ability or item not in line with the world of Elder Scrolls has now been completely locked away. This means that while something like Harry Potter magic or the Winds of Magic from WHB will be left untouched, your powers as a Kryptonian or your 12th level intellect are now gone. In essence, so long as any ability/item

could reasonably fit in a high fantasy setting like ES without breaking it you're fine, otherwise it's in the no-no zone.

Alduin's Eye +600 CP: The World Eater sees you as a threat to his plans; he'll work against you throughout your time here. He'll start with Dragon attacks with the weaker breeds but begin escalating, eventually reaching the point of bringing groups of Elder Dragons after you. If that doesn't work you will have to face him yourself.

Daedra Chewtoy +600 CP: The daedra are going to be very interested in you, just like they would the LDB if that isn't you, and this time won't be sharing. They will do everything they can to make you theirs, and if you swear yourself to one, the rest will send their servants to hunt you down, either to take you by force or just destroy you.

Oh, You're Finally Awake? +600 CP: Well, this is awkward now, isn't it? Your starting location is no longer wherever it was before and is immediately changed to being in a cart on its way to Helgen, specifically an Imperial prisoner cart. All OCP or powers sufficient to trivialize the Imperials will be locked away as soon as you wake up; all items will be locked as well as you've got nothing but a prisoner's garb. Your goal here will be simple, survive Helgen and successfully make it to Riverwood and you'll be completely restored to whatever you were like before. Failure to do this and well, you know what happens when your head rolls in most jumps. As a freebie, you're guaranteed to not be executed by the Imperials like the Stormcloak soldier was. I heard something about wanting the rebels dealt with first.

Warhammer Fantasy +600 CP: Not actually Warhammer Fantasy, but the world you're going to will not be the Nirn you likely know and love. Here things are different; the tone of the world is much darker and in line with the Warhammer universe. The Empire and the Dominion are involved in an unending war of attrition that's devastating the lands of the South; the walls of reality are weaker and Daedric attacks are unfortunately not uncommon, especially with the number of Cultists running around, not to mention the whole slew of other issues. In general the land is more dangerous, and foes such as Alduin, Miraak, and Harkon are much more powerful and more than capable of taking advantage of the dark nature of the world.

Scenarios:

Take as many as you think you can handle.

Upon Black Wings (Requires Dovahkiin)

When misrule takes its place at the eight corners of the world
When the Brass Tower walks and time is reshaped
When the thrice-blessed fail and the Red Tower trembles
When the Dragonborn ruler loses his throne, and the White Tower falls
When the Snow Tower lies sundered, kingless, bleeding
The World-Eater wakes, and the wheel turns upon the Last Dragonborn.

The end times are upon Tamriel, the World-Eater Alduin has returned from the Seas of Time with a desire to devour the world. There is but one able to stop him now, and that's you, the Last Dragonborn. You awake in an Imperial prison convoy headed to Helgen, powerless and cold, though not without hope. Your life will be saved in a nick of time by a great dragon's assault on Helgen and you'll escape with either a friendly Imperial or perhaps a Stormcloak rebel. From then on your journey begins in earnest. From then on you must work towards and ensure the salvation of Skyrim and its people. After about a week or so, dragons will begin to rise from the grave, and plague a land already ripped asunder by civil war and strife. Defeating the threat that Alduin represents will require a miracle and all your power alongside assistance from other legendary heroes, but it is well within the scope of reality, as even the divine may be willing to aid you in your time of need, though this is not a guarantee. Should you fail to fell the World-Eater, he will return to his original task, and this world will die as it is swallowed by the dragon.

Unfortunately, your task will not be finished with Alduin as his defeat will spell the rise of a new threat off the coast of Skyrim, in Solstheim. Miraak will quickly accelerate his plans of escape and domination, and should you not do anything he will succeed in this endeavor and bring war to all Tamriel, a war he is going to win. Defeating him will require conquering the many challenges of an island bathed in ash and the eldritch horrors of Apocrypha, while also courting its dread master. Succeeding at these challenges shall finally allow you the power and ability to challenge the First Dragonborn and his enslaved dragons without the help of your loyal companions, and should you defeat him, victory will be yours and your quest will end.

Reward - This was not your responsibility, and yet you decided to take on this burden of your own free will. Akatosh has looked upon this and seen fit to reward you fittingly. The first of your rewards will be something ordinarily only possessed by his firstborn; that being the power

to devour anything. While you may not have the power to swallow the world just yet, your ability is still potent and versatile, ranging from simple things like swallowing someone's soul to even eating away the age of someone, or, given time, the populations of entire nations. In truth, given time, who knows what you could devour. The second gift will be that Akatosh will replenish half the cost you paid to be one of his children and any companions found here. both draconic and otherwise, may be taken freely, and even freed from imprisonment in places like the Soul Cairn.

Of course, he's not the only one. Hermaeus Mora sees you as his greatest champion for defeating the failure Miraak and proving yourself against the World Eater. For this, you have been granted one purchase of the **Daedric Champion** perk, attuned to Hermaeus Mora, for free. The Master of Apocrypha will bless you and aid you in his own ways in all worlds to come, showering you with rewards and power should you serve him willingly. Or merely aiding you in the shadows should you not, after all, the promise of the entire multiverse's knowledge is more than enough for him. He'll also make sure any assistance is done in a way you'd see as beneficial, so no worries when it comes to eldritch thinking. As a final show of his favor you'll always have access to his servants and Apocrypha should you desire it.

Dawnguard

Among the night's children, a dread lord will rise. In an
age of strife, when dragons return to the realm of men,
darkness will mingle with light and the night and day will be as one.
-Dexion Evicus

Civil war ravages Skyrim, dragons soar through the air sowing terror among the people, and all the while the petty rulers can only bicker and squabble. All throughout this nobody notices another festering threat; the night is rising throughout the lands, and should it be left untouched it will swallow the sun. The ancient Vampire Lord Harkon Volkihar has become aware of the location of his daughter, and, more importantly, the Elder Scroll she bears. He has sent out a call to his court that whoever brings her to him alive will be granted the gift of becoming a Vampire Lord. Already many scramble to be the first to take Dimhollow Crypt and retrieve the Volkihar Princess. The only true opposition to this, the Vigilants of Stendarr, have been slaughtered and all but wiped out, without anyone batting an eye. Yet they are not without opponents; the long-dead Dawnguard has been resurrected, and the newly reborn organization of Vampire Hunters now desperately moves to counter Volkihar.

How you got caught up in this war for the light is irrelevant. The point is that you will travel to Dimhollow Crypt, cut or cast your way through the Vampires present and retrieve and awaken the Vampire kept inside. From this point, she'll ask to be escorted back to Castle Volkihar where you'll be offered a gift many men would and have slaughtered thousands, for, that being the power of a Vampire Lord. This decision will decide who you fight for henceforth. Refusing will see Harkon banish you from his hold, and your sword being pledged to mankind while accepting will see you arise as a new Volkihar. You must help bring about either the Tyranny of the Sun Prophecy or the destruction of the Volkihar Vampires, with the exception of any who willingly assist you. As the final deciding battle grows closer, both factions will become that much more powerful; the Dawnguard will finally manage to rally the factions of Skyrim once the Prophecy is almost complete, and the Volkihar will grow larger and greater as more join their ranks in undeath, and Lord Harkon strengthens. Though this will only happen for the opposing faction.

As a final note, no matter what you do, Harkon must die in both scenarios. He will grow mad with power and become increasingly paranoid that you intend to overthrow him, true or not, and when Auriel's Bow is captured he will demand you hand it over. From there slay him to claim your final victory as either the destroyer of the Volkihar or their new dread master.

Reward - As one might expect, for such a dangerous and grand tale of light and darkness your reward is great. No matter who you side with, Auriel's Bow is yours; its power will shine far brighter and more powerful in your grip. Even those that would've normally gotten it in their item line will find their CP reserves swell with 600 further CP to be spent while keeping the bow for free. Should you also wish it, Serana Volkihar will accompany you from now on, having grown attached to you as the only friend she's ever had. Naturally, as a Daughter of Coldharbour, and a Vampire Lord, she wields considerable power. You'll also retain the services of the dragon Durnehviir who will be freed from his imprisonment.

Reward - Dawnguard: You have laid low the monsters in Volkihar and saved the world from an eternal night. For this deed the Dawnguard will follow you from now on, always updating in each world you enter by becoming a faction hunting something of your choice, and always retaining its technological edge. The proud fort Dawnguard will also follow in a similar fashion, both repaired and greater than ever before; the castle will also serve as a place of innovation and a gathering for useful individuals. As a final reward, some 300 CP will be granted to you as well to spend as you wish.

Reward - Volkihar: Hail Mightiest of Vampires! The weaklings in the Dawnguard have been crushed, and the cattle of Skyrim left helpless before their new masters. As the master of the Volkihar, and quite possibly Skyrim as well, the Vampires you lead to victory will follow you

throughout each Jump in your chain. Their organization will always exist intertwined with the world at large, hidden but still wielding considerable power over the other factions in setting. Furthermore, every King needs a castle and from now on Castle Volkihar will be that. Restored to its former glory, the capital of your new Vampiric Kingdom will follow you from now on, updating in every jump and acting as an excellent location for magic, though Necromancy and Blood magic will benefit the most. On one final note, your status as a Vampire Lord will remain and you'll be able to turn others into Vampire Lords should you wish it.

Final Showdown

How long has it been since you opened your eyes in a land not your own for the first time? How long has it been since you first set foot in these snow-crowned lands? More importantly, what have you done in the years since you first set your eyes upon the lands of this world? Has your time here been one of adventure? Laying low every villain in your path while accruing great wealth and power? Or perhaps it has been one of quiet study, one in which you've endeavored to tease out every little secret this world has while living a peaceful life. No matter, it is the life you have chosen to live, and every moment of it a valuable part of who you are. But the cold reality of the world is that almost all things must end, and perhaps this means your tale is destined to end here, on the snowy banks of Skyrim.

Ten long years have passed, and now your final challenge approaches you. A man who has traveled the lands of all Tamriel, slain every foe he could, and conquered every peak shown to him. All but one, all but you. For the man simply known as the Ebony Warrior, you represent the last peak to climb, the last challenge to best, and hopefully his final glorious battle. In your final year in this world, he will find you and challenge you to one final battle at his vigil; a battle you are free to refuse, but one he truly does hope you accept.

Should you choose to accept his challenge, one need merely meet him at his vigil, an isolated place which will draw you towards it, guiding you towards him regardless of your knowledge of its location. This place will host your fight, a battle between just the two of you, permitting any and all tactics and styles. It is a battle where you will face the full power of a Doom Driven Hero seeking one last final glorious charge before Sovangarde. A Hero who will unleash every bit of his wit and power against you and expects nothing less from you as well, a battle that will almost certainly require every bit of yours as well to win.

Victory will be hard pressed, but aren't the best things in life those you work the hardest for?

Reward - The Ebony Warrior lays defeated at your hand, his last words spilling out with satisfaction at his end and good wishes towards you. As for your reward, the Warrior offers you everything he once owned, his armor, weapons, and supplies, with the hope they will serve you well in the future travels you take. What this grants is a set of equipment unmatched throughout all Tamriel. Weapons and armor layered with enchantments and forged through processes that could only possibly be the divine culminating in a set of immensely powerful equipment that will grow alongside you so as to act as your sword and shield now and for as long as you see fit to wield it. While he will not be carrying much else, what he does carry are several gems of immense value as well as several other rare magical ingredients and resources.

Reward - The Eternal Journey: Your time in this world is soon to come to a close, the curtains closing on yet another grand part of your journey across the Seas of Reality.

The Eye of Magnus

Undeath

Night of Tears

Black Books

Get all black books and fiat back their reward, maybe? Also companion tentacle guy(Seeker). Dremora butler and merchant are also too good to pass, but maybe as item perk instead if the jumper doesn't want to collect them.

An Ideal Master

It would appear you were never taught to not make deals with the devil, an evident fact given you made a deal with the Ideal Masters, and they've collected. See, much like the dragon Durnehviir, you've been trapped in the Soul Cairn as a slave to the Ideal Masters through a contract of some sort; a contract that in retrospect is incredibly biased in favor of the Masters. This contract cannot be undone by anything but the most powerful of magics, and even then breaking it would reap a heavy toll on you given you've willingly accepted it. However, your current situation cannot be allowed to continue and you refuse to simply submit like your fellow prisoners.

From here on you must find a way to slip the shackles that have been placed on you, and escape the Soul Cairn with at minimum the majority of your soul, though if they have a few pieces those will be restored post-jump. This is not the only option for your victory; the second path is that of truly overthrowing your old masters and seizing their place at the top, an incredibly difficult task to say the least. Should you take this path, you will need to not only free yourself but then defeat the Ideal Masters and claim the Soul Cairn as your own, without any Daedric Prince or other entity stealing it from you. As a bonus Jumpchan will ensure this goal is not impossible to complete, though should you be naught more than a regular man it will be next to impossible.

Reward - Broken Chains: Should you choose the easier of the two paths and simply escape from the Soul Cairn, your reward will be two-fold. First, you'll find that you've learned a bit from your experience and have become an expert when it comes to magical contracts, able to not only make them with ease but ensure they greatly benefit you all the while the other party is unaware of the trap they just willingly signed. Secondly, those who would imprison you will find such efforts are wasted. Prisons may hold you for a but you'll always inevitably escape from them given some time to work at it.

Reward - A New Master: For completing the far harder of the two paths, your reward will be that much greater. To begin you'll receive the benefits of Broken Chains alongside what would be gained here. As for this, well, you did claim the Soul Cairn as your own, did you not? From here on the Soul Cairn will remain your personal domain. A realm of Oblivion that will follow you on the rest of your chain. In each new universe it will act as a sort of vortex that draws in the souls of the sacrificed and other similarly doomed peoples who will find themselves at your mercy; alongside this it will act as a virtually limitless source of undead and necromantic energy. While the Ideal Masters may have been crushed you'll also find knowledge of the power these ascended Necromancers wield, which could be rather useful in copying them should you wish it.

The Champion of the Divines

The favor of the divine, both Aedric and Daedric, is something of great value; it's an affection that has made men and women into great heroes and even villains that have shaped Tamriel for better or worse. On the other hand, the displeasure of these beings has also brought great ruination to people and even Kingdoms unless stopped or placated. Perhaps you've seen the boons these beings can grant and decided they outweigh the risks; or perhaps you're a true believer, a new Divine Crusader who seeks the favor of these gods. It matters little, your desire brought you here, and what you do from here on is what matters.

Your goal is to become the Champion of at least nine of the divine beings of this world, whether they be of the Nine, the Daedric Princes, or something else like the major Magna Ge. It must be stated that this goal is much easier said than done; currying favor with nine different divine beings, many of which have opposing agendas or simply don't like each other, will require a careful balancing act that could, if not taken care of, blow up in your face. Furthermore, these beings will challenge you; they'll give you quests and tasks to complete to prove your worth that would threaten even the greats at times. Still, should you succeed, it's all but guaranteed you'll go down in history as a legendary figure. Though I'm sure the afterlife custody battle that'll occur should you die will also be rather legendary.

Reward - You managed to do something very few people in the history of Tamriel have ever accomplished, and as such you're to be rewarded. To begin, you'll receive the **Daedric Champion** perk for all of the beings you managed to gain such a position from, so long as there's at least ten of them, any over ten will also be included in this reward if you went the extra mile. Secondly, any boons and gifts they granted you will become fiat backed as if they were purchased with CP, and finally in future worlds you'll find interactions with beings such as these will always be much smoother and more amicable.

Choices

Stay

Perhaps the world of Mundus has grown on you and you've decided to settle down here. In such a case your chain will end and you'll spend the rest of your days here, back home; your affairs will be taken care of and your loved ones will know you're in a better place. As final compensation, you'll receive 1000 CP to spend on top of the original CP.

Next Jump

The adventure never ends now, does it? The lands of Skyrim and beyond have yielded many adventures and memories, but the time to move forward has come. You'll continue on your chain as normal to wherever your next destination is.

Return Home

Home is where the heart is and you've decided that's where you'll be now. Your chain will end and you'll wake up back home right after you originally accepted the chain with all your powers, items, etc.

Notes:

A special thanks to everyone who's helped with ideas, grammar, and such things, this jump would be far lesser without your assistance.

All Daedric artifacts in the item section are replicas of the originals, they're just as good as them but without the strings attached to them normally. So you need not worry about Nocturnal trying to take back her key or anyone else for that matter.

Thanks to Zentari for a number of perks in the trees. I was unsure of what to do with them before they made their suggestions. Also thanks to Jonathan. N for the assistance he's given in developing the perk and item lines.

The point of the capstones is to either give you the talent or ability of an endgame lore hero of that category, so a martial warrior is going to be able to trade blows with other legendary ES characters, while a spellcaster will sit with the likes of Mannimarco should they work for it.

I'm having to take some liberties with the Vampire Lord perk as we don't yet know everything about it and the gameplay doesn't exactly do it justice.

The Shadow Capstones don’t cause you to sell your soul by having them, though you may be a part of the organizations they reference if you wish, but that’s your choice.

Choosing Tonal Architecture for the Best Left Forgotten perk won’t make constructing your own Numidium easy. It required the continuous efforts of a group of talented users and forcing the Dwemer race to work on it; the creation of legendary tools, and then seizing the heart of a divine being to get it to work. The point is that while it’s possible, it’s going to take a long time.

For those who take both Vampire Lord and Moonlit Form, you’re able to become that Werewolf-Vampire hybrid that Hircine/Bal made if you wish, with all the benefits that gives, or you could keep them separate but still wield both, it’s up to you.

The members of the Dragonguard or Brotherhood of Thieves/Murder are followers by default, though they can become companions should you desire it.

The boons your patron grants you from the Daedric Champion perk will stack with perks you already have. For instance, taking Nocturnal as your patron and Chosen of Nocturnal will amp your stealth abilities even further.

For those of you who don’t want Hermaeus Mora interfering, or even showing in a new world at all, then he won't; the point of the reward is to be a reward, not something you’d see as a drawback in disguise.