

The Elder Scrolls: Warriors

By Pokebrat_J

Most people believe that it is magic that is the truly powerful force in this world, and rightfully so. To call upon the energies of Aetherius, wielding them in such a way as to warp the very fabric of reality. And yet, not everyone can command that limitless light, lacking in skill and knowledge. But a sharp stick is just as capable of killing a man as any conjured lightning.

You are no mage, weak without your spells and incantations, nor are you one of those guttersnipes that sneak around without honor. No, you are a warrior, one who goes to meet their foes with fire in their hearts and cold, hard steel in their hands.

You receive **1000 cp** to decide what kind of warrior you want to become.

Specialization:

There are many ways to handle combat, but which approach calls to you?

Archer: Some may call you a coward for choosing to specialize with a bow, but they won't be calling you anything after an arrow pierces their skull before they ever locate you.

Duelist: The gods gave you two hands, and you use both for your weapons. Though unconventional and slightly harder to master, there's something to be said about giving up defense for more offense.

One-Handed: Your weapon of choice is typically one that can be wielded with a single hand, with such a wide variety ranging from daggers to spears. It leaves your other hand open for some interesting moves and very rude gestures.

Spellsword: Those who say that magic and might should be separated are idiots, seeing limitations where there are none. And truthfully, much more can be done when the physical and magical work together than they ever could while separated.

Sword and Shield: Ah, the shining example that comes to mind when one thinks of a warrior. With a weapon in one hand and a shield in the other, there isn't a lot that will be getting past these brave souls, their mix of offense and defense an incredible combination.

Two-Handed: There are few things more terrifying than someone running towards you with a hammer larger than most children. It's even more terrifying when they can swing said hammer around like it was nothing. Of course, you won't be limited to just hammers.

Unarmed: As crazy as it may seem to many, there are those out there who prefer their fists over any weapons. You are one of those daring few, looking to prove that the strength of your arm and fist are just as viable weapons as swords or spears.

Blacksmith: If being in active combat isn’t your thing, then there is another way to help those out on the battlefield. You have taken to the forge, of creating weapons and armor for others, and repairing them after stressful use.

Race:

Age and gender may be decided freely.

Altmer: The High Elves are tall, golden skinned elves of the Summerset Isles. They are the most naturally attuned to magic and are as such capable of learning it most easily. They are resistant to disease and have a very long lifespan.

Argonian: A reptilian race from Black Marsh. Unrelated to either Man or Mer and as comfortable in water as on dry land. Covered in scales that make them slightly tougher than other races, their digitigrade legs prevent them from wearing regular shoes.

Bosmer: The small, agile Wood Elves of Valenwood, they are the greatest natural archers in all of Tamriel. Their nimbleness and natural ease within the wild areas of the world is only matched by their carnivorous and sometimes cannibalistic tendencies.

Breton: The humans of High Rock are the hybrid descendants of ancient elves and men, as hinted by their slightly pointed ears. Eccentric and naturally skilled with magic, they have a natural resistance to magic.

Dunmer: The ashen-skinned, red eyed Dark Elves of Morrowind are a tenacious people. They possess a natural resistance of fire and heat. They are known for their strength, intelligence, and quickness as well as their pride and unfriendliness.

Imperial: The cosmopolitan human natives of the province of Cyrodiil. They are known for their charm and skill at diplomacy, as well as their skill and discipline as rank and file soldiers.

Khajiit: The cat-people of Elsweyr, they are known for their natural agility and stealth. Their forms are as diverse as the phases of the two moons, ranging from a house cat, to a house sized tiger, to something similar to a Wood Elf.

Nord: The tall, hardy, fair skinned, fair haired men of Skyrim. Naturally large and strong, they are resistant to the cold with a magical affinity for the frost. They are primarily known for their fierce warriors.

Orsimer: Known as the Pariah Folk, the Orcs of Orsinium are known as talented warriors and smiths. They are strong, courageous and fearsome when roused, just as their god Malacath is.

Redguard: The dark skinned men of Hammerfell. Naturally talented warriors known for their hardiness of constitution and their fleet feet. Their independent spirits make them better skirmishers than rank and file warriors.

Other Race [100]: But the arts of war are not limited to just those races. Many follow the path of the warrior, and you may count yourself amongst their number. From goblins to giants to daedra, you are all united in your way of life.

Dragon [400]: The Children of Akatosh, one of the mightiest of creatures to have ever graced these lands. With scales like ebony and strong Voices to shout down any who would stand against them. All dragons respect strength of any kind, and it was not unheard of for some to focus on the strength of their bodies rather than the strength of their Voices.



Locations:

Roll 1d12 to determine your starting location, or pay **[50]** *to choose. Your starting time does not matter, and can be anywhere from the Merethic Era to the Fourth Era.*

1) Black Marsh: The dense swampland home of the Argonians to the South-East of Tamriel. A lush land filled with violently dangerous predators and poisonous plants. Wild and impossible to cultivate, there are few true settlements.

2) Cyrodiil: The Imperial province in the center of Tamriel. Predominantly temperate in climate with large cities including the vast Imperial City, the cosmopolitan center of the Empire and its governance.

3) Elsweyr: The home of the Khajiit, situated on the southern coast of Tamriel. There are few cities, the rest made up of arid badlands and subtropical forests.

4) Hammerfell: Situated in the West of Tamriel and dominated by the vast Alik'r desert. The Redguards and other peoples who call it home live predominantly in the large port-cities and towns.

5) High Rock: The Breton's home province to the North-West of Tamriel. The coastal regions are temperate with loose forests, further inland the region becomes more mountainous.

6) Morrowind: The North-East province of the Dunmer is dominated by the volcanic island of Vvardenfell. Separated by the Velothi Mountains, the lands of Morrowind have unique and hostile climates and ecosystems.

7) Orsinium: The newly rebuilt city-state and kingdom of Orsinium is positioned within High Rock and is the new home to the Orcs. It was won in a duel by the Orc hero Gortwog gro-Nagorm and prospered under his rule.

8) Skyrim: The northernmost, cold and mountainous province of Skyrim is home to the Nords. Relatively mild southern regions and cold, permanently frozen areas to the North.

9) Summerset Isles: The large, South-Westerly island home of the Altmer. Full of idyllic and clear pastures and several large cities with all manner of peculiar architecture.

10) Valenwood: A densely forested, subtropical province to the South-East of Tamriel, this is the home of the Bosmer. Sea of endless green, a maze of foliage with half-hidden cities and giant, migratory trees.

11) Attribution's Share: The Realm of Boethiah, made from numerous other realms that the Prince has taken over. A majority of them have been described as countries of labyrinthine policy and betrayals, with maze gardens and twisted towers. Perhaps you may one day become a participant in the Tournament of the Ten Bloods.

12) Free Choice: How lucky you are, as you may freely choose to start anywhere listed up above, and perhaps beyond?



General Perks:

Weapon Training [Free]: You would be a poor warrior if you were without the proper skills. Not only are you fairly adept with your chosen combat style and in peak physical condition, but you know how to properly maintain your weaponry and armor.

Drums of War [50]: Though some would prefer the sounds of the battlefield, of steel ringing on steel and the shouting and cries of men, music is loved and adored by many around the world. How lucky, then, that music will be with you always. You may at any time pull up a mental playlist of songs from The Elder Scrolls series, and will find new songs or remixes over time.

Rugged Beauty [50]: Though war and battle wears down all who participate, be it mentally or physically, your heroic visage is comparable to the chiseled marble of a master craftsman. Your beauty is almost unparalleled, and any attempt to mar such beauty with wounds or scars will only see it be enhanced.

Armored Combatant [100]: One does not often expect to rush into battle wearing nothing but their bare skin, with armor being so widespread across all cultures. You believe heavily in the utilization of armor, be it simple chainmail or a full set of ebony plate. For you, armor is much easier to wear and put on, and doesn't weigh you down, allowing you to swim as if unencumbered even while fully armored.

Walking Arsenal [100]: Have you ever found a number of weapons that you just had to use, but not enough room to actually carry them with you without affecting your performance. No longer, as you now have a personal pocket dimension to hold whatever you put inside of it, and can easily pull them out whenever you so desire. This will only affect items that you can physically lift.

Decorated General [200]: Wars are very, very rarely ever won by a single person. They are won through the effort of numerous people, through armies and tactics and stratagems. You understand this, and have endeavored to master the art of war in a level few ever do. You are a talented general, on par with some of the best in history, able to eke out victories from some of the most hopeless of battles.

Troll Blood [200]: Trolls are infamously difficult to take down, in part due to their special fat that absorb blunt blows, but also because of their potent regeneration. You seem to share in this strange ability, capable of regenerating from all wounds so quickly, it wouldn't be unheard of for weapons to get stuck in your flesh, having healed around it. Be wary, though, as this regeneration will be greatly slowed if the wounds were inflicted by fire, or were cauterized.

Shehai [400]: An ancient and forgotten art developed by those residing in Yokuda, you have become one of the rare Sword Singers, capable of manifesting a weapon from your very soul. Many Shehai were thought to be unstoppable weapons of pure thoughts, partly due to the numerous techniques that could wreak untold devastation, one even rumored to have been the cause for the sinking of Yokuda itself. You yourself are only a beginner, but through training and meditation you could go far. Should you so desire, you can even import a weapon that you own, granting them the attributes and capabilities of a Shehai.



Archery Perks:

Discounts for Archery are 50% off, with the [100] perk being free.

Quickshot [100]: The main problem when it comes to using the bow is having the proper strength to pull back the bowstring time and time again, at least if you want to use a bow of any significance. Not only do you need to use much less effort to use all bows, but your draw speed is much faster than before.

Eagle Eye [200]: The bow should not be used like a club, but a precision weapon for long distance. If you're firing from point blank, you're doing something wrong. Your eyesight is perfect for the use of this weapon, allowing you to see targets a mile away as clearly as if they were right in front of you.

Steady Hand [400]: It can be hard, attempting to hit a moving target from a dozen meters or even further away, making it difficult to properly aim. Not so in your case, as when you are aiming with a bow, or any ranged weapon for that matter, your perception of time slows down to a crawl, even the swiftest of arrows appearing impossibly slow.

Bullseye [600]: You have walked the path of the archer for a long while, mastering it like few before. When you draw back your bow, your targets are sure to perish. Whenever you use ranged weaponry, you will find that you deal three times as much damage as before, as well as having a one in five chance of temporarily paralyzing your targets, making them much easier to hit, not like it would have helped them either way.



Duelist Perks:

Discounts for Duelist are 50% off, with the [100] perk being free.

Dual Wielding [100]: Despite what many would think, using two weapons at the same time is a tricky thing, especially two different kinds of weapons. Not so for you, as your ambidextrous nature allows you to effectively utilize a weapon in each hand with the same level of skill as if you were only using one.

Dual Flurry [200]: The idea behind using two weapons at the same time is that you would be capable of dealing twice as much damage as before, so long as you can actually hit your targets. While you use two weapons at the same time, your attack speed is greatly increased.

Dual Defence [400]: Many think that a good offense is a good defense, and you have taken that proverb to heart. You are a master of blocking and redirecting attacks with your weapons, stopping an incoming axe and tossing it to the wayside where it won't be cracking your skull open.

Dual Savagery [600]: One of the greatest advantages of dual wielding weapons is the increased offensive potential one could possess, and you are undeniably proof of that. When you are in a fight, you become a whirlwind of death, becoming faster and faster the longer a fight goes on. Eventually, you may get to the point where you could slash individual raindrops in the middle of the air, and perhaps even further beyond.



One-handed Perks:

Discounts for One-handed are 50% off, with the [100] perk being free.

Armsman [100]: Since the dawn of time, man and mer have used weapons to war against each other, from magical swords to sticks with rocks attached to them. It is a well trodden path, the path of steel, one that you seem eager to walk. Whenever you use a single one-handed weapon, you will deal twice as much damage as before.

Fighting Stance [200]: Not all weapons rely on strength, some utilizing great dexterity instead. Whether or not you use one of these weapons, you have learned their ways and added it into your style. You are quite skilled at parrying, warding off incoming attacks and using that moment to strike back.

Savage Strike [400]: While the weapons you use may not possess as much weight behind them as a warhammer, it is just as important where you strike as it is how much force you strike with. In your hands, your weapon seems to slightly direct your movements, moving towards an opponent's weak points.

Paralyzing Strike [600]: Sometimes, an opponent will not give you the chance to strike at them, dancing just outside of your reach. Now, though, you only need to strike them a few times in order to finish it once and for all. Every time you hit a target, you have a fifty-fifty chance of temporarily paralyzing them, making it much easier to kill them where they stand.



Spellsword Perks:

Discounts for Spellsword are 50% off, with the [100] perk being free.

Arcane Arts [100]: To use both steel and spirit, one needs to be as studious as they are mighty. You have been trained in each of the schools of magic and know a number of spells, on the level of an average apprentice, though there is one school that you are quite adept at.

Mystic Binding [200]: Where magic is limitless in nature, there are very few uses for a sword. And yet, a sword is more reliable than magic, simply because of its ease of use, and not relying on a pool of magicka. Through a ritual, you can bond to a weapon of your choice, summoning it to your side regardless of where either of you are.

Casting Focus [400]: A vast majority of spells are cast through a mix of intent, will, and hand motions, the latter of which can be a bit difficult when wielding a weapon. For you, though, you don't need them, able to channel spells through your weapon as if it were a wand or staff. You can additionally envelop your weapon in a magical cloak of fire, frost, or shock, allowing them to deal more damage than before.

Magic and Might [600]: Your desire to walk both the Paths of Steel and Spirit is admirable, and has manifested in a unique ability within you. The higher your magical power rises, your physical power will also rise to match, until they are one in the same, equals. It won't create an endless loop of infinite strength and magical ability, but you'll be better equipped to take on a wider variety of challenges than most other people.



Sword and Shield Perks:

Discounts for Sword and Shield are 50% off, with the [100] perk being free.

Sturdy Shield [100]: The key behind using both a sword and shield is being able to take blows and then return the favor. It can be hard, though, if your opponent hits you hard enough to stagger you, giving them an opening. Thankfully, all shields you use will be able to negate a quarter of the kinetic force from all incoming attacks.

Elemental Protection [200]: While shields can protect against swords and arrows easily enough, magic is very much a real danger that could bypass or ignore your flawless defense. And now, you can ignore it right back, kind of. You will have both your magical resistance as well as your elemental resistances boosted, allowing you to ignore weaker effects all together.

Reflect Blows [400]: It is unavoidable that you will take damage when participating in a fight, regardless of how well prepared you are or how untouchable you think position is. This should help mitigate that risk, as you passively reflect a quarter of all physical damage taken back onto the attacker. This damage reflection is amplified when you use a shield, reflecting half of the damage taken instead.

Shield Wall [600]: You are not just heavily armored for your own protection, but for those who would call you an ally or friend. Such is the purity of your protective spirit that it has manifested in a selfless ability. Not only will this improve the defenses of all of your nearby allies, but you will also be capable of absorbing half the damage they would have otherwise taken. So long as you stand, no one else shall fall.



Two-handed Perks:

Discounts for Two-handed are 50% off, with the [100] perk being free.

Barbarian [100]: When you go about wielding a battleaxe or a warhammer, you've probably got one thing on your mind. Dishing out as much damage as possible. As such, whenever you use one of these two-handed weapons, you will be dealing twice as much damage as before.

Champion's Stance [200]: One of the downsides of using such weapons, though, is that you won't have many options when it comes to defense, but that's fine for someone like you. Not only do you have an extremely high pain tolerance, but you can ignore any injuries you may have while in combat. You can fight as if you were fully rested, even if your arms are broken and your entrails are hanging out.

Devastating Blow [400]: Another of the downsides of utilizing such massive weapons is that it takes longer to swing a warhammer than it is a dagger, but for you? You are capable of charging your weapon strikes for more power, with the longer you charge it the more powerful your blow will become. Keep charging long enough, and you could knock down an entire house with one blow.

Unstoppable Force [600]: There are few opponents as dangerous on the battlefield as you, an unstoppable force that can crush any immovable object stupid enough to get in your way. Any attack you deal with a two-handed weapon will completely ignore a target's armor, be they physical or magical, as well as bypassing damage resistance and intangibility.



Unarmed Perks:

Discounts for Unarmed are 50% off, with the [100] perk being free.

Iron Fist [100]: It takes either a brave, skilled, or foolish man to face the foes of the world with naught but your bare hands, but you seem to be the former. Not only are your fists as durable as fine steel, but you deal thrice as much unarmed damage as you could have before.

Strong Grip [200]: As strong as your fists may be, it means nothing if your opponent can just move out of the way. Though it may not entirely solve that problem, when you get close enough there's no way they're going to get away, as you are a master of grappling and wrestling your opponents to the ground and keeping them held down.

Paralyzing Palm [400]: There are myths of some martial artists who are capable of striking specific points on the body, paralyzing, manipulating, or even killing them with just a few pokes and strikes. You know that these are not myths, but truths, for you are capable of all of them. Additionally, your limbs now count as magical weapons, allowing you to strike at ghosts and other such entities.

Piercing Strike [600]: For years you have trained and meditated, turning your body into something beyond what most mortals would be capable of. Your limbs are comparable to ebony in durability, some of the strongest metal in Tamriel. Additionally, your unarmed strikes are able to ignore armor, regardless of how thick or what they may be crafted from or what enchantments they may possess.



Blacksmith Perks:

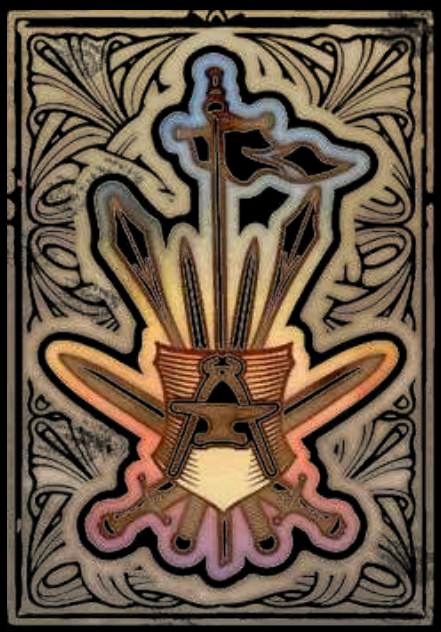
Discounts for Blacksmith are 50% off, with the [100] perk being free.

Armorer [100]: The path you have chosen may not be as glorious or memorable as those other paths, but every warrior needs someone to create and repair their weapons. You are a talented smith, able to repair most of the weapons and armors you could come across, as well as crafting your own.

Arcane Blacksmith [200]: Fixing weapons and armor is all well and good, but it can be a bit tricky working on enchanted items. Thankfully, you know just what to do in order to reinforce such magical pieces of equipment. Not only that, you are also quite the skilled enchanter yourself, placing pretty decent magical effects on your creations.

Runesmith [400]: The art of runes has long since fallen out of favor, due to the easier alternative of enchanting, but you are one of the few practitioners still around. You possess knowledge of how to craft dozens of these runes, which may not be as powerful as modern enchantments but never run out of charge. Whether you make your creations with them or engrave them onto pre-existing pieces, the only limit in how many you can place is how skilled you are.

Master of the Forge [600]: You have reached near the peak of what mortals are capable of when it comes to your craft, capable of making gear so fine that most would consider them the stuff of legends. You are even capable of breaking down and enhancing items that would be considered as indestructible, making them into something even greater than before under your skilled hands.



Items:

All Specializations receive an additional **[300]** *to spend in this section only. You may discount two items from each price tier, with discounted* **[50]** *and* **[100]** *items becoming free. You may freely import any related items you own at your discretion.*

Basic Set [Free]: It wouldn't be fair to send you out into such a dangerous world like Tamriel with no way to protect yourself. As such, you are now in possession of a brand new set of iron armor as well as a steel weapon of your choice. You will also receive a knapsack to carry any other valuables you may find in your travels.

Blacksmith Supplies [50]: No matter where you go on Tamriel, a blacksmith is fundamental, as are the materials from which he creates his crafts. You will receive fifty of all crafting supplies found in the Elder Scrolls series, which replenishes weekly. Even if you don't use them all, at the very least you'll always have enough for your next project.

Elven Gear [50]: Shining like gold in the sunlight, and adorned with beautiful bird motifs, it's hard to mistake elven gear for another. With each purchase, you receive a set of armor, as well as either a sword, a bow, a mace, or any other kind of weapon of your design.

Gold Pouch [50]: No matter what you do for a living, be it adventurer, bandit, or bodyguard, having gold on your person is important, if only because with it you can buy food. Now you don't have to worry about money problems in the short term, as this enchanted pouch is filled with one hundred gold coins, and will replenish itself daily.

Mixed Unit Tactics [50]: Sometimes, reading does help you win in a fight, especially when the book you read covers many different battle strategies for both large and small scale conflicts. This book not only covers them, but it also has a few notes written in the margins on different uses for various formations and such.

Nordic Gear [50]: The hardy Men of the North need equipment just as hardy as they when going to battle, and this suits them perfectly. With each purchase, you receive a set of armor, as well as either a sword, a bow, a mace, or any other kind of weapon of your design.

Repair Hammer [50]: When you use your equipment, you need to eventually do maintenance on it. This hammer is excellent at maintaining whatever gear you whack it with, hammering metal into a desirable shape, or it could just be used to bash some skulls in.

Training Dummy [50]: An straw dummy with targets painted onto it that is strangely durable and resistant to all damage, and will repair itself when no one is looking. Any weapons and combat training you do with this will be much more effective. Alternatively, it can look like a certain person of your choice if you're feeling spiteful.

Apron of Adroitness [100]: A thick apron made from troll leather with splotches of red and green paint, it was once owned by a renowned painter before it found its way to you. While you wear this apron, you will find that both the quality of your creations as well as the beauty and aesthetics of them will be improved.

Ebony Gear [100]: Forged from ebony, which is thought to be the hardened blood of Lorkhan, this purchase can take on many forms. A set of armor, as well as either a sword, a bow, a mace, or any other kind of weapon of your design. This midnight-black item will make you the envy of all who gaze upon it. Can be purchased multiple times.

Enchanted Gear [100/50]: Only fools go around without the very best equipment they can acquire, and you are no fool. Upon any item you own, you may add a single, powerful enchantment with each purchase of this option. This cannot be used to acquire unique enchantments. This option may be taken multiple times, at a discount after the first purchase.

Kyne's Token [100]: An ancient amulet from the days of Old Atmora, engraved with the hawk of Kyne herself, it has been passed down to many hunters of Skyrim. While wearing it, you will find that your arrows fly more true, dealing more damage to your targets than before.

Redwave [100]: A steel cutlass once used by a sailor from the Summerset Isles, it is engraved with the image of a great serpent along the blade. This enchanted weapon will drain the vitality of any opponents it strikes, using the stolen life energy to replenish it's wielder's own health.

Ring of Vitality [100]: A very useful ring for any questing warrior, this golden band is engraved with the image of an ox. While wearing it, it will render you immune to all but the most potent or divine diseases, poisons, and paralysis. Even those that are capable of affecting you would be highly weakened.

Stalhrim Gear [100]: Stalhrim is a rare material, a type of magical ice that is as durable as malachite. It has the, albeit predictable, ability to greatly enhance any frost related enchantments placed upon them. You will receive a set of armor, as well as either a sword, a bow, a mace, or any other kind of weapon of your design. Show them all the fury of the north. Can be purchased multiple times.

Targe of the Blooded [100]: Though it may only be made of steel and wood, this shield is a dangerous item in the right hands, all thanks to the multitude of spikes on the front of it. These spikes can predictably be used to damage foes, but they can also catch incoming weapons and, with a bit of finesse, rip them from your opponents' hands.

Bloodskal Blade [200]: An ancient nordic artifact from Solstheim, crafted from blood red silver and enchanted by Ahzidal. Not only is it a highly effective greatsword, but when you pump a bit of magicka into it, it will fire off a beam of cutting energy, making it highly useful for those without ranged capabilities. You can charge it with more magicka to create larger and stronger beams, though it will all be spent the next time you fire it.

Dragon Gear [200]: Dragons are powerful beings, related in some manner to Akatosh himself. So it would stand to reason that gear crafted from the Time God's children would be similarly powerful. With each purchase, you receive a set of armor, as well as either a sword, a bow, a mace, or any other kind of weapon of your design.

Dwemer Forge [200]: Of all the races on Tamriel, the dwemer were by far the greatest smiths and architects, the sciences and magics behind their creations a complete mystery, such that even how they made their unique metal is unknown. But perhaps this forge offers a clue, as anything crafted with this brass-looking forge is rendered immune to the forces of time. Even if your works last millennia after you, they will still look just as they did when you first created them.

Enhanced Crossbow [200]: Crafted from dwarven metal, this lever action crossbow can punch through all but the toughest armor. It comes with a stock of 100 crossbow bolts, as well as twenty-five explosive bolts of fire, frost, and shock that replenish each day. The only downside to this weapon is that it's slower to reload than a standard bow, but its power more than makes up for it.

Fists of Randagulf [200]: Once worn by Randagulf of Clan Begalin, one of the mightiest warriors from Skyrim in Tamrielic history. He finally met his fate when King Harald conquered Skyrim, who respected this great hero and took Randagulf's mithril gauntlets for his own. Wearing them will greatly improve the user's skill with two-handed weapons and unarmed fighting.

Mead Hall [200]: Every good band of warriors needs a place to rest their laurels, where they can drink as much mead as possible and embellish their tales of valor. This mead hall is just that, a place that gives off a constant aura of revelry and brotherhood as surely as the barrels of mead and other such spirits will never run dry. Now it's just a question of how everyone will get home when they're piss drunk.

Ring of Eidolon's Edge [200]: An ebony ring made in the style of Daedra, none know when or where it was made, exactly, though many believe it was created during the time of High Velothi culture. What is known is that it's a potent item for any warrior, improving their proficiency at using blades as well as shields.

Training Arena [200]: A skilled warrior is not made in a day, but rather years of training and dedication. At least, when they don't have access to this training yard. Any training done here, regardless of if it's to improve the body or various skills, will be much more effective than they otherwise would have been. A few weeks of non-stop training would turn a novice swordsman into a master, should they actually be taught the proper way.

Auriel's Shield [400]: Said to be the shield of the elven god Auriel himself, this artifact is both a great defense and potent offense. When struck, it completely absorbs the kinetic energy of the attack, storing it for until you unleash it all in a wave of divine energy that pushes against all in front of you. Even when faced against magic, it still offers you amazing protection.

Chillrend [400]: Though one may think this blue blade emitting frosty mist is made from stalhrim, it is in fact a unique shortsword made from a rare type of blue malachite. Though, its enchantment means that it's easy to get confused, as not only does it unleash a massive amount of frost damage, it will also paralyze most opponents who are struck by it, as though they were frozen solid.

Deathbrand Set [400]: The arms and armor of the infamous pirate, Haknir Death-Brand. The stalhrim armor is light and easy to move in, as well as increasing your stamina, strength, your skill with one-handed weapons, and allows you to breathe underwater. The twin scimitars, Bloodscythe and Soulrender, will absorb your target's health and magicka, respectively.

Fighting Pit [400]: Every good warrior understands the need for a challenge, to go against an opponent that can push you to your limit and beyond. You are now in possession of an arena that is capable of constantly spawning a large variety of enemies within, only stopping when you want it to stop. Though the difficulty may vary, as will the rate they appear, eventually you will face a foe that can reach your level of power, offering you a truly epic fight.

Mighty Fortress [400]: For those of you who want more than just a bed at an inn or a sleeping roll, you can never go wrong with a sturdy fortress to call your home. Its walls are sturdy, its design focused towards defense and repelling invaders, it has the room to house dozens of soldiers, as well as enough supplies to arm them and keep them fed for as long as needed. The heraldry and aesthetics are ultimately up to you, but regardless of what you choose, this will be a tough nut that few could crack.

Ring of War [400]: A brass ring with the image of the Warrior constellation emblazoned upon it. Wearing this ring is a great boon to all warriors of every kind, as it will increase the wearer's skill with weapons of all kinds, improves the damage they deal with them and their bare fists, as well as greatly enhancing their rate of stamina regeneration.

Skyforge [400]: Though its original creators are unknown, the steel it forges has long been useful to the warriors of Whiterun. The embers within the forge enhance any metal that it works with, making them stronger and more durable than before. A steel blade made within this forge would be the equal to any malachite blade, to say nothing of what the quality of an ebony or dragonbone weapon would be.

Spellbreaker [400]: The Daedric Artifact of Peryite, Daedric Prince of Pestilence, is said to still be searching for its original owner, and will not remain the property of any one else for long, though that is not the case should you purchase it here. This dwarven-made shield not only protects its wielder from physical damage, but also from magical attacks, by negating any and all spells directed towards it.

Auriel's Bow [600]: The very bow of the sun itself, used by the Chief of the Gods to launch the Heart of Lorkhan across Tamriel. It is an aedric artifact infused with the holy light of Aetherius, burning all foes, though it is especially effective against the undead. Should you fire it into the sun using Sunhallowed Arrows, of which you will receive a replenishing stock of one hundred each day, it will cause the sun to undergo a directed explosion, beams of blazing sunlight raining down on all enemies around you.

Daedric Artifact [600]: Questing heroes of all stripes seek after the fabled Daedric artifacts for their potent combat and magical benefits. Is it any wonder, when each and every one of them are imbued with the power of a Daedric Prince? You should consider yourself quite lucky, as you are now in possession of one of these artifacts. Normally, these artifacts will randomly leave their owner, either returning to their Prince or into the possession of someone else, yet this one seems strangely loyal, refusing to leave your side. Which one is up to you, from Volendrung to the Bow of Shadows to the Savior's Hide and everything in between.

Relics of the Crusader [600]: The weapons and armor of Pelinal Whitestrake, the Star-Made Knight and Champion of the Slave-Queen Alessia. Donning this divine set of armor will make the wearer more personable and skilled in the Restoration school of magic. It is much more durable and resistant to unenchanted weapons than any other armor, and grants the wearer immunity to disease. The shield will reflect any spells it blocks back at the caster. The sword burns with a holy fire that also damages their pool of magicka, while the mace burns with holy fire that is highly potent against the undead.

Stendarr's Hammer [600]: This ancient weapon is rumored to have once been wielded by Stendarr, the God of Justice. One of his other titles, the God of Righteous Might, is fitting as the hammer is very heavy. Though most men would struggle to even lift it, for you it is as light as a standard warhammer. Those struck by this mighty hammer will have their vitality and stamina drained from them, restoring those of the wielder. It also erodes at the armor of those struck, making them weaker and weaker until the hammer is capable of shattering them entirely.



Companions:

Band of Brothers [50/100/200]: It can be difficult, fighting against all that the world can throw at you by yourself. Well no longer, as you may import or create 1, 4, or 8 companions respectively. Each companion receives 800 cp to spend on race, perks, and items. You could alternatively use this to have canon characters become companions, but they will still need some convincing to join you.

Guild of Fighters [300]: But where eight blades may not be enough, fifty will probably get the job done, or maybe even five hundred. By taking this option, you may import any number of companions you desire into this world. Each companion receives 800 cp to spend on race, perks, and items.

Armed Forces [Free]: How many follow in your wake, being brought along your journey without any hope of thanks or reward? A good commander does no such thing, and neither should you. With this, you may import any number of your followers into this world, with a race and history, as well as skill with a weapon of their choosing.

Hardy Steed [Optionally Free]: When charging into battle, you can either do it on your own to feet or from atop a mighty steed bred and trained for war like this one. Regardless of if it's a horse, bear, lion, guar, or nix-ox, it will prove to be easy to ride, and won't easily startle or spook. They will prove themselves surprisingly durable, taking more damage than they have any right to.

Energetic Barbarian [50]: Though she may be short for a nord, this redheaded bundle of energy is a right terror in combat. Wielding a warhammer the size of a small child with surprising grace and agility, don't be surprised when anyone who gets in your way cries out over their lost kneecaps.

Jungle Huntress [50]: This khajiit is a simple soul, simply living day to day enjoying her primal lifestyle. Considering herself a huntress, she will go after the largest, strongest prey she can, feeling like each kill is another bit of proof of her existence. Maybe by your side, she can bring down even mightier prey.

Oathbound Bard [50]: A young imperial belonging to a noble family, one regretful night at the local inn led to a series of events where he made a blood oath to follow you and record your journeys until either of you perish. Unfortunately, the oath he made was magically binding, and so it was that this self-styled casanova joined your group of Companions.

Wandering Swordsman [50]: Despite what many would believe, this man of Akaviri descent isn't wandering the land looking for some greater purpose, it's just that he gets lost very easily. Still, his great skill at using three katanas at the same time and eagerness to fight makes sure that any trouble he may run into is handled quickly.

Mighty General [100]: Quite the strange giant, this one. He had befriended a scrawny horse in his youth, but upon realizing that he would one day grow too big to ride his friend, he went to the College of Winterhold to learn a solution, eventually becoming a master of Alteration, more specifically telekinesis. With his magical might combined with his skill with two massive swords, it is no wonder that he eventually made a name for himself as a mercenary, and eventually a general for a breton kingdom, all the while still riding his scrawny steed.

Northern Monsters [100]: There are legends of terrible creatures up north, troll-like monstrosities that are known to the locals as the Udyrfrykte. And now, three such beasts call you master. They share the same regeneration as trolls, are immune to fire, frost, shock, and poison, and cannot be harmed by mundane weapons. The sole female of the group can also turn invisible at will.

Fire King [200]: An ancient dragon who sided with Man in the days of the Dragon War, none of his kin were as closely entertained with the concept of fire as he. His power is second only to the World-Eater himself, and will do what he can to ensure that his self-imposed role as guardian of man is fulfilled. He will sometimes regale you with tales about one hot-headed child he raised in days long since passed.

Legion of Jumper [200]: Do you like to style yourself as a general, only you're lacking in the armed forces to command? Now you can make such a fantasy into a reality, as you now command ten thousand skilled warriors, their exact demographics and specializations up to you. Whether it's the complex mix of regiments found in the Imperial Legion or a horde of kung fu khajiit women, it will certainly be an army worthy of a leader like you.



Drawbacks:

Continuity [+0]: If this is not your first trip to Nirn, then this option is for you. This ensures that your previous actions in The Elder Scrolls universe have carried over in some form.

Supplement Mode [+0]: Should you desire something more from your stay here, then you can use this as a supplement for another Elder Scrolls Jump. Alternatively, you could be in another world, separated from The Elder Scrolls entirely. It would certainly be interesting, seeing a draconic martial artist in a world of heroic spirits.

Child Soldier [+100]: The battlefield is covered in countless bodies, each one thinking that they'll be the lucky ones who'll return home and live a fulfilling life. Yours may be shorter than most, as you are no longer a fully trained adult, but a young child around the age of ten. You are physically weaker than before, nothing seems to come in your size, and adults will constantly look down at you.

Extended Stay [+100]: Ordinarily, you would be spending at least ten years here before being given the choice to stay here or move on. Now, you must stay an additional ten years before being given the choice. This drawback can be taken multiple times, but you will only benefit from taking it five times.

Honor Bound [+100]: It is known that every mighty warrior has some sort of code of honor, a set of rules they live by. You have one such code, and have no choice but to follow it. Be it as simple as not stealing or harming children, or as complex as what the Ordinators undergo, the exact details of this code is ultimately up to you.

Crippled [+200]: This is a land where danger waits around every corner, so having any kind of disadvantage is fatal. How unfortunate then, that you have been mutilated in such a manner. You are missing either one of your limbs, or have gone completely blind, with no hope of restoration. This drawback can be taken multiple times.

Headstrong [+200]: A proper warrior understands that to charge in blindly is a sure way to an early grave, with each encounter requiring some level of planning. You seem to find such a mindset anathema, thinking that there's no need for planning when you're strong enough to overpower anything unfortunate to get in your way. At least, that's how you see things, though reality may disagree.

Past Your Prime [+200]: Though it is a common phrase that you should fear an old man in a profession where most die young, there are undeniably some drawbacks with living for so long. You are in your twilight years, your strength waning and your stamina not what it used to be. At least people look at you and may believe you to be wise.

Bloody Arena [+300]: Though Tamriel is often called the Arena, it can seem at times a highly inaccurate title, but no longer. Even when the continent is united under one banner, tensions and grudges are flaring everywhere, pulling the entirety of Tamriel into bloody conflict, with seemingly no chance of lasting peace in sight. Some provinces may make alliances, but blood will inevitably be spilled, with you being dragged into a number of conflicts one way or another.

Ebony Warrior [+300]: There is a mighty warrior, adorned in the finest ebony armor, who believes that you would be a worthy opponent, and won't take no for an answer. His immense skill in all forms of combat and great resistance to most magics makes him a dangerous opponent, and will prove to be a great challenge even for you.

Path of Steel [+300]: The delicate metaphysics of the Aurbis don't seem to mix well with your other powers. You will be stripped of all outside powers and abilities, leaving only your mundane skills, what you bought here, and anything else you might have gained in the Elder Scrolls universe.



Ending:

Stay: There are still foes here to wet your blade upon, just waiting for you.

Go Home: It’s about time to hang your weapons upon the wall, and return to that distant place you call home.

Continue: There will always be another battlefield, entirely new worlds that can challenge you more than what can be faced here.

Notes:

-**[Walking Armory]** is basically the games' inventory system.

-**[Elemental Protection]** grants you an additional 25% Magic Resistance, and 40% Fire, Frost, and Shock resistance.

-Any magical item purchased will not run out of charge. They are also notably more powerful than their in-game counterparts.

-About **[Enchanted Gear]**:

- It adds an enchantment equal to a maxed-out Skyrim player, without the use of potions or exploits, and includes enchantments found in Oblivion and Morrowind.
- You can stack effects, allowing you to cast Destruction spells for zero magicka or a bullshit level of resistance.
- If you choose a constant effect like *Detect Life*, *Invisibility*, or *Levitation*, then you can activate it and turn it off at will.
- I would say that *Increase Attribute* enchantments would be worth around 50 points.

-Companions are based on Nora Valkyrie, Barbara Minerva "Cheetah", Felix Jaeger, Roronoa Zoro, General Radahn, and Igneel.

-You can use **[Supplement Mode]** to make this into a supplement multiple times for multiple Jumps, but you will not get any CP except through Drawbacks after the first use.

-**[Bloody Arena]** essentially makes lasting peace as viable as it is in Warhammer Fantasy. Longstanding alliances are possible, but there will inevitably be at least one major conflict that you will be dragged into.

-When in doubt, fanwank.

-Have the day that you deserve~