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The Elder Scrolls 4: Oblivion - Arena - V2 - [Game] - [2025] - A Jumpchain CYOA Document

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Update :
Version 2
I really should have kept a changelog…

V2 Has expanded from 28 pages to 60

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Disclaimer :

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Didn't think i'd like Oblivion, but a friend kept talking about how good it was and it was on game pass so I gave it a go, turns out it's pretty fun. I Haven't finished the game yet, but i have done quite a bit in the Imperial City and have completed the Arena quest and thought it'd be fun enough to make a Jump about even on its own while it's fresh in my mind.

I'll try to keep the Doc Spoiler Light, but in general as always I would recommend you play through Oblivion before reading through this Doc to get the best experience out of the game and to not spoiler yourself.

Difficulty Level = Low to High
It's a bit of a mix up tbh, it can be incredibly difficult to survive in the Arena but if you don't plan on participating in any battles or taking any Drawbacks then survival in the city itself shouldn't be too difficult overall.

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Intro :

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Good people of the Multiverse, welcome to the Arena! Come, Traveler , fighter or Spectator come and enjoy the pride of the Imperial City, the grand spectacle of the Arena. Here fighters from all over the land give their lives for glory and gold , all while adoring crowds applause from on high with their gold on the line as many a gambler makes or breaks their fortunes here in the Arena.

Will you Join the fighters, starting as a lowly pit-dog and rise to the rank of Grand Champion?

Will you become a spectator and enjoy the carnage of a good fight?

Or perhaps you're not at all interested in the Arena and will wander off to do your own thing, there is an entire world out there after all.

You'll find yourself ***arriving 1 year*** before the Death of the Emperor , ***staying for 1 Year*** as well , allowing you to leave just before things get really chaotic. In order to make your stay here a little less lethal than it might otherwise be, take these **1,000 Points**.

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Play Type :
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- ***Standard*** -
You can play through this as a standard, stand alone Jump Doc. You may only play through this as a 'standard doc' once per Chain.

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- ***Supplement*** -
You can use this as a 'supplement' for other jumps, allowing you to bring elements of your choice from this setting as well as purchase options into other worlds. You may use this as a supplement to as many jumps as you would like, but you only gain the 1,000 point stipend on the first doc you supplement it with.

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- ***Gauntlet*** -
Perhaps the best way to play through such a horrific setting , in Gauntlet mode you do not gain your starting 1,000 point stipend, nor can you bring any perks or items from other worlds into this one with you, however if you die your chain does not end. As a special bonus, when playing in Gauntlet mode the points gained from all sources are doubled.

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Arrival Type :
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- ***Drop In*** - [Gain 300]
You arrive as you are, with nothing but the things you've brought with you and have bought here. You have no connections or history in this world.

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- ***Insert*** - [Free]
You arrive in a body of your design that is of an age of your liking , it has a history and connections in this world that make sense for it. This makes sliding into the world easier.

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- ***Long Haul*** - [Gain 600]
You arrive in this world as a baby and have to live out your life up until your 18th birthday, at which point you will reach your desired starting location. The family you have will depend on your background and what makes sense for your other choices. This is essentially Insert, but the long way.

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- ***Native*** - [Gain 1,000]
This is your home universe , you are from here.

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Arrival Location :
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As you arrive you find yourself standing outside of the entrance to the Arena in the Imperial city, you can hear the crowd inside cheer and roar as the current battle rages on and the gatekeeper tells you you can get in for a good price, with more battles scheduled throughout the day.

You aren't limited to staying in the City, Cyrodiil is a large place and there is much to see. But this Jump focuses on the Imperial City, specifically the Arena located within and as such most of the content focuses on that.

Though in saying that, perhaps you will choose to purchase your own Arena and have it placed elsewhere? There are numerous cities in the region and while none are as large as the Imperial Capital many could perhaps benefit from the influx of gold and tourism that an Arena may bring.

The city of Kvatch is the only other city in the Region to have its own Arena, perhaps you would like to visit or work in that one instead? While you still have the chance…

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Difficulty Level :
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The difficulty scaling in Oblivion can be… incredibly wonky as such higher difficulties can make your time here much, much harder than it needs be.

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- ***Novice*** - [600]

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- ***Apprentice*** - [300]

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- ***Adept*** - [Free]

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- ***Expert*** - [Gain 300]

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- ***Master*** - [Gain 600]

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Species :
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Like the planet Earth in its past , this world has several sapient species. Unlike modern Earth however, most of these species haven't been driven extinct and still live together.

You may keep your chosen species as an 'Alt Form' for future Jumps, allowing you to essentially choose it as the body you will use at the start of each jump.

You may customise your body within what is possible for your chosen species, the range of physical variation for each species is quite high so you can pretty much go nuts.

You may choose your species freely, or you may pick randomly in order to ***Gain 100 Points***.

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- ***Human*** - [Free]
Seemingly the dominant species in the region, humans come in all shapes and sizes.

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- ***Elf*** - [Free]
Elves have a variety of races within their species each with differing traits, some are looked down on.

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- ***Argonian*** - [Free]
Argonians are a lizard like humanoid species that are capable of breathing under water.

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- ***Khajiit*** - [Gain 300]
A Humanoid cat like species that are often persecuted against, similar to the traveling peoples in Europe.

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- ***Dragon*** - [600]
This… shouldn't be here, the Dragons don't come back until a long time after this Jump is set, but should you wish to choose to be a Dragon you may do so.

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- ***Deadra Prince*** - [1,000]
Unusual entities worshiped by some as gods, perhaps calling these a species would be inaccurate.

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Backgrounds :
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Please do not feel as though you have to be completely beholden to the backgrounds , especially when it comes to creating the backstory for your Character if they are an Inert / Long Haul / Native.

Similarly , you do not need to do the job the Background would suggest.

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- ***Spectator*** -

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- ***Combatant*** -

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- ***Management***-

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Discounts :

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On top of the Discounts provided by your chosen ‘Background’, you will also be able to freely allocate a number of Discounts yourself as you choose.

- Gain X 2 - 50 Point Purchases for Free
- Gain X 2 - 100 Point Purchases for Free
- Gain X 2 - 100 Point Purchases Discounted to 50 Points
- Gain X 2 - 200 Point Purchases Discounted to 100 Points
- Gain X 2 - 300 Point Purchases Discounted to 150 Points
- Gain X 2 - 400 Point Purchases Discounted to 200 Points
- Gain X 2 - 500 Point Purchases Discounted to 250 Points
- Gain X 2 - 600 Point Purchases Discounted to 300 Points
- Gain X 2 - 700 Point Purchases Discounted to 350 Points
- Gain X 2 - 800 Point Purchases Discounted to 400 Points
- Gain X 2 - 900 Point Purchases Discounted to 450 Points
- Gain X 2 - 1,000 Point Purchases Discounted to 500 Points

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You should also keep in mind, just because something is free does not mean you are required to take it.

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Perks :

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Unless otherwise stated , you may teach what you’ve learned from your perks to others. Though you would do best to have some kind of teaching related skills or perks for this task, they are not required.

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- Perks - General :

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- ***Local Lingo*** - [Free or 100]
This perk allows you to speak and read the local dominant language, giving you a chance to get by without needing to learn these the hard way. You may choose to forgo this and Gain 200 points

instead. This is free while you are here, but you may pay 100 to keep this ability to speak the dominant language for each world you jump to.

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- ***Disease Resistance*** - [Free or 100]
This is a whole new world, meaning there are whole new diseases and microbes that could absolutely body you if your immune system is not used to dealing with them. This perk grants you the typical level of resistance to these issues as the natives have, ensuring you won't just die or get say horrifically ill from drinking the water or catching the local equivalent to the common cold. This is free while you are here, or you may pay 100 to keep this limited disease protection for future jumps providing you similar defenses against the common diseases of those worlds.

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- ***Fast Travel*** - [600]
Why would you need this? Everything you could ever want is in the Imperial City… well if you insist, you can take this Perk. This allows you to essentially teleport from any location to any location you've previously visited. Do keep in mind that you cannot fast travel while falling or while enemies are nearby.

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- ***Save // Load*** - [1,000]
This perk allows you to 'save' and 'load' , essentially allowing you to revert to an earlier state in time that you've previously saved. Do keep in mind that you cannot save or load when there are enemies nearby.

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- Perks - Spectator :

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- ***Professional Gambler*** - [200 , Discounted to 100 for Spectator]
Gambling is incredibly popular when it comes to the Arena and with this purchase you are now capable of reliably making a good deal of money off of it, having a sort of intuition on top of the skills needed to succeed consistently in gambling. Though this doesn't guarantee your success in all gambling activities, it does increase your odds moderately.

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- ***Hype Man*** - [300 , Discounted to 100 for Spectator]
The Responsibility of the Arena announcer is a big one, needing to hype up the crowd and keep them entertained, he perhaps is one of the most important members of the Arena staff. Now you possess his skills, making you excellent at hyping up crowds.

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-***Crowd Pleaser*** - [400 , Discounted to 100 for Spectator]
It takes a special kind of talent to turn a fight into a spectacle and now you are able to do just that, to know exactly how to please a crowd and give them what they want.

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- ***Mental Attributes*** - [100 Each , First discounted to Free , Extra Discounted to 50]

Each purchase provides an equivalent to level 100 for the chosen attribute.

The Attributes discounted for Spectators are…
Intelligence, Willpower , Personality and Luck

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- Perks - Combatant :
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- ***Offensive Skills*** - [100 , First Discounted to Free for Combatants]
This Perk allows you to become proficient in a type of combat of your choice, from Hand to Hand and Slashing Weapons to Blunt Weapons and Archery. This may be purchased multiple times for multiple combat types.

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- ***Defensive Skills*** - [100 , First Discounted to Free for Combatants]
You could be the strongest fighter in the world, but if a single hit puts you down then you're unlikely to last long. This perk allows you to train up your defensive skills, giving you the much needed capability to protect yourself from damage. These include such things as Blocking, Armorer, Heavy Armour, Light Armour and so on.

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- ***Movement Training*** - [100 , First Discounted to Free for Combatants]
Perhaps the best way to avoid being hurt is to simply not get hit in the first place , with these skills you can do just that: Training either your Acrobatics or Athletics in order to help increase your chances of being hit.

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- ***Magical Abilities*** - [Variable , Discounted for Combatants]
Some might say that using magic goes against the spirit of the Arena, but ohers believe that it helps improve the spectacle.

You may purchase this perk multiple times, each time picking a school of magic such as Restoration, Illusion, Destruction and so on and then paying the points below to learn spells of that category and strength.

Higher tier purchases provide you with the lower tier spells as well, so if for example you purchased high strength restoration you would also gain the weak strength ‘minor heal wounds’ spell.

[- - ***Weak Magic Spells*** - [200 , Discounted to 100 for Combatants
[- - ***Average Strength Magic Spells*** - [300 , Discounted to 150 for Combatants]
[- - ***High Strength Magic Spells*** - [400 , Discounted to 200 for Combatants]

Schools of Magic Include:
Willpower Based = Alteration, Destruction , Restoration
Intelligence Based = Alchemy , Conjuration , Mysticism
Personality Based = Illusion

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- ***Professional Trainer*** - [600 , discounted to 300]
Those who can’t do, teach and with this perk you will be able to teach all of the Physical / Body related Perks you’ve gained to others. Much like how the Grand Champion of the Arena is willing to Train prospective Combatants, if they have the Coin. You could make a decent amount of money this way if you choose to do so.

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- ***Physical Attributes*** - [100 Each , First discounted to Free , Extra Discounted to 50]
Unsurprisingly, it is the fighters body that is perhaps most important when it comes to winning the brutal fights in the Arena. Now you may hone your own body in order to improve your chances at victory, or at least, survival. You may purchase this several times, up to 4 in total, to improve your various physical attributes.

Each purchase provides an equivalent to level 100 for the chosen attribute.

The Attributes discounted for Combatants are…
Strength , Agility , Speed , Endurance

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- Perks - Management :

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- ***Management Skills*** - [100 , First Discounted to Free for Management]
This provides you with the basic sets of skills needed to manage teams of people, multiple in fact.

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- ***Confidence*** - [200 , Discounted 100 for Management]
You exude an Aura of confidence which helps to make it so your employees are more likely to put their faith in you and your decisions.

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- ***Conflict De-escalation Skills*** - [300 , Discounted 150 for Management]
Good for when your staff have arguments, which is almost guaranteed if you happen to be trying to manage a pair of Death-Sports teams.

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- ***Well Oiled Machine*** - [400 , Discounted 200 for Management]
You are able to turn any group under your management into a well oiled machine, you're so good when it comes to knowing the strengths and weaknesses of those working under you that you can not only put them to work in the best possible way but can get more out of them than other managers could.

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Items :
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Items that are lost, sold , given away or destroyed will be returned to you within 1 month

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- Items - General :
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- ***Oblivion*** - [First Free , Extra 50]
What you have here is a large screen 4k TV, An Xbox One X and a Generator to power them , The Xbox comes with 'Oblivion' pre-installed, both the original and the Remastered Edition.

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- ***Gold*** - [Variable]
The coins gained from this are a monthly stipend you'll find yourself gaining, rather than a one off amount of Gold.

[- - X 50 - ***Gold Coins*** - [Free]
[- - X 100 - ***Gold Coins*** - [50]
[- - X 200 - ***Gold Coins*** - [100]
[- - X 400 - ***Gold Coins*** - [200]

[- - X 800 - ***Gold Coins*** - [300]
[- - X 1,600 - ***Gold Coins*** - [400]
[- - X 3,200 - ***Gold Coins*** - [500]
[- - X 6,400 - ***Gold Coins*** - [600]
[- - X 12,800 - ***Gold Coins*** - [700]
[- - X 25,600 - ***Gold Coins*** - [800]
[- - X 51,200 - ***Gold Coins*** - [900]
[- - X 102,400 - ***Gold Coins*** - [1,000]

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- Items - Spectator :

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- ***Rings*** - [Variable]
Unlike the folks in Cyrodil, you can wear one ring per finger, plus on your thumb for a total of 10 rings, if you can afford it , instead of the 2 total that they wear. Some rings have Enchantments, making them potentially quite useful. Hell, you might even want to put more then one on each finger though that might not be the most comfortable of things.

Unenchanted Rings
[- - ***Cheap*** - [50] - [First Discounted to Free for Spectators , Extra to 25]
[- - ***Expensive*** - [100] - [First Discounted to Free for Spectators , Extra to 50]

Enchanted Rings
[- - ***Weak Enchantment*** - [200] - [Discounted to 100 for Spectators]
[- - ***Modest Enchantment*** - [400] - [Discounted to 200 for Spectators]
[- - ***Powerful Enchantment*** - [600] - [Discounted to 300 for Spectators]

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- ***Necklaces*** - [Variable]
Necklaces can be used both as a status symbol and as a tool to protect yourself, with some being enchanted. As with the rings, you aren't as limited as the typical local is when it comes to wearing them and you may wear as many as you feel you should.

Unenchanted Necklaces
[- - ***Cheap*** - [50] - [First Discounted to Free for Spectators , Extra to 25]
[- - ***Expensive*** - [100] - [First Discounted to Free for Spectators , Extra to 50]

Enchanted Necklaces
[- - ***Weak Enchantment*** - [200] - [Discounted to 100 for Spectators]
[- - ***Modest Enchantment*** - [400] - [Discounted to 200 for Spectators]
[- - ***Powerful Enchantment*** - [600] - [Discounted to 300 for Spectators]

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- ***A Less than modest home -*** [100] - [First Discounted to Free for Spectators , Extra 50]
What you have here is a small home on the Waterfront, at the edge of the imperial capital. It's a small 1 room shack that has a single bed and a few furnishings inside, it's not much but perhaps you'd rather sleep here then on the floor of the Arena?

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- ***A Home worth the name -*** [300] - [Discounted to 150 for Spectators]
This is more like it , a 3 bedroom 2 story house located inside of the city walls proper. It is certainly better and safer than the shack you could purchase at the waterfront and is fully furnished, making it a nice place to live for those who can afford it.

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- ***A Modest Business -*** [400] - [Discounted to 200 for Spectators]
The market district of the imperial capital is filled with small but thriving businesses and now you own your own , ran by a pair of competent staff members who can keep the business going and profitable without your intervention. This might be a general store, a potion shop, a weapon shop, an inn or something else.

Followers :
[- - X 2 - Shopkeepers

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- Items - Combatant :

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- ***Weapons*** - [Variable]
Unless you plan on going into the Arena unarmoured, which is totally viable by the way, you may wish to purchase a weapon of your own to use.

Bladed Weapons Include :
Daggers , Short Swords , Longswords , Claymores

Blunt Weapons Include :
Maces , War Axes , Battle Axes , Warhammers

Ranged Weapons Include :
Bows

You may purchase as many weapons as you would like and can afford, below is a list of the prices for weapons of differing materials. You can choose the 'type' of weapon for free when purchasing them.

[- - ***Wooden*** - a wooden practice weapon - [Free]
[- - ***Iron*** - [25] - [Discounted for Combatants]

[- - ***Fine Iron*** - [50] - [Discounted for Combatants]
[- - ***Steel*** - [75] - [Discounted for Combatants]
[- - ***Fine Steal*** - [100] - [Discounted for Combatants]
[- - ***Silver*** - [150] - [Discounted for Combatants]
[- - ***Dwarven*** - [200] - [Discounted for Combatants]
[- - ***Elven*** - [250] - [Discounted for Combatants]
[- - ***Glass*** - [300] - [Discounted for Combatants]
[- - ***Ebony*** - [350] - [Discounted for Combatants]
[- - ***Daedric*** - [400] - [Discounted for Combatants]

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- ***Armour*** - [Variable]
You cannot bring your own armour into the Arena, with the exception of a helmet of your choosing. This isn't exactly the most useful, but if i was you i'd rather go into battle wearing something on my noggin then not.

To help make this a bit more worth your time , your purchase will provide you with a full set of Armour. You'll just not be able to wear the whole thing if you plan on fighting in the Arena.

Light Armour
[- - ***Fur*** - [50] - [First Discounted to Free for Combatants , Extra to 25]
[- - ***Leather*** - [100] - [First Discounted to Free for Combatants , Extra to 50]
[- - ***Chainmail*** - [150] - [Discounted to 75 for Combatants]
[- - ***Mithril*** - [200] - [Discounted to 100 for Combatants]
[- - ***Elven*** - [250] - [Discounted to 125 for Combatants]
[- - ***Glass*** - [300] - [Discounted to 150 for Combatants]

Heavy Armour
[- - ***Iron*** - [100] - [First Discounted to Free for Combatants , Extra to 50]
[- - ***Steel*** - [200] - [Discounted to 100 for Combatants]
[- - ***Dwarven*** - [300] - [Discounted to 150 for Combatants]
[- - ***Orcish*** - [400] - [Discounted to 200 for Combatants]
[- - ***Ebony*** - [500] - [Discounted to 250 for Combatants]
[- - ***Daedric*** - [600] - [Discounted to 300 for Combatants]

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- ***Jug of Renewal -*** [600 , Discounted to 300 for Combatants]
What you have here is a small Jug with the same properties as the Basin of Renewal found within the Arena , this item cannot be used while participating in arena battles. By washing yourself in this jug, you'll find your body instantly healed and your magika fully restored, any fatigue you had been feeling will also be recovered.

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- ***Arena -*** [600 , Discounted to 300 for Combatants]

Your own copy of the Imperial Arena, with all of the bells and whistles that come with it. It is staffed with followers and even has it's own teams, though you can choose their colour and aesthetic, they do not need to be 'Blue' and 'Yellow' Teams.

Followers :
[- - X 1 - Gatekeeper / Bookkeeper
[- - X 1 - Blade Master
[- - X 1 - Grand Champion
[- - X 4 - Guards
[- - X 22 - Team A // Blue Team // Whatever you name them - Combatants
[- - X 22 - Team B // Blue Team // Whatever you name them - Combatants

Unlocks the Arena Builder section

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- Items - Management :

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Arena Builder :

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With this section you can customise and build your own Arena to take with you in future jumps.

The upgrades purchased in this section apply to each Arena you've purchased, should you purchase more than 1.

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These are upgrades for your Arena that do not lean too much in favouring any one set background and so do not have an inherent discount, you may still discount them with your 'free choice' discounts however.

- Architecture -

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There are a number of distinct styles of architecture just within the Region of Cyrodiil alone, let alone the wider world. You may choose to have your Arena to have an Architectural design of your choice.

The Choice you make here may well be mostly an Aesthetic one, but it can be very important in helping to determine the overall ‘vibe’ of your Arena which may help to shape it’s legacy for centuries to come.

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- ***Custom Aesthetic*** - [Free]

- ***Imperial City Aesthetic*** - [Free]
- ***Anvil City Aesthetic*** - [Free]
- ***Bravil City Aesthetic*** - [Free]
- ***Bruma City Aesthetic*** - [Free]
- ***Chorrol City Aesthetic*** - [Free]
- ***Cheydinhal City Aesthetic*** - [Free]
- ***Kvatch City Aesthetic*** - [Free]
- ***Leyawiin City Aesthetic*** - [Free]
- ***Skingrad City Aesthetic*** - [Free]
- ***Dwemer Aesthetic*** - [Free]
- ***Daedric Aesthetic*** - [Free]

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- Arena Size -

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Despite its prestige and location, the Arena itself is quite small and can’t hold all that many people. This block of upgrades will allow you to increase the amount of audience seating available in your Arena, increasing the number of people who can attend and thus increasing your potential income. Though do keep in mind, the cities in Cyrodiil are not very large and increasing your Arena size might not do much to increase your profits while in this universe.

These upgrades will scale other upgrades you purchase , for example if you purchase ‘food vendors’ then more will be placed in your Arena the more audience members you can accommodate.

This upgrade chain will also increase the size of the Arena overall, including the size of the Arenas ‘field’.

For a real world comparison, the Colosseum in ancient Rome could seat some 50,000 people.

[- - X 200 - ***Audience Members*** - [Free]
[- - X 400 - ***Audience Members*** - [50]
[- - X 800 - ***Audience Members*** - [100]
[- - X 1,600 - ***Audience Members*** - [200]
[- - X 3,200 - ***Audience Members*** - [300]
[- - X 6,400 - ***Audience Members*** - [400]
[- - X 12,800 - ***Audience Members*** - [500]

[- - X 25,600 - ***Audience Members*** - [600]
[- - X 51,200 - ***Audience Members*** - [700]
[- - X 102,400 - ***Audience Members*** - [800]
[- - X 204,800 - ***Audience Members*** - [900]
[- - X 409,600 - ***Audience Members*** - [1,000]

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- Arena Activities -

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[- - ***Death Battles*** - [Free]
The Typical Arena battles are fights to the Death, where two combatants enter and only one leaves. There are exceptions to this, some battles are far less fair than others, but this is the general ‘norm’ of the Arena.

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[- - ***Non Lethal Combat*** - [300]
Why is this a paid choice? It can b e quite expensive to train people how to safely fight others, without injuring or killing them. It can be even more difficult to teach them to do so in a way that is both safe and entertaining to a crowd. With this Purchase, each of your Arena Combatants as well as your Arena Guards will be trained in Non Lethal Combat. This likely won’t draw in as much Money as the Death Battles, but it also is less immoral and won’t see you losing talent left and right.

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[- - ***Circus*** - [400]

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[- - ***Theater*** - [600]

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[- - ***Puzzle Games*** - [600]
It might be a maze
Might be a death game
The audience can see it all

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[- - ***Sports*** - [600]
This adds a sports-team to each team you already have in the Arena, for example if you have 2 teams as default you’ll gain 2 new sports teams each representing the teams you have, but with new members.

These new teams will have all of the facilities needed for them to train in their sport, much as the Arena Combatants do. On top of this, the Arena itself will be improved to be able to act as a field for whatever sport you choose.

It is up to you what sport the teams play and you may even purchase this multiple times for multiple sports. In more modern and less brutal worlds, having the Arena be a sports stadium may well be more profitable, and legal, then the default.

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[- - ***Chariot Sports*** - [800]
Chariot battles were quite popular in Roman Coliseums, so why not bring that to your own Arenas? The Arena will be expanded sufficiently to allow for full scale Chariot races and Chariot Battles, this will also add stables where horses can be kept and taken care off by trained handlers.

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[- - ***Water Battles*** - [1,000]
It might sound outrageous, but did you know in ancient times some Coliseums would flood their Arenas and would play mock sea battles? It's true! And now with this upgrade your own Arenas can do the same, this could draw in quite a crowd. This is ofcourse, quite an expensive purchase , but it does allow for regular mock sea battles while also allowing you to just straight up use the Arena as a pool if desired. This will also expand the size of the Arena itself quite significantly.

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- Surroundings -
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Each option in this section may be purchased once, for example you may find yourself wanting your Arena placed on top of a hill that is on an island.

Purchasing multiple 'Surroundings' Options is additive, meaning they add onto each other instead of erasing sections of each other if both picked.

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- ***None*** - [Free]
Outside of maybe a few meters of walkway and perhaps some grass, there isn't really anything to class as the 'surroundings' of your Arena. This should make it easier to cleanly slip into and blend in with any location you might choose to import it into however.

- - - - -

- ***Pavement*** - [100]
A 2 km Wide expanse of pavement, made out of a material of your choice that fits your aesthetic or matches one of the ‘Wall’ Options you’ve purchased for your Arena. This certainly should give off a clean ‘city’ aesthetic in the surrounding area.

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- ***Grasslands*** - [100]
A 4 km wide area of flat grasslands, though it is not just grass there are bushes with various fruits and berries, fields of flowers and even the odd animal here or there.

- - - - -

- ***Modest Hill*** - [100]
This is a modest hill, tall enough that your Arena could be seen from many miles around, this could well turn it into a landmark in a city that might otherwise have walls or other buildings that are too tall to be seen over.

- - - - -

- ***Tall Hill*** - [200]
Or a small Mountain , this hill is much steeper than the one above and provides a good view of the surrounding area, though is still manageable to walk up without too much issue.

- - - - -

- ***Small Island*** - [200]
The Imperial city is located on a small island, perhaps you wish to copy that? This island is 5 km across and has bridges that connect it to the nearest landmass, unless you choose for there to not be bridges.

- - - - -

- ***Large Island*** - [400]
This is a bit out there in terms of size, but it could offer a lot of potential area for training for your Combatants. This is a 20 km Wide island that comes with bridges that can connect to the nearest land, unless you choose to not have the bridges.

- - - - -

/ - - - Spectator - - - /

- - - - -

These are upgrade options for your Arena that are discounted for those with the ‘Spectator’ Background.

- Audience Seating -

- - - - -

[This Chain of Upgrades is Discounted for Spectators]

- - - - -

This upgrade applies to all seating in your Arena, including any available to your Combatants and Staff.

This upgrade applies to all ‘add ons’ to your Arena, such as Inns, Bars and so on.

- - - - -

- ***Standard Seating*** - [Free]
For the typical Audience members , their seating options are quite limited to a hard bench. Higher paying members can expect something a little nicer, a proper seat with maybe a cushion or two. To be honest, the audience members don’t seem to mind.

- - - - -

- ***Quality Seating*** - [200]
So you do care about your audience, dont you? Or perhaps you just want a higher chance of drawing in more people. This upgrades the normal benches to be full of seats, made out of good quality material and they are designed in an ergonomic way making them much more comfortable. They also have a little extra space then you might expect to and ‘cup holders’ for the audience members ale mugs.

The seating for the higher paying audience members is now much better as well, having the highest quality cushions and being made out of master crafted wood.

- - - - -

- ***Deluxe Seating*** - [400]
Now this is something special, seats fit for kings and i do mean that literally. It upgrades each of the seats in your Arena , having them all made out of the highest quality materials and being about as comfortable as a chair can get without the use of tech or magic. They are also somewhat larger , providing a bit extra room and can now even recline. Added leg room helps to give extra space for all audience members even when their chairs are reclined.

- - - - -

- ***Luxury Seating*** - [600]
I suppose royal quality wasn’t good enough for you, was it? Well with this purchase i’m sure your audience will come to really love your seats as they’ll be something essentially unheard of in this world.

Firstly, we've increased leg room further and used either forgotten techniques from long lost civilisations, or high magic to further enhance the pillows on the seats making them unbelievably comfortable.

Second , they are capable of vibrating, being able to massage the person sitting in them. This is toggleable, ofcourse.

Third , the seats are temperature controlled , thanks to the use of a mixture of Frost, Fire and Void Salts. This allows each chair to readily adjust its temperature on the fly and can automatically adjust the temperature and humidity to whatever the person sitting in them wishes at the time , without affecting anyone else nearby.

What you end up with are the most comfortable seats in all of Cyrodiil, perhaps even the whole of Tamriel. A level of luxury that even counts and jarls cannot readily find themselves having access too.

- - - - -

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- Arena Accessibility -

- - - - -

[This Chain of Upgrades is Discounted for Spectators]

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[- - ***Stairs Only*** - [Free]
By Default the Arena isn't exactly accessible for people who are otherwise abled, a product of its time i suppose.

- - - - - -

[- - ***Ramps*** - [50]
This Adds ramps throughout your Arena making the entire place accessible for people with disabilities, such as those who use wheelchairs or for beings who do not have legs and struggle with or cannot use stairs.

- - - - - -

[- - ***Lifts*** - [100]
Not at all an unknown technology, despite the general low level of technological development in Cyrodil. With this your Arena will have a number of lifts placed around it that will allow people to easily move from floor to floor, this is most useful with expanded Arenas given just how large they can end up.

- - - - - -

[- - ***Teleportation Circles*** - [400]
For those unwilling or unable to use the stairs or take a ramp and who are perhaps too impatient to wait for a lift, you have this Option. This places Short Ranged Teleportation circles around your Arena allowing people to instantly move from one point in the arena to another, no fuss, no wait just instant travel.

These are limited to moving people throughout your Arena and between any connected or detached properties you may have purchased in this document.

- - - - - -

- Number of Teams -
- - - - -

[This Chain of Upgrades is Discounted for Spectators]

- - - - -

By default, there are 2 teams in the Arena. The Blue Team and the Yellow Team. However you may choose to have different colours, or to use a completely different naming scheme for your teams.

Each upgrade after the default / free 2 teams adds new training areas as well as a new Gate to the Arena, allowing for the additional teams to join the action. This will make battles somewhat more hectic, though do keep in mind that you do not always need to have all of your teams fighting in each match.

Having more teams gives each of your teams the potential for having more time to rest, while also gives you the possibility of more merchandising. However, it may also divide your audience somewhat, even more than useful with the usual 2 team split.

[- - X 2 - ***Teams*** - [Free]
[- - X 3 - ***Teams*** - [50]
[- - X 4 - ***Teams*** - [100]
[- - X 5 - ***Teams*** - [200]
[- - X 6 - ***Teams*** - [300]
[- - X 7 - ***Teams*** - [400]
[- - X 8 - ***Teams*** - [500]
[- - X 9 - ***Teams*** - [600]
[- - X 10 - ***Teams*** - [700]
[- - X 11 - ***Teams*** - [800]
[- - X 12 - ***Teams*** - [900]
[- - X 13 - ***Teams*** - [1,000]

- - - - -

- Number of Combatants Per Team -

- - - - -

[This Chain of Upgrades is Discounted for Spectators]

- - - - -

By default, each team you have has a total of 3 members per rank, with there being 7 ranks in total, not counting the Champions and Grand Champion. For a total of 22 Members per team. New Team members regularly apply as individuals are killed leading to a stable number of combatants.

This line of upgrades does not increase the number of Champions per team, nor the amount of Grand Champions in total.

[- - X 3 - ***Combatants Per Rank*** - [Free]
[- - X 4 - ***Combatants Per Rank*** - [50]
[- - X 5 - ***Combatants Per Rank*** - [100]
[- - X 6 - ***Combatants Per Rank*** - [200]
[- - X 7 - ***Combatants Per Rank*** - [300]
[- - X 8 - ***Combatants Per Rank*** - [400]
[- - X 9 - ***Combatants Per Rank*** - [500]
[- - X 10 - ***Combatants Per Rank*** - [600]
[- - X 11 - ***Combatants Per Rank*** - [700]
[- - X 12 - ***Combatants Per Rank*** - [800]
[- - X 13 - ***Combatants Per Rank*** - [900]
[- - X 14 - ***Combatants Per Rank*** - [1,000]

- - - - -

- Number of Ranks -

- - - - -

[This Chain of Upgrades is Discounted for Spectators]

- - - - -

The Combatants in the Arena each have a given rank, determined by how many battles they have won throughout their career in the Arena.

Having more Ranks will increase the number of people in each team in your Arena, based on the choice you made in the above ‘number of Combatants’ Upgrade option. By Default , each additional rank will add 3 members to each team however having more in the above option will change it to what you have above.

You might want to keep in mind that having more Ranks in your Arena may well make it more difficult for individual combatants to raise through the ranks, though it may well make it easier as well depending on how you have it set up.

By default there are 9 Ranks in the Arena, those are
- Pit Dog - [50 Gold Coins per match]
- Brawler - [100 Gold Coins per match]
- Bloodletter - [150 Gold Coins per match]
- Myrmidon - [200 Gold Coins per match]
- Warrior - [250 Gold Coins per match]
- Gladiator - [300 Gold Coins per match]
- Hero - [350 Gold Coins per match]
- Champion - [500 Gold Coins per match]
And finally
- Grand Champion - [1,000 Gold Coins per match]

You may choose the name and symbol for these new ranks.

You may choose where in the ‘ranking pool’ these new ranks come , for example you may choose to place them between Hero and Champion or Between Champion and Grand Champion or anywhere else for that matter.

Also do feel free to change the names and symbols relating to any of the standard / default ranks in the Arena.

- - - - -

[- - X 9 - ***Ranks in the Arena*** - [Free]
[- - X 10 - ***Ranks in the Arena*** - [50]
[- - X 11 - ***Ranks in the Arena*** - [100]
[- - X 12 - ***Ranks in the Arena*** - [200]
[- - X 13 - ***Ranks in the Arena*** - [300]
[- - X 14 - ***Ranks in the Arena*** - [400]
[- - X 15 - ***Ranks in the Arena*** - [500]
[- - X 16 - ***Ranks in the Arena*** - [600]
[- - X 17 - ***Ranks in the Arena*** - [700]
[- - X 18 - ***Ranks in the Arena*** - [800]
[- - X 19- ***Ranks in the Arena*** - [900]
[- - X 20 - ***Ranks in the Arena*** - [1,000]

- Cleaning -
- - - - -

[This Chain of Upgrades is Discounted for Spectators]

- - - - -

[- - ***Cleaners*** - [Free]
The Arena is an incredibly bloody place, even in the lower sections there is blood all over the walls. But then, perhaps you enjoy the crimson aesthetic? With this upgrade you'll be hiring a number of cleaners and giving them the facilities and tools needed to perform their job decently well.

- - - - -

[- - ***Premium Cleaning Service*** - [100]
Perhaps 'doing their job well' is not good enough, perhaps you want your Arena to be completely spotless. This Provides you with a deluxe cleaning service, tripling the amount of cleaning staff you have, increasing the quality of the cleaning supplies they have available and even teaching them magical spells that allow them to clean more effectively.

- - - - -

[- - ***Deluxe Cleaning Service*** - [200]
You must really be a germaphobe if you're taking this option, this further again increases the number of cleaners in your Arena from 3x normal to 10x normal. On Top of this they all gain special enchanted uniforms, brooms and other cleaning tools that make cleaning even quicker and easier than before.

As with your other staff, the appearance of your cleaning staff's uniforms are up to you. Yes, you could have them in maid or butler style outfits if you would like, but that isn't really fitting with this setting.

- - - - -

[- - ***Ultra Deluxe Cleaning Service*** - [200]
You know, an Arena doesn't need to be this clean, right? I commend your dedication to cleanliness but at this level you could use basically any spot in your Arena as a make-shift surgery room and have essentially no risk of infection for a person being performed on.

This further increases the number of cleaners in your Arena to 20x the base amount and gives them the highest level of enchanted clothing and equipment when it comes to cleaning, these things cost more than most swords or sets of armour and will make their jobs so much easier.

To finally round things out they receive small cleaning golems of sorts, small circular shaped stone constructs that will automatically clean dirty surfaces and can even move up and down walls, basically a magical stone roomba. They suck up dirt and objects from the ground into their 'inventory space' which can then be deposited where needed or disposed of easily enough. Each of your cleaners has a pair of these small cleaning golems.

- - - - -

- Shops -
- - - - -

[This Chain of Upgrades is Discounted for Spectators]

- - - - -

[- - ***Vendors*** - [100] - [Discounted for Spectators]
What good stadium doesn't offer food and drink to it's audience, you will be able to do just that with this purchase. Each one letting you add Food, Drink or Alcohol to your Arena.

Can be purchased multiple time for multiple food or drink specialties.

- - - - -

[- - ***Merchandise*** - [200] - [Discounted for Spectators]
This is a store that produces and sells all sorts of merchandise based on your Arena, wooden action figures of your most famous champions, shirts and posters and more all relating to your Arena and the celebrity Combatants. You could probably make a decent bit of profit off of this, though the amount you'll make will depend on just how popular your Arenas teams are.

You may choose for this to be a separate structure, instead of being attached to your Arena. It can be placed anywhere within 10km of your Arena.

- - - - -

- Gambling -
- - - - -

[This Chain of Upgrades is Discounted for Spectators]

- - - - -

[- - ***Gambling Den*** - [100] - [Discounted for Spectators]
Betting is one of the key ways the Arena in the Imperial Capital gains an income, on top of ticket sales. If you would like to lean into this, you can choose to attach a Gambling-Den to your Arena, a place where more gambling related activities and more varied bets may be placed relating to the Arena.

This should be a good way of making extra coin and may well even draw in people who aren't even fans of the Arena itself, be careful not to become addicted to your own games.

You may choose for this to be a separate structure, instead of being attached to your Arena. It can be placed anywhere within 10km of your Arena.
- - - - -

[- - ***Casino*** - [200] - [Discounted for Spectators]
Oh so you really want to lean into the whole gambling thing? That's fine, this will allow you to build a Casino as part of your Arena, or as a separate structure. This will have a large number of 'games'

that are completely unrelated to the Arena itself, playing up the gambling aspect of the whole experience. This can allow you to draw in decent money even when there are no fights going on in your Arena.

You may choose for this to be a separate structure, instead of being attached to your Arena. It can be placed anywhere within 10km of your Arena.

- Inns -

- - - - -

[This Chain of Upgrades is Discounted for Spectators]

- - - - -

[- - ***Inns*** - [Variable] - [Discounted for Spectators]
It's not uncommon for people to travel from other cities just to view Arena fights, at least ones of particular fame such as battles of the Grand Champion. For the Capital City Arena they have several nearby Inns that their audience members may use for their journey, if you wish to have something similar you may purchase an improvement from this Chain of Upgrades.

[- - ***Tiny Inn*** - Accommodates 5% of your Arenas Audience Capacity - [100]
[- - ***Very Small Inn*** - Accommodates 10% of your Arenas Audience Capacity - [100]
[- - ***Small Inn*** - Accommodates 20% of your Arenas Audience Capacity - [200]
[- - ***Average Inn*** - Accommodates 30% of your Arenas Audience Capacity - [300]
[- - ***Large Inn*** - Accommodates 40% of your Arenas Audience Capacity - [400]
[- - ***Very Large Inn*** - Accommodates 50% of your Arenas Audience Capacity - [500]
[- - ***Extremely Large Inn*** - Accommodates 60% of your Arenas Audience Capacity - [600]
[- - ***Stupidly Large Inn*** - Accommodates 70% of your Arenas Audience Capacity - [700]
[- - ***Massive Inn*** - Accommodates 80% of your Arenas Audience Capacity - [800]
[- - ***Titanic Inn*** - Accommodates 90% of your Arenas Audience Capacity - [900]
[- - ***Gargantuan Inn*** - Accommodates 100% of your Arenas Audience Capacity - [1,000]

You may choose for this to be a separate structure, or sets of several structures if you'd rather have multiple inns rather than a single larger one, instead of being attached to your Arena. It can be placed anywhere within 10km of your Arena.

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/ - - - Combatants - - - /

- - - - -

These are upgrade options for your Arena that are discounted for those with the 'Combatant' Background.

- Salary -

- - - - -

[This Chain of Upgrades is Discounted for Combatants]

- - - - -

Each Combatant and Member of Staff in your Arena receives Gold Coins as a payment, either on a set timescale for staff or for winning battles in the Arena for Combatants. This pay will vary from role to role and rank to rank, however generally it isn't much, it's enough to live on but few will get rich from their pay… unless that is you choose to bump it up.

Their pay comes from your Benefactor, should you have one, or materialises out of nowhere if you don't. This means their increased pay isn't coming out of your pocket, other than the points you are spending here.

But then the happiness of your Fighters is important to you, right?

- - - - -

[- - ***No Pay Increase*** - [50] - [Eg , 50 is 50]
[- - ***50% Pay Increase*** - [50] - [Eg , 50 coins goes up to 75]
[- - ***100% Pay Increase*** - [100] - [Eg , 50 coins goes up to 100]
[- - ***200% Pay Increase*** - [200] - [Eg , 50 coins goes up to 150]
[- - ***400% Pay Increase*** - [300] - [Eg , 50 coins goes up to 250]
[- - ***800% Pay Increase*** - [400] - [Eg , 50 coins goes up to 450]
[- - ***1,600% Pay Increase*** - [500] - [Eg , 50 coins goes up to 850]
[- - ***3,200% Pay Increase*** - [600] - [Eg , 50 coins goes up to 1,650]
[- - ***6,400% Pay Increase*** - [700] - [Eg , 50 coins goes up to 3,250]
[- - ***12,800% Pay Increase*** - [800] - [Eg , 50 coins goes up to 6,450]
[- - ***25,600% Pay Increase*** - [900] - [Eg , 50 coins goes up to 12,850]
[- - ***51,200% Pay Increase*** - [1,000] - [Eg , 50 coins goes up to 25,650]

- - - - -

I used 50 Coins as the baseline example due to it being the minimum pay for a victory in the Arena, for the Pit Dogs.

- - - - -

- Accommodations -

- - - - -

[This Chain of Upgrades is Discounted for Combatants]

- - - - -

[- - ***The Floor*** - [Free]
By Default the Combatants in the Arena are allowed to stay in the training area, they are provided with a simple bedroll to sleep on. It's not much, but it's better than sleeping out on the streets and safer than living in one of the cheaper houses in the Imperial Capital.

- - - - -

[- - ***Shared Barracks*** - [200]
This is a major step up from sleeping on the floor, providing each of your team members with a single bed in a shared room. It's not exactly luxurious, but it's better than the alternative. Each bed has a small chest at it's base to store personal items.

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[- - ***Basic Rooms*** - [400]
This provides each of your Combatants and staff members with their own small room, with it's own single bed, a desk, a chair and a chest. This is better than what the people on the waterfront have.

- - - - -

[- - ***Comfortable Rooms*** - [600]
Now this is comfortable, a large double bed with a desk, large chest, drawers, clothing cupboard and a mirror. This is practically luxurious compared to what the Combatants are likely used to.

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[- - ***Individual Housing*** - [1,000]
This is a step up, providing each of your Combatants and Staff members with their own copy of the 'a home worth the name' item, giving them somewhere very comfortable to live and to potentially even raise a family.

- - - - -

- Hygiene -
- - - - -

[This Chain of Upgrades is Discounted for Combatants]

- - - - -

[- - ***Baths*** - [100] - [Discounted for Combatants]
While your fighters have access to the Basin in the Red room to wash themselves off after a battle and heal their wounds, this isn't a true bath. This purchase will add heated baths to each of your Team's areas below the Arena, giving them a place to soak and relax after a fight letting them truly unwind.

You may choose for this to be a separate structure, instead of being attached to your Arena. It can be placed anywhere within 10km of your Arena.

- - - - -

[- - ***Spa*** - [200] - [Discounted for Combatants]
You really want to pamper your Fighters, don't you? With this you'll add an entire spa section to your Arena allowing fighters to be pampered.

You may choose for this to be a separate structure, instead of being attached to your Arena. It can be placed anywhere within 10km of your Arena.

- Combatant Childcare -
- - - - -

[This Chain of Upgrades is Discounted for Combatants]

- - - - -

[- - ***Daycare*** - [100] - [Discounted for Combatants]
Who would look after the children of your Combatants while they're fighting in the Arena? To be honest, most won't have children, but for the few that do they might appreciate this special service. It adds a daycare with staff who'll take care of the children in a comfortable environment.

You may choose for this to be a separate structure, instead of being attached to your Arena. It can be placed anywhere within 10km of your Arena.

- - - - -

[- - ***Orphanage*** - [200] - [Discounted for Combatants]
If we're being honest, unless you choose to remove the 'death' aspect of your Arena, then the chances are most of the children of the combatants will end up as Orphans. If that weighs on your soul, you can purchase this upgrade to build an Orphanage as part of your Arena that can raise children well, it can accommodate a number of children equal to 4x the number of Combatants you have.

You may choose for this to be a separate structure, instead of being attached to your Arena. It can be placed anywhere within 10km of your Arena.

- - - - -

- Armoury -
- - - - -

[This Chain of Upgrades is Discounted for Combatants]

- - - - -

Your Arena comes with a small Armoury that holds a number of Steel Weapons of each category, allowing your Combatants to have at least something to use as a weapon should they come to join the Arena with little but the clothes on their back.

With each purchase of this upgrade, each team from your Arena will gain an additional armoury of that given weapon type which will have enough weapons of every class in that weapon catagory for each of the teams members.

This section also applies to the equipment of your Arena Guards, providing them with their own armouries and thus allowing you to equip them with better gear than their standard Steel Loadout.

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[- - ***Steel*** - [Free , Extra 50]
[- - ***Fine Steel and Silver*** - [100]
[- - ***Dwarven and Elven*** - [200]
[- - ***Glass and Ebony*** - [400]
[- - ***Daedric*** - [600]

- - - - -

- Training Areas -

- - - - -

[This Chain of Upgrades is Discounted for Combatants]

- - - - -

- ***Basic Training Area*** - [Free]
Skilled Arena Combatants will often share what they know with others, though rarely for free. This is somewhat necessary, given the low quality and small size of the standard Training Area in the Arena.

Each upgrade for the Training Area will add new Trainers and a full training area to each team's section of your Arena, allowing each to train as they like without needing to share with other teams.

These Trainers work for you and by default won't charge your Combatants or Staff in order to train them, though you can choose to charge them for additional money in your pocket they may not appreciate that.

- - - - -

Non Magical Training Areas :
- ***Novice Training Area*** - [50]

- ***Apprentice Training Area*** - [100]
- ***Journeyman Training Area*** - [150]
- ***Master Training Area*** - [200]

These training areas may be purchased multiple times, once for each different type of non magical skill that is available in Oblivion.

Do keep in mind that taking these may well cause some friction between your Arena and the Fighters Guild, depending on several factors.

- - - - -

Magical Training Areas :
- ***Novice Training Area*** - [100]
- ***Apprentice Training Area*** - [200]
- ***Journeyman Training Area*** - [300]
- ***Master Training Area*** - [400]

These training areas may be purchased multiple times, once for each of the domains of magic, eg Alteration , Conjuration , Destruction , Illusion , Mysticism , Restoration

The Mages guild may not like that you have Magical-Training facilities that are unaligned with them, though that would depend on how you use them I suppose.

- - - - -

- Animals and Monsters -

- - - - -

[This Chain of Upgrades is Discounted for Combatants]

- - - - -

The Arenas Grand Champion often fights monsters of various kinds , from simple Scamps to Minotaurs. For this to occur, people need to go out and find or otherwise acquire the monsters for the Arena which can be a dangerous prospect.

You can make this much easier by creating a Monster farm of sorts, which will constantly breed new monsters for the Arena for your Combatants to fight, or perhaps to use in circus like attractions or even for mounts in Chariot Races or Battles. Hell, you could even just straight up butcher them for their meat or alchemical ingredients.

These fights can be expected to draw in a decent crowd and make it easier and less time consuming to acquire monsters for your Arena.

Each purchase will see you gaining 10 Animals or 10 Monsters of a chosen type in your purchased category per week.

You may choose for this to be a separate structure, instead of being attached to your Arena. It can be placed anywhere within 10km of your Arena.

- - - - -

Animals :
[- - ***Weak Animals*** - [50]
[- - ***Average Animals*** - [100]
[- - ***Strong Animals*** - [150]

Monsters :
[- - ***Weak Monsters*** - [100]
[- - ***Average Monsters*** - [200]
[- - ***Strong Monsters*** - [300]

- - - - -

/ - - - Management - - - /
- - - - -

These are upgrade options for your Arena that are discounted for those with the ‘Management’ Background.

- Blademasters and Battle Matrons-
- - - - -

[This Chain of Upgrades is Discounted for Management]

- - - - -

Managing a death battle Arena can be quite a stressful job, just ask Owyn the Blademaster at the Imperial Arena. With this upgrade chain , you can increase the number of ‘Managers’ in your Arena, reducing the stress they face on the job and perhaps increasing efficiency as well.

Your Blademasters and Battle Matrons have their own room where they can rest , overlook fighters and work on their managerial duties.

Keep in mind while the Managers mentioned below are the ‘Blade Master’ and ‘Battle Matron’ , any other activities you might have , such as say a sports team , would have their own managers.

- - - - -

[- - X 1 - ***Blade Master and Battle Matron*** - Per 2 Teams - [Free]
[- - X 2 - ***Blade Masters and Battle Matrons*** - Per 2 Teams - [50]
[- - X 3 - ***Blade Masters and Battle Matrons*** - Per 2 Teams - [100]

[- - X 4 - ***Blade Masters and Battle Matrons*** - Per 2 Teams - [200]
[- - X 5 - ***Blade Masters and Battle Matrons*** - Per 2 Teams - [300]
[- - X 6 - ***Blade Masters and Battle Matrons*** - Per 2 Teams - [400]
[- - X 7 - ***Blade Masters and Battle Matrons*** - Per 2 Teams - [500]
[- - X 8 - ***Blade Masters and Battle Matrons*** - Per 2 Teams - [600]
[- - X 9 - ***Blade Masters and Battle Matrons*** - Per 2 Teams - [700]
[- - X 10 - ***Blade Masters and Battle Matrons*** - Per 2 Teams - [800]
[- - X 11 - ***Blade Masters and Battle Matrons*** - Per 2 Teams - [900]
[- - X 12 - ***Blade Masters and Battle Matrons*** - Per 2 Teams - [1,000]

- - - - -

- Gatekeepers and Bookkeepers -

- - - - -

[This Chain of Upgrades is Discounted for Management]

- - - - -

The Arena of course needs someone to take spectators payments and bets and to allow them into the Arena proper, by default your Arena will only have 1 of these per entrance however if you wish to increase the number then you can do so, this should make getting into and out of your Arena easier and should help keep your bookkeeping somewhat more honest as well reducing the overall workload on each person.

Your bookkeepers have small offices located within the Arena where they can count and work numbers when it comes to your profits, losses and other such things.

To make your Arena slightly more convenient than the one in the Imperial City , your Gatekeepers and Bookkeepers will be two different people, rather than forcing all of that work on one person.

[- - X 1 - ***Gatekeepers and Bookkeepers*** - Per 1 Each Per Entrance - [Free]
[- - X 2 - ***Gatekeepers and Bookkeepers*** - Per 1 Each Per Entrance - [50]
[- - X 3 - ***Gatekeepers and Bookkeepers*** - Per 1 Each Per Entrance - [100]
[- - X 4 - ***Gatekeepers and Bookkeepers*** - Per 1 Each Per Entrance - [200]
[- - X 5 - ***Gatekeepers and Bookkeepers*** - Per 1 Each Per Entrance - [300]
[- - X 6 - ***Gatekeepers and Bookkeepers*** - Per 1 Each Per Entrance - [400]
[- - X 7 - ***Gatekeepers and Bookkeepers*** - Per 1 Each Per Entrance - [500]
[- - X 8 - ***Gatekeepers and Bookkeepers*** - Per 1 Each Per Entrance - [600]
[- - X 9 - ***Gatekeepers and Bookkeepers*** - Per 1 Each Per Entrance - [700]
[- - X 10 - ***Gatekeepers and Bookkeepers*** - Per 1 Each Per Entrance - [800]
[- - X 11 - ***Gatekeepers and Bookkeepers*** - Per 1 Each Per Entrance - [900]
[- - X 12 - ***Gatekeepers and Bookkeepers*** - Per 1 Each Per Entrance - [1,000]

- Combatant loyalty -

- - - - -

[This Chain of Upgrades is Discounted for Management]

- - - - -

[- - ***Low*** - [Free]
They are loyal to themselves and their teams , but don't expect them to do things for you outside of the Arena. You might be able to convince them to do things for you, but they'd likely expect a hefty reward or payout.

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[- - ***Moderate*** - [300]
Your Arena Combatants will be willing to go on quests for you, though they still value their lives enough to not want to take obviously sucidial missions.

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[- - ***Extreme*** - [600]
Your Combatants will now walk into hell for you, literally, you could have them walk into an Oblivion Gate for you to try and close it.

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If you've purchased any other teams, such as gaining them from purchases of the 'Sports' Activity from the Arena activities section then they will be affected by this as well… though perhaps you shouldn't be sending say a football team out on quests in a fantasy world.

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- Locks -

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[This Chain of Upgrades is Discounted for Management]

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It might surprise you to learn that the Arena is pretty lax on security , at least when it comes to locks. This could especially be concerning given the presence of the thieves guild members in the Imperial Capital. Though there is one saving grace that perhaps explains why the Arena is not often looted, that being that it is generally speaking also where the Arena Combatants live, sleep and work meaning that anyone trying to sneak it would risk contending with dozens of well armed and well trained fighters.

If this isn't good enough for you though, you can add locks to each Door , Cabinet and each Chest in your Arena making it more difficult to break into… unless your opponent happens to say have the Skeleton Key or you manage to draw the ire of the Grey Fox himself.

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- ***No Locks*** - [Free]
- ***Very Easy Locks*** - [100]
- ***Easy Locks*** - [200]
- ***Normal Locks*** - [300]
- ***Hard Locks*** - [400]
- ***Very Hard Locks*** - [500]

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- Crowd Control -

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[This Chain of Upgrades is Discounted for Management]

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- Guards -

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[This Chain of Upgrades is Discounted for Management]

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Sports fans are well known for causing a ruckus, especially in large arenas in major cities. It is for this reason that your Arena comes with a small number of guards to help not only protect it from attack but more importantly to kick out any hooligans who are ruining the Arena Experience.

[- - X 4 - ***Guards*** - [Free]
[- - X 8 - ***Guards*** - [50]
[- - X 16 - ***Guards*** - [100]
[- - X 32 - ***Guards*** - [200]
[- - X 64 - ***Guards*** - [300]
[- - X 128 - ***Guards*** - [400]
[- - X 256 - ***Guards*** - [500]
[- - X 512 - ***Guards*** - [600]
[- - X 1,024 - ***Guards*** - [700]
[- - X 2,048 - ***Guards*** - [800]
[- - X 4,096 - ***Guards*** - [900]
[- - X 8,192 - ***Guards*** - [1,000]

- - - - -

- Arena Walls -

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[This Chain of Upgrades is Discounted for Management]

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Each option in this section can be purchased individually, you are not limited to just one type of wall.

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- ***Wooden Walls*** - [200]
It's not much, but if you're thinking about needing an extra way to help manage the crowds that attend your Arena or are worried about small scale attacks then these Wooden Walls can help. They will surround the outer property line of your Arena making it less vulnerable to attack.

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- ***Stone Walls*** - [400]
The Arena in the Imperial Capital is protected by the grand walls of the city, yours however is not so lucky, unless you choose to purchase this upgrade. This Places a Stone Wall that is as tall as the Arena itself around the perimeter of your owned land for the Arena, protecting it and the area around it from potential attack and allowing you to more easily control potential crowds.

- - - - -

- ***Steel Walls*** - [600]
An incredibly expensive purchase, are you really so worried about a large-scale attack on your Arena? Whatever the case, these walls are as Tall as your Arena and made out of several meters thick worth of reinforced steel, making them very difficult to damage or destroy.

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- ***Glass Walls*** - [600]
Far more durable than actual glass and a lot prettier too, this crystalline looking wall can draw in incredible crowds just on it's own thanks to its beauty. These walls are more durable than Stone-Walls.

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- ***Dwemer Walls*** - [800]
More Durable than Steel and possessing all of the luxury of Gold and ornate design, this is a kind of style that is unheard of among virtually any of the modern races. Be careful , you might find people trying to steal pieces of the golden walls for themselves.

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- ***Daedric Walls*** - [800]
The opposite of inviting… These walls exude an Aura of intimidation, but they are also the most durable walls you're likely to find anywhere being both massive, tough and thick and built using the same materials as other Daedric constructs such as Daedric Armour. These aren't immune to damage, but it would be very difficult to destroy them.

- - - - -

- Turrets -

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[This Chain of Upgrades is Discounted for Management]

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You're really worried about security, aren't you? Why would someone attack an Arena of all places? Perhaps you're paranoid, though with the coming Oblivion Crisis perhaps not.

Each type of turret may be purchased twice, once for 'Internal' Defence and once for 'External' Defence. Overall, the number of turrets added by any purchase will depend on the size of your Arena.

Internal turrets will be placed inside of your Arena, in the hallways and around the sitting areas which can help to protect your audience in the event of say a creature from the Arena escaping and going on a murderous rampage.

External turrets will be placed around the outside of your Arena and the Arena Walls if you have an Arena Walls upgrade, which will double the number of turrets you have. These Turrets are placed in such a way as to try and deter outside attackers from sieging your Arena.

All turrets are automated, similar to the Fireball turrets seen in Oblivion and will fire on only targets you would want them too.

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[- - ***No Turrets*** - [Free]
[- - ***Crossbow Turrets*** - [100]
[- - ***Ballista Turrets*** - [200]
[- - ***Fireball Turrets*** - [300]
[- - ***Frost Turrets*** - [300]
[- - ***Lightning Turrets*** - [300]

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- Moats -

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[This Chain of Upgrades is Discounted for Management]

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A Moat isn't exactly an inviting feature for a public venue… but then the Imperial City itself is surrounded by water on sides, which isn't too dissimilar from this. It is up to you how many bridges your Moat has.

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- ***No Moat*** - [Free]
- ***Dirt Trench*** - [50]
- ***Small Moat*** - [100]
- ***Modest Moat*** - [200]
- ***Large Moat*** - [300]
- ***Very Large Moat*** - [400]
- ***Incredibly Large Moat*** - [500]
- ***Gargantuan Large Moat*** - [600]

- - - - -

- Stables -

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[This Chain of Upgrades is Discounted for Management]

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The Imperial City and in fact every other city in the region has stables outside of them , allowing residents and visitors to safely leave their horses while they explore or stay in the city itself. Your Arena however will not have such a stable, unless you choose to purchase one.

Your Stables will come with stable hands who will take care of any horses put in them and will gain a steady supply of food and water that can keep the horses fed and healthy.

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[- - ***No Stables*** - [Free]
[- - ***Tiny Stables*** - Accommodates 5% of your Arenas Audiences Horses - [100]
[- - ***Very Small Stables*** - Accommodates 10% of your Arenas Audiences Horses - [100]
[- - ***Small Stables*** - Accommodates 20% of your Arenas Audiences Horses - [200]
[- - ***Average Stables*** - Accommodates 30% of your Arenas Audiences Horses - [300]
[- - ***Large Stables*** - Accommodates 40% of your Arenas Audiences Horses - [400]
[- - ***Very Large Stables*** - Accommodates 50% of your Arenas Audiences Horses - [500]
[- - ***Extremely Large Stables*** - Accommodates 60% of your Arenas Audiences Horses - [600]
[- - ***Stupidly Large Stables*** - Accommodates 70% of your Arenas Audience Capacity - [700]

[- - ***Massive Stables*** - Accommodates 80% of your Arenas Audiences Horses - [800]
[- - ***Titanic Stables*** - Accommodates 90% of your Arenas Audiences Horses - [900]
[- - ***Gargantuan Stables*** - Accommodates 100% of your Arenas Audiences Horses - [1,000]

Note , these upgrades assume 1 horse per Audience Member , in reality you'll likely end up encountering far fewer horses for your stable , meaning they should usually be spare space depending on various factors.

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- Teleportation Circles -

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[This Chain of Upgrades is Discounted for Management]

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It is rare, but teleportation magic is in fact a thing that exists in this world, if you've visited frostcrag spire you may have seen examples of this as it has several teleportation circles each connecting to a different mages guild in the region.

Building these for your Arena would be expensive, but it is doable. This would make visiting your Arena a more achievable prospect for audience members given the teleporter could remove their need to make a normal and potentially lengthy return trip or remove the need for them to stay overnight at a potentially pricey inn.

These Teleportation circles are one way, meaning you can send people to a given location but cannot 'beam them up' to your Arena. Teleportation circles will instantly transport a person who steps in them to their anchored location.

Teleporters must have their destination point set before they can be used and they can only change this once per month, meaning you can't really use these Teleporters for military purposes and likely they wouldn't be very useful when it comes to having your Fighters go on quests either. They are perhaps best set to nearby cities or towns where audience members come from.

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[- - ***No Teleporters*** - [Free]
[- - ***Low Quality Teleporters*** - 10 Teleporters , 10 km Range - [200]
[- - ***Modest Quality Teleporters*** - 20 Teleporters , 20 km Range - [400]
[- - ***High Quality Teleporters*** - 40 Teleporters , 40 km Range - [600]
[- - ***Incredible Quality Teleporters*** - 80 Teleporters , 80 km Range - [800]
[- - ***Extreme Quality Teleporters*** - 160 Teleporters , 160 km Range - [1,000]

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Companions :

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- Companions - General :

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- ***Import // Create*** - [Free / 50 or 200]
You may import any previous Companions for Free if you wish you may spend points in order to empower them granting them with 1,000 points each to spend as they see fit. This Costs either 50 points per Companion or 200 for a group of 8. You may ‘create’ new Companions , but in order to do so you will either need to pay 50 points each or 200 for a group of 8.

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- ***Export*** - [Free or 50]
You may bring anyone from this world with you if you can convince them to do so for free or you may pay 50 points to guarantee that they will want to actually come with you, this isn’t mind control rather you are paying to arrive in a version of the world where the person in question is predisposed to getting along with you.

People come with what you would expect them to, for example an Arena Combatants would have their Raiment and Weapons.

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- Companions - Canon :

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You can bring any ‘canon’ character with you for free as long as you can convince them to come with you. You are not limited to the individuals below.

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- ***Porkchop*** - Beloved Mascot -

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- ***Owyn*** - Arena Blademaster -

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- ***Ysabel Andronicus*** - Battle Matron -

- - - - -

- ***Hundolin*** - Arena Book Keeper / Gatekeeper -

- - - - -

- ***Blue Team Gladiator*** -

- - - - -

- ***Yellow Team Champion*** -

- - - - -

- ***Agronak Gro-Malog*** - Current Champion -
Stop him from wanting to kill himself

- - - - -

- ***Adoring Fan*** - Meatshield -

- - - - -

- ***The Soon to be Hero*** - Protagonist -
Assuming nothing changes, this person is going to become the hero of Kvatch and will help to save Cyrodiil from the Daedric invasion.

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- Companions - Non Canon :
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- ***Gemini Elves*** - [50 or Free if you can convince them]
These twin sisters do everything together, including fight. They are so in sync when it comes to their thoughts that they can effortlessly fight in intricate ways that other teams simply could not. These Elves are just as cunning in social situations, being able to pick apart virtually anyone and gain information they desire.

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- ***The Three Argonians*** - [50 or Free if you can convince them]
These 3 loyal brothers in arms fought against corrupt nobles in far off imperial territories and do their best to bring justice to the world, unfortunately if nothing changes they'll be caught and sentenced to

execution by combat in the Arena in about a year's time. Though these Argonians are outlaws and thieves, they do have a moral code and will not harm the innocent.

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Drawbacks :

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Drawbacks are an optional means of gaining additional points

The negative effects of Drawbacks fade away once you choose to either leave this world or stay permanently, making them temporary.

You may, if you wish, choose to keep the effects of a Drawback as ‘permanent’ though you would probably have to be some kind of masochist for that.

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- Drawbacks - General :

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- ***Alternate Start Time*** - [Free]
You may choose to arrive earlier or later than stated , depending on your preference. Perhaps you wish to arrive when the Arena was first founded, or after the Oblivion Crisis has ended? Or some other time entirely.

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- ***Extended Stay*** - Years - [Gain 100 Per]
You may extend your stay here as long as you like , for each year, up to a maximum of 10 Years , you may Gain 100 Points per year. After which you can choose to stay longer, but won’t gain additional points for doing so.

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- ***Extended Stay*** - Decades - [Gain 100 Per]
If the above option isn’t good enough for you, you can further choose to extend your stay and gain points in doing so. However, you will only gain 100 Points per Decade you extend your stay, up to a maximum of 1,000 points or 100 years. You can still extend your stay further, but do try not to die of old age will you.

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- ***Extended Stay*** - Centuries - [Gain 100 Per]

If the above option isn't good enough for you, you can further choose to extend your stay and gain points in doing so. However, you will only gain 100 Points per century you extend your stay, up to a maximum of 1,000 points or 1,000 years. You can still extend your stay further, but do try not to die of old age will you.

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- Drawbacks - Personal :

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- ***Lockout*** - [Gain 300 Per]
With this Drawback you can choose to lock out any combination of the following, gaining 300 points per category picked. General Perks , Skills , Powers , Magic , General Items , Weapons , Armour , Vehicles , Properties , Warehouse , Followers , Companions. Each can be picked twice, once for versions gained from previous Jumps and once for those gained in this jump.

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- ***Rumours from you*** - [Gain 200]
I heard a rumour that you're an idiot, any truth to that? Unfortunately you're going to be a bit of a gossip with this Drawback, enjoying talking to others about Rumours. Some will indulge you in this, others will instead insult you or get annoyed.

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- ***Rumours About You*** - [Gain 200]
It's unfortunate, it seems some loud mouth has heard a rumour about you and will spread it and spread it will, even to other cities in the region. This is likely to be annoying at the very least. These rumours will be annoying but nothing character destroying or damaging, just silly school yard style stuff.

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- ***Sleep*** - [Gain 200]
The yellow team needs their beauty sleep and now so do you , unlike some people you now need to rest after each match.

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- ***Addiction*** - [Gain 400 Per]
This Drawback may be taken multiple times, with it you are addicted to a substance of some kind. Perhaps it's alcohol or cigarettes or perhaps it's Skooma, a popular drink. It's up to you, but do be careful to not be consumed by your addiction. It is possible to resist the urges of your addiction, but it would not be easy to do alone.

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- ***Disability*** - [Gain 600 Per]
You have a disability of some kind, perhaps you need to wear glasses to see or perhaps you're missing an arm or a leg. It is up to you what your disability is, you may take this as many times as you are willing.

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- ***You humans are all the same, weak and worthless*** - [Gain 400]
This Drawback may be taken twice, once to make you experience more Racism and once to make you into a Racist yourself. You don't need to be a human to take this Drawback, despite its name.

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- ***Go Home*** - [Gain 400]
Combatants are allowed to live and sleep in the Arena, with this Drawback however you will not be given that privilege. Oh sure, you can ofcourse buy a house, but the only one going currently is a shitty one bedroom shack in the waterfront district that is right in the middle of thief central and is outside of the cities walls, not to mention the pirates who have docked near by. Even if none of that was an issue for you, you will have to potentially contend with annoying fans, haters and more as you travel from your new home to work.

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- ***Gambling Addict*** - [Gain 400]
Spectators placing bets is one of the major ways that the Imperial Arena is able to fund itself, making a tidy profit. Unfortunately, you have fallen victim to a Gambling Addiction and now will feel the urge to bet on matches regularly.

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- ***Not a Killer*** - [Gain 600]
You're not a killer, a noble thing to be sure, unfortunately the battles in the Arena are meant to be to the death. You can ofcourse choose not to kill your foes and if you knock them out it will still be considered a victory, but this may make you an unpopular choice among other Combatants and the Audience, or perhaps not? Honestly this could go either way, though it's likely leaning towards making it harder for you to gain popularity.

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- ***Arena Hater*** - [Variable]
You don't like the Arena and aren't afraid to tell people, the thing is however this is much like telling people on Earth t hat you dislike Football, Most people won't mind, others however will very much be pissed at the idea.

[- - Rarely Mention It - [Gain 200]
[- - Often Mention It - [Gain 400]
[- - Constantly Mention It - [Gain 800]

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- ***Prison Sentence*** - [Variable]
Oh, it seems that you are not standing outside of the Arena when you arrive at all, instead you are going to be standing in a dank cell in the city's prison. How long your stay in the prison lasts can vary, why are you in here? Were you framed perhaps?

[- - ***1 Night Stay*** - [Gain 300]
[- - ***1 Week Stay*** - [Gain 600]
[- - ***1 Month Stay*** - [Gain 900]
[- - ***1 Year Stay*** - [Gain 2,700]

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- Drawbacks - Arena :

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- ***Biased Announcer*** - [Gain 200]
The Arena Announcer doesn't like you at all and will insult you at every chance he can get while bigging up your opponent.

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- ***Boring Announcer*** - [Gain 200]
The whole job of an Arena announcer is to help make the experience more exciting… unfortunately if you take this drawback then they'll be pretty bad at that job, making the whole experience more monotone and dull.

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- ***Litter*** - [Gain 400]
Litter can be a major issue in Stadiums and Arenas, even in our own world. With this Drawback the litter problem will be even worse than it would otherwise in the Arena, i hope you don't mind a mess.

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- ***Bugs*** - [Gain 600]
The Arena is, quite frankly, disgusting. With all of the corpses and gore from the fights drawing in large numbers of insects of various kinds. Mostly flies, but others as well. With this Drawback however you'll increase the number of insects that infest the Arena, making it more annoying to both watch and participate in Arena matches while also increasing the risk of disease for all involved.

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- ***Slow Entry*** - [Gain Variable]

By default it'll take just a few minutes for you to get to the Arenas entrance, pay your entry fee and then head up to your seats. However, if you don't mind a little wait you can increase the time it'll take you to actually reach your seat in the end with this drawback. How this takes effect may depend, for example the gatekeeper might be slower than usual or perhaps the arenas corridors are suddenly more maze-like or longer.

[- - Gain 50 Points - It'll now take about 25% longer to get into the Arena and onto your seat
[- - Gain 100 Points - It'll now take about 50% longer to get into the Arena and onto your seat
[- - Gain 200 Points - It'll now take about 75% longer to get into the Arena and onto your seat
[- - Gain 300 Points - It'll now take about 100% longer to get into the Arena and onto your seat
[- - Gain 400 Points - It'll now take about 150% longer to get into the Arena and onto your seat
[- - Gain 500 Points - It'll now take about 200% longer to get into the Arena and onto your seat
[- - Gain 600 Points - It'll now take about 300% longer to get into the Arena and onto your seat
[- - Gain 700 Points - It'll now take about 400% longer to get into the Arena and onto your seat
[- - Gain 800 Points - It'll now take about 500% longer to get into the Arena and onto your seat
[- - Gain 900 Points - It'll now take about 600% longer to get into the Arena and onto your seat
[- - Gain 1,000 Points - It'll now take about 700% longer to get into the Arena and onto your seat

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- ***Come Back Later, Moron***- [Variable]
The Arena opens between 9am and 9pm, giving you 12 hours to participate in or watch matches. With this Drawback however, the time it is open will be reduced.

[- - Gain 50 Points - 10 am to 9 pm - 11 Hours
[- - Gain 100 Points - 11 am to 9 pm - 10 Hours
[- - Gain 200 Points - 12 pm to 9 pm - 9 Hours
[- - Gain 300 Points - 1 pm to 9 pm - 8 Hours
[- - Gain 400 Points - 2 pm to 9 pm - 7 Hours
[- - Gain 500 Points - 3 pm to 9 pm - 6 Hours
[- - Gain 600 Points - 4 pm to 9 pm - 5 Hours
[- - Gain 700 Points - 5 pm to 9 pm - 4 Hours
[- - Gain 800 Points - 6 pm to 9 pm - 3 Hours
[- - Gain 900 Points - 7 pm to 9 pm - 2 Hours
[- - Gain 1,000 Points - 8 pm to 9 pm - 1 Hour

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- ***Swelling Ranks*** - [Variable]
What this does is simple, it increases the number of people per 'rank' in the Arena, increasing the time it'll take to advance in Rank. This not only makes it more difficult to become grand champion, due to there being more competition, it also means you'll be getting worse pay for longer, after all the lower ranked you are in the Arena the less gold you get per victory.

If you manage to complete the 'Grand Champion' or 'Biggest Fan' Scenarios, then this Drawback will be applied as an upgrade to your Arena , see the 'Number of Combatants' Arena Builder option for more details.

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- ***Fight Together*** -
There is a pair of elven sisters that always fight together, this is a bit of an unfair match up when you consider other combatants have to go it alone. With This Drawback however you'll find each of your opponents will no longer be fighting alone.

[- - Gain 200 - + 1 Enemy Per Fight
[- - Gain 400 - + 2 Enemies Per Fight
[- - Gain 600 - + 3 Enemies Per Fight
[- - Gain 800 - + 4 Enemies Per Fight
[- - Gain 1,000 - + 5 Enemies Per Fight

There is one exception to this Drawback, your battle against the Grand Champion of the Arena, should you get that far, will not have additional foes participating.

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- ***Revenge from Beyond the Grave*** - [Gain 400]
Oh dear, this is not good at all. It seems as though the spirits of those you kill in the Arena will now come back to fight you again in your next battle! You dont have to destroy these spirits to win the match, but doing so will make your life easier as otherwise they will continue to grow in number.

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- ***Summons*** - [Variable]
It is perfectly 'legal' for combatants in the Arena to use magic in order to summon creatures to fight for or alongside them, this can give a massive advantage to one party… unfortunately by taking this Drawback your opponents will now all be capable of Summoning something to help them in their fight. Your opponents will cast their summoning spell just before the gates to the Arena open

[- - Gain 100 Points - Skeleton -
[- - Gain 200 Points - Zombie -
[- - Gain 400 Points - Scamp -
[- - Gain 600 Points - Atronach -
[- - Gain 800 Points - Dremora Lord -

- - - - -

- ***Animal Attractions*** - [Variable]
It's quite a trope to have Gladiators fight rare and dangerous animals for the crwods amusement and for the Grand Champion this is infact quite normal, with new catches being brought in weekly for the champion to slay.

With this Drawback however, hostile animals will become a part of each fight in the arena, increasing unpredictability of it all. At least on the upside, these animals will attack your foes as well as yourself.

[- - Gain 100 Points - Rat -
[- - Gain 200 Points - Wolf -
[- - Gain 300 Points - Timber Wolf -
[- - Gain 400 Points - Bear -

- - - - -

- ***Soul Steal Spell*** - [Gain 600]
Souls of dead combatants are trapped in soul gems , including you if you die. This will cancel out the effects of any 1 ups or revives you may have.

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- ***Silenced Spell*** - [Gain 400]
Each of your opponents will be capable of casting ‘Silenced’ , allowing them to block your magic.

- - - - -

- ***Heal Wounds Spell*** - [Variable]
Each of your Opponents will now be capable of casting ‘Heal Wounds’ on themselves, increasing their survivability.

[- - Gain 200 Points - Heal Minor Wounds -
[- - Gain 400 Points - Heal Major Wounds -

- - - - -

- ***Shield Spell*** - [Gain 400]
There is a range of spells that surround the wearer in an invisible protective shield, like a magically powered force field of sorts. If you take this Drawback, then each of your opponents will have access to this spell and will have cast it just before the Gate to the arena drops, giving them additional protection.

- - - - -

- ***Invisibility Spell*** - [Gain 400]
Not the best spell for a spectator sport, but it is completely legal as far as the rules of the Arena are concerned. With this Drawback, each of your opponents will cast the ‘Chameleon’ Spell on themselves before the gate to the Arena opens, rendering them invisible. This will make fighting them much harder, how can you kill what you can’t see after all?

- - - - -

- ***Enchanted Weapons*** - [Gain 400]
Each of your opponents will now have an Enchanted weapon with a random but useful enchantment.

- - - - -

- ***Enchanted Armour*** - [Gain 400]
Did you know that the Raiments used by the Combatants in the Arena count as Enchanted Armour? With this Drawback however, your opponents armour will be enchanted further providing even greater advantages to them.

If you manage to complete the 'Grand Champion' or 'Biggest Fan' Scenarios, then this Drawback will instead become a perk that applies to all Combatants of your own Arenas.

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- ***Audience Participation*** - [Variable]
The Audience is expected to simply observe the Arena matches, shouting and cheering as they do so. But with this Drawback the audience will take a more active role in proceedings.

[- - ***Gain 200*** - The Audience will throw food into the Arena
[- - ***Gain 400*** - The Audience will throw potions to / cast spells on their preferred team
[- - ***Gain 400*** - The Audience will cast harmful spells on the team they want to lose

Each tier of this drawback may be taken once

- - - - -

- ***Daedric Princes*** - [Gain 600 Each]
Daedric Princes are incredibly powerful creatures, often revered like gods. With this Drawback, you may choose to face them in the Arena once you attain the rank of Grand Champion. There are 16 Daedric Princess and as such you may take this Drawback up to 16 times , once per potential enemy you will gain. Don't worry, you'll only be fighting one at a time if you take this multiple times.

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- ***Oblivion*** - [Gain Variable]

[- - ***Gain 1,000*** -
An Oblivion Gate will open in the arena at some point during your year long stay and from it will pour hordes of monsters from the bowels of hell.

[- - ***Gain 2,000*** -
Instead of 1 Oblivion Gate, you'll find 12 opening up in your Arena throughout the year.

[- - ***Gain 4,000*** -
Instead of 1 Oblivion Gate, you'll find 52 opening up in your Arena throughout the year. How will the Arena overcome this Challenge?

[- - ***Gain 8,000*** -
Instead of 1 Oblivion Gate, you'll find 365 opening up in your Arena throughout the year. Yes that's right, 1 Gate per day. I don't think the Arena could easily recover from this kind of challenge.

[- - ***Gain 16,000*** -
Alright, you must be insane to be wanting to take this Drawback. This will see one Oblivion Gate opening each HOUR in or around your Arena, that'll lead to a total of 8760 Gates opening even if you have time extension drawbacks,

- - - - -

==========

- Drawbacks - Dependants :

- - - - -

- - - - -

- ***Annoying Fans*** - [Variable]
The Grand Champion gains the privilege of fame and adoring fans, unfortunately some of those fans can be quite annoying. With this line of Drawbacks you will, regardless of your rank in the Arena find yourself with a little fandom, unfortunately they will be quite annoying.

These fans won't just be annoying for you, but for everyone else as well and may well harm your public image as a result of their activities. These fans are outright , well , fanatical but they have no real skills to speak of and will insist on following you around and may even try to break into your properties to be near you.

You may take them with you as Companions or Followers if you wish…

It is possible to change these fans, to make them less annoying, but that would be very difficult.

[- - X 1 - ***Annoying Fan*** - [Gain 50]
[- - X 2 - ***Annoying Fans*** - [Gain 100]
[- - X 4 - ***Annoying Fans*** - [Gain 200]
[- - X 8 - ***Annoying Fans*** - [Gain 300]
[- - X 16 - ***Annoying Fans*** - [Gain 400]
[- - X 32 - ***Annoying Fans*** - [Gain 500]
[- - X 64 - ***Annoying Fans*** - [Gain 600]
[- - X 128 - ***Annoying Fans*** - [Gain 700]
[- - X 256 - ***Annoying Fans*** - [Gain 800]
[- - X 512 - ***Annoying Fans*** - [Gain 900]
[- - X 1,024 - ***Annoying Fans*** - [Gain 1,000]

- - - - -

==========

- Drawbacks - Enemies :

- - - - -

It is possible to get Enemies to change their mind, to become your Followers or Companions, but doing so is next to impossible.

- - - - -

- ***Loan Shark*** - [Gain 400]

- - - - -

- ***Skooma Dealer*** - [Gain 400]

- - - - -

- ***Yandere Fan*** - [Gain 300]
This fan goes beyond obsessive and into the outright insane, they will hurt others who get close to you and believe all other fans are simply ‘fakers’.

- - - - -

- ***The Yandere Fan Club*** - [Gain 600]

- - - - -

- ***Vampire*** - [Gain 300]
This vampire noticed you not long after your arrival and decided that it enjoys the smell of your blood and would love a taste. They will try to murder you.

- - - - -

- ***Vampiric Cult*** - [Gain 600]
This is a full on vampiric cult that wishes to empower themselves through some dark ritual, believing your blood is the key to doing so.

- - - - -

- ***A Murderer*** - [Gain 300]
This is a lone murderer who may or may not be aligned with the Dark Brotherhood, they’ve decided their lair would look nice with your face on their wall.

- - - - -

- ***The Dark Brotherhood*** - [Gain 600]
The Dark brotherhood, a guild of Murderers and Assassins wants you dead and will send agents to kill you. Why do they want you dead?

- - - - -

- ***A Thief*** - [Gain 300]
A lone but somewhat skilled thief has decided that you would make a perfect mark and is out to get you.

- - - - -

- ***The Thieves Guild*** - [Gain 600]
Members of the Thieves guild will try to rob you blind , perhaps they see you as having far more wealth than they think you should have? Or perhaps the Grey Fox is trying to teach you a lesson.

- - - - -

- ***The Guards*** - [Gain 600]
A Corrupt Guard Captain has it out for you and will do all he can to frame you for crimes and to in general make your life a living hell.

- - - - -

==========
- Drawbacks - World :
- - - - -

- - - - -

- ***Earthquake*** - [Gain 1,000]
At some point during your year-long stay in this world, a massive Earthquake will hit Cyrodiil and will cause immense devastation to parts of the region. Can the Arena stand the shaking of the earth itself?

- - - - -

- ***Tornado*** - [Gain 1,000]
During your year-long stay here Cyrodil will fall victim to a massive Tornado that will come in from off the Coast and make its way inland, striking at least one of the cities in the region. I would advise you not be standing in the Arena while a Tornado is passing by… Though perhaps the under pits of the Arena could make for decent shelter.

- - - - -

- ***Tidal Wave*** - [Gain 1,000]
At some point during your year-long stay in this world, Cyrodil will be hit by a massive Tidal Wave that is likely to threaten the entire coastline. It's possible that the walls of the Imperial city would protect you and the Arena from a Tidal Wave… perhaps not. Just do not find yourself in the lower levels of the Arena when it hits.

- - - - -

- ***Meteorite Shower*** - [Gain 1,000]
Do you know what the difference between a Meteor and a Meteorite is? A Meteorite has the right stuff to make it to the ground. With this Drawback, at some point during your year long stay in Cyrodil the region will be struck by a Meteorite shower as hundreds of rocks of various sizes fall from space and impact locations all around the region.

- - - - -

- ***Mudcrab Swarm*** - [Gain 1,000]
An individual mudcrab isn't much of a threat, but a thousand of them? Well that's another thing entirely. Have you ever seen pictures or videos of Crab Migration, thousands walking across the land at a time becoming an almost literal crustacean carpet. With this Drawback , something like this will happen in Cyrodil as roughly 100,000 Mudcrabs will emerge from the ocean and make their way across the region, they will eventually, unless stopped reach the Imperial Capital and the Arena.

- - - - -

- ***The Plague*** - [Gain 1,000]
A plague is sweeping through the region and cities are going to be the worst place to be as the plague kills thousands, this drawback sees the Black Death / Bubonic Plague brought to this world.

- - - - -

- ***Oblivion Crisis*** - [Gain 1,000]
This changes things significantly, the Oblivion crisis will begin the moment you arrive in this world, meaning it's happening a year too soon. This potentially throws everything out of wack and may lead to catastrophe.

- - - - -

- ***Return of the Dragons*** - [Gain 1,000]
The world will be swarmed by dragons, hundreds of them. They are killable through conventional means but are difficult to fight given the fact they can fly and can rain down fire from the sky, perhaps you should train your skills with a bow?

- - - - -

- ***Awakened Lord of the Sixth House*** - [Gain 1,000]
A God, how can you kill a god? What a grand and intoxicating innocence. That's what they might say anyway, with this Drawback Dagoth Ur from Morrowind will be brought to Cyrodil at the moment of your arrival and he will seek you out for reasons that are unlikely to be good for you or the world at large.

- - - - -

==========
- Drawbacks - Crossover Portals :
- - - - -

These crossovers will add portals each connecting to a different universe, similar to though visually different to Oblivion Gates.

From these portals creatures and people from the connected universe can pour out, each portal can be closed but is either controlled by a hostile faction or potentially dangerous monsters or animals or are in a place that is inhospitable to human life.

For each portal you close, you can Gain 50 Points.

It is likely that the creatures and individuals from various portal worlds would fight each other, should you choose to pick more then one Crossover Drawback.

- - - - -

- ***Fallout*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to various locations across the post apocalyptic USA from the Fallout Universe.

- - - - -

- ***Starfield*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to a different world in the settled systems from the Starfield Universe.

- - - - -

- ***Doom*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to the ‘Hell’ from the Doom universe.

- - - - -

- ***Heretic*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to various locations across the world from Heretic

- - - - -

- ***Blood*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to various locations across the world from Blood

- - - - -

- ***Dusk*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to various locations across the world from Dusk

- - - - -

- ***Wolfenstein*** - [Gain 1,000]

Adds 60 Portals across Cyrodiil each connecting to the Nazi Occupied Europe from the Wolfenstein universe.

- - - - -

- ***Quake*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to the Strogg Homeworld from the Quake universe.

- - - - -

- ***Prey*** - Original - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to the Collosal Alien Mothership from the original Prey Game Universe.

- - - - -

- ***Prey*** - Reboot - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to the Alien infested Earth from the Prey Game Reboot Universe.

- - - - -

- ***Lord of the Rings*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to a different part of ‘Middle Earth’ from the Lord of the Rings Universe.

- - - - -

- ***The Chronicles of Narnia*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to a different part of ‘Narnia’ from the ‘Chronicles of Narnia’ Universe. This does mean you could also visit a WW2 Era earth, if you wished.

- - - - -

- ***The Epic Movie*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to a different part of ‘Narnia like’ parody world from ‘The Epic Movie’ Universe. This means you could also visit an unusual modern day like Earth aswell.

- - - - -

- ***Eragon*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to a different part of the world from the Eragon Universe.

- - - - -

- ***Re:Zero*** - [Gain 1,000]

Adds 60 Portals across Cyrodiil each connecting to various locations across the Fantasy world from the Re:Zero Universe.

- - - - -

- ***Konosuba*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to various locations across the Fantasy world from the Konosuba Universe.

- - - - -

- ***Red Ranger in another world*** - Fantasy World - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to various locations across the Fantasy world from the Red Ranger in another world universe

- - - - -

- ***Red Ranger in another world*** - Earth - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to various locations across the Earth from the Red Ranger in another world universe

- - - - -

- ***Dragonball*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to different worlds throughout the Dragonball universe.

- - - - -

- ***Pokemon*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to the world from the Pokemon Universe

- - - - -

- ***Yugioh*** - Duel Monsters - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to a different part of the Earth from the Yugioh Universe.

- - - - -

- ***Yugioh*** - Spirit Realm - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to a different part of the Monster infested ‘Spirit World’ from the Yugioh Universe.

- - - - -

- ***Dark Souls*** - [Gain 1,000]

Adds 60 Portals across Cyrodiil each connecting to a different location across the Dark Souls Universe

- - - - -

- ***Baldur's Gate*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to a different location across the Sword Coast from Baldur's Gate.

- - - - -

- ***Warhammer Fantasy*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to a different location across the world from the ‘Warhammer Fantasy’ Universe

- - - - -

- ***Warhammer 40,000*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to a different world across the milky way galaxy from the ‘Warhammer 40,000’ Universe

- - - - -

- ***Fantasy High*** - Spyre - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to the world of Spyre from Dimension 20’s DnD series Fantasy High. .

- - - - -

- ***Dawn of the Dead*** - Original - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to a different location across a zombie infected United States from the original Dawn of the Dead movie.

- - - - -

- ***Dawn of the Dead*** - Remake - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to a different location across a zombie infected United States from the remake of the movie Dawn of the Dead

- - - - -

- ***Left 4 Dead*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to a different location across the US From Left 4 Dead, perhaps surprisingly the majority of the country is unaffected by Zombies with them being mostly relegated to about 20-30% of the US.

- - - - -

- ***Back 4 Blood*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to a different location across a zombie infected United States from the ‘Back 4 Blood’ Game.

- - - - -

- ***Command and Conquer - Tiberium*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to a different location across the Earth from The Command and Conquer Tiberium Universe

- - - - -

- ***Command and Conquer - Red Alert*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to a different location across the Earth from The Command and Conquer Red Alert Universe

- - - - -

- ***Command and Conquer - Generals*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to a different location across the Earth from The Command and Conquer Generals Universe

- - - - -

- ***Halo*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to a different world in the Halo Universe.

- - - - -

- ***Mass Effect*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to a different world in the Mass Effect Universe.

- - - - -

- ***Star Trek*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to a different world in the Star Trek Universe.

- - - - -

- ***Star Wars*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to a different world in the Star Wars Universe.

- - - - -

- ***Stargate***- [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to a different world in the Stargate Universe.

- - - - -

- ***Battlestar Galactica*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to a different world in the BSG Universe.

- - - - -

- ***Power Rangers*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to a different world in the Power Rangers Universe.

- - - - -

- ***Super Sentai*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to a different world in the Super Sentai Universe.

- - - - -

- ***Modern Earth*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to an ordinary modern day earth

- - - - -

- ***Medieval Earth*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to an ordinary medieval historical earth

- - - - -

- ***Stone Age Earth*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to an ordinary ancient historical earth

- - - - -

- ***Dinosaur Earth*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to an ordinary ancient historical earth

- - - - -

- ***European Myth*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to the ancient Europe from European Mythology

- - - - -

- ***Greek Myth*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to the ancient greece from Greek Mythology

- - - - -

- ***Egyptian Myth*** - [Gain 1,000]

Adds 60 Portals across Cyrodiil each connecting to the ancient Egypt from Egyptian Mythology

- - - - -

- ***African Myth*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to the ancient African from African Mythology

- - - - -

- ***Chinese Myth*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to the ancient China from Chinese Mythology

- - - - -

- ***Japanese Myth*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to the ancient Japan from Japanese Mythology

- - - - -

- ***Native American Myth*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to the ancient North America from the North American Native Peoples Mythology

- - - - -

- ***Aztec Myth*** - [Gain 1,000]
Adds 60 Portals across Cyrodiil each connecting to the ancient Aztec from South American Mythology

- - - - -

==========

- Drawbacks - Crossover Enemies :

- - - - -

- - - - -

- ***Kalvaxus*** - Fantasy High - [Gain 600]

- - - - -

- ***The Nightmare King*** - Fantasy High - [Gain 600]

- - - - -

- ***Illithid Invasion*** - Baldur's Gate 3 - [Gain Variable]

- - - - -

- ***Covenant Invasion*** - Halo - [Gain Variable]

On the plus side, these aliens don't seem as though they are willing or perhaps are unable to glass the planet or to simply sit in orbit. On the other hand they have a seemingly impregnable fortress in the sky in the form of their ship, it should be possible to get onboard but it would be difficult.

Each covenant ship will drop a 'Gravity Lift' on the surface, which will be defended by troops from the ship. This lift will allow people to travel up through the lift into the ship itself.

The points gained from this Drawback will depend on the type of Covenant ship that has found itself transported to Cyrodil.

[- - Gain 100 - Covenant Lich -
[- - Gain 100 - Covenant Corvette -
[- - Gain 300 - Covenant Destroyer -
[- - Gain 600 - Covenant Cruiser -
[- - Gain 1,000 - Covenant Assault Carrier -
[- - Gain 2,000 - Covenant Supercarrier -
[- - Gain 4,000 - Covenant Holy City of High Charity -

- - - - -

==========

- - - - -

==========

Scenarios :

- - - - -

==========

Scenarios - Combatant :

- - - - -

Rather than simply being one off payments, once you leave this world or choose to stay permanently the 'Gold Coin' Reward for the matches you've won will become a recurring yearly payment.

- - - - -

[- - Pit Dog -

All you need to do to become a 'Pit Dog' in the Arena is to walk down into the lower sections of the Arena and talk to Owyn, it's that simple. He'll sign you up, hand you over a free Arena Raiment and then will allow you to participate in your first match.

For simply becoming a Pit Dog, taking your first steps into this world of Arena Combat , ***Gain 50 Points***.

You will have a Maximum of 3 Fights at the Rank of Pit-Dog , for each fight you win ***Gain 50 Points*** as well as 50 Gold Coins.

[Max Points from Pit-Dog Fights = 50x3 = 150]
[Max Gold Coins from Pit-Dog Fights = 50x3 = 150]

- - - - -

[- - Brawler -

You will have a Maximum of 3 Fights at the Rank of Brawler , for each fight you win ***Gain 100 Points*** as well as 100 Gold Coins.

[Max Points from Brawler Fights = 100x3 = 300]
[Max Gold Coins from Brawler Fights = 100x3 = 300]

- - - - -

[- - Bloodletter -

You will have a Maximum of 3 Fights at the Rank of Bloodletter , for each fight you win ***Gain 150 Points*** as well as 150 Gold Coins.

[Max Points from Bloodletter Fights = 150x3 = 450]
[Max Gold Coins from Bloodletter Fights = 150x3 = 450]

- - - - -

[- - Myrmidon -

You will have a Maximum of 3 Fights at the Rank of Myrmidon , for each fight you win ***Gain 200 Points*** as well as 200 Gold Coins.

[Max Points from Myrmidon Fights = 200x3 = 600]
[Max Gold Coins from Myrmidon Fights = 200x3 = 600]

- - - - -

[- - Warrior -

You will have a Maximum of 3 Fights at the Rank of Warrior , for each fight you win ***Gain 250 Points*** as well as 250 Gold Coins.

[Max Points from Warrior Fights = 250x3 = 750]
[Max Gold Coins from Warrior Fights = 250x3 = 750]

- - - - -

[- - Gladiator -

You will have a Maximum of 3 Fights at the Rank of Gladiator , for each fight you win ***Gain 300 Points*** as well as 300 Gold Coins.

[Max Points from Gladiator Fights = 300x3 = 900]
[Max Gold Coins from Gladiator Fights = 300x3 = 900]

- - - - -

[- - Hero -

You will have a Maximum of 3 Fights at the Rank of Gladiator , for each fight you win ***Gain 350 Points*** as well as 350 Gold Coins.

[Max Points from Gladiator Fights = 350x3 = 1050]
[Max Gold Coins from Gladiator Fights = 350x3 = 1050]

- - - - -

[- - Champion -
You'll only have one battle you need to participate in at the Rank of Champion, that is a fight against the raining Grand-Champion the Half Orc Agronak gro-Malog. It will not be an easy fight.

Victory will see you Gain ***1,000 Points*** and 1,000 Gold Coins, on top of attaining the rank of Grand Champion for yourself.

Gain a copy of the 'Arena' item for free

- - - - -

Total Potential Reward from the 'Arena Combatant' Quest Line

150 + 300 + 450 + 600 + 750 + 900 + 1050 + 1,000 = 5,200 Points // Gold Coins Max

==========

Scenarios - Spectator :

- - - - -

- - - - -

[- - Number One Fan -

- - - - -

[- - Arena Reform -
Perhaps you dont like death games
Try to reform the arena

==========
- - - - -
==========
Jobs :
- - - - -

Unfortunately the Arena doesn't pay so well when it comes to lower tier fighters and as such many have some kind of side job to help them pay for weapons, equipment and potions. You may end up deciding to take on a job to help you survive your year here.

Jobs offer you an additional, optional way to gain points.

Each job has a maximum 'Point' Payout of 2,000 Points.

Each job will reward you with an amount of gold per hour worked, this amount will at the end of this jump become an 'annual' pay which you will receive in every future jump, or even this one if you decide to stay permanently. The amount gained yearly will depend on how much gold in total you've earned throughout your time working a 'job' in this world. There is no Maximum Payout you can receive when it comes to the Gold Coins earned from a Job.

- - - - -

- ***Arena Cleaner*** -
Gain 1 Point Per Hour Worked
Gain 1 Gold Coin Per Hours Worked

- - - - -

- ***Arena Gatekeeper*** -
Gain 1 Point Per Hour Worked
Gain 1 Gold Coin Per Hours Worked

- - - - -

- ***Arena Bookkeeper*** -
Gain 1 Point Per Hour Worked
Gain 1 Gold Coin Per Hours Worked

- - - - -

- ***Arena Trainer*** -
Gain 2 Points Per Hour Worked
Gain 2 Gold Coins Per Hours Worked

- - - - -

- ***Gravesdigger*** -
Gain 1 Points Per Hour Worked
Gain 1 Gold Coins Per Hours Worked

- - - - -

- ***Stableboy*** -
Gain 1 Points Per Hour Worked
Gain 1 Gold Coins Per Hours Worked

- - - - -

- ***Dockhand*** -
Gain 1 Points Per Hour Worked
Gain 1 Gold Coins Per Hours Worked

- - - - -

- ***Chef*** -
Gain 1 Point Per Hour Worked
Gain 1 Gold Coin Per Hours Worked

- - - - -

- ***Head Chef*** -
Gain 2 Points Per Hour Worked
Gain 2 Gold Coins Per Hours Worked

- - - - -

- ***City Guard*** -
Gain 1 Point Per Hour Worked
Gain 1 Gold Coin Per Hours Worked

- - - - -

- ***City Guard Captain*** -
Gain 2 Points Per Hour Worked
Gain 2 Gold Coins Per Hours Worked

- - - - -

- ***Merchant*** -
Gain 2 Points Per Hour Worked
Gain 2 Gold Coins Per Hours Worked

- - - - -

- ***Innkeeper*** -
Gain 2 Points Per Hour Worked
Gain 2 Gold Coins Per Hours Worked

- - - - -

- ***Temple Priest***-
Gain 2 Points Per Hour Worked
Gain 2 Gold Coins Per Hours Worked

- - - - -

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- - - - -
==========
The End :
- - - - -

Leave the Arena now and rest, you've earned it !

- - - - -

- ***Stay Here*** - [Gain 1,000]

- - - - -

- ***Return Home*** - [Gain 1,000]

- - - - -

- ***Move on*** - [To Oblivion] - [Gain 1,000]

- - - - -

- ***Move on*** - [To Another Fantasy or Fighting Jump] - [Gain 600]

- - - - -

- ***Move on*** - [To Any Other Jump]

- - - - -

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- - - - -
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Notes :
- - - - -

==========
Credits :
- - - - -

Thank you to

_ _ (Grimms-VI)
Danshaku Tenjin
Domar7431
Danshaku Tenjin
MurphyWrites

All the Anonymous Helpers

==========
- - - - -
==========
My Build :
- - - - -

- - - - -

Play Type =
- ***Standard*** -

Arrival Type =
- ***Drop In*** - [Gain 300]

- - - - -

Difficulty Level =
- ***Adept*** - [Free]

- - - - -

Drawbacks =

Drawbacks - General =
- X 10 - ***Extended Stay*** - Years - [Gain 100 Per]

Drawbacks - Personal =
- X 15 - ***Lockout*** - [Gain 300 Per]
[- - From Past Jumps - General Perks, Skills , Powers , Magic
[- - From This Jump - General Perks , Skills , Powers , Magic , General Items , Weapons , Armour , Vehicles , Properties , Warehouse , Followers , - [15x300 = 4500]

- ***Rumours from you*** - [Gain 200]
- ***Rumours About You*** - [Gain 200]
- ***Sleep*** - [Gain 200]
- ***Addiction*** - Alcohol - [Gain 400 Per]
- ***You humans are all the same, weak and worthless*** - [Gain 400]
- ***Go Home*** - [Gain 400]
- ***Not a Killer*** - [Gain 600]

Points from Drawbacks - Personal =
4,500 + 200 + 200 + 200 + 400 + 400 + 400 + 600 = 6,900

Drawbacks - Arena =
- ***Biased Announcer*** - [Gain 200]
- ***Boring Announcer*** - [Gain 200]
- ***Litter*** - [Gain 400]
- ***Bugs*** - [Gain 600]

Points from Drawbacks - Arena =
200 + 200 + 400 + 600

- - - - -

Points to Spend =
1,000 + 300

Points Spent =

- - - - -

Build Notes :

[- - X 13 - ***Teams*** - [1,000]

[- - X 14 - ***Combatants Per Rank*** - [1,000]
[- - X 20 - ***Ranks in the Arena*** - [1,000]

Combatants :
22 Combatants Base
9 Ranks Base
14 x 20 = 280 Combatants Per Team
13 Teams Upgraded =
13 x 280 = 3,640 Combatants Total with full upgrade for numbers

3,000 Points for just over 3,000 Fighters , though they're not exactly useful as an army it might be viable to have a few teams out doing quests while others perform in the Arena. Would also need a high 'Combatant Loyalty' to make them worth it as well for doing quests. Would also have to use the 'Non Lethal' option because there is no way i'd want lethal fighting in my arena.

- - - - -

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The Bottom :

- - - - -