The Elder Scrolls

CYOA

"Each Event is preceded by Prophecy. But without the hero, there is no Event."

Zurin Arctus | the Underking

It is 3E 427, in the waning years of the 3rd Era and Tamriel is diverse as it is dangerous. From the scorching desert of the Alik'r in Hammerfell to the dank, terrible marshes of Black Marsh, magic and monsters abound.

In Morrowind the blight has started, dark forces are spreading from Red Mountain and a prisoner born on a certain day to uncertain parents has recently been transported for a certain purpose.

In Cyrodiil the Mythic Dawn cult has risen in secret and are already plotting to kill the Emperor, end his line and open the gates of Oblivion for the Daedric Prince Mehrunes Dagon.

Tamriel is a theoretically unified but fractious realm with only the skill and strength of the Legion and the acumen of Uriel Septim VII keeping the backwaters in check.

You may however choose to forgo this interesting and potentially lucrative point in history in order to visit the Tamriel of another time (although you may not choose a starting point later than 4E 190).

Regardless, it is to Tamriel that you are headed.

YOU HAVE 1000 CHOICE POINTS. SPEND THEM WISELY

Section One
Identity

Stand up...there you go. You were dreaming. What's your name?

Roll 1D8+18 to determine your age
You may change gender for 50 CP

You must choose an identity which will dictate your history and perhaps your role in Tamriel.

Drop-In: FREE

+No memory set altering your actions.
-No history or friends in this world.

You wake up in a prison in your starting region. A guard approaches and tells you that there isn't supposed to be anyone in the cell you're in. He decides that working out who you are would be too much hassle and lets you out into Tamriel.

Warrior: 100 CP

+Martial training, skilled with one weapon of choice and proficient in either Light, Medium or Heavy Armour. Tough and used to physical pain. Comes with armour, a weapon, a bag of septims and a small house.
-Your knowledge of Tamriel is mostly practical and martial.

You grew up and either by choice or by necessity you learned how to fight. Tamriel is a dangerous realm and your work has often been required as a bodyguard or adventurer. You have friends amongst your fellow fighters and many a guild or band would be happy to have you. You also have a list of people for whom you've done good work and a good reputation as a man who can get things done.

Thief: 100 CP

+Skilled at pickpocketing, lock-picking and sneaking. Handy with a dagger. Hideout. Physically fit. You understand how a city in Tamriel works and have good instincts.
-Guards in your area are somewhat suspicious of you.

You grew up in whatever counts for a city in your chosen region. You are known in the taverns of your areas and you know who to talk to if you want a job. You have friends amongst fences, beggars, career criminals and other unsavoury characters. The Thieves Guild in your area have heard of you and would welcome you to their ranks. It's also whispered that other, deadlier, people are interested in you.

Mage: 100 CP

+Schooled in the basics of spell-casting. Knowledgeable in a great deal of subjects regarding the realm. Comfortable tower home just outside town.
-Does not possess the physical fitness of either Mercenaries or Thieves. Little practical experience. Unpopular in suspicious areas.

As a child you were taught how to cast spells by a friendly local wizard. That wizard died recently and you inherited his house – a small tower just outside of town with a well-stocked library. You have great knowledge of the lore of the realm. Your skills will likely be in relatively high demand. You have friends amongst other Mages who will happily put in a good word at their organizations.

Section Two
Race

You may choose a Race freely. Each Race has a different homeland, racial ability and appearance.

Altmer

The Altmer are tall, golden skinned, elves from the Summerset Isles. They are the most naturally attuned to magic and are as such capable of learning it most easily. They are resistant to disease and have the longest natural lifespan.



Argonian

A reptilian race from Black Marsh. Unrelated to either Man or Mer and as comfortable in water as on dry land. Covered in scales that make you a little tougher than other races. Digitigrade legs cannot wear regular shoes.



Bosmer

The small, agile Wood-Elves of Valenwood. The greatest natural archers in all of Tamriel. Nimble and comfortable in the wild areas of the world.



Breton

humans of High Rock with some Elf heritage. Have very slightly pointed ears. Eccentric and naturally skilled with magic. They have a natural resistance to magic.



Dunmer

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



Imperial

The cosmopolitan humans native to the province of Cyrodiil. Known for their charm and skill at diplomacy as well as their skill and discipline as rank and file soldiers.



Khajit

The cat-people of Elsweyr. Known for their natural agility and stealth. Suspected as thieves by members of the other races. Default is Cathay, you may choose another phase of the moon if you wish (no Manes). You don't get tailored armour if you choose one of the sapient housecat ones.



Nord

The tall, hardy, fair skinned, fair haired men of Skyrim. Naturally large and strong. Resistant to the cold with a magical affinity for the frost. Known to be fierce warriors.



Orsimer

The Pariah folk, the Orcs of Orsinium are known to be large talented warriors and smiths. They are strong, courageous and fearsome when roused.



Redguard

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



Section Three
Region

Races may choose their native region for free. Otherwise it costs 50 CP to choose or you may roll 1d10



1. Summerset Isles

The large, South-Westerly, island home of the Altmer. Full of idyllic pastures and clear plains and has several large cities with all manner of peculiar architecture. A strong caste system is in place.

2. Black Marsh

The dense swampland home of the Argonians to the South-East of Tamriel. A lush land filled with violently dangerous predators and poisonous plants. Wild and impossible to cultivate. Mostly tribal with some settlements.

3. Valenwood

A densely forested, subtropical province to the South-East of Tamriel. Home of the Bosmer. A sea of endless green, a maze of foliage with half-hidden cities growing like blooms from a flower. Giant migratory trees.

4. High Rock

The Breton's home province to the North-West of Tamriel. The coastal regions are temperate with loose forests, further inland the region becomes more mountainous. It is landed in multiple large city-states.

5. Morrowind

The North-East province of the Dunmer is dominated by the volcanic island of Vvardenfell. Separated by the Velothi Mountains the lands of Morrowind have unique and hostile climates and ecosystems. The blight and Dagoth Ur hang like a shadow on the land.

6. Cyrodiil

The Imperial province in the centre of Tamriel. Predominantly temperate in climate with large cities including the vast Imperial City the cosmopolitan centre of the Empire and its governance.

7. Elsweyr

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

8. Skyrim

The northernmost, cold and mountainous province of Skyrim – home to the Nords. Relatively mild southern regions and cold, permanently frozen areas to the North. Ruled from the cities by Jarls under a high King.

9. Orsinium

The newly rebuilt city-state and kingdom of Orsinium, positioned within High Rock and new home to the Orcs. It was won in a duel between the Orc hero Gortwog gro-Nagorm and prospered under his rule. Built near mountains and full of large iron statues of Orcs.

10. Hammerfell

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

Section Four
Birthsign

Choosing a Birthsign is free
They come with benefits but most will alter your character slightly

The Warrior

Those born under the sign of the Warrior find themselves skilled with all weapons. May find themselves short tempered.

The Mage

Those born under the sign of the Mage have more magicka and a talent for all sorts of spellcasting. May find yourself absent-minded and arrogant.

The Thief

Those born under the Thief are unusually lucky and will rarely come to harm. They often come to rely on their luck and often die early if they do.

The Lady

Those born under the Lady are kind and tolerant. They tend to be unnaturally likeable to others due to their temperateness and grace.

The Apprentice

Those born under the Apprentice have significantly more magicka than the majority of people although are slightly weaker to magic as well.

The Lover

Those born under the lover are particularly graceful and agile. They may paralyze with a kiss. They may find themselves overly passionate.

The Steed

Those born under the Steed are naturally faster than most people. They tend to be impatient.

The Atronach

Those born under the Atronach have naturally vast reservoir of magicka and natural sorcerers. Extremely slow regeneration of magicka.

The Shadow

Those born under the Shadow are capable of becoming invisible for a minute once per day.

The Lord

Those born under the sign of the Lord are stronger and healthier than the majority of people. Slight weakness to fire.

The Ritual

Those born under the Ritual have the ability to heal themselves and turn the undead once per day each.

The Tower

Those born under the Tower may open any lock with a touch once per day. A natural ability to detect enchantments.

The Serpent

No characteristics are common to those who are born under the Serpent. They may poison others with a touch.

Section Five
Skills and Abilities

Discount Skills Get 50% Off

Fortify Magicka
Free Altmer

You are simply have more magicka than you would normally have. Magic tires you less to perform.

100 CP

Amphibious
Free Argonian

You can breathe underwater and swim very quickly.

100 CP

Beast Tongue
Free Bosmer

Animals tend to like you and even usually hostile beasts will not attack you unless provoked. You can also compel one animal to defend you each day.

100 CP

Resist Magicka
Free Breton

You absorb around 25% of the damage from spells ignoring the damage from that 25%. Ignores beneficial magic.

100 CP

Ancestor Guardian
Free Dunmer

The spirits of your ancestors guide and protect you making you significantly more difficult to hit with physical attacks. This cannot always be relied upon but makes you an irritating opponent.

100 CP

Diplomat
Free Imperial

You are highly diplomatic, capable of calming down even the most heated situations. You also get better prices when trading.

100 CP

Eye of Fear
Free Khajiit

The predatory look in your eye is often enough to make people feel like prey. Those who have eye contact with you during combat are frequently demoralised and the weak-willed may hastily decide to retreat.

100 CP

Cold Resistant
Free Nord

You are highly resistant to the cold, capable of withstanding temperatures far below average. Frost magic does half the damage it normally would.

100 CP

Berserk
Free Orsimer

You can enter a berserk state where you become capable of little but combat. While in this state you do not tire, barely feel your injuries and constantly stay at your peak physical strength.

100 CP

Adrenaline Rush
Free Redguard

When in combat you have the physical equivalent of bursts of inspiration fairly regularly becoming incredibly quick, dextrous and precise.

100 CP

Disease Resistant
Free Argonian, Altmer, Bosmer and Redguard

You are 75% less likely to get a disease.

100 CP

Athlete
Free Warrior

You can run as fast as is humanly possible and for as far as is usually possible (although not at top speed). You are naturally strong and quick in a fight.

100 CP

Acrobat

Free Thief

You are lithe, agile and sneaky. You can jump very high, climb slippery walls and dodge things with ease.

100 CP

Noble

No Drop-Ins

Discount Imported Companion

You inherited a large section of land in your region. You have a fine manor house, political clout and an income from taxes.

100 CP

Poison Immunity

You are completely immune to all sorts of poison. Alcohol and recreational drugs not affected.

200 CP

Sleep On It

Get better while you sleep! Any practise or physical training you do is consolidated and improved upon when you sleep. Spend part of the day studying and you'll wake up a little smarter than you were before you went to bed.

200 CP

Skill Books

Discount Drop-In

There's a chance whenever finishing a new book or short story that you will become noticeably (and permanently) more skilled in a vaguely related discipline.

300 CP

Alchemist

Discount Thief & Mage

You are a skilled alchemist, capable of making strong potions and poisons and knowing what ingredients are required.

300 CP

Conjurer

Discount Mage

You are a talented Daedra summoner. You can summon Dremoras as well as the varieties of Atronachs permanently with a little time to prepare.

300 CP

Endurance

Discount Warrior

You are bizarrely durable. It seems to take an excessive amount of blows before you go down and you can have a bewildering amount of arrows sticking out of you and still be running around as if you don't.

400 CP

Debt to Society

Discount Thief

As long as you can find a lawman to give money to you can totally absolve yourself in the eyes of the law for any crime committed. Victims may still be miffed.

400 CP

Enchanter

Discount Mage

You are capable of enchanting objects well. You know how to trap souls and how best to get good effects.

400 CP

Necromancer

Discount Mage

You are a skilled necromancer, knowing how to summon spirits and how best to bind the dead. You can permanently reanimate the dead as well as (bizarrely) summon skeletons from nothing.

400 CP

Dragon Break

Discount Drop-In

When faced with a dilemma you can choose both possible paths and then opt for the one that worked out best for you. If you die in one you automatically choose the other. May damage space-time if used too regularly.

600 CP

Shehai

Discount Warrior

You have grasped the basics of the abilities of the Sword-Singers and are able to create a sword formed of your own spirit. It is faint now but with time and practise could become an incredibly formidable weapon.

600 CP

Speechcraft

Discount Thief

You are uncannily good at making people like you, fear you or become so angry with you that they fly into a rage and attack with little more than a few choice words. Your bribes are absurdly hard to refuse and produce vast amounts of genuine good will.

600 CP

Spellmaker

Discount Mage

You are talented at creating new spells from trial and error. They tend to be relatively efficient in terms of magicka expenditure and can incorporate various effects. Creating new effects is time consuming but possible.

600 CP

Section Six
Gear

Discount Gear Gets 50% Off

Leather Armour
Free Thief and Warrior

A finely made, handsome set of leather armour.

50 CP

Steel Armour
Free Warrior

An excellent full set of steel plate armour.

50 CP

Followers

You may import or create companions granting them histories and skills in this realm. This grants a Race, an Identity (each of your choice) and any freebies that come with them. 50 CP allows 1 import, 100 grants up to 4 and 200 grants 8. Each companion gets 500 CP of ***Skills and Abilities***. Created companions are loyal and of your description.

50/100/200 CP

Steel Weapon
Free Warrior and Thief

A fine steel weapon of your choice. Blades, Blunted weapons, bows or polearms.

50 CP

Elven or Dwarven Weapon
Discount Warrior

A fine Elven or Dwarven weapon of your choice. Blades, Blunted weapons, bows or polearms. They are of around the same quality although in different weight classes.

100 CP

Master Alchemical Apparatus

A Master Mortar and Pestle, Calcinator, Alembic and Retort allowing for greater quantities of much better quality potions.

200 CP

Dwemer Crossbow
Discount Thief

A lever actioned crossbow of Dwemer origin. Extremely powerful.

200 CP

Elven or Dwarven Armour
Discount Warrior and Thief

A full set of Elven or Dwarven Armour. They are of around the same quality although in different weight classes. Mercenaries get a discount on either, Thieves get a discount with Elven only.

200 CP

Boots of Blinding Speed
Discount Drop-In

Leaves you blind while worn. Allows you to run 10 times as fast as normal.

200 CP

Mudcrab Merchant
Discount Drop-In

A sapient talking mudcrab who always has a large sum of money and a vast amount of merchandise. Merchandise seems to depend on their current location. Buys stolen stuff.

300 CP

Boots of Springheel Jak
Discount Thief

Allows you to jump inhumanly high. Twice as high as a normal human possibly could, Three times with acrobatics.

300 CP

Glass or Ebony Weapon
Discount Warrior

A beautiful Glass or Ebony weapon of your choice. Blades, Blunted weapons, bows or polearms. They are of around the same quality although in different weight classes. No crossbows.

300 CP

Ring of Hircine

Discount Drop-In

Allows you to turn into a werewolf at will without Lycanthropy. A werewolf has increased strength, speed resilience and stamina does not resemble you and has enchanted, sharp claws.

300 GP

The Deceiver's Finery

Discount Thief

A fine black and burgundy outfit which gives the wearer the gift of the gab. Makes you more charming and quick on your feet.

300 GP

Altar of Spellmaking

Discount Mage

Your own personal altar of spellmaking. Allows you to make spells. With Spellmaker increases efficiency of the process and quality of spells made.

400 GP

Azura's Star

Discount Mage

A reusable soul gem. Allows you to capture any white soul.

400 GP

Daedric Crescent

Discount Warrior

A unique crescent shaped blade with a handle in the middle. Unwieldy to use but supernaturally sharp and hard, corrodes and disintegrates armour on contact and paralyzes when it hits flesh.

600 GP

Stendarr's Hammer

Discount Warrior

A truly massive and ridiculously weighty hammer wielded by the god of justice himself. Indestructible and devastatingly powerful if only you could lift it.

600 GP

Gray Cowl of Nocturnal

Discount Thief

A cowl that when worn detects nearby life, makes everything you carry much lighter and makes it impossible for anyone to discern your identity. You could put it on in front of someone and they'd think you'd disappeared and been replaced by the notorious Gray Fox.

600 GP

Glass or Ebony Armour

Discount Warrior & Thief

A full set of Glass or Ebony Armour. They are of around the same quality although in different weight classes. Mercenaries get a discount on either, Thieves get a discount with Glass only.

400 GP

Artefact Blade

Discount Warrior

Goldbrand, the Ebony Blade, the Ice Blade of the Monarch, Umbra or Chrysamere. All immensely powerful and wickedly sharp swords with truly legendary fire, life drain and frost, soul trap and healing enchantments respectively.

600 GP

Armour of the Crusader

Discount Warrior

A magnificent full set of white plate armour and shield emblazoned with the Red Diamond. Can only be worn by the righteous (and you). The suit makes you more charismatic, makes you more durable, increases your ability to heal yourself and others and even outright ignores a portion of the damage dealt to you. The shield reflects 1/5th of all magical damage done to you.

600 GP

Wabbajack

Discount Drop-In

The Wabbajack is highly unpredictable. It can heal, damage or even kill an opponent outright or turn them into a creature entirely at random.

500 GP

Masque of Clavicus Vile

Discount Drop-In

A mask that when worn grants the wearer great admiration and respect from others.

600 GP

Skull of Corruption

Discount Mage

A staff that creates temporary hostile clones (including skills and equipment) of those its spell is cast upon. The clones attack their original counterparts without fail.

600 GP

Ring of Khajiiti

Discount Thief

A ring that causes the wearer to be quick, silent and invisible. May stop working temporarily if you use it too much (too much being around over 50% of the time).

600 GP

Section Six
Prophecies

You may take the place of a true hero. Each comes with a goal which once completed grants you a reward. Each has its risks. You have 25 years to complete this goal rather than the usual 10 and after you have completed your goal you may choose to finish the jump at any time before then. Failure to complete your goal in 25 years results in failure of the jump. Prophecies can override Identity descriptions and your region.

Nerevarine

Requires: Any Birthsign, default Timeline

You are the Chimer leader Indoril Nerevar reborn. You start in a dank prison ship just off the coast of Seyda Neen in Vvardenfell. Your goal is to destroy the heart of Lorkhan, the immortal Dagoth Ur and to cure the blight. Striking at the heart will destroy you without the proper tools but attempting to fulfil the Nerevarine prophecy in full will see them to your hands. The road ahead is extremely dangerous and you will have to play politics at the highest level, jump through some extremely esoteric hoops and fight at least one god.

Reward: You have Corprus! Fortunately for you the divine disease has been rendered inert and you get to enjoy a life without aging, disease and gain a significant boost in physical strength and endurance. Moon and Star.

St. Jiub

Requires: Dunmer, default Timeline

A former skooma addict and cutthroat you begin in a dank ship just off the coast of Seyda Neen in Vvardenfell standing next to another prisoner who is currently shaking and asleep. You just heard someone say you've reached Morrowind and you're sure they're letting you go. Your goal (which will be explained to you by an agent of Tiber Septim) is to completely remove all cliff-racers from Vvardenfell. Cliff racers are large flying reptilian creatures that are extremely numerous and the majority live together in various large nests.

Reward: You find that you are respected in a religious sense for the things you do to help people. This means that if you help enough people they tend to see you as a religious figure and you will be particularly venerated and admired by the devout. Pests also flee before you.

Champion of Cyrodiil

Requires: Timeline - 3E 433

You are in a bare cell in the Imperial City Prison being insulted by a Dunmer in the cell across from you. Shortly, the Emperor and his bodyguards (the Blades) will use a secret door in your cell as a route of escape from assassins. What follows is the Emperors assassination (which is unpreventable) and a plot to drag the world into Oblivion. You will be in the middle of all of this and the Emperor's dying request that you deliver an amulet will spiral into a quest to save Nirn. Your goal is simple but far from easy - stop the Oblivion Crisis.

Reward: Should you choose to be you will always be a person of note due to your tendency of being in the right place at the right time. While being a magnet for weird happenings is often dangerous the rewards and status you can attain are considerable.

Septim

Requires: Imperial, Timeline - 3E 433

You have just found out your father is Emperor Uriel Septim VIII, unfortunately most of your family (your father and your legitimate half-brothers) have just been assassinated and now the Mythic Dawn cult are coming for you as well. Your goal is to survive assassination and either rise as Emperor after Martin's ascension or to ascend as Akatosh yourself defeating Mehrunes Dagon.

Reward: You have a regal air about you and people will generally be on board for you taking charge or leading them into battle (even if you lack the necessary experience or reputation). You also have a terrific voice for speaking authoritatively.

Pit Dog

No Requirements

You stand facing a red-faced man berating you.

I don't know who you are friend, but you've got about ten seconds to tell me what you're doing in my Bloodworks before I lop your arms off.

Your goal is to become the Grand Champion of the Arena. Get that raiment on maggot.

Reward: You find fame comes to you extremely easily (particularly for your fame gained for your fighting prowess) and you can easily cause a title or nickname of yours to become widely know and inextricably linked with your own identity.

King of Worms

You have 50 years to complete this rather than the usual 25.

Requires: Necromancer

You're hanging out in a cave with a couple of fellow necromancers, a ghost and a few skeletons when you find yet another one of your books has become water damaged. You decide you are not willing to live in caves anymore. Your goal (whether by conquest or diplomacy) is to get necromancy legalised in every province of Tamriel.

Reward: You become an incredibly adept Necromancer able to knock together a skeleton in a moment and summon several ghosts at once. People will also generally not mind such seemingly unholy activities unless they negatively affect them.

Wild Hunt

No Requirements

A flood of horrific beasts, tentacle toads, insects of armour and spine, gelatinous serpents, vaporous beings with the face of gods, all poured forth from the great hollow tree.

At some point during your stay all Bosmer will declare a Wild Hunt against you.. The ritual cannot be stopped and you will have a gigantic, monstrous horde of shapeshifting, howling feral beasts howling for your blood. Your goal is to survive the Wild Hunt.

Reward: When you're being chased or hunted you're always in the last place they look. This doesn't stop your pursuers from using common sense (if they have any) but will make them look into incorrect potential hiding places for as long as they reasonably could.

An-Xileel

You have 50 years to complete this rather than the usual 25.

Requires: Argonian, Timeline - contains 4E 05

Five years after the Oblivion Crisis the moon Baar Dau hits Vivec City in Morrowind with enough force that it triggers a chain of natural disasters including the eruption of Red Mountain. You are of the An-Xileel and while the Dunmer are reeling from this you and your people decide it is time to get revenge for the years of brutality Argonian slaves suffered under Dunmer whips. Your goal is to remove the Dunmer from Morrowind by taking or destroying each of their major settlements.

Reward: When someone has seriously personally wronged you or your people you find events conspire to make your revenge truly terrible to behold.

Section Seven
Flaws and Future

You may take up to 600 CP worth of flaws.

Outlander

No matter where you go you will be the object of suspicion. It will take well over twice as long for people to warm up to you.

+100 CP

Witches

Early in your time in Tamriel you will gain the attention of a witch who will take your clothes and freeze you in place for 3 days. Happens at least once and has a 25% chance of happening each year. You'll survive and get your stuff back, unpleasant though.

+100 CP

Limited Voices

Everyone seems to have one of around ten different, extremely distinctive and instantly recognizable voices. Sometimes they slip from one of these voices into a totally different one midway through a conversation. Makes you feel less immersed in the world.

+100 CP

Adoring Fan

A Bosmer with a ridiculous hairstyle insists on following you around and making stupid comments in an irritating voice. If he dies he becomes a ghost and continues to do the same. Cannot be soul trapped. Does not follow instructions.

+200 CP

Cliff Racers

You are often attacked by a colony of Cliff-Racers that appear to be following you. They seem highly resistant to the climate and you will never be able to kill them all. They'll attack you in groups of 4 or 5 while outside and smash through windows to get to you.

+200 CP

Oblivion Crisis

Oblivion gates regularly pop up around you with increasingly large, powerful and bizarre manners of daedra flooding out. Unless you enter and close down the gate they will just keep coming. The daedra seem to be after you specifically but they'll settle for bystanders.

+200 CP

Skooma Addict

You have a serious, physical addiction to skooma that neither spells nor potions can heal. Going cold turkey will cause intense and even dangerous withdrawal symptoms. Even if you kick the habit you will constantly desire it.

+300 CP

Staff of the Everscamp

You have in your possession a fine stylised daedric staff. Unfortunately it is horribly cursed, you cannot put it down or pass it on and four scamps are constantly in your presence. While not hostile to you they smell terrible and seem determined to destroy your belongings and disrupt your life. Everybody hates them.

+300 CP

Criminal Scum

Whenever you use any powers or technology from other universes (or break the law) a guard will appear and try to arrest you. Allowing yourself to be arrested will cause you to lose the jump. The guard is **levelled**.

+300 CP

After 10 years in Tamriel you have a choice
Regardless, you will keep your Skills and Gear
and shed your Flaws

Go Home

You Wake Up In Your Own Bed

OR

Stay

You Stay In Tamriel For The Rest Of Your Life

OR

Move On

You Go To Another Realm For 10 Years

NOTES:

- Daedric Lords will not take issue with your ownership of their artefacts or try to stop you from taking them with you unless they have been attained while in Tamriel.
- Flaws cannot be entirely alleviated by Skills or Gear (i.e. skills and items that boost charisma will not stop Outlander from making things difficult).
- Race counts as a new form.
- Conjuration continues to work in other universes.
- Dragon Breaks caused by Dragon Break are not proper Dragon Breaks.
- Anyone has the potential for magic and receives a replenishing pool of magicka unless stated otherwise.
- Artefact Blade may be taken multiple times for the various swords it grants.
- Price in Debt to Society depends on the amount and nature of crimes committed.
- If you use outside technology or powers to fight the guard from Criminal Scum another guard arrives. If you are particularly experienced or have a lot of personal power the levelled nature of the guard can cause them to be supernaturally powerful and ludicrously well equipped.
- The Cliff Racers drawback makes the St. Jiub Prophecy nearly impossible. Oblivion Gates makes Champion of Cyrodiil similarly complicated.
- One Prophecy per person. Your Prophecy can override your Identity text, your history and even your starting region. You can do the others if you choose but don't get an altered origin, reward or an altered win condition.
- Mantling an entity in this universe is achievable but the benefits and power attained from doing so will not follow you into different universes.
- Any magical item purchased with CP will not run out of charge.
- Cool cats don't trip.