TES V
Skyrim

When misrule takes its place at the eight corners of the world

When the Brass Tower walks and time is reshaped

When the thrice-blessed fail and the Red Tower trembles

When the Dragon ruler loses his throne, and the White Tower falls

When the Snow Tower lies, sundered, kingless, bleeding

The World Eater wakes, and the Wheel turns upon the Last Dragonborn

Welcome to the snowy lands of Skyrim. It is not a peaceful time that you are visiting this Province of Tamriel in. A faction of native nords have decided that they would not lie down and accept the terms of the White-Gold concordat between the Septim Empire and the Aldmeri Dominion, which banned the worship of Talos, the man who became one of the Divines and expanded their number from Eight to Nine. This faction called themselves the Stormcloaks, and after a time of consolidating, their leader Ulfric Stormcloak killed the High King Toryyg in a duel, kickstarting a civil war between those who see the duel as legitimate, mostly the Stormcloaks, and those who reject the result of Ulfric's challenge, seeing his use of the Thu'um as cheating, who are supported by the Empire. Whichever faction you choose to side with, if at all, the future resurgence of the World Eater, Alduin, will make the civil war look like a petty children's squabble as the dragons of old fly once more across the skies of Skyrim. Of course, like nearly all cataclysmic events, there is a Hero. The Last Dragonborn will rise up from the status of prisoner, and become one of the most powerful and influential characters in Tamrielic history, whether the Last Dragonborn's decision is to let Alduin consume the world or slay the mighty Dragon in order to save Tamriel.

At the moment you start, however, none of this has happened yet. Time will see whether your actions will contribute to the Last Dragonborn's story, or perhaps to some other tale, for this land has many potential quests one can embark in. You will receive 1000cp to start with. Use it well, for what you purchase here could very well mean life or death in this land full of dangers. Welcome to 4E 201, traveler.



Location

You may choose to start in any of the subsequent locations, or roll a ten sided die to leave the decision up to chance and fate. In most parts of Skyrim, there are tales in progress or starting. How will you make your mark upon the world, traveler?

1: Helgen
This small little town to the east of Falkreath isn't much to write home about, save for the fact that in a few minutes, a pair of carriages will enter the town carrying prisoners of war, from an imperial ambush in the southern border. If you're at all familiar with the story of this land, you'll be able to discover the identity of a very important person to the future of Skyrim here.

2: Whiterun
The trading hub of Skyrim. All trade routes in Skyrim cross through the city of whiterun. Being built on top of a hill, overlooking the plains that compose the hold, it is quite an impressive sight from afar. The Nords of this city stick to tradition, to the point that they still use the archaic defenses from when the city was first founded. There are two important dynastic families in this

city; the Gray-Manes, modest folk who loudly side with the Stormcloaks in the civil war, and the Battle-Borns, a wealthy family who supports the Empire. If you have the time, maybe you'll attempt to help the two families get back on good terms with one another?

3: Solitude
The capital city of Skyrim. This city houses the Blue Palace, where the High King resides, built upon a stone arch. However, the High King was murdered not long ago, and his wife is still doing her best to take care of the duties that the position holds. The city's defenses are diminishing rapidly, as guards are conscripted into the imperial army. Jarl Elisif believes that this is a necessary sacrifice, but the effect it has on the city is undeniable. The port of Solitude is a major shipping location, and is handled by the East Empire Company. The city is also the headquarters of the imperial army sent to Skyrim to deal with the stormcloaks, and its shipping port fuels the imperial supply lines. Perhaps you'll join them?

4: Windhelm
The oldest city of Skyrim. Possibly the oldest city of Men in Tamriel. This city is the headquarters of the Stormcloaks, and those who aren't Nords will face constant discrimination from the local Nords. Which is unfortunate for the Dunmer population in the eastern slums of the city and the Argonians in the city docks. If you are a Nord and wish to join them, they will welcome you with open arms. After a quest to prove yourself if you aren't a known warrior, that is. If you aren't a Nord, you won't be able to join them, and will probably become very infamous if you attempt to do so.

5: Riften
This city has quite a reputation for being home to a lot of seedier folk, the main economic power in this hold being the Black-Briar Meadery. You would do well to tread carefully around this city, as the various small factions at play here do not welcome outsiders warmly. On the other hand, if you successfully help one man trying to scam the citizens of Riften with potions, you might be able to get a foot in the door of the Thieves Guild that calls the depths of Riften's underworld their home. They could certainly use the help.

6: Winterhold
This place was once one of the major cities of Skyrim, rivaling even Solitude, but now it's little more than half a dozen buildings and a half-torn bridge to the College. The event behind the city's downfall is by many believed to be caused by the experimenting mages of the College of Winterhold. Because of this, the native Nords started to distrust all magic. There is not much to do in this city, perhaps save for joining the College, if you're an aspiring mage. The College offers much magical knowledge to those willing to work for it. If you scour the Arcanaeum's library for long enough, you might find the ramblings of an insane man, going on about water

and cloth and metaphors in an attempt to explain the Elder Scrolls. Quite the curious subject, perhaps the librarian might know more?

7: Markarth
Known for its silver mines, horrible prison, and cutthroat intrige, Markarth is not the friendliest of cities in Skyrim. The city lies in the mountains of the Reach, and the treacherous terrain needed to cross to arrive at the city from elsewhere in Skyrim makes it a bit more isolated than one might expect. The Forsworn, drawn out of the city years ago by Ulfric Stormcloak, are scheming to take back what they believe to be rightfully theirs. If you care to investigate, you'll soon find yourself thrown into the mines for life, and will discover that the inmates are mostly Forsworn, thrown into the mines when captured. If you manage to speak to their leader, you may be able to hatch a plan of escape. Or perhaps you will simply leave this city to its fate?

8: Falkreath
One of the warmer cities of Skyrim, Falkreath lies in the forested region of Skyrim. It is known for its large graveyard, where many Nords, combatants and otherwise, are buried. The city lies on the smaller side of settlements, and lacks any walls to protect its residents. If you pursue the more occult paths of life, you will likely be called to deal with a werewolf problem that the hold has been having recently. You may join the Silver Hand, who devote themselves to hunting down werewolves across Skyrim. If you stay in the city, however, you will soon hear that the local blacksmith has lost his dog. Helping in the search will very quickly see you involved with otherworldly beings. Will you deal with Daedra, or will you involve yourself with the werewolf population? Is there a meaningful difference? The choice is yours.

9: Morthal
A small city in the marshes of the Hjaalmarch hold. It is normally isolated from other villages because of a constant and ominous fog shrouding the city. The citizens of this city are more distrustful of outsiders than most in Skyrim, to the point that they may protest to the Jarl to kick out troublesome new settlers. Additionally, the Jarl seems to be more distrustful of magic than most of their peers, as such Morthal does not have a court wizard. Being small and isolated, Morthal is of little strategic importance in the Civil War, as such it does not suffer from it as much as other towns might. Indeed, the city's lumber mill is the singular source of trade, which has quite a few citizens worried. This city does not have the locations you might expect from the word 'city'; no marketplace, no general goods stores, and a lack of armorers, stables, farms, and shrines. It does contain an alchemy shop and inn, at the very least. There is little to do in this sleepy town, and you might wish to move on to greener pastures if you're in search of adventure.

10: Raven Rock
Wait, this isn't Skyrim. How did you get here? You do not find yourself in the cold regions of Skyrim, but instead in the ash ridden wasteland of Solstheim, a small island off the northwestern

coast of mainland Morrowind. Particularly, you are in the inn of a small mining town, called Raven Rock. The native Dunmer aren't quite as openly racist as the Nords are, but they more than make up for it with their deeply rooted dislike and distrust of outsiders. If you are not a Dunmner, do not expect anything more than coldly polite hospitality.

Race

You have decided where you start, now you have to decide what you are. You may choose whether or not you're an exceptional example of your race.

Mer

The Races of Mer, also known as the Elves, are long lived and have pointed ears. This is the only common factor between the Mer, however, as their different races are far more varied than the races of Men. Additionally, Mer can only reproduce when population pressure is low, unlike the races of Men, which means that they do not suffer from overpopulation.

Altmer

The arrogant and ever smug High Elves, who hail from the Summerset Isles. Pride in being a High Elf rather than any other race is common among the Altmer, which gives them a well deserved reputation of being insufferable. High Elves find the arts of Magicka to come to them easily, particularly the school of Illusion. With the rise of the Aldmeri Dominion since the start of the Fourth Era, High Elves are far more distrusted than they have ever been, and you might have to constantly tell people that you are not one of the Thalmor if you wish for any hospitality at all, even if most will not believe you. Exceptional Altmer are able to force themselves to process the magicka of their surroundings far faster than normal, giving them extreme regeneration for their magicka pool for minutes once a day. Quite useful in a pinch.

Bosmer

The humble Wood elves, who hail from Valenwood. They are known all throughout Tamriel as excellent archers, and for very good reason, as even those Bosmer who do not regularly use the bow find themselves to be quite adept at them. Hailing from the largest jungle in Tamriel, they are very good at sneaking, and are naturally light-footed, making those Wood Elves who bother with shadier professions excellent thieves. Exceptional Bosmer find that their affinity with nature lets them command an animal for reasonable amounts of time every day, and all Wood Elves are benefited from their blood providing them with great resistance to both poisons and diseases, something quite helpful for life in the dense jungles of Valenwood, as well as outside of it.

Dunmer

The grey-skinned Dark Elves, who hail from Morrowind. The recent eruption of the Red Mountain, a massive volcano in the middle of Vvanderfell, has covered most of Morrowind in ash, causing great amounts of Dunmer to flee to Skyrim, where they face harsh discrimination from the local Nords. However, most of the fleeing Dark Elves have been able to establish themselves as great merchants and traders in the northern parts of Skyrim. Like their altmer cousins, Dunmer are naturally proficient at magic, with a focus on the school of Destruction rather than Illusion. Their closeness to the volcano of Tamriel has given them a hefty resistance to fire and heat, an adaptation that proves quite useful for those who pursue the elemental spells of fire. Exceptional Dark Elves are able to call upon the power of their ancestors, and cloak themselves in a fiery aura that burns those who approach them, something that can be quite devastating in battle if used properly.

Orsimer

Most people would argue that the Orcs are not Mer, if only because of how different they are to every other elf. The green-skinned folk do not have a home Province, for they spread themselves too thin in the early days of the Merethic Era, and as such were faced with the choice of either becoming bandits or banding together to carve out their own territory within the Province of some other race. Despite this, there are still Orsimer who manage to make a living as mercenaries or smiths, as they are natural warriors, and their forges produce some of the highest quality equipment in Tamriel. Exceptional Orcs may find themselves slipping into a berserk rage in tough battles, during which their attacks tear through opponents that might've proved too tough to harm normally, and be able to survive wounds that might've killed them otherwise.

Men

The Races of Men, who are short lived compared to their elven neighbors, and have rounded ears. Another noteworthy trait is that Men are on average more muscular than Mer, with the exception of the Orsimer, as well as Mer being usually taller. They are not quite as eclectic as the Mer are, but do have their differences. They are able to reproduce at any time, and often do so. Because of this, the problem of overpopulation is real, if perhaps not in times of war, when the men go into battle and the women either stay at home or also go into battle.

Imperial

Natives of the cosmopolitan Province of Cyrodiil, the seat of the Septim Empire, Imperials tend towards being of high education and polite manners. They are known for their discipline, which has let them maintain control over most of Tamriel for millenia. Imperials who seek the jobs of diplomats or traders find themselves with quite the talent for these pursuits. Most Imperials also find themselves to be quite lucky when it comes to finding currency in their travels, even in places where there logically shouldn't be even a hint of current Imperial currency, such as undead corpses older than even the Reman Empire. Exceptional imperials find themselves with

the strange ability to force people around them to calm down, ending and preventing hostilities for a time.

Nord

The tall and fair-haired natives of Skyrim. The Nords are famous for their prowess as warriors, as nearly every nord is muscular and physically imposing. The Nords are almost universally hot-blooded, and the political climate of Skyrim has always been as dangerous as the freezing winds of their Province. The entirety of Nord culture centers around combat, and using it in a quest for both honor and glory, with emphasis on familial relations and the community. Their view of themselves is, additionally, always as outsiders and invaders, so they feel no kinship for those who they share their territory with or conquer. Nords tend to have a fierce and uncompromising approach to problems they come across, whether this be helpful or a bad idea. Most Nords, especially those who focus on combat, are excellent in all manners of warfare, and a trait that all Nords share is an almost supernatural resistance to cold environments, allowing them to thrive even in the freezing tundras of northern Skyrim, and even makes them able to resist elemental ice spells. Exceptional Nords are able to perform a battlecry, intimidating nearly any foe they may come across for quite a while.

Redguard

The dark-skinned natives of the lost continent of Yokuda, now residing in Hammerfell. They are known for being quick, agile, and hardy, as well as being excellent in the arts of the sword and shield. Being the most naturally talented race in Tamriel in the arts of combat, even more than the Nords, gives them a reputation of being born for battle. Their pride and fierce independence has made them one of the few Provinces able to hold off the might of the Thalmor without aid from the Septim Empire. Redguards tend to view magic unfavorably, seeing wizards as weak and cowardly. With the exception of the Destruction school of magic, which fits their warlike culture well, and their particular distaste for Conjuration and Illusion, because they grant mages the ability to tamper with the souls and minds of others. Redguards are naturally resistant to poison, and exceptional Redguards are able to recover supernaturally faster from fatigue for a time each day

Breton

Sometimes referred to as the Manmeri, these hybrids of Men and Mer are the natives of High Rock. Thanks to their mix of elven and human blood, they are natural spell weavers and find all arcane arts come easier to them. While they lack the more physical proficiency other Men boast, they make up for it with their natural resistance to all magic. Their culture is homogeneous, but their political beliefs are fragmented, leading High Rock to work under a feudal system, with various different governments across the Province, most noteworthy of all being Daggerfall. They tend to have strong willpower, and have outgoing personalities. The natural resistance to magic that all Bretons possess is enough to make them fearsome opponents when fighting

against mages, and exceptional Bretons are able to increase this natural resistance to magicka for a few minutes each day, to the point where they outright absorb most of the magicka of spells they are targeted by, refueling their own magicka pool.

Beastfolk

The Men and Mer aren't the only sapient races that live in Tamriel. Aside from them, there also live the Beastfolk, whose physiology and cultures are alien to that of Men and Mer, which has led to quite a few divides between these races and the rest of Tarmiel's inhabitants. Each of them are unique, and only two of them can boast of having a Province to call their homeland. You will have the option of being either of the latter.

Argonian

The reptilian natives of the dark swamps of Black Marsh. They are the only race in Tamriel to have no connection at all to the races of Men and Mer, as they are descended from a race of sapient trees called the Hist. Argonians possess tails, which they use to propel themselves through water when swimming as well as provide balance when it is needed. Argonians are amphibian beings, able to breathe underwater just as well as they can on land. Both male and female Argonians exhibit the same sexual organs as the races of Men and Mer do, but there are no documented hybrids of this beastfolk race, likely because Argonians lay eggs, despite what their genitalia might suggest. Argonians are excellent at guerrilla warfare, and their tactics are devastating when used in their homeland of Black Marsh. They are immune to diseases that would ravage Tamriel if they left the swamps of Black Marsh, and have developed a resistance to poison, which is useful, if not particularly noteworthy compared to the resistance of Redguards or Bosmer.

In order for Argonian eggs to hatch, they must be placed close to a Hist tree, in order for the unborn Argonians to form a connection to the tree. If this connection is not formed, the unborn fetus of the Argonian dies before being able to hatch. Once hatching, Argonian babies drink the sap of the Hist tree all throughout their infancy, which according to cultural tradition is what gives the Argonians a soul. It is also believed that when an Argonian dies, the gifted soul returns to the Hist tree, to be given to the next generation of Argonians. Whether this is true is unknown, but one would be wise to not dismiss such deeply rooted beliefs. The Hist allow Argonians to shift many aspects of themselves, one of them being gender. The reason for these shifts is usually an instinctive urge than an individual feels, rather than being a conscious decision on the part of the Argonian. This is done through a ritual where the Hist and the spirit of the Argonian combine and then separate, upon which the soul is transformed.

The races of Men and Mer know very little about Argonian culture, the swamps of Black Marsh proving deadly to even the most well-prepared individuals who wish to investigate deeply about how Argonian society functions. The isolationist tendencies of the Argonians does not help.

Because of their frequent enslavement by the races of Men and Mer, Argonians tend to be distrustful of strangers, but they are also fiercely loyal to those who they form a genuine friendship with. They have particular distaste for the Dunmer, who had frequently enslaved the Argonians to the point where hatred of the Dark Elves is rooted in their culture. They also despise the Khajiit, a hatred which is mutual, thanks to the Khajiit belief that Argonian shamans were responsible for the Knahaten Flu, which plagued the Khajiit long ago. If it wasn't for Cyrodiil separating the Provinces of Black Marsh and Elsweyr, the Argonians and Khajiit would likely be at constant war.

A noteworthy aspect of Argonian culture is their lack of a concept of time, meaning that Argonians who study the languages of Men and Mer are often stumped by past, present, and future tenses. It is also worth noting that Hist trees can telepathically communicate and perhaps even control Argonians who have drunk their sap, even across Tamriel. Exceptional Argonians are able to call upon the power of the Hist trees to heal themselves rapidly for minutes every day.

Khajiit

The feline natives of the deserts and forests of Elsweyr. They have pointed ears, that leads some people to believe they might have traces of Mer blood in them. They are known for their natural agility, stealth, and their fondness for the production of moon sugar and its refined version, skooma. They are usually seen as traveling merchants outside of Elsweyr, but are distrusted Because of their reputation as thieves. They have the interesting cultural quirk of referring to themselves in third person, something that is unique to them among all the races of Tamriel.

One of the most important things to know when dealing with Khajiit is that their physiology and appearance varies wildly depending on which phase the moons Masser and Secunda were at their time of their birth. These differences range from being mostly humanoid, to being indistinguishable from a house cat, to being larger than all other races and with the appearance of tigers. There are a total of seventeen known Khajiit breeds, and they claim that there are more than twenty. They are separated mainly depending on which phase the larger moon, Masser, is at the moment of birth, with minor variations based on the phase of the smaller moon, Secunda.

With Masser and Secunda at full phase, the Khajiit is born as a Senche, a tiger-like Khajiit that is as tall as an Altmer when standing on its hind legs. They also serve as mounts to other Khajiits, although whether this is voluntary is unknown. With Masser at full phase and Secunda at waxing phase, the Khajit is born as a Senche-Raht, the largest known Khajiit breed, which can stand at twice the height of even the tallest Altmer when standing on their hind legs. They are termed as battle cats by other Khajiit, but are slower than their smaller counterparts. With Masser in full phase and Secunda in the new phase, the Khajiit is born as a Pahmar, which shares the size and appearance of tigers. With Masser at full phase and Secunda at waning phase, the Khajiit is born as a Pahmar-Raht, who are larger, stronger, and fiercer than the Pahmar.

With Masser in waxing phase and Secunda in full phase, the Khajiit is born as a Cathay, one of the only breeds of Khajiit which appears outside of Elsweyr. With Masser and Secunda in waxing phase, the Khajiit is born as a Cathay-Raht, who are larger and stronger than the Cathay, and are almost never seen outside Elsweyr. With Masser in waxing phase and Secunda in the new phase, the Khajiit is born as a Tojay. Little is known about the Tojay other than that they prefer the southern forests, marshes, and jungles of Elsweyr. With Masser in waxing phase and Secunda in Waning phase, the Khajiit is born as a Tojay-Raht, who are also mostly unknown and prefer southern Elsweyr.

With Masser in the new phase and Secunda in full phase, the Khajiit is born as an Ohmes, who are almost indistinguishable from Bosmer aside from their shorter height. Unlike most Khajiit, Ohmes do not have fur, a tail, or ears, or anything that might distinguish it as a Khajiit. Because of this, they usually paint their face with cat-like war paint. With Masser in the new phase and Secunda in the waxing phase, the Khajiit is born as an Ohmes-Raht, who are larger and stronger than their smaller counterparts, as well as having golden fur and tail. With Masser and Secunda in the new phase, the Khajiit is born as a Suthay, who are similar in height to Ohmes but possess cat-like features, such as high set ears and facial features, a long tail, and digitigrade legs. With Masser in the new phase and Secunda in the waning phase, the Khajiit is born as a Suthay-Raht, who are around the height of most Men races, and are similar to the Suthay. The Suthay-Raht are the most common breed seen in Morrowind.

With Masser in waning phase and Secunda in full phase, the Khajiit is born as an Alfiq, who are almost indistinguishable from normal house cats. With Masser in waning phase and Secunda in waxing phase, the Khajiit is born as an Alfiq-Raht, of which the only thing known about is that they are larger than the Alfiqs. With Masser in waning phase and Secunda in the new phase, the Khajiit is born as a Dagi, who are larger than the Alfiqs, and typically live atop branches of trees because of their light weight. With Masser and Secunda in waning phase, the Khajiit is born as a Dagi-Raht, who are only slightly larger than the Dagi, and also live atop the branches of trees.

You will be allowed to choose to be whichever breed out of these 16 you wish to be, but keep in mind that only a few of them are recognizably Khajiit to the common man, and you will not be recognized as an intelligent person with most of these breeds, at least not at first, by most non-Khajiit who aren't educated about Khajiit breeds, and such level of education is rare in the land of Skyrim.

The Khajiit, along with the Argonians, inhabited Tamriel long before the Mer arrived, being truly native to the continent of Tamriel, unlike the Mer and Men, who arrived from Aldmeris and Atmora respectively in the early days of the Merethic Era. Most Khajiit disdain weapons, in favor of their natural claws, which can be dangerous when combined with their natural agility.

They are also innately proficient at stealth, and even have night vision, which lets them see in lightless areas. These skills, combined with the racism from the Mer and Men, lead most Khajiit outside of Elsweyr to become bandits or professional thieves and assassins. In Skyrim particularly, there are roaming Khajiit trading caravans, transporting goods from city to city and selling and buying them. Khajiit, ironically enough alongside the Argonians, are the only races in Tamriel to still adorn themselves with piercings. It is also worth noting that most Khajiit dislike the ocean, and see sailing as grueling. Merchant Khajiit aren't welcome in the cities of Skyrim, in the belief that they could not possibly have legal intentions in mind, and you won't be very welcome in the cities either, even if you've been following Skyrim's law.

Background

Of course, what race you are and what innate abilities your race has is only a minor part of your story in this world. What really matters is your focus in life, what you have done before and what you'll do in the future. Choose any one background and one focus under your background. You can also decide to be a Drop-In, regardless of what background and focus you choose.

Warrior

Violence is very common in Tamriel, especially in the Provinces where being able to reliably kill people is seen as a virtue rather than a problem, like in Skyrim. Regardless of your focus, you find that you're quite the physically apt individual, without needing to train to maintain a good level of fitness. You might still need to push yourself to reach the pinnacle of physical power your race allows you to be at, but you might not need to if you're skilled enough.

Shieldbrother

Some warriors choose to be tanks in the battlefield, wielding slow but powerful weapons, and donning armor that would crush a lesser man to even wear, much less run around in the chaos of the battlefield while in it. Even if your race isn't usually known for their strength and toughness, you can easily match some of the more heavy combatants of the Nords and Redguards, as long as you devote yourself to the arts of combat as much as they do. The weapon types you are familiar with are the warhammers, maces, and battleaxes.

Blade

Of course, there are the slow but powerful combatants, and there are the quick and precise combatants. You are in the latter group. You may or may not wear heavy armor, but the weapons you wield, while not as powerful as the Companion's, are still quite dangerous when wielded properly. A lot of races are known for their agility and speed, and even if you're not a part of

them you can match their physical abilities if you put in the effort. The weapon types you are familiar with are the swords, greatswords, war axes, and perhaps even a shield.

Hunter

While smacking people with weapons when you're face to face with them is all well and good, sometimes you need to keep your distance. You're taken this to heart and have focused on ranged combat primarily. Handling ranged weapons requires more strength than those unfamiliar with them would expect, but this isn't an issue for you. Additionally, you know quite a few tricks to get people off your face and flee in order to shoot them at a safe distance. The weapon types you are familiar with are bows and crossbows.

Mage

Beyond the physical pursuits of being able to stab people and have them die every time, there are also the arcane arts of magicka. There are five schools, Destruction, Illusion, Alteration, Conjuration, and Restoration. There used to be a sixth school, Mysticism, but its whole premise was that it was unreliable, so the spells of that school were shifted over to the other five wherever they were appropriate. Any mage worth their salt knows at least a few basic spells from each school, and most specialize in one school of magic.

Wizard

The stereotypical caster of spells. You know a general arrangement of spells from your school of specialization, both utilitarian and combative. It is worth noting that schools such as Conjuration and Restoration have very few spells that let you directly attack others with your spells, as Conjuration is focused on summoning things and Restoration is based on healing. However, you know one spell of such sort if you choose to specialize in these schools, Conjuration letting you summon a specific type of weapon into your hands, and Restoration mainly turning away the undead in a few ways. Your studies and practice as a Wizard are extremely important if you want to get anywhere with your magicka, so make sure you have a place to experiment and plenty of research material.

Battlemage

Learning about magicka is all well and good, but this is Skyrim, and what people value is combat, and you share this sentiment. Don't worry, aside from Restoration, pretty much every school has some manner of dealing damage or manipulating your opponents, from setting them on fire, make them think that their allies and friends are enemies, to summoning a pair of frost atronachs to impale them in ice. On the other hand, Restoration is extremely valuable to any smart Battlemage, as being able to heal your own wounds in the middle of battle can be a game changer if you manage your magicka pool correctly. You know a fair amount of combat spells in your school of specialization, and maybe you have a couple of utilitarian spells that are too useful to give up just because you focus on combat applications.

Loremaster

Fireballs, fancy light shows, imposing creatures, complex manipulations, bah. Something that Wizards and Battlemages always take for granted is being able to learn spells at all. You and the entirety of Tamriel are living in the dark ages, and magical knowledge and lore, as well as lore in general, is something very hard to come by. It is people like you that supply Wizards with their tomes and note papers, and Battlemages with warnings on how not to kill themselves while casting. You might run a library, be an assistant at a library, or simply roam Skyrim in search for books to donate to someone's storage. Whatever it is you do, your focus is on writing down and preserving pieces of knowledge and tales, something that is far more useful for magical studies than most mages realize. Your magical knowledge lies mainly in the utilitarian side of your school of specialization, with a few combat spells to defend yourself in this land of hot-blooded idiots and maniacs.

Rogues

There are people who devote their lives to the arts of combat, those who devote their lives to the arts of the arcane, and then there are people like you, who devote their lives to the art of robbing people of their things without them realizing. Whether it be their money, their belongings, or their lives, you have quite the aptitude for the shadier sides of life. Additionally, you have the curious trait of being quite lucky, and as long as you don't rely on your luck, all your endeavors will end up a little bit more profitable than you might've expected. It's not much, but over the years it will add up quite nicely.

Thief

Stealing from people is a lot more complex than just picking their pockets. For the most part. Picking people's pockets is a perfectly valid way of stealing but you won't get anywhere just doing that. Thus, over the years you have done a variety of things to obtain the belongings of other people, from breaking into barely defended homes to elaborate heists of mansions. The latter doesn't usually go well if you do them alone, but you have experience with the underworld of Skyrim, so finding other shady individuals that would be willing to help you for a share of the profits isn't impossible, although it might be hard to do in the more reputable cities. Do keep in mind that it's likely that these random helpers might stab you in the back for a chance of getting all the loot for themselves. There is no honor among thieves, after all. That's a thing only the Thieves Guild does, and they're in a really bad situation at the moment.

Assassin

Maybe you do it for religious reasons, maybe you do it just for the money, maybe you do it for the hell of it, but whichever it is doesn't change the fact that you basically kill people for a living. You're not a mercenary however. Mercenaries sell their services for anything that might make their combat prowess useful. You sell only your ability to kill people. This particular distinction

means that even in the lands of Skyrim your folk aren't really seen in high regard, at least legally. You might think that politicians still employ assassins to kill their rivals. You would be wrong. They do that in High Rock, maybe, but here in Skyrim if a noble wants to kill one of their rivals they walk up to them and challenge them to a duel to the death. Because of this, your usual clients are either businesses who don't want your actions to reflect on them, or very angry citizens that want someone dead but can't muster up the courage to kill them themselves. If you wish to join the Dark Brotherhood despite the fact that they've been in downfall for a while now, there's a boy performing the Black Sacrament in Solitude that you can help. The leader of Skyrim's Dark Brotherhood branch will kidnap you shortly after you steal their client and give you an offer to join their organization.

Merchant

Sure, committing literal highway robbery is all fun and laughs, but people like you can't be bothered with actually breaking the law, because you're not actually able to fight, like almost everyone in this Province seems to be. Your focus lies on trades, economy, and robbing people blind while making them think you're doing them a selfless favor. You're already running a relatively small shop wherever your starting location is, and with some work your business can grow considerably. Maybe not to the extent of the big shots like the Black-Briar Meadery, or the borderline governamental influence the East Empire Company has, but it's not like it's a race to becoming the richest man or woman in the world. While you build up your business, you will hone your skills, and practice on the fairly simple citizens of Skyrim. There's plenty of profit to be made in wartime, and far be it for you to simply let this opportunity pass you by.

Faction

There are quite a few organizations in Skyrim. From the legal, to the inhuman. If you are not a Drop-In, you can choose to already be a member of one of the factions that dot this land.

Blades

The former protectors of the Septim Dynasty, who have fallen oh so far after the assassination of Uriel Septim VII, and their persecution by the Thalmor. Now, little more than three members remain. Esbern, an old decrepit man, who has fallen into depression after he realized the prophecy of Alduin's return has come to pass, and Delphine, a young woman eager to strike back against the Thalmor. Will you work to bring this nearly extinct faction back into the spotlight, or will you simply fend for yourself?

College Of Winterhold

The only open guild of mages in Skyrim. Sadly, the Mages Guild disbanded years ago, with the Synod and College of Whispers, but the mages at the College are still quite knowledgeable. Being a student in this College will grant you access to the Arcanaeum, the largest library in Skyrim. There are quite a few avenues of study here, and the professors are all experts in their schools of specialization. Quite the amazing location for an aspiring mage.

The Companions

Like the Mages Guild, the Warriors Guild of the Empire does not seem to have a branch in this Province, weirdly enough. You would think that a guild for warriors would love to have applicants from a land of warriors. Regardless, the legendary group of The Companions seem to have taken the place that the Warrior's Guild would've taken. For now, you're still just another one of the common warriors who call the meadhall of the Companions their home, but if you prove your worth you may receive an invitation to join the inner circle of this guild. Quite curious that a guild of such members would have an inner circle. Perhaps there's more to it than can be seen at first glance?

Dark Brotherhood

Once one of the most feared organizations across Tamriel, with Sanctuaries for their members in every Province. They have since lost most of their Sanctuaries, and their once sacred Five Tenets have been abandoned in favor of survival. There is only one inhabited Sanctuary in Skyrim, although there might be an unused one somewhere else in the Province. While the Dark Brotherhood left here does still obtain enough contracts to pass by, they will not be able to escape their situation with normal contracts. Will you help them bring the Dark Brotherhood back to their glory days, or are you content with their situation?

Thieves Guild

Once operating in every Province under the control of the Empire, now the Thieves Guild are little more than a small group of individuals selling their abilities for shady work to the people of Riften. Still, every one of their members is a professional thief, and unlike in the rest of the underground, its members are encouraged to get along and forge a strong sense of kinship with each other. You are yet another member of this decaying organization. Maybe you have dreams of returning this guild to its golden times?

Imperial Legion

Led by General Tullius, this Imperial Legion has been dispatched to Skyrim in order to deal with the Stormcloak rebellion. They aren't being particularly successful, as the Stormcloaks seem to be able to match them in strength and tactical and strategic knowledge. The civil war has been going on for quite a while, with no signs of stopping. Are you capable enough to tip the scales of this stalemate?

Stormcloaks

Led by Ulfric Stormcloak, this faction of native Nords vehemently oppose the ban of the worship of Talos by the White-Gold Concordat, and so have set themselves up against both the Empire and the Thalmor, as little as the latter care for their rebellion. They have already turned half of Skyrim to their side, but the Imperial Legion are proving to be worthy opponents. Are you capable enough to tip the scales of this stalemate?

Dawnguard

A new faction that has dedicated themselves towards hunting vampires. They have a fort in a valley to the southeast of Skyrim. They do not have much manpower yet, but applicants to wish to battle the leeches that crawl in the dark appear almost daily. A particular enemy of these vampire hunters will be the Volkihar clan, although no one in your faction is aware of where they hide. These aspiring vampire hunters need all the help they can get.

Forsworn

The natives of the Reach, who have been driven out of Markarth mere decades ago. You are now part of this mostly Breton faction, perhaps being a known supporter if you do not share their race. The Forsworn venerate the Hagravens, protecting them and providing them with trinkets and soul gems, in exchange for their support in taking back their homeland. Some of their cultural traditions involve worshipping and giving sacrifices to the Daedra, which is the reason why they are so hated by their neighbors. Perhaps if you prove to be powerful enough you will have your heart replaced by a Briarheart, boosting your physical abilities.

Thalmor

Oh. You are now a member of the indisputably most hated faction in the history of Tamriel, the Thalmor. Revealing your membership to this faction is a sure way of completely losing any respect you might've gathered from those who are not part of the organization. The Thalmor are elven supremacists, particularly Altmer, and believe that all those who are not Elves are inferior. Their goal is conquering the whole of Tamriel, and they are doing quite well so far. They have gained the alliance of the Khajiit by claiming that they were the sole party responsible for solving the Oblivion Crisis that ended the Third Era, with the particular claim that they were the ones to bring the moons Masser and Secunda to Elsweyr, as the moons had disappeared from the Province during this crisis. Most Thalmor are deeply insulted by the idea that a Man was able to ascend to join the Divines, so a lot of their efforts in Skyrim lies in rooting out the worship of Talos, which has only worsened their reputation. You should probably hide your status to those who aren't also members of the Thalmor, lest you find yourself with a very hostile population.

Independent

You are not a member of one of the many factions of Skyrim, and are free to choose the path you will take to the future. You might be able to join some factions if you change your mind, but keep in mind that a few of the factions available here are not accepting newcomers currently. Will you make yourself into a legend, or fade into obscurity and anonymity? Your fate is yours to choose.

Perks

You have the general perks and the perks of the focus you have chosen of your background discounted, but not the two focus perklines or backgrounds you have not picked.

General Perks

Far Horizons -0cp
The lands of Skyrim are beautiful, if one takes a break from their adventures to simply look. From golden forests, to silver mountains, to misty swamps, to green pastures, there are plenty of locales to visit and enjoy. However, what's worth a pretty view if there isn't equally pretty music to accompany it? Now, every time you take a break and watch your surroundings, a song will softly play in your head, as if you had an orchestra inside your mind. These songs will always somehow capture the feeling of your surroundings and the look of landscapes you can overlook. The peoples of Skyrim value combat above all, but remember to look upon the far horizons of Skyrim and admire the beauty of the natural world. It's quite soothing.

Were-Beast -200cp
Werewolves, werebears, and perhaps even the werecrocodiles normally seen in Black Marsh. There are a variety of werebeasts in Tamriel, and now you are one of them. Regardless of how you may have come to contract this particular ailment, you find that unlike the tales common to such beasts, you are able to control when and where you transform into your bestial form. Being a werebeast grants a variety of benefits, mainly being stronger, tougher, and faster than most warriors. The transformation only lasts for an hour, sadly, but you can extend this time by eating the corpses of your enemies, reawakening the bestial fires inside of you. Additionally, your blood is unable to be drunk by vampires, something quite useful when fighting them. However, keep in mind that a werebeast carries a variety of drawbacks as well. Even when not in your beastly form, you find that sleep is not restful for you anymore, although this particular detriment goes away as you leave this world, but you'll still need to deal with the other complications of your kin. Mainly, wearing armor or wielding weapons when in beast form feels unnatural and you will likely rip them off your body or fling them away if you do not force yourself to use them with great will. Additionally, the large claws of a werebeast are not dextreous enough to loot

containers, or pick locks, if you knew how to do that. Being larger than most folk can also be a bad thing in claustrophobic spaces. Do watch out for silver weapons, as your beastly blood makes you more vulnerable to the material than most beasts. As long as you remember that most people in this land will attack werebeasts in sight, this ailment will prove to be quite the powerful tool.

Sanguinare Vampiris -200/600cp
Vampires are a very common type of monster in Tamriel. Every Province has at least one variant, usually more. You are now one of these beings. The most noteworthy changes that becoming an undead has offered you is that you must feed on the blood of living races if you wish to feed at all, normal food now holding no nutritional value to your cold, undead body. Additionally, being under the sun weakens you, preventing you from healing wounds, or recovering magicka or stamina. Or perhaps worse, if you choose a variant that is more vulnerable to the sun. Vampires are also more vulnerable to fire, likely related to their weakness to the sun. However, to offset these various weaknesses, as a vampire you will have access to a variety of innate magical abilities, most notable the Vampiric Drain spell, which can replace needing to directly drink the blood of your prey if you do no have the time, although this will not sate your hunger to the extent that blood does. Vampires are easy to spot to the well-informed, so you would do well to hide your features in civilized areas. It is worth noting that the more starved of blood you are, the stronger your vampiric abilities grow. There are quite a few variants of vampires, from the Volkihar, vampires with freezing breath who are able to reach through the cold ice of Skyrim's northern lakes and rivers to pull the unsuspecting wanderer into the cold waters below, to the Keerilth, who can disperse into mist. You are able to freely choose from the wide variety of vampiric bloodlines of Tamriel, with the sole exception of Noxiphilic Sanguivoria, the direct descendants of the First Vampire.

Alternatively, for 600cp, you are now a Pure-blood, someone who has been given their vampiric powers directly from the source, the Daedric Prince Molag Bal. The result of this is that your vampiric abilities are far stronger than most Vampires. You might have even been given the monstrous form and status of a Vampire Lord by Molag Bal. Only mortals strong enough to resist your blood can be infected with your bloodline, but you will be able to create quite the powerful clan of vampires if you bother creating a few scions. Another benefit is that you no longer possess a weakness to the sun, although you are still vulnerable to fire. Instead, your powers strengthen during the night, and you are at your peak when you have recently fed, unlike most vampires, a trait possessed only by the bloodline of Noxiphilic Sanguivoria, and now you.

Thu'um -600/1000cp
The legendary language of the Dragons of old, that can sunder the earth and shake the skies, and allows those who speak it to command the world to their whim. Actually reaching the levels of Thu'um that those with dragon blood in their veins who are able to learn it with the ease of

learning any other language is out of your reach, but with practice and effort the power of Thu'um will be a powerful tool at your disposal. You start out knowing a basic shout, that of the Unrelenting Force, just enough to be able to shout it with all three words. However, you should keep in mind that the language of the Dragons is not meant for mortal bodies, so shouting too regularly can and will destroy your ability to eat and talk. You don't need to worry about rending your own tongue from your mouth in combat, but if you spam shouts you're going to have a very bad time. The Greybeards residing at the top of the 7,000 steps of the Throat Of The World can provide tutelage in the matters of Thu'um, if you manage to convince them to do so. If you are a Nord, this perk is discounted to you, as Nords were the original mortal practitioners of the Thu'um, even if that practice has fallen to the wayside in recent Eras.

Alternatively, for 1000cp rather than 600cp, the Last Dragonborn will find themselves with a peer. The blood of a Dragon courses through your veins, and you possess the immortal soul of a child of Akatosh. While you still possess the physiology and racial abilities of the race you have chosen above, you also find that learning Thu'um comes naturally to you, learning whole shouts as easy as killing and absorbing the soul of a dragon for their knowledge of their language. Unlike the mortals who practice the use of this language, your draconic blood means you are not damaged with the use of Thu'um. Perhaps you wish to accompany your kin on their adventures, for they have quite the destiny in store for them.

Warrior

General Warrior Perks

Veteran -200cp
You aren't new to this whole warrior thing. Your experience has taught you a few things, mainly that focusing on a singular aspect of fighting is a stupid idea. However, to be able to actually be decent at fighting, you can't just be a generalist. There's just not enough hours in the day. Choose two weapon types from either of the two focuses you haven't chosen. You are now as familiar with those weapon types as you are with the weapons of your focus. This is far more useful than you might think, as the variety of situations you can come across in Skyrim may render a few of your weapons useless.

Blacksmith -400cp
From the daggers of those who slink in the shadows, to the warhammers of legendary warriors, and from the light armor of those who value swiftness, to the heavy armor of those who value being able to take a hit. The equipment that people all across Tamriel use has to be crafted by someone. These someones are the blacksmiths of Tamriel. The men and women who live by the forge, and create every weapon and armor that you might see all over Skyrim. You are now one of them. For the moment, You're limited to creating the steel weapons and armor that most

normal warriors in this land use, but you'll find that you are able to figure out the kinks and traits of any new materials you encounter quickly. That said, you might not be able to work with particularly difficult materials, especially since a proper forge is needed, but just knowing how a particular material works can go a long way. You can't use this knowledge to beat those legendary smiths who have a lifetime of experience in forging, but creating a strong foundation for your own ascension to becoming a legendary smith comes easy to you. You may even be able to improve on legendary artifacts if you become good enough at your craft.

Shieldbrother

No Pain No Gain -100cp
Warriors like you are most common in the middle of the battlefield, right on top of where the chaos is strongest. Because of this, you're bound to receive a few wounds, regardless of how much armor you're wearing or how tough you are. Normal people would probably scream in pain if they received a deep gash in their gut, but you're something else. Even if you have your guts spilling out, as long as you keep your meaty bits roughly in place in some manner you're able to keep fighting as if you didn't have a single scratch. This doesn't get rid of the damage, mind you, you should probably go to a healer the second the battle ends if your guts are trying to leave your body, but it just means that both pain and wounds don't get in your way when fighting. Not unless the wounds themselves are debilitating enough that they would prevent you from being able to move properly, that is. Although you should probably keep in mind that blood is harder to keep inside you than your organs, so if you're losing too much blood you will likely bleed out if you don't treat your wounds.

Brickhouse -200cp
Some people would be almost immobile if they wore the heavier armors that warriors like you wear. If they wore the armor you wear, they would be outright crushed to death. Even if your race isn't known for their physical prowess, and even if they are, you stand out among your peers as being the most impressive one of them all. Your muscles are bigger than most men's torsos, and even most Altmer have to look up slightly to stare at you in the eyes. Being built like a brickhouse grants you the benefit of being extremely strong. You could use warhammers in combat that other warriors would barely be able to lift, and may the Nine have mercy on anyone you decide to punch. Do keep in mind that flesh and bones are still flesh and bones. You might be tougher than most warriors but you're not invincible by any means. Become overconfident and you will soon discover why legendary warriors possess skill as well as strength.

Virtuoso -400cp
More than physical power, a major factor that determines whether you'll win a battle or become a rotting corpse is your skill at fighting. You do not get any additional skill up front, but you'll quickly find that you don't need it. Perhaps it's your personality, maybe your intelligence, or

your wisdom, but in any fight you participate in, you'll find that coming up with new tricks and applying tricks you thought of out of combat isn't as hard as it really should be. The more battles you fight in, the more tricks you'll have up your sleeve. Experience is something that takes a long time to gather, but cleverness is the difference between a normal warrior and a legend. Go out into Skyrim and carve your name into the annals of history, and your exploits will soon be sung in the Hall of Valor of Sovngarde.

Martials And Casters -600cp
Master mages are able to command the weather, defeat whole armies, create artifacts of legend, and control the natural world to their own ends. Magical creatures such as dragons possess a language that naturally commands the world to change, whether it be by melting those who oppose them with their fiery breath, or sunder the earth and shake the heavens with their roars. Before these mighty beings, what's a man with a stick like you to do? Tank their spells and abilities and show them why there are still warriors in Tamriel despite the power that magicka can offer them. You have the strange quality of being able to resist the effects of magicka and the abilities of stranger creatures through your physical toughness alone. While before you might've been impaled by an ice spike, now it'll only penetrate as deep as an arrow. Still damaging, but nowhere near as much as it should. What's more, you find that the stronger you become, the tougher your flesh gows, and the higher quality the equipment you wield is, the more resistant to the sorceries of mages and strange abilities of otherworldly beings you are. If you are a Breton, this stacks with your natural resistance to magicka, although your racial resistance doesn't improve like this one does.

Blade

DOOOOOODGE!!! -100cp
Being able to take a hit is nice and all, but not everyone is tough as nails. Certainly not you. Fortunately, you are experienced in the art of dodging blows. Unless you're cornered and unable to move, you find that you can almost instinctively move out of the way of the weapons swung at you in battle. Surprisingly, if an archer shoots you from far enough away you can do so for the arrows sent in your direction, surely frustrating the snipers. Additionally, if you bother using a shield, you possess a peculiar trait that makes time seem slowed down from your perspective if you're about to block a particularly powerful blow, giving you the reaction time needed to either bash the blow away or dodge it. Pretty useful if you're fighting someone that can crush your torso with a good swing.

All The Swords -200cp
A sad fact of wielding blades is that the sharpness of your weapons is a real issue you need to address, and needing to make the blades thin enough that they actually cut means that they may also break if handled improperly. Now, most warriors just spend more time practicing and some

of their money on maintenance equipment, but while you might still need to do the latter, emphasis on ‘might’, you might not have the time for making sure you don’t break your own weapons mid-swing. The solution you have arrived at is to simply carry more weapons. Thankfully, blades aren’t nearly as heavy as other sorts of weapons that warriors may use, so you’re able to carry dozens of swords on you at once, and you have a knack for positioning them in a manner that you can draw on any of them at the drop of a hat. You might look a bit ridiculous with all those swords on your person, but sacrifices must be made in the name of being able to not worry about your equipment’s durability.

Precise And Swift -400cp
The blows of heavier warriors can crush bones easily, but the weapons you wield aren’t built for that. Instead, they’re meant for precise blows to weak points and being fast enough that dodging isn’t an option. Of course, the reality isn’t so simple, but you find that fitting into this ideal is easier for you than most. Fancy footwork and leading your blade exactly where you need it comes naturally to you, which is sure to help a lot in this land where even the lowliest bandits have seen more fights in the last year than most civilized people in the rest of Tamriel see in their lifetime. Do keep in mind you’re not perfect, and most warriors band together. Taking on five warriors at once is still going to be deadly if you don’t have years of experience.

Discerning Eyes -600cp
While the stronger warriors might be able to stand shoulder to shoulder with legendary figures, you lack the strength of body or inclination to follow their path. So, how do you deal with people who can be classified as an entire army in the shape of a single person? It’s quite simple if you think about it. There is no such thing as a perfect defense. A being might be naturally tough enough that you need special weapons to really hurt them, but no matter their defense, your eyes will always be able to find a weak spot that you can exploit to defeat those who can be called legendary. Whether you can actually exploit the weak spots in battle will probably depend on your cleverness and equipment for the stronger foes, but even the great mages and warriors sung of in ancient tales were made of flesh and bone, and such things can be turned to your benefit.

Hunter

Archery -100cp
Handling bows and crossbows is very different from handling melee weapons. You can’t just swing your bow in the general direction of your foes, at least not if you don’t want to look ridiculous. You can bash people who get all up in your face, of course, but the main difficulty of ranged combat is aiming. Arrows are affected by this little thing called gravity, and that means you can’t aim straight at whatever you’re targeting. At least not if you’re at a safe distance from that warrior out to behead you. Thankfully, you’re quite good at aiming your bow or crossbow properly. Additionally, you’re quite good at tricks such as aiming your arrow seemingly straight

to the heavens and hitting something close to you after the arrow falls back down to the earth. Pretty good for impressing your fellows, if not particularly useful.

Draw Strength -200cp
Being able to knock back bows and load crossbows takes a deceptive amount of strength. While most people deal with this by making bows and crossbows use less tension, you found the loss of strength behind your shots unacceptable. Thankfully, you have the strength to truly make use of outrageously tense bow and crossbow strings. While you might be able to swing a weapon like a Shieldbrother can, you trained your arms to handle bows and crossbows specifically, so you're not going to swing a warhammer with the ease that other warriors can. Your shots will stand out for being far more penetrating than normal. Do keep in mind you'll probably snap your bow if you use too much strength, at least if it's of a normal material.

Point-Blank Arrow To The Face -400cp
Most bowmen shoot arrows from the safety of the fringes of the battlefield. You, on the other hand, always liked to be in the middle of the action. Sadly, you never had much aptitude for melee combat. Your solution was to get quick with your draws. You could knock an arrow fairly well in the span of half a second, which is quite useful if you want to stop the warriors from hitting you with warhammers or swords. Additionally, you've become quite quick at aiming your arrows in specific points, for if you want to shoot those fully-armored tanks in the eye slots. However, to actually use a bow in the middle of a melee, you do have to be quite acrobatic, and while you're decent at it you're not excellent yet. With practice and experience you might be able to simply jump on top of the warriors you shoot, and spend an entire battle without touching the ground.

Anatomical Demolition -600cp
Legendary warriors that fight master mages, or expert swordsmen able to kill armies with their skill. Most paths of life related to combat have a fairly clear legendary endpoint to them, except for marksmanship. So you can shoot arrows pretty damn well, what about it? Well, you've managed to discover how to show the people of Skyrim that marksmanship can make someone just as dangerous as a warhammer and set of armor. You possess detailed anatomical knowledge of most races of Tamriel, and have a knack for analyzing how creatures you've never met before move to discover joints and tendons in their body. With this knowledge you're able to target specific points in a target's body to lock them up, or perhaps cripple their ability to use their magicka, and with some additional study you might even be able to hurt someone's innate racial abilities. Some more ignorant warriors would claim your arrows are able to paralyze your targets, but you don't actually use the spell, it's just your knowledge of how bodies work at play.

Mage

General Mage Perks

Multi-talented -200cp (purchasable up to four times)
Most mages specialize in a single school of magic. You are not most mages. Your mind is apparently flexible enough to allow you to specialize in more than one school of magicka. If you study and train properly, you could become quite the monster in the battlefield. If your focus lies not in combat, then being able to have more than one school available to you will still make you quite the legendary mage. If you're not a mage, you simply find that the inner logic of the schools you purchase come as easy as breathing to you, letting you learn spells from that school easily, if perhaps not with the ease that an actual mage has.

Enchanter -400cp
For as much as the Nords of Skyrim may dislike magic, there's a reason they still regularly trade with the College of Winterhold. The arts of enchanting is the reason. There are quite a few manners of enchanting objects, but there are a few rules. First, a soul gem is almost always needed to fuel the enchantment itself. Secondly, the trick to imbuing more than one effect on any one item is lost, and so every singular piece of equipment or jewelry may only have one enchanted effect at a time. Thirdly, enchanted items have a set of charges, before their magicka is spent and they have to be replenished by an enchanter using soul gems. Fortunately for you, the College of Winterhold can sell you soul gems every few days, so if you align yourself with them you would not have to worry about your supply of soul gems. As you are now, you are still an apprentice in the arts of enchanting, but with enough time, practice, and materials, you will be able to become an expert in this field. Perhaps even a master if you have enough supplies to really hone your skills. Another useful skill is being able to create scrolls, which allows even those incompetent at magic to cast a specific spell inscribed in it, if taught how to do so. One last peculiar trait that you possess is that you are able to disenchant and learn effects from magical items without destroying them. Something that might not seem particularly impressive, but a lot of mages would want you to work with them on archaeological expeditions and research of ancient artifacts..

Wizard

Self Sufficiency -100cp
You know what a good Wizard needs? A place where they can practice their arts in peace. There are a lot of bandits and man-eating creatures across Skyrim, and finding a good spot to do your own thing can be pretty hard at times. Fortunately, you have a knack at finding perfect places to set up your underground base or Wizard tower. What's more, other mages with a similar disposition to you will eventually start approaching you in order to study under you after you progress far enough in your studies of the arcane. You might even gain a reputation as the mysterious mage in the mountain or woods, if you set up shop far from civilization

Deals And Intrigue -200cp
You would think that retiring to an isolated spot in the wilderness to devote yourself fully to the study of magicka would mean you didn't have to deal with social intrigue. You would be wrong. Even if you have the power of magicka at your fingertips, it is useless if you don't know how to use it. And where do you get this knowledge? From either other hermits like you, or a nearby library. Skyrim's College of Winterhold has plenty of mages that write down as much magical knowledge as they can, so if you have the coin to spare you should definitely attempt to buy a few of their books. Alternatively, you can make deals with occult beings, such as the Hagravens, witches who undergo transformations of the body and soul in order to improve the power they can bring to bear, or perhaps a group of vampires, in order to obtain the secrets and lore than such ancient beings will surely possess. If you're feeling particularly brave, you can even make deals with Daedric Princes, which give phenomenal power at the cost of your freedom and soul. Regardless, these deals you make usually turn out quite positively for all parties involved when you are making them, particularly yourself. As long as you're not trying to scam everyone out of their secrets, you'll find that others are curiously willing to divulge their knowledge. Certainly useful for an aspiring Wizard like you.

Experimentation And Research -400cp
Being able to pulverise fools who oppose you with a fireball is all well and good, but the real meat in the study of magicka is in discovering and learning new spells to play with, as well as creating new effects within your school of specialty. You are quite adept at both of these, finding that learning new spells in the school you specialize in is quite easy compared to how your peers would find it, and the internal logic required to use your school of magic comes as easy as breathing for you, making creating new effects within your specialty to be as simple as designing it. While you may still have difficulty when mastering spells you already know, you find that building wide rather than tall is a simple task, which is undoubtedly going to make you into a legendary figure with a decade or two of work.

Safety Concerns -600cp
There is one simple thing separating the experts from the masters. That thing is how far one is willing to go to further their own magical power. One might be able to claim that they are masters of the field if they spend enough decades studying, but true mastery is something that only comes from constantly experimenting with your near unbeatable magical might. There is a problem however. With great power comes great danger, and the more powerful spells you experiment with, the riskier the chances of messing up and killing yourself or worse are. Fortunately for you, events conspire to inform you of any potential mistakes that you might commit when confirming your theory as to what your new master level spell might be able to do. Whether it comes in the form of a brief distraction to give you a fresh perspective on the problem or a nearby mage spotting an issue that novices would be able to easily spot but mages of your

caliber would miss, or perhaps something stranger, you find that testing out the more powerful spells at your disposal to spot their limits is far safer for you than it is for other mages. Now, there's nothing stopping you from claiming true mastery of your school.

Battlemage

Combat-Ready -100cp
Usually, mages end up neglecting their physical prowess, given it's not particularly important to be able to trade blows with warriors when you're studying how to use your magicka. The manner in which you use magic essentially requires such, however, given if you aren't physically fit, then you're not going to last long in a battle. Thus, you are about as fit as a normal Warrior would be, but you'll need to do exercises regularly if you wish to maintain this. Additionally, you may know your way around a single weapon type of your choice, in the case that you run out of magicka in combat. You're not as good as someone who focuses on them, but your focus lies in magic, so you usually don't need to be. You can forgo the experience with a weapon in favor of knowing how to wear heavy armor without hindering your ability to cast spells.

Old Reliable -200cp
Most battlemages don't have much time to dedicate to their studies. To compensate for this, most battlemages use standardized spells. Think stuff like the stereotypical fireball, or maybe an ice spike. Perhaps even things such as fortifying your armor, or blinding your enemies. Most schools of magic have at least half a dozen basic spells you can learn, which are both simple enough to cast with a moment's thought, and powerful enough that they actually matter when fighting warriors who can take a severe beating and keep going. In your particular case, you find that learning spells such as these is as easy as reading how to do them once. You can build up quite the repertoire of spells this way, although keep in mind that spells outside of your specialty will cost more than those within it. Not enough to dissuade the average battlemage from knowing how to heal themselves, but it'll be annoying if you don't focus on your specialty.

Dual-Wielding -400cp
Normally something you'd see with berserkers wielding weapons, an interesting discipline that those few battlemages that operate in Skyrim know is that of casting two spells at a time. It requires a significant amount of focus, so doing things like casting two different spells at a time is rather hard to pull off, but being able to cast one spell with one hand and another with your other hand is quite handy. Those who have some experience in this discipline are able to combine two identical spells from each hand, to enhance the power of the spell beyond what they'd be able to cast individually. Perhaps if you practice enough, you might be able to combine different spells? No one has bothered attempting to do so yet, not successfully anyway, but it's bound to produce interesting effects.

Force Of Nature -600cp
There are quite a few ways for battlemages to reach the pinnacle of the world. Chief among them is learning master level spells and training them to the point that you are able to decimate small armies with them. You might not have the flexibility of a Wizard at the higher levels of magical ability, but your focus lets you still become what some warriors would call a force of nature. You find that casting spells costs less magicka and focus than you might expect, enough that you could play with lesser warriors without needing to fear them getting a lucky hit in. Whether you wield a physical weapon alongside your magicka, or wear heavy armor to take the hits of strong warriors without too much damage, you find that they do not interfere with your magical casting in the slightest, armor seemingly guiding your hands and fingers to the correct positions for your spells and weapons being able to resist magical protection to some degree. Your services will likely be highly desired by those who do not look down on magic in this land.

Loremaster

Archivist -100cp
While you do not spend as much time on your magical studies as a Wizard does, or practice spells to the extent of a Battlemage, your focus lies somewhere else. Particularly, the preservation of knowledge. On a personal level, you know how to effectively write spell tomes, which can teach other mages spells that you know without your presence being needed. On a slightly larger level, books that you find or get your hands on tend to be in decent enough shape that you can recover whatever their pages had stored. You won't be able to salvage the burnt books that are depressingly common in the dens of Wizards, but you'll always manage to find at least a few readable books in such monuments against the appreciation of knowledge. If you ever decide to work in a library, the profession will come easy to you, almost as if you were born for the position.

Book Magnet -200cp
Where do you think the famous libraries of Tamriel get their books from? Paid adventurers and roaming mages, of course. You in particular find that both magical and mundane lore seems attracted to you like flies to honey. If you roam the lands of Skyrim, you'll find yourself finding a significant amount of texts, both old and new, and from a wide variety of topics, whether it's about a mundane subject or something more relevant to your more magically inclined peers. With some effort, you can come across nearly any subject you could think of, and once in a blue moon it may be related to some forgotten knowledge. Make sure you find some way to preserve all this, being able to find knowledge is irrelevant if you can't keep hold of it.

Wise -400cp
Actually paying attention to the tales of past mages and the rambling of your peers has given you quite the extensive academic knowledge on the five schools of magicka. Who would've thought?

While you still specialize in a specific school, you have an academic level of knowledge on the other schools. Not how to cast their spells, but more about their traits and quirks, as well as general guidelines and tidbits that other mages would think is obvious about their specialty. This will improve your own magical studies significantly, as useful as that'll be to someone so focused on lore as you are. Unfortunately, this has also given you a pretty thorough understanding on just how often mages misunderstand how the schools outside their specialty works. Hell, an illusionist once tried to argue that mages should fold the school of Destruction under Alteration. Thankfully, you seem to have gathered a reputation for possessing reliable and general knowledge on the arcane arts in general, so mages will listen when you lecture them on just how wrong they are when they claim that Restoration isn't a valid school of magic for focusing too much on a single effect.

Understanding The Incomprehensible -600cp
An unfortunate fact of the higher levels of magical studies and the workings of powerful artifacts is that usually, they are wrapped in metaphors and systems too complex to properly explain to other people. This can make preserving the discoveries and findings of legendary mages frustrating, and the fact that they usually don't even bother writing things down doesn't help. And let's not even get into the more esoteric parts of magicka. After millenia of work, imperial mages are still unable to properly describe what the Elder Scrolls do or even are, and the one expert on the matter is a rambling madman, gone completely insane from his investigation of the Elder Scrolls. These problems are not something you've ever encountered. Even the most opaque and vague explanations and descriptions easily yield at least some useful information as you pour over them, and active effort by other parties to communicate the intricacies of their work will let you discern most of what you need to know after a few sessions. What's more, you find that inhumanly esoteric and complex subjects are about as hard for you to investigate as any other mundane subject, and as damaging to your sanity as learning arithmetic might be. Your own explanations may not make much sense to other people, but understanding the information you're trying to preserve makes the task easy.

Rogue

General Rogue Perks

Breaking And Entering -200cp
Even if you don't bother with the more illegal sides of life, being able to pick a lock is still quite the handy skill, even if only because you might forget the keys to your house sometime in the future. While there are still locks that will make you break all your lockpicks when attempting to pick them, they aren't particularly common. Additionally, you aren't half bad at sneaking, and while you won't be able to hide in plain sight by simply slinking into the shadows, you find

yourself almost instinctively sticking to them when sneaking, making you harder to see, as long as you're wearing appropriately dark clothing or armor.

Alchemist -400cp
Beyond the arcane arts of magicka, there are the supernatural effects of a well prepared potion or poison. The intricacies of this art lie not in spells or effects, but the chemicals that the various plants and body parts of the fauna and flora of Tamriel possess. The field of Alchemy isn't yet advanced enough to discern how these chemicals are shaped and consist of, but you are aware of general alchemical lore relevant to your area, such that you are able to concoct a variety of effects based on what you can find in the hold you start in. Truly mastering this art is going to take a long time, a lot of research, a lot of materials, and a lot of failures. However, if you persist, you may be able to count yourself among the mages who can claim to be experts in the field, if not masters. A particular trait you have is that the practice of wortcraft yields far more results to you than it would for the average alchemist. What is wortcraft, you ask? Why, it's the practice of ingesting and tasting the ingredients you work with to discern what sort of alchemical effect you may be able to squeeze out of it. This practice is rather infamous, for good reason, given a few common alchemical ingredients include things such as a giant's toe, and the extremely rare Nirnroot plant.

Thief

Pickpocket -100cp
This could almost be considered the foundation of a good thief. You're quite good at picking the pockets of unassuming folk, and your fingers are dextrous enough that even a bag of coins won't make a single sound as you slide it out of your target's pocket. While you can still be caught if someone's looking at you when pickpocketing, or the target is aware you might be out to steal something from them, you have a knack for looking innocent, which can dispel any suspicions people might have about you. Do keep in mind that if you try to push this you'll very quickly find out that appearances don't matter much if you are the only possible suspect to a crime you commit.

Quiet -200cp
Normally, running and jumping around produces quite a bit of sound, on most floors. For you, this isn't the case. As long as you wish it, you become completely silent, not making a single sound as long as you do not talk. This makes it trivial to slink about during the night, although someone might be able to spot you during the day. You're not invisible, after all. But you can be. If you are under the effects of an invisibility potion or spell, you find that manipulating objects doesn't dismiss the effect, as it normally would. Such potions and spells are quite rare, however, so you won't always be able to have such things on hand.

Transporting Illegal Goods, Obtaining Illegal Profit -400cp
A lot of valuable things you are able to steal are small enough to fit in someone's pocket, which is useful for stealing. However, there are a lot of things that aren't as easy to carry, such as painting or statues. You are able to easily think of tricks to carry these belongings outside of their assigned places and fade into the night, despite having to move heavy objects. Additionally, you are able to easily find a fence, which are traders of stolen goods, to sell your stolen valuables to. If you are familiar enough with a location, you might even be able to steal everything not nailed down after enough rounds of infiltration and thievery.

Legendary Thief -600cp
There are thieves, and then there is you. While you might not have the experience that some of the people operating in the underworld of Skyrim possess, you have a number of useful abilities that will help you quickly rise to the top. Firstly, you are able to make the effects of your attempts at pickpocketing take a while to register for your targets, to the point that you could grab the weapon off of a warrior's hip and they wouldn't realize the familiar weight of their weapon disappeared until you were already long gone. Secondly, you are somehow always able to tell whether you're being watched, and even without looking around you're able to guess correctly a hundred out of a hundred times. And finally, whenever you are sneaking, it seems as if the shadows move on their own to hide you, growing larger and darker if it aids you for no discernible reason. If you devote yourself with any seriousness to the arts of stealing things from people, your experience will quickly allow you to use these abilities to terrifying effect.

Assassin

Backstab -100cp
The quintessential assassin skill, you are quite good at slipping daggers into your target's backs. Even if they are wearing armor, you will usually be able to find an opening through which you can stab them through. Although this might not help you against the more beastly creatures of Skyrim. Of course, you are pretty decent at stealth, as you need to be in order to actually be able to backstab your targets. On top of this, you are able to make a quick escape after accomplishing your task, if there are any ways of actually escaping. By the time someone finds the body, you'll already be in another Hold. Make sure there are actual escape routes, being cornered and having to fight your way out would be embarrassing.

Murder Is Always Profitable -200cp
Normally, assassins don't get many clients. Their seedy reputation means that most people are uncomfortable with hiring an assassin to kill someone, and in Skyrim it might be seen as cowardly, making this land even less profitable than normal. Luckily for you, this doesn't seem to be much of a problem. Whenever you are not busy with a contract, you'll find that there are always plenty of people willing to pay you quite a bit in exchange for your services, to the point

that you'll usually have a wide selection of contracts to choose from. Quite the luxury for someone of your profession.

Sneak Attack -400cp
The classic picture of a skilled Assassin is one that silently and swiftly kills their target before everyone realizes they are there. This is for a very good reason, as being undetected makes assassination significantly easier, although with you it might be something else. Whenever you're hidden from the perception of any other being, you find that your attacks deal massively more damage than they normally would, particularly daggers. A cut throat might turn into a full beheading, and an arrow to the heart might cave in the target's chest. If your murders are particularly egregiously gory you might end up becoming infamous for your sadistic cruelty.

Blood On The Ice -600cp
Being good at killing is all well and good, and you do need some skill to be able to get to your targets then flee from the cooling corpse after the deed is done. But do you know how to truly be a deadly whisper in the dark? Magicka. Spells to cloak yourself, to confuse bystanders, for disguises, for weakening armored targets, and much more. You possess an amazing amount of skill in a variety of magical spells that all can aid you significantly in your bloody craft. Even some more utilitarian spells that at first glance might not do much in your profession, like water walking or breathing, could provide so many options in unorthodox missions, such as killing someone on a boat. Perhaps you could even twist them with some experimentation to apply them in more intricate ways. Just try to keep in mind that you're an assassin, not a mage. Those who actually dedicate their lives to Magicka will be used to methods like these, and your knowledge lies in applying the spells, not analyzing how they work.

Merchant

Haggling -100cp
The most essential skill for the world of business is knowing how to haggle a price. How cultures handle haggling is quite varied, as you may find, and you possess knowledge of standard haggling practices common to the Empire, which have spread all across Tamriel. You are quite clever with words, and know how to look, sound, and act eloquently enough that people you are trading with might miss that you're making them pay a little bit more than they probably should for your wares. This skill is quite useful, but won't let you go many places by itself.

Silver Tongue -200cp
Skyrim is a land of warriors, and most natives don't have too much appreciation for the subtler parts of civilization. There are exceptions, of course, and you are one of them. You are quick of wit and clever of mind, which will let you hone your charisma to the point where you would be described as having a silver tongue. For now, however, you will likely need to rely on bribes or

threats to make people dance to your tune. Every man has a price, and something they value, and you have a knack for figuring what these are with a few hours of casual conversation. If those who you're speaking with are aware of what you're doing, or are as charismatic as you are, they will be harder to obtain information from, but most citizens in Skyrim are simple folk, so you might not need to worry about it in usual situations.

For Fun And Profit -400cp
Small businesses take time and effort to expand, and there's the issue of rivals that might not like a new business rising up to take part of the profit to be gained in this time of war. Fortunately, you seem to have less of an issue with this than other prospective businessmen. When you bring your business to the levels that you might clash against a rival, you will come across an opportunity to either get the upper hand early, or secure friendly relations with them. Maybe your rivals will go through a brief period where their business stops being able to sell their products for whatever reason, and you're able to provide a solution to them, at a price of course. Or perhaps you figure out that working together rather than competing will improve both of your products and produce even more profit. Regardless, as long as you take the opportunities you've been given, business will be booming.

Delicious Pies -600cp
All significant businesses dabble in corporate espionage. Regardless of what they sell or produce, being able to obtain information over your rivals and being aware of hidden events is invaluable for a business owner. Now, you find that you frequently come across influential or capable individuals. If you are able to convince them to work for you, you will quickly find yourself with quite the valuable crew. With these subordinates, you will be able to quickly become a rival to big businesses such as the Black-Briar Meadery, in the amount of information and influence that you have, if not in size. However, the level of power and influence that the truly massive businesses such as the East Empire Company will still be out of your reach for a few decades, as there's only so much a single organization can grow every year. You will be able to put your fingers in all the proverbial pies, and they are delicious indeed.

Faction Perks

General Faction Perks

Climbing Up The Ranks -400cp
Skyrim is a land of warriors. Their culture favors individual achievement a lot. Because of this, being good enough at something can allow you to take on political positions if you put in the effort. However, in your case, it's almost like you are a magnet of political power and influence. The more capable you are, the higher positions you are able to secure, with the ease of simply suggesting that you could take on the role. If you are powerful enough, you could even mandate

a truce between two sides of a war. Such a feat will likely require legendary levels of skill, however. Curiously, even if you're more inclined towards more arcane or seedier forms of power, this will still let you slot into political positions, despite the natives disliking magic and not caring for skills that lie outside of combat.

Blades

Interesting First Impressions -100cp
When you're undercover and trying to recruit people to your cause, how do you test whether or not they're not going to immediately break your cover once you reveal yourself to them? You have to at least confirm they're not also undercover and working for your enemy. The solution, of course, is to subtly put them in a life or death situation, and see how they fare. Maybe something like this wouldn't make sense to more civilized people but for you it seems to work out just fine. Unorthodox means of "breaking the ice" so to speak with strangers you've just met, such as guiding them into a ruin full of Draugr just to see if they survive, aren't met with complete distrust, and you can start a partnership with someone as if you hadn't tried to get them killed.

A Cornered Rat -200cp
The benefit of being part of an old organization is that you have old allies to call on when the going gets tough. You might have to delve into some very unsavory parts of civilization but as long as you actually search for them you'll always find at least one retired veteran who was a member of your group that you can recruit once again. You might have a personal history with them, or perhaps not, but being able to have an old and knowledgeable friend is undeniably useful. In future jumps this still applies, which might be handy when you're short on manpower.

Haven -400cp
The Blades had been persecuted almost to the last man. The Thalmor were the groups that hunted them down, and because of them the Blades have been reduced to a mere handful of members. Building back up from having such a low number of members is quite the challenge. Thankfully, you're more than up to the task. Whenever you recruit someone new into a group you're a part of, you find it easy to train them up to an acceptable level of skill in whatever appropriate skills they should have for their position within the organization. You are also able to recruit people consistently despite being hunted by a larger and more powerful group, without much issue. With your help, the Blades may yet rise up again to the strength they had in their heyday.

What Could Possibly Go Wrong? -600cp
Sending someone you recruited literally last week into an incredibly dangerous and delicate infiltration mission into the depths of your enemy's headquarters, and have it all work almost

flawlessly, with only a small hitch at the very end? With anyone else in charge of planning and preparation something like this would never even remotely succeed, but somehow you make it work. Hair brained and barely thought out plans don't turn into complete clusterfucks when everything goes wrong, because nothing seems to go wrong unless you've already basically succeeded anyway. Who knows how you do this, whether luck, fate, or sheer coincidence, but the fact of the matter is that this trait is likely going to be extremely useful in the future.

College Of Winterhold

Magical High School -100cp
The College Of Winterhold is a university dedicated to the study of magicka and the arcane. Even with magic being heavily distrusted in Skyrim after the Oblivion Crisis, the College still manages to have a new batch of students every now and then. It stands to reason that one should at least be on friendly relations with their peers during apprenticeship, as classmates can provide plenty of assistance on personal and academic projects. In this regard, you are the ideal classmate, being able to help your peers with their research regardless of what it may be, and you'll be able to walk away intact after the project, rather than permanently turned into a horse or some other magical mishap. You'll likely be quite popular in the College, especially if you offer to help out the teachers as well.

Arcane Learning -200cp
The subject of magicka is a broad and complex one, requiring long decades of study and experimentation to become an expert or master in a specific school. Likewise, teaching said subject requires a lot of work and planning, although that goes for teaching in general really. Luckily for you, you are very good at these two sides of the same coin that are magicka studies. As long as you have a teacher, you learn significantly faster than otherwise, and mages you teach learn a lot faster than under any other teacher. You find that adhering or planning out a curriculum is a fairly trivial task, and can pace yourself properly when learning or teaching. I'm sure the College will gladly accept you if you choose to become a teacher, if you weren't one already.

Still Useful -400cp
You might be wondering how a College all about teaching and studying magic hasn't been attacked yet in Skyrim, where most people completely distrust magic. Well, apparently, enchanted items are still acceptable, so the College is able to trade enchanted items for money and food with the citizens of Winterhold, and because they are a source of incredibly valuable and powerful artifacts, they're at minimum tolerated, despite basically everyone in the "city" believing that the College was responsible for the city's fall. Likewise, whenever you are in a similar situation, you'll always be able to find a compromise to the people who hate you by being a source of valuable things, enchanted objects in this particular case. After reaching the

compromise you'll be tolerated as long as you keep providing, being too useful to get rid of. Not an ideal state of events, but what can you do.

Oh Boy, Paperwork -600cp
Usually, mages are isolated and rarely interact with one another. This is mainly to focus on their own magical research, and they don't really want other people getting all up in their business. This is still true in the College, but the mages in it actually bother sometimes cooperating with fellow mages for their projects. And of course, every organization needs a leader. If you ever find yourself in the position of Archmage, you'll find that you're very well fit in the position. Managing an entire school, magical or not, is almost trivial for you, as you're very quick with any busywork related to the position, as well as being charismatic and a good mediator between mages. It's because of people like you that a situation like the College can exist, being able to strongarm or convince mages to cooperate with each other for the sake of education and research. Additionally, you're very capable of determining who would be a good fit for other positions, such as librarian, teacher, or advisor. Of course, sometimes direct intervention should be needed, but that's just how things are with mages.

The Companions

The Errand Boy -100cp
The Companions barely have a hierarchy. How things are done is that someone who picks a job either delegates it to some other Companion or they partner up in order to complete a task. Whenever there's a new recruit, most of the warriors in the Companions like to give the new blood tasks for them to prove their worth. You in particular have had a lot of tasks offloaded to you, and perhaps this is still happening. Something about you just makes you seem reliable and trustworthy to others, to the point where someone you've just met would immediately give you some important task if the situation allows for it. Make sure to live up to your expectations, you wouldn't want to embarrass yourself, now would you?

It's Called Companions For A Reason -200cp
A big part of being a member of the Companions is camaraderie between everyone. Friendship is encouraged, which helps the Companions who partner up to complete some task or another. Ultimately, getting along out of combat tends to result in getting along in combat. For you, this brings even greater results. When you're fighting alongside someone you're familiar and friendly with, the teamwork results in far greater combat prowess than should probably be possible. Two average members of the Companions could likely take on dozens of equally powerful and skilled enemies where before they could only take on half a dozen. Don't forget to toast to your companions, drunk merriment is pretty popular in Skyrim.

Classic Nordic Honor -400cp

Of course, with a warrior culture comes things like honor. And honor tends to shun some particular course of action, such as slinking about in the shadows rather than facing your opponents head on, in the case of the Companions. There is always the possibility of accidentally tarnishing your honor in the eyes of your fellows, which can be a pretty nightmarish situation for some. Fortunately, the honor of the Nords can be easily restored through old fashioned murder. In the case that someone else deliberately tricked or forced you into breaking a honor code you're following, killing them in a fair duel will restore any lost honor and get rid of any infamy a faux pass may have caused. In the case that there isn't a convenient target, killing a famously strong person or beast that's shunned from whatever culture you're trying to ingratiate yourself with will also work. Breaking your honor at all is still something to be avoided, but you will at least have a chance to bounce back from it.

Glory Of The Dead -600cp
Do you know what the biggest danger to a group of physical fighters is? Magicka. More specifically, curses, such as lycanthropy. Which is why pissing off the local den of witches or Hagravens is a horrible idea. That said, in the situation you've fucked up and you've been cursed, you have a reliable method of curing yourself from it. That is, by killing the party responsible. In case you become cursed with lycanthropy by an angry Hagraven, if you go and behead them you'll be able to get rid of the curse. In the case that you've been cursed by an inanimate object or location, destroying it and everything on it would do the job, and if the cause of the curse is an event, you should probably start looking for any records to throw into a bonfire. Actually being able to kill them is up to you, but if you fulfill the deed then all shall be well. For you at least.

Dark Brotherhood

Bloody Friendships -100cp
What better way to bond with your fellow professional serial killers than recounting stories of particularly quirky clients or targets? You somehow get along great with people that enjoy the same activities of your profession. That is, murder for profit and maybe fun. A loli vampire, an old mage, even a werewolf are easy to become friends with, as long as they also murder people for a living. There's no reason to be all gloomy and serious about things, don't forget to relax in a while. Even murderers are still people.

No Listener, So Listen Closely -200cp
Sadly, the Dark Brotherhood is in a very bad situation currently. Most of their sanctuaries have been revealed and raided, and their Listener has been killed, with no replacement appearing. Thus, they had to adapt to be able to still find people who performed the Black Sacrament, the ritual that calls on them. This is mainly done through rumors and hearsay. Somehow, this method is completely accurate, instead of producing loads of red herrings or disappointed wannabe

clients. Likewise, you're able to locate people who performed the Black Sacrament (and any single ritual of your choosing and/or design instead in future worlds) through rumors, and this will work just as well as if the rituals actually contacted you. Quite handy, in this day and age.

Morbid Creativity -400cp
One of the traditions of the Dark Brotherhood is to provide bonuses to members for performing a specific assassination in a creative or a specific manner. For you, meeting these criteria has always been trivial. Maybe you'll drop a rock on your target, or perhaps slip poison into their food. You are quite adept at finding creative ways to bring death to your unfortunate victims. There are a few situations where you don't have much choice than to stab them, like if your target is camping out in the wilderness, but those kinds of targets are rare, and most are found within cities. If you leave a recognizable mark in each kill, you will likely gather up a reputation for your lethal imagination. Additionally, using these creative methods to deal with your targets is usually easier than sneaking up to them and stabbing them, since it's unlikely for them to have much of a chance at surviving, whereas having to backstab them carries the risk of them noticing you and fighting back.

Black Hand -600cp
There are a variety of problems when performing an assassination. Maybe you've fucked up and got discovered, perhaps your target proved to be tougher than expected and now you've been captured, and there's the possibility of you never actually finding your target in the first place. For you, these problems are not particularly hard to deal with. Sneaking among the shadows will see people almost ignore your presence, all but the strongest willed believing that the moving figure they saw in the dark was just their imagination, rather than an assassin waiting to strike. Whenever you actually attack a target, you are able to discern what their initial move is likely to be, letting you plan in advance how to quickly kill them before they call for reinforcements or help. Don't assume your intuition is perfect, however, because you might make a mistake, and that could mean the end of your career. Lastly, your clients almost always have information of where to find your targets. Quite useful, and in the case that your target has changed locations you'll find that your clients will possess some leads on where they might've gone. Were you to have been part of the Dark Brotherhood in their days of glory, you would've likely climbed the ranks towards being one of the Black Hand quickly. Will you still bother with the organization?

Thieves Guild

Shadowmarks -100cp
The biggest issue when trying to steal something valuable is knowing who has valuable stuff, who doesn't, and who's too dangerous to attempt to rob. For quickly and easily indicating this kind of info, and a few more important tidbits, the Thieves Guild has a system of symbols, called the Shadowmarks. These are spread all over Skyrim, in easily found but hidden locations for

other Thieves Guild members to use when applying their trade. You possess a full knowledge of every Shadowmark, and find it trivial to change, remove, or add a Shadowmark to any particular location. In future worlds, you're able to automatically spread Shadowmarks across the world, saving you the need to scout out locations to find out information that the Shadowmarks indicate.

Loud And Clear -200cp
Sometimes, a client gets too cocky and needs to be knocked down a peg. The best way to do this, for you at least, is to mildly sabotage their holdings and threaten them afterwards. A bee farmer tries to renege on a deal? No problem, just burn down a few of their nests and they won't do it again. Even though it's a very violent response that would probably make the situation worse if sane people were involved, this kind of thing just seems to work out when you do it. You won't even suffer the worst consequences of antagonizing people to this extent, you will only reap the benefits from the intimidation. Try not to get a bad reputation though, you do want people to still make deals with you, right?

Where's The Grey Fox? -400cp
The Thieves Guild used to be led by the bearer of the Grey Cowl Of Nocturnal, called the Grey Fox. The Cowl has fallen into the hands of a Nord who, due to a complex situation involving a family feud, faked his death. Because of this, the Thieves Guild is currently without the Grey Fox as the leader, so they've had to survive on their own. Mercer Frey is the man who stepped up to the job, but if you took his place you would not disappoint. You are the perfect person to lead an organization such as the Thieves Guild, being able to manage all the criminal connections and blackmail that such a group holds. You might not be able to bring the Thieves Guild the glory of it's better days, but it's definitely not collapsing under your guidance.

Nightingale -600cp
The Nightingales are a secret circle within the Thieves Guild dedicated to the worship of the Daedric Prince Nocturnal, and the protection of her shrines. They are granted useful powers by their patron in exchange for their loyalty, following three archetypes. While you may or may not have actually pledged your service to Nocturnal, you have access to the powers Nocturnal offers. While you have access to only one archetype at a time, you're free to change it once per month. The Archetypes are thus; the Agent of Stealth, using darkness to conceal themselves, whose basic ability is turning invisible for an indefinite amount of time, following the restrictions of the normal invisibility spell (interacting with objects or people dismisses the effect), the Agent of Subterfuge, using darkness to obscure other's thoughts and judgement, whose basic ability is forcing those around them to go into a frenzy, attacking anyone on sight, and the Agent of Strife, creating a cord between them and their foes, whose basic ability draws the health of said foe into the Agent. Whether there is more to these abilities is up to you to discover, but at minimum you can use them once a day, for now at least.

Imperial Legion / Stormcloak

Conveniently VIP -100cp
War is a messy affair, with logistics and assets and manpower all being factors that need to be taken into account in strategies. People are assigned tasks according to how useful or important they are, to use them to their fullest potential. For some reason, whenever it comes to you, the generals and commanders in charge of leading a war will believe that you're one of if not the most important asset in their ranks, giving you extremely difficult missions expecting you to succeed, or trusting you a bit too quickly than should probably be wise. You'll likely become a major figure in the Civil War very quickly.

Just To Fool The Enemy, Sir -200cp
Espionage and sabotage is a fairly common tactic in war. Things such as killing and impersonating a messenger to deliver false scouting reports, as well as intercepting enemy information and supply lines are all viable tactics. For you, these kinds of activities are trivial, and being assigned to espionage work will have most of your tasks go without a hitch. While some generals more familiar with their subordinates might suspect something is off, it's not too hard to dismiss their paranoia despite it being entirely justified. You will likely be a very valuable asset in any army.

Clearing Out Forts -400cp
One of the main battlefields in Skyrim's Civil War are old forts. They are all of strategic importance, and the frontline is determined by which forts either side controls. Most of the fights that aren't in the capitals of the Holds are over them, and you're an invaluable part of any raid concerning these. From planning out how to fight into the place to combing through the deepest corners, you're an expert at sieges of this particular kind. Your mere presence and cooperation could turn the tides in a battle. You might even lead defense or attack missions after proving your worth and loyalty.

Armies And Tactics -600cp
Full fledged armies and militias come with actual unified organization and tactics, and being a warrior or soldier is a job, not a lifestyle like adventuring for fun and profit is. Training regimens are required to train men in bulk, uniforms are required so allies recognize each other in the midst of combat, tactics are required to let your men survive and win battles, and so on. You're very knowledgeable and skilled at large scale warfare. Being in a commanding position would let you turn a seemingly endless stalemate into an inevitable victory, and perhaps even bring some hope against a greater enemy. Even after the Civil War is over though, there is the looming threat of the Thalmor coming. War is called Season Unending by the Nords for a reason, and victory will not bring you peace in this world.

Dawnguard

Supernatural Tracker -100cp
Being a vampire hunter isn't a particularly easy job. You have to find out where the vampires hide out, and where they go if they manage to flee. Thankfully, You're a very skilled tracker when it comes to vampires, and most supernatural creatures that prowl the dark really. It wouldn't take you long to find a vampire den when looking for one, and you could be right on the heels of a fleeing vampire for weeks at a time. Additionally, you're able to easily spot all the telltales of a vampire attempting to disguise themselves, and have an encyclopedic knowledge of the various vampiric bloodlines. They can't run, and they can't hide, so their only option is to fight.

Dangerous pets -200cp
One of the plans the Dawnguard has to reinforce their manpower and raids on vampires is raising and taming frost trolls. Doing this is extremely dangerous, as frost trolls are one of the more powerful wildlife creatures that roam Skyrim. For you, it's not an impossible task. You're able to tame and train even very hostile beasts, without as much danger to yourself as you normally would have. Taming the frost trolls wouldn't be too hard for you, and you might even be able to add other beasts such as sabre cats to the Dawnguard's repertoire. Having these powerful pets is going to be a very big help in vampire hunting, that's for sure.

Dungeon Crawl -400cp
The vampires of Skyrim like to hide out in their dens and only come out at certain times. Sometimes you don't have the luxury of being able to bait one into a trap, so you must be able to dive into a vampire's nest and survive fighting the vampires in their home turf. Of course, with the sheer amount of abandoned dungeons in the land of Skyrim, most vampires make their dens in the depths of ruins. Because of this, you've gathered quite a lot of experience in dungeon delving. You will almost never become lost in the depths of long abandoned ruins, and curiously, you somehow always seem to be able to find a secret passage that takes you directly from the dungeon's depths to the entrance. Just don't forget to sharpen your weapons, the dungeons tend to be crawling with beasts.

Vampire Hunter -600cp
Vampires have a significant number of advantages over the mortals they prey on. From immortality, to their stronger bodies, to their vampiric abilities. So, as vampire hunters, the Dawnguard has to level the playing field in some way. The way they do this is through equipment and spells with solar enchantments, to wield the light of the sun anywhere they go in order to smite the creatures that stalk the dark. For you, these equipment and spells are significantly more effective, burning the vampires far more intensely than normal. What

might've been a bruise or cut would now be broken bones or a massive gash. Your name is likely to become quite infamous among vampires before long.

Forsworn

Hagraven Friends -100cp
The Reachmen, mostly known as the Forsworn currently, have a friendly relationship with the Hagravens of the Reach, despite them being hated by everyone else. So do the spirits of the Reach support the Forsworn, as the Reachmen provide veneration and protection to them. Just like them, you're able to start and maintain friendly relations with the supernatural creatures of a land, by providing them with something they'd benefit with. You can have friends in many places, in a different manner than more "civilized" people would be used to.

King In Rags -200cp
At the moment, the leader of the Forsworn is locked up in Markarth's prison. Despite this, he has been able to keep a hold on his political influence and position among the Reachmen. He is, of course, planning a jailbreak, but the fact that he managed to still be an important figure even while still in jail is impressive. A feat you can now share. Whenever you're locked up somewhere, whether a jail or perhaps a cavern with a caved in entrance, you're able to keep any positions you may have in whatever group you're a part of, despite not being able to complete any duties that you may have. Even in chains, you still rule.

Rebellion -400cp
After taking over Markarth, the Nords started persecuting the Forsworn, kicking them out of their lands in order to conquer it. This started a long-standing conflict between the Nords and Reachmen, where the Forsworn aim to reclaim their land. At the moment, they are fragmented, but it would only take someone to come in and unite them for them to truly stand up and fight. You are that sort of person. You're able to unite separate but related groups to fight against a common foe, stopping any infighting that might've started and fostering a sense of community between them all. If the groups are persecuted, then this effect is magnified, even giving you some military talent to fight back. Perhaps with you around, the Reachmen might be able to take back what was once theirs.

Briar Heart -600cp
It seems that you've sacrificed your heart in the pursuit of power. In the left side of your chest, you now have a hole showing a briar heart in place of your normal heart, a large seed of sorts. The result of having undergone a ritual under the Hagravens is a significant boost to power, magical and physical. Your spells are more potent than they'd normally be, and you can dish out and take significantly more powerful hits. The result of having your soul connected to natural forces also marks you as an ally to beings of untamed nature, such as Spriggans. Briar Heart

Forsworn are considered to be the strongest warriors the Forsworn have in their ranks, and now you have a place among them. Do keep in mind sufficiently skilled thieves may be able to steal the briar heart in your chest to instantly kill you, but your hearing has reached a potency that allows you to detect people sneaking around even when magically hidden. This drawback goes away post-jump, of course, unless you want to keep it for whatever reason.

Thalmor

Elven Superiority -100cp
The hallmark trait of the Thalmor is their utterly insufferable superiority complex, and how smug they are about it to everyone, even including their fellow Thalmor. You have taken this smugness and refined it to the next level, being able to keep being insufferably smug even when you're getting your face kicked in, or when the situation at hand is irrelevant to you. Even the calmest or most patient of men can be riled up with some effort. The sheer smug you irradiate might be your doom if you antagonize someone beyond you, of course.

Haters Gonna Hate -200cp
The Thalmor are able to operate mostly out in the open in Skyrim, where basically everyone hates them and everything they represent. They can't attack them or kick them out because they know they would not succeed. Now, you are able to benefit from this in future worlds, and perhaps even in other places of Tamriel. While you may not necessarily be unassailable, people who despise you don't actually stop you from whatever you are doing while in their land, for whatever contrived reason. While actual crimes such as trespassing will still have you be punished, you don't seem to suffer any consequences of being a public enemy while you're in hostile territory. As long as you're not hostile yourself, of course. People aren't going to let you punch them in the face, they just won't stop you from doing your own thing.

Illuminati Confirmed -400cp
The Thalmor are masters of intrigue, collecting important information almost undetected in the lands of Skyrim, and keeping an eye on local issues with spies in every major city. You're now able to keep up with this level of scheming and intrigue, being capable of pulling the strings of an entire kingdom from the shadows. With some work, time, and resources, you might even be able to live up to some of the tamer conspiracies the madmen of Skyrim cook up in the midst of their insanity. You're going to be a very important asset in the Thalmor's plans, that's for sure.

White And Gold Bias -600cp
The White And Gold Concordat is the main method that the Thalmor have used to expand their influence across Tamriel after they sieged the Imperial City. The terms are blatantly unfair in the favor of the Thalmor, but the Empire had no choice but to sign it if they didn't want a war they would not win. It is because of this Concordat that Hammerfell seceded from the Empire and

Skyrim exploded into a Civil War. Just like how the Thalmor forced the Empire to sign the White And Gold Concordat, so too can you force your enemies to sign unfair treaties in your favor, without even needing overwhelming force on your end. Additionally, even if you're not trying to scam your enemies, contracts you sign tend to turn out in your favor anyway, although not as strongly as if you'd actively tilted the contract in your favor. You might make a lot of enemies with this, what does it matter when they're contractually obligated to let you be?

Items

Item discounts work the same as perk discounts.

General Items

Historically Accurate Viking Helmets -0cp
Where the hell are you getting these? You have a seemingly never ending supply of historically accurate viking helmets. Despite their appearance and texture, they're completely useless as armor, and anyone will know upon sight that they're little more than trinkets. At the very least they'll make for unique decoration.

Properties -100cp
There are quite a few structures and goods one can buy in Skyrim. Horses, houses, plots of land, and decorations for your residence. With this choice, you'll be able to bring these purchases you make in the jump with you. Perhaps you've gotten very attached to that horse you bought in the stables of a city, or you really like the residence you made with the plot of land you purchased. You don't need to worry about leaving all of them behind now.

Standing Stones -200cp
Spread across Skyrim there are a variety of ritual pillars. These Standing Stones are said to have granted powers and abilities to the heroes of old, but whether this is true or not is impossible to discern, as they seem completely inert to the prying eye. For you, however, they have actual use. Each Standing Stone will grant abilities and powers appropriate to the constellations that dot the night sky. Please ignore the fact that these Standing Stones are a replacement to Birthsigns, no one knows what the latter are. In future worlds, you will get the option to either be able to find more of these Standing Stones from Skyrim, or have them take on abilities appropriate to the constellations of the worlds you find them in.

Daedric Market -200cp
A strange black tome, which will disperse into light and magicka when you grab it. When this happens, you will become aware of a new magical ability you possess. Casting this ability will summon a dremora in black robes to appear. This dremora is a merchant, and will sell you most

miscellaneous objects you could find in Skyrim, such as Soul Gems, jewelry, ores, and alchemical ingredients. They will also buy most objects you are able to haggle for, although they possess a limited number of whatever currency you'd find useful at the time of summoning to be. After you're done selling or buying from them, they will disappear, and you will be able to summon them again the following week. It can be quite useful if you wish for a source of materials unique to this land after you leave this world.

Warrior

General Warrior Item

Forge -400cp
There are quite a few places in Skyrim where a blacksmith can ply their trade. The quality of these forges can vary quite a bit. However, a good blacksmith needs a good forge to create proper equipment, and this forge is definitely good. You'll find that when operating this forge, you'll find yourself in possession of any tools you might need to shape materials into weapons, armor, and even jewelry if you bother with the latter. Although this forge cannot help you if a material you're working with is borderline impossible to shape with physical tools. You'll find that the fires of the forge are always appropriate to your needs, and never cools. It might not be the Skyforge, but it is still a worthy forge for any blacksmith.

Shieldbrother

Hefty Equipment -100cp
A steel weapon and armor. The weapon can be whichever type of weapon your focus grants you experience in. It's nothing to write home about, but it's quite good to start you out with. You'll likely change this equipment for ones made of better material, but they don't require maintenance, so you could enchant this to let you survive some of the more dangerous locales of skyrim.

Companions -200cp
What's a warrior without his fellows? A dead man, that's who. You have a dozen decent warriors under your lead. While they're not particularly impressive compared to the average Nord combatant, these individuals take very quickly to the arts of combat, allowing them to improve far more than normal warriors would along the years. If you spend enough time selling your services to the peoples of Skyrim, you might find your group becoming a local legend. With a lifetime of work, these people would be able to match the legendary Companions of Whiterun in skill.

Feast -400cp

An important aspect to warrior culture in these lands are feasts. Gatherings of warriors tend to occasionally party all day long, and consume feasts that wouldn't look out of place in a king's court. Now, in the situation you decide to join or create a group of warriors, you won't disappoint. Magic is usually looked down upon in these lands, but once the Nords of Skyrim know what these handful of magical items do they will not complain. First, is a massive barrel, holding endless oceans of mead, which will flow freely regardless of how much mead you let drain through the appropriately large tap built into the barrel's side. Secondly, a large feasting table, which creates delicious food enough to feed dozens of tired warriors after a day of fighting. Setting these up in the mead hall of any group you join is bound to make you a very valued member, even if you're not particularly good at combat.

Meadhall -600cp
The dream of any aspiring warrior leader. Your very own mead hall. It is large enough to hold dozens of warriors living in the residential basement, and located somewhere in Skyrim's wilderness, likely in a tactically sound position. There is a path from the front door to the closest road, in case you don't want to cross through wilderness to reach the roads of Skyrim. There is a walled courtyard at the back of the Meadhall, where your followers are able to spar in order to keep their skills sharp. The residential basement is quite spacious, and more luxurious that its name might suggest. The storage rooms contain plenty of spare steel gear, and maintenance equipment to arm a large warband. There is a forge in a raised area of the courtyard, in case you manage to hire a blacksmith or one of your followers knows how to forge equipment. You will have to buy them material from elsewhere, but for a band of mercenaries in the land of Skyrim, money is unlikely to be an issue, unless your followers are incompetent.

Blade

Light Equipment -100cp
A sturdy blade, of any type that your focus gives you experience with, and a set of scaled armor, quite protective and light. It is not particularly exceptional, save for the fact that they require no maintenance. If you are able to get some enchantments on this armor, you're likely going to find use for it even when fighting against magical beasts. Still not as good as armors made of tougher material, but it will serve you well.

Assorted Useful Potions -200cp
Potions are something that you might find to be bizarrely common in this land of warriors. Regardless, the potions that you find on your adventurers are always quite useful, from the potions of health, stamina, and magicka that can give you a second wind in combat, to potions that increase your strength or speed, and perhaps even poisons to coat your weapons with. Most containers that you open while cleaning out bandit camps or ancient tombs will always yield at

least a few low level potions, with the odd potent potion. You can either use or sell these, whichever you decide to do they are bound to help you on your travels.

Magical Trinkets -400cp
There are quite a few magical items in this land, from the icy axes of the Draugr, to the staffs of reanimated Dragon Priests. You have gotten your hand on a pair of very interesting magical items. The first is an amulet that repairs the weapons you wield. It removes the need for maintenance and visibly fixes cracks on blades resting on your hand. They do have to be in your hand for the amulet to work its magic, but you don't need to be in combat for it. Secondly, a ring that enhances the sharpness of blades you wield on the hand you wear the ring on. It can be quite powerful if you use the increased sharpness of your blades cleverly. A final weird property of these items is that they return to you at a moment's thought, appearing on your person in the case they were lost or stolen.

Ancient Temple -600cp
This obscure and unknown temple is located in one of the more remote regions of Skyrim, whether deep in the frozen tundras or among the peaks of mountains. The place looks a bit rundown, but you won't need too much work to get the place looking like somewhere you might be able to settle down in. It contains a decent number of spare gear in the back rooms, half a dozen residential rooms, and a courtyard overlooking the landscape of Skyrim. The entrance is well hidden and protected by several puzzles, but you find that getting through them is easy for you, as if you already know the answers to them. If you gather some followers, you could give them a home here, although keep in mind you'll have to get food and water up here yourself. Thanks to its isolated location, no one will find this temple unless you personally show them how to reach it. Perhaps with enough investment, you could transform this temple into a famous but unreachable location among the warriors of Skyrim.

Ranged

Bow & Arrow -100cp
A strong wooden bow, alongside a quiver containing two dozen steel arrows. Or perhaps a mechanical crossbow, alongside two dozen bolts. While they're not something that you'd stick with for long if you get your hands on equipment made of better material, they are reliable and will serve you well against most common enemies in skyrim.

Bag of Tricks -200
Whether you feel like being cruel to your prey when hunting or manage to set up traps before being discovered, this bag will provide you with plenty of materials to set up traps and aid your escape. From wires and nails to set up tripwires, to smoke bombs, the contents of this bag will

likely prove useful for you, as long as you are clever in their use. Trapmaking is quite the complicated art, after all.

Endless Quiver -400
One of the biggest issues a bowman might come across is running out of arrows. With this quiver, that is a problem you have left behind. Every arrow from the dozen you pull from the quiver is replenished every 30 seconds. Quite handy in general, and you'll only run out of arrows if you're shooting them as fast as you can. An additional interesting property of these arrows is that focusing on your target while aiming will make it seem almost like time has slowed down, waiting for you to take your shot. Focusing like this will also improve the speed the arrow travels at, not enough to increase its power but more than enough to make it travel significantly farther away.

Hunting Lodge -600
Every hunter has a home to go back to. You're no different. This smattering of buildings are placed in a plot of land that you own, with a beautiful view of the lands surrounding it. Half a dozen people could live in this place comfortably, and it already comes with enough supplies to sustain such a group for a month. There are many buildings here, from a large kitchen connected to the main building through a hallway, to a library tower, in case you wished to read books while overlooking the lands around you. In case you form a family to live here, you'll find your home to be able to provide almost any mundane amenity common to any world you live in.

Mage

General Mage Item

Enchanting Table -400cp
How does an enchanter do their work? With tables like these. Enchanting tables let enchanters imbue objects with specific effects. It is possible to enchant objects without an enchanting table, but such methods are both very difficult and unpredictable. This particular enchanting table comes with a supply of various Common Soul Gems that replenishes daily. When working on this enchanting table, you'll find that enchanting items is easier than in other tables, as if this particular table was tailor made for your specific magicka. Curiously, you find that you are able to enchant mundane staffs on this table, when normally you would need a specialized table to do such a thing. This trait seems to extend to any mundane object that would require special rituals or architecture in order to enchant, their particular properties not hindering you when using this table.

Wizard

Supplies -100cp
Searching for a place to settle down on is all well and good, but you need some supplies to tide you over until you can secure a source of income. These are enough camping supplies to live off of comfortably for a whole month. By the time you settle down properly somewhere in Skyrim, you likely won't be needing these, but they will be a godsend until then.

Books And Quills -200cp
Two dozen books on magical subjects, a dozen spell tomes, and half a dozen empty books accompanied by quills and ink for you to write in. You will have to buy any subsequent books and tomes from somewhere, but this is enough for any aspiring Wizard to start with. Interestingly, the books seem to be about parts of subjects that you tend to have problems with, so if you keep their lessons to mind you should be able to deal with any faults in your spellcasting. Make sure to write down your research, you wouldn't want your work to be forgotten after you're gone.

Mentor -400cp
The best way to learn the arts of magicka is to have someone teach you. Fortunately for you, you have found such an individual. A master at your school of specialty, they'll be willing to teach you the ropes and quite a few useful spells. They're quite eccentric, insisting that leading you by the hand all the way through would just make you incompetent, but they'll still teach you the basics of your school, from spells to more academic knowledge. If you have more than one specialty, you get that many more mentors, the group deciding that such a prodigy like you should not be left in obscurity. In future worlds, you will find similar mentors for any avenue of research you care to follow, being able to easily teach you their knowledge and motivating you to become a master at it, like themselves.

Magical High School -600cp
The College Of Winterhold is the only institution of Skyrim to teach magic to its students. A sad affair, and you decided to do something about it. This institution isn't as big or renowned as the College Of Winterhold is, but just having another magical education institution is able to draw more prospective mages in. It possesses a small library, and a few enchanting and alchemy tables. While mages may not be able to learn as much here as they could in the College, most will find that starting their studies here, at a lower lever, can provide a useful foundation for their research at the College. It might not be an actual High School, but the sooner people study magic in age, the better they'll be at absorbing and processing magical knowledge. In future worlds, this academy will teach a similar level of the local magic system, if such exists at all. Of course, with time and effort, it can grow to match the College Of Winterhold.

Battlemage

Wargear -100cp
Any respectable battlemage is able to wear light armor at the very least. You're not an exception. But maybe you prefer heavy armor? In whatever case, you have the option of either a starting weapon with leather armor, or simply full steel plate armor. It is quite the reliable equipment, but getting your hands on gear made of better materials would be a big improvement.

Gem Turrets-200cp
An interesting trap you might come across in the dungeons of Skyrim is a small pillar with a soul gem hovering above it, that casts spells at those intruders who walk in front of them. They are quite useful for any mage, and now you have a tome detailing its construction. The information stored in this tome will let you set up soul gems to cast specific spells you are aware of in a particular direction when certain circumstances are met. Basic targeted spells are the easiest, but if you wish to use more complex spells in these turrets you are able to. Do keep in mind that the more costly the spell in terms of magicka, the larger the soul gem must be.

Battle Staff -400cp
Staffs are almost universally useful for any battlemage, as it casts from its own reserves, allowing you to rest your own magicka pool in case you've spent most of it. The one you have in your possession is even better, as you're able to switch out the spell this staff casts with ten minutes of time to focus on the change. Another feature of this staff is that it can store additional magicka for you to use later, like a magical battery. It can only store up to three times your normal reserves, and you must manually recharge it yourself, but even this can be a godsend in battle.

Fort -600cp
After finishing one of the many missions that the Jarl of a particular Hold (which Hold is up to you, but it is by default the one you start in) to clear out this particular fort from rogue mages and necromancers, the Jarl has decided to simply give you ownership of the fort, as you're clearly capable of fending off any outlaws that would want to settle here. This comes with a variety of benefits, best of which is that you're both technically a minor lord, and aren't required to bother with the political intrigue that such a position brings due to the peculiar circumstances behind your insertion into the nobility. The fort and the nearby roads will be patrolled by guards, but you're able to give them reasonable orders. If you wish to fully settle down here, you could easily hire a bunch of workers to restore the fort. What you will add to this fort is entirely up to you, you can even set up an inn for those of magical inclination, or maybe a marketplace if you find the space for it. Aside from being able to store all your loot, you can still expand the fort into a town if you wish to lord over such a place. Do keep in mind that doing this will require you to participate in the web of dangerous intrigue of this and future lands.

Librarian

Book Bag -100cp
Roaming the lands of Skyrim in search of mistreated books sounds like a good idea, but how are you going to transport the books? You can't always use a wagon with a chest to carry all of it, there are too many books in remote places. Thankfully, you have this bag. Any books you place in it will be perfectly preserved, regardless of the conditions the bag is put through. You won't have to worry about rain or snow ruining your books as you're carrying them to a library.

Conjure Seeker -200cp
This ominous black tome will provide a useful spell in the case you actually read it. After a brief and worrying vision of non-human eyes and masses of tentacles, a new, rigid spell will find itself among your repertoire. Unless you're able to wrap your mind around eldritch knowledge, this spell's workings will be utterly opaque to your curiosity. When casting it, you will find yourself face to face with a Seeker, a follower of the Daedric Prince of knowledge, Hermaeus Mora. When provided with a book, this seeker will produce paper and ink, and create a perfectly pristine copy of the book provided, unless you give specific instructions to modify or add to the book's contents. They won't be able to work with artifacts such as an Elder Scroll, but anything that's bound in a mostly normal book can be replicated. Why does the Daedric Prince offer you this spell? Perhaps he wishes to obtain knowledge from outside this world after you leave the lands of Skyrim?

Altar Of Spellmaking -400cp
Unfortunately, the art of spellmaking has been mostly relegated to the studies of individual mages, at least in Skyrim. Fortunately, you have in your possession an Altar of Spellmaking, from seemingly ancient make. The magics imbued into this altar make it a relatively simple task to craft spells from the school of your specialty, although you might not be able to cast them if you make them too powerful or inefficient. The process does require a significant amount of fine-tuning for anything more than simple effects similar to those spells you are already aware of, but with some time you could craft hundreds of variations of different spells. Quite useful if you wish to aid a fellow mage with specific spells. Interestingly, this particular altar possesses a strange quirk in its operation, allowing you to create spells in other magical systems you might come across in this and other worlds, even transferring specific effects if you wish to teach a mage something from an entirely different system to what they're used to. Perhaps you wish to develop Necromancy into a whole school, separate from Conjuration? Or maybe your goal is codifying the obscure and strange arts of Shadow Magic that has existed quite hidden from the prying eyes of greedy mages for whole Eras?

Ysmir Collective -600cp
The Arcanaeum of the College Of Winterhold was, and is, the largest repository of magical lore in all of Skyrim, perhaps even Tamriel. Now, it has an equal. You own a massive library,

containing shelves upon shelves of books dealing in all kinds of magical subjects. From the experiences of a particularly thorough mage with a hobby for note-taking, to perhaps the bizarre brilliance of madmen who gazed into the abyss and found their sanity couldn't handle the knowledge. If you dig deep enough in the dark corners of your domain, you may find books you don't remember adding to your collection, dealing with obscure and lost spells. It may be dangerous to tamper with magics that you only have a single dusty tome to investigate, but for a mage dedicated to knowledge-keeping, such things are surprisingly useful. In future worlds, this library may grow significantly or perhaps not at all, as while it does obtain additions similar to the level above, it is still focused on magical lore specifically.

Rogue

General Rogue Item

Alchemy Table -400cp
Normally, alchemists carry a set of four apparatus to brew potions. A mortar and pestle, to grind down the ingredients into a fine powder. A Retort, to increase the potency of beneficial effects. An Alembic, to reduce the potency of detrimental side effects. And a Calcinator, to increase the potency of all effects. In Skyrim, alchemists use this table, instead of carrying these four pieces of equipment. Alchemy tables have all four apparatus built into them. Interestingly, if you work on this particular table, you'll be able to safely experiment with ingredients you have, as concoctions you brew in this table won't blow up or give off dangerous fumes, in the case where you're working with ingredients that would produce these effects. Additionally, the apparatus built into this table will be able to process nearly any ingredient, even mundane ones, to produce potions.

Thief

Tools Of The Trade -100cp
A wide variety of lockpicks, a few bags of varying sizes built to muffle any noise the contents might make, a rope, and other knick knacks that people like you would find useful. In the case that you break, lose, or have one of these things stolen, you will get another one in the following day. They're not impressive, but even master thieves need basic tools.

Prowler's Profit -200cp
Every time you open a container, there is quite a good chance that you'll find a few valuable gems in there, even if it makes no sense at all for there to be gems there, whether it be because whoever owns the chest is poor or you're rifling through burial urns of a culture you know for a fact don't bury their dead with gems. While it's not a lot, the gems are usually expensive, and can sell for quite a lot of coins. You will likely become quite rich if you're thorough enough.

Shady Network -400cp
The best mark of a competent thief is a system of contacts to keep him informed of rumors and events. Under such a qualification, you might be the most competent thief alive. In every settlement you go to, you are able to find a minimum of one person who you can trivially convince to provide you with any information they are aware of. It is usually a larger number, especially in cities. The information network you are able to build up could even span the entirety of Skyrim with enough time and effort.

Hideout -600cp
Every good criminal has a place to hide, to relax from the watchful gaze of both guards and their fellows. Yours is particularly impressive. Hidden in a major city of your choosing, the only people who can track you here are those you deliberately give the knowledge of this location to. It possesses quite a few supplies, even if they're not endless, and the rooms are quite comfy. You might even mistake the interior for a mansion, with how it's decorated with trophies from your heists. You might even be able to live here, although keep in mind that others might find it suspicious how you disappear without a trace whenever you're not working. As an additional bonus, in the case that the city this hideout is located in collapses, or suffers from significant infrastructural damage, your hideout will be moved to the closest next major city around, although you can decide on a different one beforehand if you wish.

Assassin

Cloak And Dagger -100cp
What's an assassin without his blade? This steel dagger and leather cloak will serve you well as you're starting out. You might want to obtain higher quality equipment, but the steel dagger will never rust or dull, and the leather cloak can help you hide in the shadows pretty well. With some enchantments and enough effort, this cloak and dagger may become as legendary as the Blade of Woe. Or they may not.

Calling Card -200cp
In fictional stories about criminals, they often use calling cards to mark the scenes of their crime to let the law know that they were the ones responsible. You've found that you took to such dramatic flair with ease. You receive a variety of calling cards, whether they be literal cards or trinkets to easily imprint a logo on some surface, that correspond to a persona of your making. You'll find that any imitators who wish to claim to be you are quickly proven false, and people will take these shenanigans completely seriously, as if you were in an over-the-top detective drama. You could have quite a lot of fun with this, or strike fear into everyone in the land as an unstoppable and unpredictable serial killer.

Assorted Useful Poisons -400cp
One of the most useful tools an assassin can use are poisons. They can be put into food, drink, weapons, clothing, or just directly delivered to the target's mouth. Fortunately for you, you seem to be very fortunate when it comes to poison. You can find useful weak to strong poisons almost anywhere in your travels, and in places that others could've sworn had not a hint of poison bottles before you got there. Additionally, you possess a few recipes for poisons using ingredients that can kill a man in the span of a heartbeat even when not processed and enhanced by alchemy, although you'll have to find these ingredients yourself

Sanctuary -600cp
Much like the Dark Brotherhood, you have access to a hidden sanctum, with the entrance hidden so well you have to share the information of its location for it to be found. This sanctum, while being perfectly liveable, makes it clear that its main purpose is not as a home. Its storage contains quite a lot of weapons and poisons to ply your craft with, which you cannot be connected to in the case you accidentally leave some of them with the cooling corpse of your target. Additionally, it contains a shrine to a non-descript god that provides you with information on potential clients. Do keep in mind that any potential clients are valid for its purposes. You might end up having one of the Senate as your client, if you're skilled enough in assassination to be able to accomplish the task that they'll give you.

Merchant

Humble Business -100cp
Every merchant has to start somewhere. You, you have a small trader post in the marketplace of whichever city you start with, or perhaps you own an inn in one of the towns. Whichever it is, it will grant you a stable influx of income, as long as you have wares to sell. Thankfully, you have enough stock for a month of trading without running out. By that time, you should have enough money to restock your wares. It is small right now, but a good merchant can take a coin and make it a thousand.

The Stock Market -200cp
Well, perhaps not the actual stock market of your world, but as long as the ideas of supply and demand applies, you will always be aware of both. You possess a decent information network, not quite enough to provide you with any information you wish for yet but enough to give you almost real-time updates of what sort of goods are being sought out in every part of this land. The network only covers the Province you're in, or a single nation in future worlds, but there is nothing stopping you from putting in effort to expand it.

Accountant -400cp

A valuable member of any business crew, this man or woman is able to handle the logistics of any business plan you're carrying out, even if it spans the whole of Tamriel. Their time management and skill in discerning how and where each subordinate of theirs would best perform is unmatched as far as you're aware of. Additionally, they're quite able to bribe, persuade, or intimidate any obstinate or stubborn officials to look the other way in the case that you're too busy with something else at the moment. A valuable subordinate, that's to be sure.

Supplier -600cp
One of the problems an aspiring rich man such as yourself might come across is that restocking your wares can be a difficult task. From your rivals out-buying a source of goods for your company, or your supplies simply falling into bankruptcy for whatever reason, you possess a connection that solves these problems for the most part. As long as you're able to pay for them, this particular supplier is able to ship any number of goods for you to sell at your stores and businesses without a single issue with delivering. You have no idea where they get the cargo from, and it's probably best you never ask. Wherever you are, or whatever it is you demand, as long as you have enough coin to afford it you will be able to get as many products as you wish. Although buying primary materials to construct into sellable goods is significantly cheaper than requesting fully finished products. An additional note you should keep in mind that while your supplier can give you endless goods, it does not produce any new things. Innovating is entirely up to you, but not needing to fund an industry is likely going to take some of the burden off.

Companions

Import -100cp each
Perhaps you have fellows who accompany you in your travels, and you wish to carry them along with you. For the price of 100cp each, you are able to import your Companions, each gaining 1000cp to spend on perks and items. Companions are not allowed to take either Thalmor Target or Leveled, but the lesser drawbacks are fair play.

Canon -0cp
Maybe you've gotten fond of someone here, perhaps even found love. If you are able to convince a native of this world to accompany you beyond Aetherium, you can bring them with you as a companion for free. There are quite a few people who wouldn't be willing to leave their homes, but Skyrim is a large place, and you'll likely find those willing to become your Companions.

Drawbacks

Is 1000cp not enough? Don't worry, you're not the first fool that brought suffering upon themselves in hopes of even more power, and you won't be the last. There is no Drawback cap.

Is That Supposed To Happen? +0cp
Skyrim has quite a few questionable 'features', and this option will let you pick and choose which ones you want or don't want. Perhaps you want wagons to freak out and bounce all over the place for some reason, maybe you wish to allow giants to send people into the heavens with a well placed hit, or you find that seeing random flying creatures in the distance every now and then to be hilarious. Regardless, you are able to decide whether or not these and more 'features' are possible or happen in the land of Skyrim.

It Just Works +0cp
There is a fairly big divide between what the lore of the game and what you actually see in gameplay indicate of the level of power available in this world. By default, no gameplay exclusive features will be used, and you will live in Skyrim as it would likely be in the world of high fantasy and magic that Tamriel is. However, if you wish, you can tone down the power of this land to what you could see directly when playing the game. This will severely reduce the capability of warriors to fight, mages may find that the spells of their school are static and few in number, and rogues will be very hard pressed to achieve the feats they might've been able to pull off before. Keep in mind that using the game version of Skyrim will reduce everything you obtain here to appropriate levels.

The Fourth Era +0cp
After the fall of the Septim Dynasty, quite a few things have happened. From the rise of the Aldmeri Dominion and the Great War, to the various smaller conflicts influenced by the aftermath of the Oblivion Crisis, this particular Era has had quite a rough start, not to mention how the Third Era was cut off early compared to the First and Second. With this option, you are able to start all the way back to 4E1, a single year after Martin Septim sacrificed his life to seal the gates of Oblivion, or anywhere between then and 4E201, the normal starting date. You can choose any length of time between ten years after your point of entry to 4E211, the normal date you would leave this world.

There Is More To The World Than What You See +0
And discovering new things has always been a worthy goal. Most mods in Skyrim are immersion-breaking, whether intentional or not, but there is a category of mods that deliberately aim to improve one's immersion as they play the game. There are a few that would have no effect for you, such as those that improve lighting and graphics, but most of them add new content for you to enjoy. As long as a mod is specifically meant to be lore-friendly, you are free to declare that it exists in Tamriel. Oh, the places you'll go.

Worlds Unseen +0cp
The highest form of flattery is imitation, and the lands of Tamriel have quite a few fans. There may be someone from another world running around trying to make sense of their situation, or perhaps there are more tales than normal in Skyrim, for you are free to choose a fanfiction world for you to go to. There are a few caveats, however. Firstly, no crossovers, unless it's something inane such as a crossover with a different installment of the Elder Scrolls franchise. Secondly, the main story must happen in Skyrim. It's what the jump is about, after all.

You Cannot Go That Way. +100cp
There are so many tales in the land of Skyrim. In every city, there are at least one major and two minor quests you can find if you bother to look. There are plenty of dungeons and ancient crypts to explore and loot. It might make you wonder what lies outside its borders. The sheer expanse of Tamriel all for you to explore. The ash choked wastelands of Morrowind, the vast expanses of sand of Hammerfell or Elsweyr, the sprawling jungles of Valenwood, the dark swamp of Dark Marsh. Well, this jump is about Skyrim, not Tamriel. Tough luck. Any time you find yourself at the border of Skyrim and attempt to cross them, you will simply be stopped by a completely indestructible and unperceivable wall. Regardless of your powers or abilities, you will not be able to break through this wall, and the only way you'll be able to tell whether it's there or not is by the wall preventing you from crossing the borders of Skyrim. You are trapped in this Province for the duration of your stay. If you somehow manage to fly up high enough or dig down low enough you'll discover that it is not just a wall, but a box. If you attempt to flee Skyrim via entering the realms of Oblivion, you will fail unless it is part of a quest you are undertaking. In the latter case you will find the walls to be present as well, preventing you from leaving the areas immediately relevant to whatever quest you are progressing through and events will force you to return to Skyrim sooner or later.

Shitty Pathfinding +100cp
Most people are able to navigate the terrain of skyrim without much difficulty, if they are physically fit. It's not too hard to climb the big rocks that dot the plains of Whiterun, and even the mountains and valleys of Markarth have paths that people can traverse. Unfortunately, you seem to have a fair bit of difficulty with this. While you can still know what general direction you need to follow, you tend to get lost easily even if you're familiar with the terrain around you, making even the task of going from one city to another one that would take months rather than weeks. Additionally, the action of climbing objects is far more difficult than it has any right being for someone of your fitness, although can be done with enough effort. Fortunately for you, there are roads that mark paths to every city and town in Skyrim, and any companions you have will be able to lead you across the wilderness in case you need to reach such a location. At the very least you're bound to see a lot of beautiful sights when accidentally threading off the beaten path.

Skyrim Belongs to The Nords! +200/400cp
You are now as racist as a normal traditional Nord. This means that you will constantly mock those who don't share your race, and will claim that your culture is superior to all others, loudly, in the most inconvenient of situations. You will not be able to resist the urge of badmouthing everyone who isn't the same race you are, and may end up attacking people if confronted about your racism. You will not have many friends, especially if you aren't a Nord. If you're an Altmer, you are at the very real risk of being assassinated, or perhaps just killed on the road.

You can alternatively make this drawback offer 400cp, for the effect that you are now as arrogant, prideful, smug, and racist as a stereotypical Thalmor. Which are far more common than the word 'stereotype' would have you believe. You will still mock and insult others, but this time not even those who race your race are safe from your hatred, as you will always find something that will make you consider others inferior to you. You will simply not have any friends, unless you somehow come across someone who doesn't mind or care about your treatment of others, which is unlikely at best.

Black Sacrament +200/100cp
Maybe you've angered someone enough that they've performed the Black Sacrament of the Dark Brotherhood to have you killed, maybe you've angered Maven Black-Briar and she forced the Dark Brotherhood to send one of their members after you. Maybe you're not actually the target and the poor assassin is completely confused. Regardless, you will come across a Dark Brotherhood assassin a few weeks after Helgen is destroyed. They are well trained and experienced, and while they don't exactly stand out among the warriors and combatants of this land, those whose focus lies outside of combat should probably hire a few guards. You can talk the assassin into leaving you alone for a while, if you're *really* good at sweet talking people out of things, but if you actually are the target then they'll be back with a vengeance a few weeks later.

For the choice of this drawback only giving you 100cp, the assassin will only attack you on the road, without attempting to poison you or stab you in your sleep. This assassin might not actually be as experienced as their combat prowess suggests.

Side Quests +400cp
Normal people focus on one big goal at a time, and put their efforts towards completing this goal before moving on to a different one. You are not normal. Every time you come across someone who needs help, a new bit of information for a unique piece of equipment, a collectible jewel, or some manner of event that could reasonably have some task you could do to involve yourself in, you cannot resist the urge to abandon whatever quest you were on at the time in favor of completing this new task. And even when doing this new, smaller task distracting you from your main goal, you are still vulnerable to abandoning it in favor of some new quest. You would be

lucky if you didn't have a hundred different unfinished quests, tasks, and errands by the end of your first year here. Even if a goal you have is actually important, like delivering a letter on time, this doesn't stop you from dropping the task on a whim to do something else. You will very quickly gain a reputation of being irresponsible and whimsical. At least then most people will refuse your help. If you have a companion, they will need to be extremely forceful if they wish to keep you focused on a singular quest.

The Grind +400/600cp
Normally, people have to train and practice to develop their skills. This is in the form of testing themselves with a variety of challenges, whether it be fighting new enemies, studying unknown spells, giving value to a unique item, or crafting different armaments. You are completely insane. Every time you have a need of improving one of your skills or powers, you will almost mindlessly throw yourself into a very repetitive task related to what you want to train. If you wanted to train your smithing, you'll craft three thousand iron daggers before it occurs you that maybe you should craft something more difficult and varied, and if you're after the status of being a master in the school of destruction, you'll spend a solid month constantly casting fireball at a specific random rock off the road before realizing that training a single spell in a single situation is probably not the best way to master a whole school of magic. Even if you have companions they will find it almost impossible to break you out of this trance. At least you don't have to deal with the boredom of repetitive tasks?

If you want to really spend ungodly amounts of time on extremely specific and repetitive actions then for the choice of being given 600cp the drawback's effects now apply to any task at all. Want to decorate your library? You'll scour most of Skyrim for every existing physical copy of The Lusty Argonian Maid Part II before figuring out that you should probably not have stolen all those books. Or maybe you'll cut down a good fourth of the Falkreath forest before the sheer environmental damage you've done sinks in in an attempt to get some lumber. Perhaps you might even drive Skyrim's wolf population to near extinction in an effort to get a few pelts to sell. You will likely gather many enemies like this.

Thalmor Target +600/400/400/200cp
The Thalmor are a constant threat in the shadows. They have fingers in every pie, outposts who knows where, and have a very specific agenda. For whatever reason, the Thalmor have deemed you too dangerous to leave alive. Every month, a group of Thalmor Wizards and Thalmor Soldiers will be dispatched to kill you. They will initially send a group of two Thalmor Wizards and four Thalmor Soldiers to kill you, and for each attack that you survive, they will send one additional Wizard and two additional Soldiers. Fortunately for you, their pride means that they won't accept help from a third party, or abuse terrain to put you into a disadvantage, believing that they do not need it. Unfortunately for you, they are correct. The Thalmor Wizards are each experts in the school of Destruction and one other, which gives them a terrifying amount of

magical force to bring against you. The Thalmor Soldiers on the other hand are equipped with heavily enchanted equipment, enough to fight even experienced and powerful mages on even ground. They will not stop until either you or they are dead. By the end of your decade here you might have to kill small armies of Thalmor in order to live to the next month. The Thalmor seemingly never run out of forces to dispatch to you, perhaps a new magic they discovered.

For the choice of this drawback only giving you 400cp, the Thalmor will only attack you on the road, and will not start attacking you while in a city or town. You might be able to flee to a city, but the Thalmor will make sure that you can't run away to the best of their ability, and will simply burn the whole town into the ground if you seek shelter in one.

A different choice of this drawback giving you only 400cp is that the Thalmor don't want you dead, but alive. As such, they will not actually use lethal force in order to bring you in. This will make fighting them off easier, but they will still be problematic in high numbers.

A final choice of this drawback only giving 200cp is that the Thalmor do not have endless forces to draw upon to dispatch against you anymore, and will only send a group to kill or capture you for the first year, upon which they will deem you too difficult to kill or capture to bother with.

Leveled +600/1000cp
The lands of Skyrim hold many beings, both strong and weak. Some creatures are easy to deal with, like skeevers, and some are not, like trolls and vampires. Now, however, the danger that everything in Skyrim poses to you stays the same, whether you're a fresh adventurer out to have your first adventure or a veteran who's seen and killed almost every kind of hostile creature there is to find in Skyrim. There is a limit to how much stronger they can get, but even a lowly skeever pack can pose a real danger if you're not prepared, and facing off against creatures that were already extremely powerful will almost certainly be a death sentence without some serious preparation and planning. Even if you grow much in strength, the dangers of Skyrim will grow along with you, to a point.

If instead you wish to receive 1000cp, the limit to how much the dangers you can find in Skyrim scale with you is removed. If you are able to destroy whole cities, then be prepared to find the same amount of force used against you by most normal bandits you encounter, if your magical might is enough to raze whole Provinces to the ground then who knows what kind of horrors you might find yourself fighting toe to toe with, and if you had the charisma and manipulation skills to rob whole empires of their coffers you'll find the political and economical intrigue of this land to be so cutthroat and its players so skilled as to make you simply one more politician or merchant out to get everyone else's money. This is a dangerous land, and the more powerful you are, the more dangerous it becomes.

Notes

Magicka: Magic, or magicka as it's often called, is a general term of using the innate amount of energy a being can possess in this world in both raw and processed manners in order to produce effects, for any particular purpose. This energy usually flows into Mundus from Aetherius, through the sun and stars, which are holes in the firmament leading into the afterlife. Despite thousands and thousands of years of study, little is known about the mechanics of how magicka is generated or how Aedra and Daedra use it. No two mages use magicka the exact same way. Think of it like painting, or sculpting. Different people might be able to produce the same result, but the details of how they go about it will differ.

The Mages Guild codified the use of magicka into seven schools, the sixth one being folded into the others, and the seventh being entirely forgotten.

The first five, those that are still used and studied today, are Destruction, Illusion, Conjuration, Alteration, and Restoration

Destruction focuses on the manipulation of energies towards destructive purposes. The common elements used are Fire, Ice, and Lightning. There might be more elements possible, but those three are the ones you'll learn about in the College of Winterhold. Additional uses of this school are draining a target of one of their attributes, skills, or health, stamina, or magicka, as well as making them weak to elements, poisons, diseases, or magic in general, and corroding equipment.

Illusion focuses on manipulating what a target perceives and how they think. They can affect a target by forcing them to calm down, or enrage them. Paralyzing falls into Illusion. Commanding, silencing, rallying, demoralizing, charming, invisibility, illumination, night vision, and translucency are also all effects you can expect from illusionists. This school also includes the art of Divination.

Conjuration focuses on bringing objects and creatures over to Mundus from Oblivion. Skilled conjurers can also summon objects or creatures that are already in Mundus to their location. It can also repel or banish Daedra. An interesting facet of this school is the use of telepathy, to forge connections between the summoner and summoned, and perhaps even fellows, for skilled enough conjurers. Unfortunately, Necromancy spells are considered part of this school as well, such as soul trapping, and raising the dead.

Alteration focuses on changing how the natural world works and interacts with itself, unlike Illusion, which manipulates perception and minds. Skilled alterationists can modify the mundane

and magical properties of an object, and can hinder their enemies by making everything they carry heavier. Elemental and physical shields are possible with this school, and the ability to either walk on water or breathe underwater are both useful effects one can learn.

Finally, Restoration is the most defensively oriented school, focusing on healing or augmenting a target, from its attributes and skills to their health, magicka, and stamina. Granting resistance to the elements, poison, magic in general, paralysis, disease, and unenchanted weapons are all possible, and magical wards fall under this school. Those very skilled Restoration mages are able to turn their knowledge towards transferring health, magicka, stamina, and attributes and skills, although this knowledge isn't common in this Era.

The sixth school of Mysticism was always an obscure one, due to its focus of manipulating magicka itself. Mysticism can allow someone to absorb or reflect damage and spells, as well as dispelling magical effects. The spells of telekinesis, detect life and undeath, and soul trap have all originated in this school, whose nature is subject for much debate.

The final, seventh school, has been completely forgotten by the time of the Fourth Era. Its original name was Thaumaturgy, and it seemed to be a minor variation of Alteration, focusing purely on how the properties of different objects interacted rather than manipulating the properties themselves.

Additional forms of magicka are in the forms of Enchanting, Alchemy (arguably), Necromancy (which was merged with Conjuration, as aforementioned), Flesh Magic (believed by some to be older than the world), Blood Magic (used mainly by vampires), Soul Magic (not to be confused with Necromancy), the Thu'um, and the Shehai (forging your soul into swords by willing it so)

Is This Supposed To Happen?: There are a few balance breaking bugs, such as the Khajiit wares chest and the alchemy-enchanting loop. This drawback doesn't let you put into place these particular glitches as well as any that might give you an actual advantage in terms of powers and skills. It's meant to be for the glitches that are harmless and hilarious.

Thu'um: Normal people find that the Thu'um is both difficult and dangerous to use. If you improve your understanding of the Voice, the Nord term for it, without practicing your control, you may end up unable to speak without shaking the earth all around you. Generally, you are limited to using three word shouts every several minutes, with less words needing less time to recover. If you push yourself too much, you might end up tearing your throat apart as your body struggles to manipulate the power of the language of the Dragons, or you might simply fail at using the Voice and embarrass yourself. Thankfully, with patience and training, you'll find that your shouts won't strain your body as much as they do at the start, if at all. If you'd like more

details, here are links to the Greybeards and Ulfric Stormcloak, all canon mortals who used the Voice, as well as a page on the Thu'um in general.
https://en.uesp.net/wiki/Skyrim:Greybeards
https://en.uesp.net/wiki/Skyrim:Ulfric_Stormcloak
https://en.uesp.net/wiki/Lore:Thu%27um

If you are a Dragonborn, these limitations are thrown out the window, and the only limit of what you may achieve with the Thu'um is your understanding of the words of the language.

For detailed information on Shadowmarks, peruse this link;
https://en.uesp.net/wiki/Skyrim:Shadowmarks_(Thieves_Guild)

There's a lot of vampiric bloodlines in TES, the Volkihar just being one of them. Here's a list with a summary of their differentiating trait;
Whet-Fang: From Black Marsh. They capture victims alive and keep them in a magical coma for long-term feeding.
Cyrodilic: The actual name of the bloodline has been lost, so they're named after the Province they live in mostly. The only bloodline to look completely like normal people when well-fed, and infiltrate high society to garner wealth and sociopolitical power.
Hollowfang: From Elsweyr. Proficient in blood magic and alchemy. Their numbers are dangerously low after a group of adventurers stopped them from drinking Dragon blood.
Tenarr Zalviit/Night Stalkers: From Elsweyr. Co-existed with the living Khajiit by watching over the dead in exchange for blood.
Anthotis: From Hammerfell. They possess great intellect. They don't get along with the Thrafey.
Garlythi: From High Rock. They can shield themselves from damage.
Haarvenu: From High Rock. They're really good at Destruction magic.
Khulari: From Hammerfell. They can paralyze targets.
Lyrezi: From High Rock. They can turn invisible and silence targets.
Montalion: From the border between High Rock and Hammerfell. They can cure paralysis and teleport. They don't get along with the Selenu.
Selenu: From Hammerfell. They're resistant to elemental attacks. They don't get along with the Vraseth or Montalion.
Thrafey: From High Rock. They have very good regeneration. They don't get along with the Anthotis.
Vraseth: From High Rock. They're really nimble.
House Ravenwatch: From High Rock. A group of vampires doing their best to control their vampiric urges and be good people.
Quarra: From Morrowind. Very aggressive and fierce when hunting for food.
Berne: From Morrowind. They like to be stealthy when hunting.
Aundae: From Morrowind. A bloodline of vampiric mages.

Volkihar: From Skyrim. Usually live under haunted and frozen lakes, and reach through the ice sheets without breaking them, as well as freeze victims with their breath. Some are monstrous in appearance, who can raise the dead and don't burn in sunlight, being simply weakened.
Bonsamu: From Valenwood. Indistinguishable from normal Bosmers unless illuminated by candle light.
Yekef: From Valenwood. They can swallow people whole.
Telboth: From Valenwood. They specifically hunt children. They can also impersonate their victims to attempt to eventually murder the entire family.
Keerilth: From Valenwood. They can turn into mist. They don't hunt other races, instead feeding on massive ticks called hoarvors.

The bloodlines from High Rock and Hammerfell are very obviously a lot more basic than most others, which I'd guess is because Dagerfall built wide rather than tall in terms of lore. Here's a link for more vampire info;
https://en.uesp.net/wiki/Lore:Vampire

Leveled: The 1000cp version of this drawback makes everything scale to you. From the loot, to the enemies, to the allies, to the equipment, to the environment, to the materials, and to anything else that could feasibly be described as improving along with you. One thing that will remain constant is the level of danger that Skyrim will pose to you, as you will simply be one more face among the masses looking for wealth, power, and glory. Regardless of what you do, making mistakes will have consequences. Are you ready to brave ultimate risks to attain ultimate power?

Fanwank responsibly

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