Elder Scrolls Civil War Jumpchain
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Takes place during Skyrim
+1000cp

Backgrounds

Imperial- loyal to the empire and the emperor you believe unity of the empire will enable the destruction of the thalmor

Stormcloak- loyal to ulfric stormcloak jarl of Windhelm you believe that the nords of Skyrim are enough to destroy the thalmor on their own

Bandit- loyal to your wallet and nothing else, you don't care about destroying the thalmor but think the war is good for profit

Companion- loyal to your adopted family and whatever bidder is the highest you probably have an opinion on the war but you never say what it is

Location

1 Whiterun- run by jarl Balgruuf neutral in the war but will join the empire when ulfric attacks

2 Solitude- run by jarl Elisif the fair who is the widow of king Torygg supports the empire

3 Windhelm- run by Ulfric Stormcloak the murderer of Torygg supports the stormcloaks

4 Markarth- run by jarl Igmund nominally supports the empire but is divided among itself

5 Riften- run by jarl Lalia Lawgiver But controlled by Maven Black-Briar nominally supports the stormcloaks but it doesn't actually support anyone but the Black-Briars

6 Morthal- run by jarl Idgrod Ravencrone supports the empire but doesn't do much to help

7 Winterhold- a ruin run by jarl Korir supports the stormcloaks but doesn't do anything to help the nearby college is neutral in the war and looking to stay so

8 Falkreath- run by jarl Siddgeir supports the empire

9 Dawnstar- run by jarl Skald the elder supports the stormcloaks

10 Free Choice

Race

Nord- natives of Skyrim strong resistant to cold with a strong warrior culture make up the vast majority of the stormcloaks

Imperial- natives of Cyrodiil good rank and file soldiers make up the bulk of the legion

Breton- natives of high rock the best mages among humans and fond of politics

Redguard- natives of hammerfell strong warriors tend to use curved swords

Altmer- natives of the summerset isles tall golden skinned elves the best natural mages also make up the entirety of the thalmor hated by the stormcloaks by default

Dunmer- natives of Morrowind dark skinned and fire resistant disliked by nords and stormcloaks almost as much as the altmer are

Bosmer- natives of valenwood short tanned skinned and the best archers and marksmen of all the races found among the legion and occasionally as servants for the thalmor

Orsimer- natives of orsinium big green and always angry have a pair of small tusks on the lower jaw the physically strongest of the main races

Argonian- natives of black Marsh large lizard people able to breathe underwater and insane warriors willing and able to invade the settings equivalent of hell because it's nicer than their own home never allowed inside stormcloak controlled cities but commonly work on the docks

Khajiit- natives of elsweyr a race of cats whose appearance vary based on the position of the moons during their birth good with unarmed combat less so with armed fighting very rarely allowed inside cities and never in stormcloak controlled cities

Half Breed 200- pick 2 human or elf races get all the benefits and weaknesses of both

Dwemer 200- elven race thought to be extinct larger than the average human despite being called dwarves, extremely skilled Smith's and engineers with access to a unique form of steam magic a mix of fire and frost that bypasses magic resistance

Falmer 200- the second of four extinct elves you are an unaltered snow elf immune to cold and with an unmatched affinity for ice magic

Chimer 100- the third extinct elven race visibly similar to the altmer but only skilled with Destruction Alteration and Restoration magic, easily mutated by Daedric powers

Ayleid 300- the final extinct elf race extremely talented with magic even more than the altmer but without their cousins weaknesses to magic, able to use a unique form of dawn magic that acts as a mix of high level shock and fire magic, can also make welkynd and varla stones that turn the light of dawn into a massive amount of magic

Atmoran 300- like Ysgramor and Talos you are an Atmoran, the human races found in Tamriel are all descendants of Atmorans but the nords are their closest living relatives, you are roughly double the size of a Nord and several times stronger than that, notably a group of 500 Atmorans was enough to drive an elven race into extinction

Hagraven 100- horrible half human half bird abominations purely female and with stronger than normal magic and poisonous claws cannot fly, hated by everyone and everything except for the forsworn

Spriggan 100- made of wood and able to both command animals and create winged insects from your arms, also able to fully heal yourself over a few seconds time and turn invisible

Sload 50- disgusting giant slug monster race incapable of emotion and unable to support their own weight out if water but have stronger magic than even the altmer and an unmatched skill with Necromancy

Daedra (variable)- the settings equivalent of demons you are a Daedra type of Daedra chosen determines cost Atronach's 100cp greater (humanoid) Daedra 200cp lesser (inhuman/animalistic) Daedra 50cp

Dragon 600- children of Akatosh you are immortal and can only be killed in the presence of another Dragon. you can fly, are extremely powerful physically, and get the Unrelenting Force perk free

Perks

Favor the bow? 50- you are now extremely skilled with archery and could hit a man in the eye from across the battlefield

Imperial

Imperial basics 100- knowledge and skill in using a sword and shield for rank and file combat, focuses on blocking then retaliating by stabbing

Imperial Discipline 300- teamwork is the backbone of an army and you have mastered the ability to work in small units and are decent among larger armies

We Are Legion 500- the legion works because there are always a dozen more legionaries each as skilled as the last at will you may call a small group of a half dozen legionaries to fight by your side and once per jump if you are killed you instead wake up in the body of another legion soldier with identical skills and knowledge but a different race

Stormcloak

God's gave you two hands 100- you now have the skill and knowledge to use two handed Weapons for individual combat and could likely take two or three Legion soldiers on at once and have a fair chance of winning, focused on wide swinging slashes to crush opponents with the weapons weight

Ulfric killer of Kings 300- if you kill someone in a position of authority you can claim the position and at least half the people subservient to the victim will support you doing so

Unrelenting Force 500- you can learn to use the dragon shouts and start with unrelenting force already known, learning is far faster for you needing only a few months of meditation on a learned word to use it in a shout instead of years

Bandit

Thug 100- knowledge of how to use one handed weapons in the manner of a standard bandit an even match for a single legion soldier but trades all defense for greater offense, little discipline or skill used substituted for extra aggression and more force behind each individual blow

Knife in my boot 300- impossible for anyone to notice any concealed weapons you have on you guards will always miss at least one lockpick and small weapon you're carrying if you get arrested

Smash and grab 500- if you kill someone anything they're wearing or carrying legally belongs to you and if someone takes a swing at you first there is no legal repercussions for you killing them, regardless of what you did to make them attack you

Companion

Shield siblings 100- the companions refer to each other as siblings and for the most part act like such, you now have the needed skills to work and fight in a small group without getting in the way of your partners and can work with them to deal with extremely powerful opponents or large groups, individually only a little better than the average legion soldier, focuses on a hit and run style using allies to one's advantage

Strength of Ysgramor 300- it's said that Farkas had the strength of Ysgramor and his brother Vilkas has his smarts, that may have been an exaggeration but with you it isn't, you are now vastly stronger than normal for your race, a Bosmer as strong as a Nord, a Nord as strong as an Atmoran, and an Atmoran would be as strong as a true giant equal to the Legendary Ysgramor himself

Werewolf 500- cursed or blessed depending on your view either way it comes from Hircine and can be passed to others by having them drink your blood comes with increased speed and strength and magic laced howls as well as skin as tough as forged steel if taken by a background other than a companion can instead be a werebear which has no howls or speed but instead has flesh like ebony and is strong enough to carve through the same with their claws

Gear

Jagged Crown 300- crown forged from steel and dragon fangs works as a good helm for war and gives a massive charisma boost when dealing with any form of warrior culture

Imperial

Light medium or heavy? 100- the imperial legion is very organized and uniform each soldier carries an imperial sword, bow, shield (light or heavy), and armor (light studded or heavy) and now so do you

Champion's cudgel 300- used only by high ranking soldiers of the legion the champion's cudgel is a large imperial style Warhammer enchanted with a powerful chaos effect that does shock frost or fire damage at random now you have one for yourself

Solitude 500- in Skyrim the general of the legion is housed in the city of solitude you now have a copy of the hold capital of Solitude attached to your warehouse

Stormcloak

Uniform 100- every stormcloak wears a modified city guard uniform consisting of stormcloak armor fur boots and gloves a longbow and an iron two handed weapon and now you like all the others have the same

Ice wraith poison 300- the entrance test for the stormcloaks is to kill 3 ice wraiths to aid in that they are provided a powerful poison that can kill ice wraiths with ease, and is even more effective against human opponents, you now get 3 vials each week

Windhelm 500- ulfric's center of power is in his holds capital now you get a copy of hold capital Windhelm attached to your warehouse

Bandit

Fur armor 100- all bandits found in Skyrim wear furs and have crap weapons for some reason, now you like thousands just like you have fur armor and an iron one handed weapon

Daedric Artifact 300- for all their Legendary power Daedric artifacts seem to end up in the hands of basic common bandits frequently, and now you like many before you have one if these artifacts for yourself (can be any Daedric Artifact that appears in Skyrim)

Helgen 500- bandits have no particular hold or city to call home the closest they get is ruins and caves so now you get a copy of the ruined city of helgen attached to your warehouse

Companion

Skyforge Steel 100- there are three things that mark a member of the companions you now get two of them a skyforge steel bladed Weapon and suit of wolf armor forged by eorlund grey-mane

Wuuthrad 300- the axe of Ysgramor reforged wuuthrad is a large and powerful weapon on its own and it was steeped in so much elven blood that it now causes extra damage when used against any elf

Whiterun 500- the companions are housed in their mead hall jorrvaskr in whiterun so you get a copy of the hold capital Whiterun attached to your warehouse

Companions

Import 50- you may import a companion for 50cp giving them 500cp to spend can instead spend 200cp to import up to 8 companions

Phalanx 100- you may take up to 8 imperial soldiers with you to future jumps they get the first two perks from the Imperial perk line and the light medium or heavy item can replace one soldier with the general tullius discount imperial

Stormcloaks 100- you may take up to 8 stormcloaks with you to future jumps they get the first two perks of the stormcloak perk line and the uniform item can replace one stormcloak with Ulfric himself discount stormcloak

Bandit Camp 100- you may take up to 8 bandits with you to future jumps each has the first two perks of the bandit perk line and the fur armor item discount bandit

Pack 200- you may take up to 8 of the current members of the Companions of whiterun with you to future jumps or you can make new members who get the first two perks of the Companions line and the skyforge steel item discount Companion

Other 100- if you want to bring someone with you that isn't a member of one of the above factions you may do so for 100cp each

Drawbacks

Auxiliary +100- never have backup when you enter a fort or tomb and have to fight alone whenever inside

Priority Target +100- whenever you are in battle with enemy forces they will sense there's something different about you, and so whenever possible all enemies will target you first

Skyrim belongs to the nords +100- don't you hate the repetitive nature of people's battlecries in games? No, regardless everyone in this world now has a total of maybe ten different choices of dialogue during combat one of them decided by race, so you may well hear imperial soldiers screaming "Skyrim belongs to the nords" while gutting stormcloaks.

Specialist +200- select one type of weapon sword, greatsword, bow, war axe, hammer etc you are now only capable of using that type of weapon in combat and cannot use any others or magic, users with one handed Weapons can still hold a shield but can't do anything but block with it

The reach belongs to the forsworn +200- the region of Skyrim known as the reach (Markarth and parts of Falkreath) are now firmly under the control of the forsworn a group of Daedra worshiping psychotics who wage war on every other group. regardless of faction you will be forced to take part in storming Markarth and clearing it of all forsworn at some point during your stay

Black Sacrament +200- someone's performed the black Sacrament on you jumper and so for the duration of the jump the dark brotherhood will be hunting you and attempting to kill you. unlike in the games they won't charge directly at you swinging daggers with abandon instead they will be smarter more calculated and subtle, poisoning your food, sneaking in while you sleep, and otherwise being competent at their jobs, also they will not be staying in the sanctuary in Falkreath or Dawnstar so it's going to be difficult for you to track them down.

season unending +300- no matter what you do during this jump the wars cannot and will not end, if you side with the stormcloaks the imperial army will be never ending if you side with the imperials the stormcloaks will adapt guerilla warfare and will never be entirely killed off, and the leaders will be unable to die until all their supporting troops are dead

Second great war +300- the stormcloaks rebelled because the empire agreed to ban Talos worship on the orders of the thalmor, but the rebellion only served to help the thalmor in the end, now they have decided to take advantage of the fractured empire and declared war again. The thalmor have armies of mages at their command and in the past were known to decimate melee focused fighters, like both the stormcloaks and the Imperial Legion and you will be fighting their armies throughout the jump.

Ebony Warrior +300- somewhere in the world is a man called the Ebony warrior a massive redguard- clad in enchanted ebony armor, he is a warrior without peer in this world, nearly immune to magic, his armor cannot be pierced by normal weapons and he is immune to out of jump powers, and now he's hunting you. You have until the end of the jump to kill the Ebony warrior be it through combat or assassination or you will fail the jump, if you should win you may naturally take the powerful weapons and armor he carried for yourself.

Notes

May add scenarios to be the Dragonborn or replace Ulfric/Tullius later

100cp perks efficiency changes based on the weapons used but when using the intended weapons (aka the 100cp one for the same background) are in order of best to worst Stormcloak-Bandit-Companion-Imperial when fighting alone but the order is reversed when fighting in a group so individually a stormcloak would beat an imperial but if both were in a five man group the imperials would win

Was going to make a generic warrior jump for the series but this seemed to work better

If you take the opposite sides leader as a companion I wish you good luck on figuring out a way to explain it to your own group, also you cannot take anymore who is actively trying to kill you as a companion