

The Senile Scribbles

SKYRIM Parody

V 1.0 By Apocbox



Ah yes, the northern lands of the empire and homeland of the Nords. A place currently engulfed in civil war after Jarl Ulfric has killed the High King of Skyrim. Oh, and the dragons are now a thing, apparently. Not that anyone seems to care, since this place is far more self-aware and sarcastic than the regular version. You'll arrive right around the time some old fart explains that you shouldn't fuck the Lover Stone to the Dragonborn.

Take this 1000 points to spend. You will stay here for 10 years.

No Origins you can enter as either a drop-in or an average middle-class person.

Perks

You get (3) discounts per price tier. Higher tier discounts can be used on lower tiers. Discounted perks worth (100) are free and the rest is 50% off. Free Perks are optional.

Character Creator (0)

You can freely choose your appearance, including age, sex, and playable race, which will give you its corresponding bonuses and abilities. You can do so again at the start of each jump, losing old racial abilities and bonuses if you switch your race but getting new ones in return.

Skyrim Basics (0)

You are quite hardy and strong and have a bit of battle experience. You have access to Magicka and know Flames and Healing spells as well as any other provided by your race.

Better Way To Learn Than Becoming A FUCKING CANNIBAL! (100)

Woah! Are you the Dragonborn, perchance? No? Because you sure can shout like one. Not in the Thu'um way, just really fucking loudly. Your vocal cords and throat are also a lot more durable now and heal faster than normal.

Just Start Sampling Ingredients (100)

You have an incredibly strong stomach and high resistance to food poisoning. What's better is you can deduce the alchemical properties of anything by eating a sample of it.

I Don't Need To Use Another Potion (100)

You have a sort of game inventory that can store an infinite amount of items while also reducing their weight somewhat. You have a limit based on your stamina that dictates how much you can carry without being affected in any way, and going beyond it slows you down dramatically. You could still put more shit and not become slower than how you already are.

These Enchants Are Fucking Garbage (100)

You know a wide variety of some shitty, barely useful, or outright useless enchantments, like making your armor glow with every color of the rainbow or making your sword meow and moan. With time and some effort you can figure out how to reconfigure them and instead create pretty good visual enchantments, like changing the look of an item or one that plays sounds you want.

For When Wiping Your Ass With Perk Points Doesn't Quite Cut It (100)

You are a master lockpicker, being able to open pretty much any lock in Skyrim extremely quickly and without breaking your lockpicks. It's like you maxed out the lockpicking tree or something.

Hold 'use' (E) To Move Items (100)

You know the telekinesis spell and can use it with far less of a Magicka cost than usual. It also is far more precise and easy to use. Building an intricate sandcastle or placing that damned fallen fucking candle the right way would be easy now.

To Be Fair, Even Though They're Rare, You Might Want To Prepare For The Werebears There (200)

At will, you can transform into a werecreature of your choice and back as many times a day as you want and at any time of the day as well as having every perk in its respective skill tree, having maxed it out. Although you do experience the standard silver weakness when transformed, you do not get it in your normal form. You aren't connected to Hircine in any way and can share this perk freely with anyone.

Yeah But How Do You Know It's Stolen? (200)

You are a master of pickpocketing and sneaking, having mastered both and maxed out their skill trees. You also have the famous stealth indicator and an instinctual knowledge of if some item belongs to somebody.

I've Got Like Six Skeletons So Bring It Bitch (200)

Having mastered all the spells of necromancy as well as have access to the power of the Ritual Stone once a day you can control any number of undead under your command as long as you have Magicka to do it. Your undead also seem to be far more powerful and skilled, more akin to what they were during life as well as being completely loyal to you.

You Know You Lazy Ass Was Never Gonna Leave The House Anyway (200)

You are a Vampire Lord and have all the perks from its respective skill tree, having maxed it out. Although you do suffer traditional weaknesses, you can turn this perk on and off at any moment. You are not connected to Molag Bal in any way and can share this perk freely with anyone.

Mage-tec Assisted Targeting Spell (200)

At any time there is any in your attack range, you can pause time to select a part of their body and have an increased chance of hitting it once the time unfreezes as well as dealing more damage if you hit. This ability consumes your stamina to use.

SECRET EXIT DOOR (200)

You've learned a spell that allows you to open any secret doors that can only be opened from one side allowing you to skip all those annoying dungeons and go straight to the boss.

Yeah I Think I'm Just Gonna Go... (400)

Enemies you fight really love behaving like complete fucking morons. You can hide behind a rock, jump out to shoot an arrow into the dragon, jump back to hide from its fire breath, and then repeat the process until it's dead.

Yeah, You Remember Me? (400)

You have access to the standard Skyrim leveling system, being able to up your health, magicka, stamina, and any of the canonical skills and receive in-game perks from them. Your physical strength also seems to grow with your level, being able to rip an Ancient Dragons head in half at level 77 when it's at full health.

We're Practically Family, Right? (400)

Ah, a dragonborn! I thought there were only two of you left? Well, you are one now and can eat dragon souls from both this jump and future ones and use them to either learn existing dragon shouts or even create your own, like the one that turns someone blind or causes hiccups or induces depression.

Make Better Shit Home From Dragon Parts (400)

Why the fuck are all these Daedric and Aedric artifacts so ass? Like why is your ~~devah-sex-toy~~ dragonbone warhammer better than Volendrung? You are a master smith with the respective tree being maxed out and having all the perks from it. In future jumps you always start as one of the most knowledgeable blacksmiths and can rather quickly catch up your skills to the level of local bests.

It's Kinda Obvious My Gear Is Enchanted (400)

You are a master of enchanting with all the perks from its skill tree. You have knowledge of all known enchantments as well as a knack for creating your own ones. This level of knowledge follows you into future worlds where you can quickly reach the same level of skill as the best enchanters there.

And Just Start Fucking Mixing Them All Together (400)

Ah, ~~drugs~~ potions. Such great and useful items everyone needs. Not only have you maxed out the corresponding skill tree and have all the perks in it with knowledge of every canon potion, but you also can create your own brand-new ~~drugs~~ potions in both this and future worlds. You also have a similar level of knowledge moving forward and are able to quickly catch up to greats of other worlds.

Items

You have additional (300) points to spend here exclusively.

You get (3) discounts per price tier, with (100) discounted items being free and the rest is 50% off. Anything can be imported into a fitting item (Weapon into a weapon, tool into a tool etc.). If lost or stolen you get them back in an hour. All items can be bought multiple times, with free items costing (50) after first purchase. You can combine compatible items like The Dagger Of Humiliation and These Things Are Called Spears.

Adventuring Gear (100)/(200)/(400)

You got yourself a full set of armor and every weapon of corresponding type. For 100, this is Steel Plate armor and steel weapons. For 200, this can be Ebony, Glass, or Orcish sets. For 400 it's either Daedric, Dragon, or Stalhrim sets.

Crimson Nirnroot (100)

This is a red cousin of the standard singing plant. This one is sentient and likes to watch you kill people. Acts as a follower but can be imported as a companion in future jumps.

Paraphernalia Pamphlets (100)

Rather in-depth pieces of paper describing both the Stormcloaks and the imperial factions. Have everything from their political agendas and world views to potential views on the future of the world. In future jumps, you can choose any two factions to get new pamphlets of.

The Dagger Of Humiliation (100)

A pair of rather alien-looking knives of great quality that say "HUMILIATION" whenever you kill someone or express a desire to kill someone. It looks like the knife from CS 1.6. You'll get a new pair a week after you sell this one, although they can never be sold for more than 100 gold each or equivalent in future worlds.

These Things Are Called Spears (100)

Kind of a big deal, ya know? You have a few dozen steel spears and instructions on how to make ones of every other weapon material around here. You'll get new instruction in each future world you visit.

What Is Life's Great Illusion? (200)

This impenetrable, indestructible door will only open when the right password is spoken to it. You can set this password up and change it any time. You can also record other messages to mess with people if you want to. Can be installed in any place you own with just a thought.

Oh My House Comes With Food? (200)

You own a rather large and lavish mansion in a place of your choice. Can be inside a city or some place in the wilderness. It comes with a replenishing supply of food, alchemical and enchanting stations, and a garden for regular plants and alchemical ingredients that speeds up growth by a few times.

A Wise Man Would Start With The Lover Stone (200)

Touching this standing stone will give you a buff that will increase the speed of any training or learning you do by 15%. Can transform into a humanoid and rather appealing Atronach that is rather supportive of you. In all ways. Acts as a follower unless imported as a companion.

I Don't Need A Potion! (200)

This portion greatly decreases your carrying weight as well as improving your stamina and speed. You get ten of these as well as a recipe to make more.

Fuck These Things (200)

A full set of all 24 gemstones of Barenziah. If you manage to get the crown, you'll also receive the Prowler's Profit ability that will massively increase the chances of you finding gemstones in containers and on corpses that you loot.

Black Souls (200)

You get a set of five Black Soul Gems that are filled with black p—I mean, ethically sourced artificial great souls that never belonged to any thinking being and were just spawned into existence as blank things. You get a new set a week after the old one was used.

Well I Guess I Can Carry A Few More Bones (400)

You get a replenishing supply of all the crafting materials from around here. From regular steel and wolf skins to ebony and stalhrim, to daedra hearts and dragon bones and so on and so forth. Anything taken from here respawns a month after.

I Don't Give Dudes Rides Though... (400)

You are buddies with a dragon and can summon them to your side at will by shouting their name. Have no problem letting you ride on them and even direct where to fly. Act as a follower unless imported as a companion.

Master Thief (400)

This is a rather big wooden bucket that no one is capable of noticing. Placing it on someone's head will make them both completely blind as well as treat such a condition as normal for a few minutes, after which the bucket will glitch and reappear next to you.

AH! WHAT THE FUCK! MY BRAIN! (400)

This is one of the Elder Scrolls capable of harmlessly showing you a potential future or some event of the past of your choice once a year. You can also use it to fry someone's eyes by showing it to them.

GIVE ME 220! (400)

That's some pretty creepy mask there. It seems to give you a 20% discount when you wear it and make you quite a bit more intimidating as well as lower your voice.

Companions

Companions can't take drawbacks.

Original/Import (50) for (1), (200) for (8)

Make someone original in this world or import a previous companion. They get an origin, freebies and the discounts along with 1000 to spend as they please.

Canon (100)

Take any individual as long as you can convince them to go.

Daddy D (300)

hahaha. I put myself into your Skyrim jump. How funny is that Nerevar? Don't worry. I am a god. I can do these kinds of things. Your benefactor won't even notice. Watch.

This strange Dunmer with a piece of pottery stuck to his head just randomly showed up and started following you around. He's pretty powerful, if not a god he claims to be, having a wide arsenal of spells, some of which are unique to him, as well as a strange tendency to refer to you as a Nerevar and break the fourth wall. *Shit they noticed! Run Nerevar, RUN!*

Drawbacks

Drawbacks trump the perks and items from this jump and the previous ones. They last for your entire stay here but disappear when you finish the jump. Take as many as you can handle

Supplement (0)

You can use this jump as a supplement to any other elder scrolls jump. Points are kept separate.

Crossover (0)

You can fuse this jump with any other elder scrolls jump. Points are kept separate.

Self-Insert (0)

You can take the place of one of the canon characters, either by replacing them in the story or by taking over their body. You gain their abilities for the duration of the jump but lose them afterwards.

Extended Stay +(100) per

Stay for 10 more years. Can be taken as many times as you want but you only get points for the first 4 purchases.

Arachnophobia +(100)

Spiders are among the weakest creatures in Skyrim. They are slow, do low damage, and are fairly stupid... But they'll haunt your fucking dreams forever since you have severe arachnophobia now.

Where's Their Shitter? +(100)

Toilet? What's that? They don't exist in this world, and everyone, you included, just has to shit somewhere outside.

Define Equality +(100)/(200)

Either you are quite a bit racist towards members of other races, or you or everyone of not your race is racist towards you. For an additional 100, it's both.

Straight Marriage +(200)

Your romantic and sexual life sucks major ass, with any relationships you enter turning out to be complete garbage.

I Mean Who Does That? +(200)

Security on all of your properties is really fucking bad, with almost any thieves having an instinctual knowledge of it and being attracted to them like flies to honey. Like who the fuck places the password on the key itself?

Pretty Fucking Far From Legendary +(200)

You are completely incapable of making or improving any gear and have to rely on finding and purchasing shit. And considering the quality of stuff you can find here, prepare to fight with some bad stuff.

Your Mamma Never Leveled Your Speechcraft? +200

You are an incredibly rude individual and constantly insult and belittle others, even when you really shouldn't. Prepare to pay outrageous prices and run from angry people all the time.

Got Your Toe +200

Holy shit, how far was that?! It's like you don't weight anything with how far enemy hits send you flying. Even a normal human could probably push you several meters with a single punch. Better learn to dodge, I guess.

Don't Worry We All Tried To Slay Children +300

These... creatures. They disgust you greatly. You do not see children as people and more like monsters and have zero problems with killing them.

It's A Trick +300

Holy shit you're so damn dumb. You are a complete moron who constantly either underthinks or overthinks things and generally acts like some sort of shitty NPC.

Mixed To Many Bloods +300

Maybe becoming a werewolf/vampire lord/dragon hybrid wasn't that good of an idea. Because you look like some sort of misshapen chimera of those three things. Makes life extremely uncomfortable, let alone the reaction of other people to seeing your ugly mug.

You Are The Piece Of Shit That Hasn't Killed Alduin Yet! +300

Ah, so your impulse control and memory kind of suck ass. You will constantly get distracted by unimportant things and ignore what truly needs to be done. Will definitely bite you in the ass somewhere along the line.

The Final Choice

First of all any mental, psychological, physical or supernatural traumas that you acquired here or anywhere else are gone. If you want them gone that is. Take this toy versions of full series for free.

Now Choose

Stay Here

Want to stay here? Well, sure I guess? Here take additional 1000 to spend here

Go Home

Want to go back? Sure. Here take 500 to spend here before you retire.

Next Jump

That's what we're talking about! Here take this drive that will generate a series similar to this one in any world you visit.

Notes

Changelog

V 1.0 Release