Elder Scroll CYOA

You are dead but death is only the beginning of your story. After you finally closed your eyes and accepted your death, you woke up in a room with five terminals and a giant screen. You managed to make out what the words on the screens said despite it being in a language you never saw before.

[Welcome. You have been chosen as one of the many to be reincarnated. Below you is everything you need in order to survive and thrive in the new world. The world of Nirn.]

Starting Location

The world of Nirn has more than one continent but the most well known of them is Tamriel. Choose one province as the homeland of your new life.

Black Marsh

Home of the Argonians, the reptilian natives of this swampland rainforest. The province is filled with great inland waterways and impenetrable swamps.



Cyrodiil

Also known as Cyrod or the Imperial Province is the capital province of three human empires in Tamriel, and is the homeland of the Colovian and Nibenese human peoples, as well as Minotaurs.



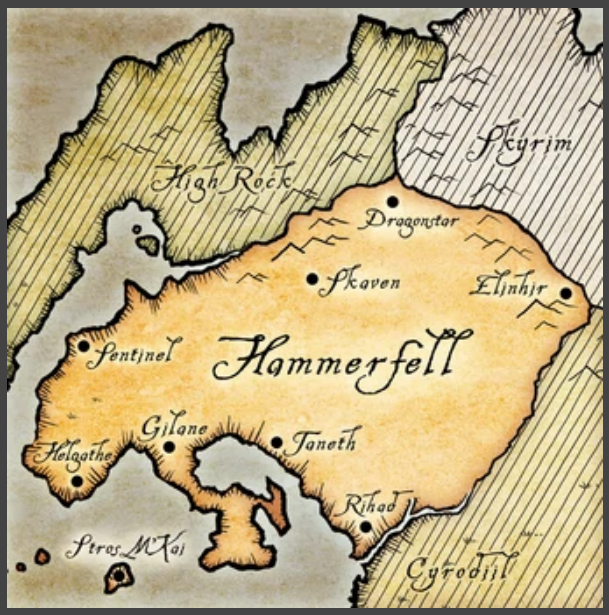
Elsweyr

Home to the Khajiit, a feline race. It is separated into two nations, both of which are client states of the Aldmeri Dominion. Anequina to the North is a desert like badlands fairly similar to that of Hammerfell, whilst to the South lies Pelletine, a place consisting of a variety of dense jungles and woodland comparable to that of Valenwood.



Hammer Fall

Homeland of the Redguards is a massive region, covered by vast mountain ranges, grasslands, and deserts.



High Rock

Home of the Bretons and a province of the Tamrielic Empire.



Morrowind

Formerly the homeland of the Dwemer and Chimer, and now of the Dunmer, also known as Dark Elves is divided into two main parts: the mainland of the same name, and the island of Vvardenfell, which are separated by the Inner Sea and the island of Solstheim which was once considered a part of Skyrim.



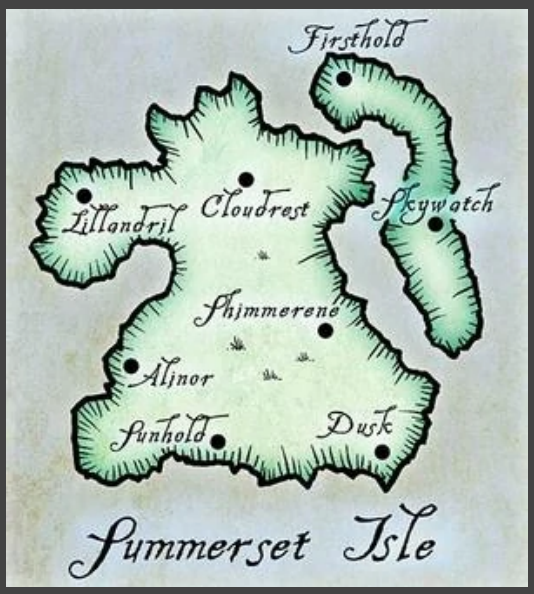
Skyrim

Home to the Nords, large and hardy men and women who have a strong resistance to frost, both natural and magical.



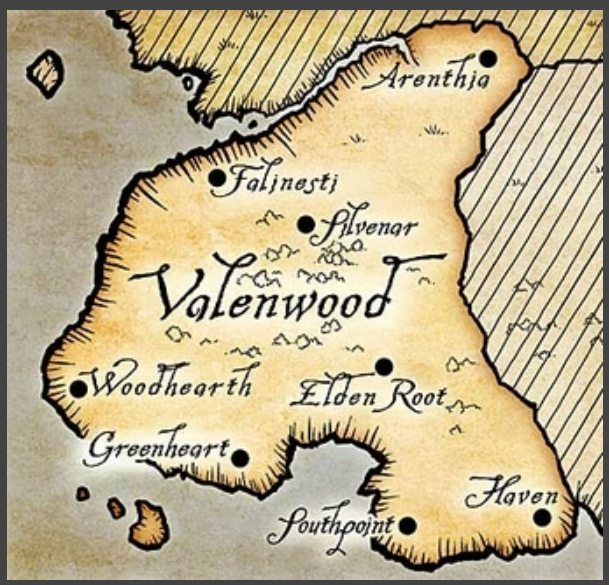
Summerset Isles

Home to the Altmeri is an archipelago consisting of the three major islands of Summerset, Auridon, and Artaeum.



Valenwood

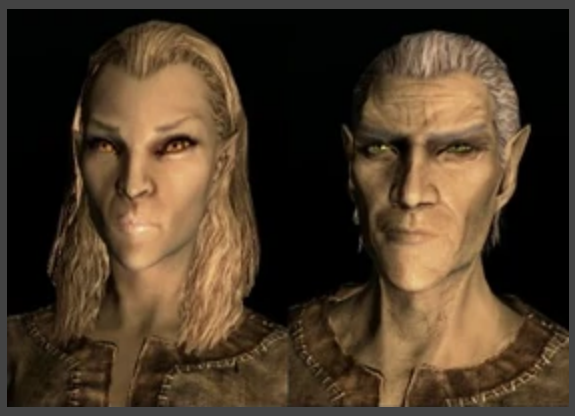
Home to the Bosmer, or Wood Elves is located west of Elsweyr, south-west of Cyrodiil, and east of the Abecean Sea.



Character

Tamriel has 10 main races of humanoid that controls the land. Pick one to be your race, gender, age, date of birth, then customize your appearance as you see fit.

Altmer



The light-skinned and tall Altmer, also named High Elves believed themselves to be the most civilized culture of Tamriel, a claim which holds some merit. The common language, Tamrielic, is based on their speech and writing.

Altmers gain the skill **Highborn** which regenerates 25% of their magicka per second for one minute once per day.

Argonian



A race of reptilian people and are one of the few races completely unrelated to Humans and Elves. Enigmatic and intelligent, the Argonians are experts of guerrilla tactics, and their natural abilities suit their swampy homeland. They have developed immunities to diseases that have plagued many would-be explorers in the region and have the ability to breath under water.

Argonians gain the skill **Histskin** which makes them heal 10 times faster for 60 seconds once per day.

Bosmer



Or Wood Elves reject the formalities of the civilized world and discarded the lavish living style for a life in the wilderness, among nature, the trees, and animals.

Bosmer gain the skill **Command Animals** which make the surrounding animals allies for a minute once per day.

Breton



The human descendants of Atmoran the ancient race of humans and Aldmeri the original race of Elves.

Bretons gain the skill **Dragon Skin** which absorbs 50% of the magicka from incoming spells once per day.

Dunmer



More commonly referred to as Dark Elves are the dark skinned elves originating from the province of Morrowind. Known to be strong, intelligent, quick, aloof, and reserved, but considered by some to be ill-fated. Dunmer mostly keep to themselves, most Dunmer natives of Morrowind harbor a bitter distrust and disdain for other races, considering themselves superior.

Dunmers gain the skill **Ancestor's Wrath** which Surrounds them in fire for 60 seconds once per day.

Imperial



A race of Humans from Cyrodiil, the province in the center of Tamriel. Members of the Imperial race are some of the most well-educated, wealthy, and well-spoken people in Tamriel and have proved to be shrewd diplomats, traders, and tacticians.

Imperials gain the skill **Voice of the Emperor** which calm anyone nearby for 30 seconds once per day.

Khajiit



They are one of the beast races which inhabit the continent of Tamriel. They are known for their natural agility, stealth, and their production of the drug moon sugar, which can be refined into skooma. They travel around selling their wares but are not usually trusted, due to the racial prejudice of many of the races in Tamriel, resulting possibly from the belief that most Khajiit are thieves. They usually talk about themselves in the third person.

Khajiits gain the skill **Night Eye** which gives them night vision for one minute. Unlike the other racial skills, Night Eye can be used multiple times per day.

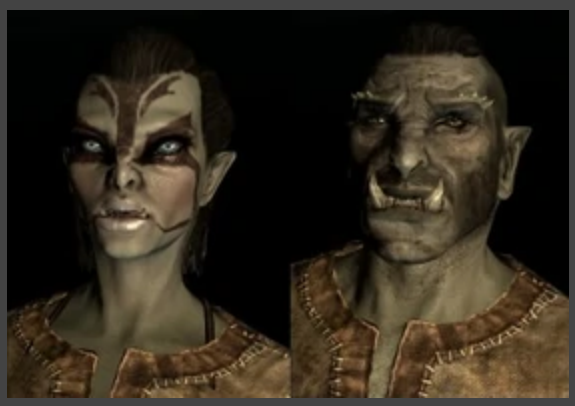
Nords



A race of Humans from the province of Skyrim. They have a natural resistance to the frost, which evolved due to their settlement in the northern, colder reaches of Nirn, and are known for their prowess as warriors. Nord culture centers on the quest for honor and glory, with emphasis also on the family and community.

Nords gain the skill **Battle Cry** which frighten nearby enemies for 30 seconds once per day.

Orsimer



Commonly known as Orcs, are considered to be barbarian people by most of the other races on Nirn and are from the mountainous regions of western Tamriel. Orsimer are of Elven blood, but this heritage is either not recognized or is forgotten by many in Tamriel.

Orsimers gain the skill **Berserker Rage** which double their physical power for one minute per day.

Redguards



A race of humans who hail from the lost continent of Yokuda and now reside primarily in the province of Hammerfell. Due to their swift and decisive conquest of Hammerfell, the Redguards are renowned as some of the most naturally gifted warriors in Tamriel. Their ferocity and versatility is also manifested in their personality, which lends itself to why they are most effective as scouts and in small units as opposed to being deployed as rank and file soldiers.

Redguards gain the skill **Adrenaline Rush** which allows them to recover their stamina 10 times faster for one minute per day.

Blessing

There are Nine Divines and Seventeen Daedric Princes in the world of Nirn. Choose two blessings from the Divines or Daedric Princes.

The Nine Divines



Akatosh – The Dragon God of Time and chief god of the pantheon.

By taking the Blessing of Akatosh, you will be turned into a Dragonborn.



Arkay – God of the Cycle of Life, Death, and Mortals burials and funeral rites.

By taking the Blessing of Arkay, you will be blessed with life making you age slower than your race.



Dibella – Goddess of Beauty.

By taking the Blessing of Dibella, you will be blessed with beauty unmatched by most mortals.



Julianos – God of wisdom, logic, literature, law, history, and contradiction.

By taking the Blessing of Julianos, you will be blessed with a genius intellect.



Kynareth – Goddess of Air, wind, sky, and the Elements.

By taking the Blessing of Kynareth, your power over the Destruction class magic is enhanced far above normal mages.



Mara – Goddess of Love, and compassion, the Mother Goddess.

By taking the Blessing of Mara, you will be blessed with a healthy life, immune to most diseases and poisons.







Stendarr – God of Mercy, Justice, charity, luck, and righteous rule by might and merciful forbearance

By taking the Blessing of Stendarr, you will be blessed with luck.

Talos – Hero-god of Mankind, conqueror God, God of Might, Honor, State, Law, Man, War and Governance

By taking the Blessing of Talos, you will be blessed with strength few men can match.

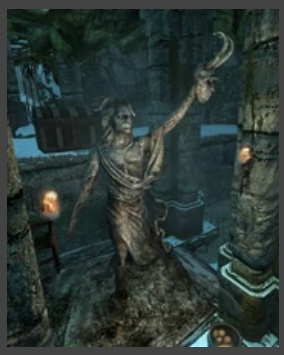
Zenithar – God of Work and Commerce, Trader God

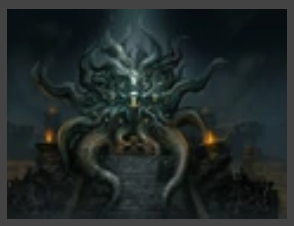
By taking the Blessing of Zenithar, you will be blessed with wealth so long as you work hard.

The 17 Daedric Princes - Unlike the Divines, Daedic Princes don't give out blessings, instead they give weapons imbued with their power to their followers. All daedric weapons have the power of their lore. Weapons will return to you should you lose it or should it get stolen.









Azura – The Prince who maintains and draws power from the balance of night and day, light and dark.

By taking the Blessing of Azura, you will be given the artifact Azura's Star.

Boethiah – The Prince of deceit, secrecy, conspiracy, treason, and unlawful overthrow of authority.

By taking the Blessing of Boethiah, you will be given the armor Ebony Mail.

Clavicus Vile – The Prince of deals, pacts, power, bargains, and serenity through wish fulfillment.

By taking the Blessing of Clavicus Vile, you will be given the mask Masque Clavicus Vile.

Hermaeus Mora – The formless Daedric Prince of knowledge and memory, seeks to possess all that is knowable.

By taking the Blessing of Hermaeus Mora, you will be given the tome Oghma Infinium.



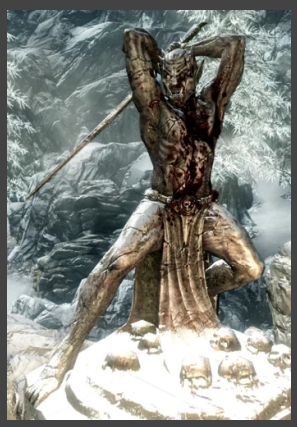
Hircine – The Prince of the hunt, sport, the *Great Game*, and *the Chase.*

By taking the Blessing of Hircine, you will be turned into a Werewolf.



Jyggalag – The Prince of logical order and deduction, upholds strict order above all else.

By taking the Blessing of Jyggalag, you will be given the Sword of Jyggalag.



Malacath – The Prince whose sphere is the patronage of the spurned and ostracized.

By taking the Blessing of Malacath, you will be given the hammer Volendrung.

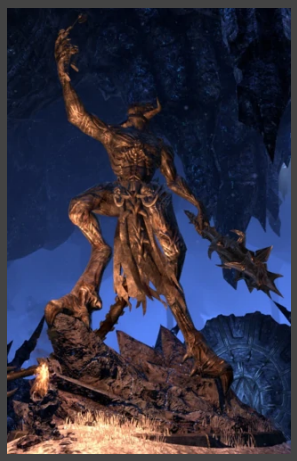


Mehrunes Dagon – The Prince of destruction, violent upheaval, energy, and mortal ambition.

By taking the Blessing of Mehrunes Dagon, you will be given the dagger, Mehrunes Razor.



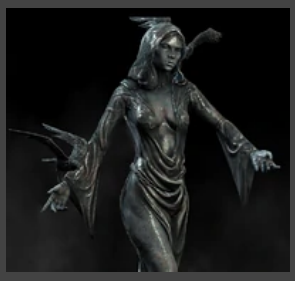






Mephala – The Prince of unknown plots and obfuscation, a master manipulator, a sower of discord.

By taking the Blessing of Mephala, you will be given the Ebony Blade.



Meridia – The Prince of the energies of all living things, enemy of the undead and all who disrupt the flow of life.

By taking the Blessing of Meridia, you will be given the sword Dawnbreaker.



Molag Bal – The Prince of domination and spiritual enslavement, seeks to ensnare souls within his domain.

By taking the Blessing of Molag Bal, you will be turn into a Vampire.



Namira – The Prince of the ancient darkness, the patron of all things considered repulsive.

By taking the Blessing of Namira, you will be given the Ring of Namira.



Nocturnal – The Prince of the night and darkness, the patron of all things secretive.

By taking the Blessing of Nocturnal, you will be given the Skeleton Key.

Peryite – *The Taskmaster*, the Daedric Prince of Pestilence, desires order in his domain.

By taking the Blessing of Peryite, you will be given the shield Spell Breaker.

Sanguine – The Prince of hedonism, debauchery, and the further indulgences of one's darker nature.

By taking the Blessing of Sanguine, you will be given the staff Sanguine Rose.

Vaermina – The Prince of dreams and nightmares, a deliverer of evil omens and dark portents.

By taking the Blessing of Vaermina, you will be given the staff Skull of Corruption.



Sheogorath – The infamous Prince of Madness, whose motives are unknowable.

By taking the Blessing of Sheogorath, you will be given the staff Wabbajack, Staff of Sheogorath, Folium Discognitum, or Fork of Horripilation depending on Sheogorath's mood.

Traits

You have been given 100 character points(CP) to spend on this section.

Appearance



Ugly +10 CP - Cannot be taken with (Blessing of Dibella)



Normal 0 CP



Handsome/Beautiful -20 CP (Free with Blessing of Dibella)

Upbringing



Orphan +25 CP



Unwanted Child +10 CP



Normal Family 0 CP



Spoiled Rotten -30 CP

Parents - Cannot be chosen with Orphan



Skooma Addicts +50 CP



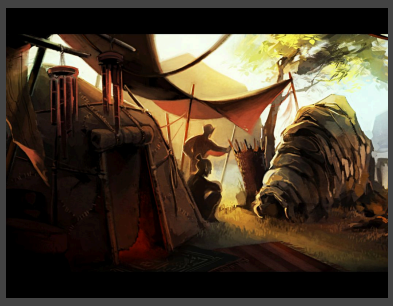
Wanted Criminal +25 CP



Beggars +10 CP



Normal 0 CP



Traders -20 CP



Noble -50 CP

Magical Aptitude



No Talent +60 CP

No matter how much you try, you just can't seem to do magic.



Untalent +10 CP

Where it takes normal mages weeks to learn a powerful spell, it can take you months or years.



Normal Talent 0 CP

You learn magic just as fast as any normal mage.







Adept Talent -15 CP

Where it takes normal mage weeks to learn a spell, it only takes you a few days. Your magic reserve grows slightly faster than a normal mage.

Prodigy Talent -50 CP

Where it takes normal mage weeks to learn a single spell, it only takes you hours. You have a reserve that is at least 5 times that of a regular mage.

Godly Talent -90 CP

Your talent in magic is so great that you can learn Master level spells in just a few hours, master them in days and not forget any magic no matter how much you learned. Your magic reserve is already so big, that others might mistake you for a master mage even if you just started.

Physical Build





Weak and Skinny +20 CP

A weak body that if you fall the wrong way, you can easily break your bones.



Normal and Average 0 CP

A normal physique. Nothing special about it. Can be trained to become stronger or faster but it will take time and if you stop training, your body will weaken like normal.

Athletic and Lean -25 CP

Your body is athletic and lean. You will be quick on your feet and dexterous but no stronger than a normal person. That is unless you train, but like normal people, it'll take months or years until you reach your peak physical strength.



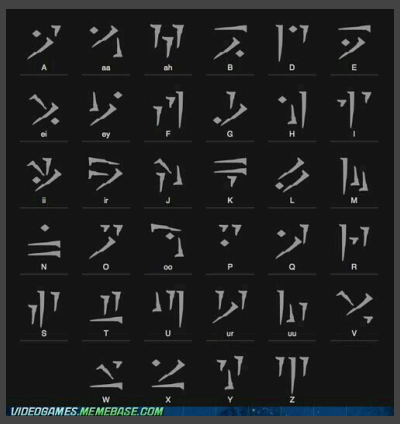
Strong and Durable -35 CP

Your body is strong and durable. You will be able to take hits that leave most people close to death and still keep on going.

Godly Physique -90 CP

Your Physique is perfect. No matter what you do or don't do, you will not be able to get weaker, only stronger without having to worry about looking too muscular. Though magic that weakens you temporarily still works on you.

Cheats







Universal Language -10 CP

You can now understand any language as long as you heard it once.

Mix Elder Scrolls Game System -20 CP

Create a Gamer System based on the Elder Scrolls Game. Can be a combination of all of them or just one game. Do remember though that even if game-breaking glitches worked in the game, it won't in real life.

Rich -40 CP

You or your family stumble into a long lost treasury making you as rich as a noble. If your parents are Skooma addicts, it won't be long before all the treasures are gone.



Personal Dimension -75 CP

A pocket dimension as big as a football field that only you and those you bring with you can access.

Items

You gain a free base Bonus Points to spend in this section only equal to your Physical Build Tier (Weak = 1 to Godlike = 5) subtract 2 if you’re an orphan, 1 if you're Unwanted and add 2 if you're Spoiled (Min 1). To find your multiplier Traders get 1 added and nobles add 3. Add a further two to that if you're rich and subtract one if your parents are Skooma Addicts (Min 1). Multiply them together to get your points for this section.

You are not incarnated with these items but you're guaranteed to acquire them with no or few strings attached before you truly need them. For example finding an abandoned stash or being gifted with weapons or armour to help protect a village from bandits.

That said through hard, diligent work and perhaps a bit of luck you could get your hands through other means.

Item Type	Tier	Cost	Example
Mundane Item	1 to 5	0.5 to 2.5	(T1)Iron Gauntlets, (T2)Steel Sword, (T3) Elven or Dwarven armour Helmet, (T4) Orcish, Ebony or Glass weapon, (T5) Daedric or Dragon Bone or item equivalent value and/or effectiveness like art, lockpicks, pickaxes or decorated goblets.
Increase Quality	1 to 6	+0.5 to 3	(T1) Fine to (T6) Legendary
Enchanted	1 to 5	+1 to 5	Add an common enchantment tier based on enchantments quality [~roughly enchanter’s skill and the soulgem used]
Set		x2/x3/x4	x2 for a full set non-combat items, x3 for a full set of matched armour, paired weapons, a full dining set, etc. x4 if enchanted and enchantments vary between pieces.
Large Tools		5	Arcane Enchanter, Spell Creation Altar, Forge, Alchemy Lab, Cart, Carriage, etc or the knowledge and skill to construct one type.

Books and texts	1 to 5	1/2/4/6/8	A few Novels or 1 Novice Spell book/Apprentice Spell Book/Adapt Spell book/Expert Spell book/Master Spell book. Books/texts with other rare valuable knowledge costed based on comparative value.
Homes	1 to 5	2/5/15/25/40	Hovel/Small house/Large Lodge/Manor/Small castle or leadership in small village. Furnishings free for non-outlaw, non-skooma addict parents. Quality +1 for Traders, +2 for Nobles and +1 for rich. Nobles will also have a few servants.
Land Grant	1 to 5	1/2/4/8/12	Virgin land with acreage sized fit for a home and gardens of a home of the same tier.
Better location	1 to 5	x1.5/2/2.5/3/5	Each tier improves a home of land grant with a notable or valuable feature like defensibility, good farming land, valuable ore veins and similar
Riding Beast	1 to 6	1/2/3/5/10/15	(T1) Donkey or Ox, (T3) Exceptional Riding or War Horse, (T6) One of if not the finest horse in Tamriel with the finest training for riding and war. Might be smarter than you are or just blessed by the gods. Add one tier for a more exotic riding beast for your local or race. At tier 5 and 6 your mount can be a Senche, Senche-raht or otherwise intelligent partner.

Any item using half or more of your available bonus points is likely to become a signature item you are known for for better or worse. Signature items resist any Daedric Curses you might have if you take basic care of them.

Spells

You learn to cast a particular spell at a young age from friends, family or tutors though if it's particularly powerful you may still need to grow into your magicka to actually cast it as well as cast it frequently so you can cast it reliably under stress. Petty tricks might be stumbled on to as might novice spells by the truly gifted.

You gain a free base Bonus Points to spend in this section only equal to your Magical Aptitude Tier (No Talent = 1 to Godlike = 6). Your multiplier starts at 1 with traders adding 1 and nobles adding 2. Add a further 1 to that if you're rich. Multiply them together to get your points for this section.

As with items learning more if you have appropriate aptitude is quite possible with diligence and hard work it's merely a guarantee that you'll learn it before you truly need it.

Magic Type	Cost	Example
Petty Trick	1	An inflexible petty trick like igniting kindling, scenting the air lavender for a minute or so or making your nails change colour
Spell	2/4/9/14/20	A single spell of any school. Cost is based on the spells rank Novice/Apprentice/Adept/Expert/Master and is doubled if a spell is not known of the previous rank. A purchase also gives the minimum of knowledge/understanding to learn further spells of that school and rank from texts without tuition without extra difficulty based on your Magical Aptitude.
Enchantment	5/15	A single enchantment 5 for one that requires charging like Flaming and 15 for one that does not like Muffle
Alchemy Recipe	5/3	Know one method to make a potion of one type. Costs 5 if side effect free, 3 if it has negative side effects like poison.
Alchemy Properties	1	Know all the properties and preparation methods for a single Alchemy ingredient

Minor Ritual	5	Rituals are magics of various potencies, costliness, time investment and dangers. For example calling the Dark Brotherhood, using a soul gem to cast a spell you know well to make a trap minor face changing knowing how to change a single aspect of someone's appearance like eye colour or cheekbones.
Major Ritual	15	For example, you know the dates, materials and how to use them to call a particular Daedric Prince to their shrine. Not Safe At All, slightly safer if you have their blessing, much less safe if you have the blessing of one whose sphere of influence opposes them. Other examples include the cure for single strains of vampirism or lycanthropy, likely unsafe for the caster or subject or both and complete face changing is another example

Talents

You have a talent with part of a particular skill equal to a perk from Skyrim either one of the ones there or something equivalent for skills that aren't in the game but would be notable in real life like athletics, unarmed combat or survival.
If in doubt a single buy for a new skill will initially boost your overall effectiveness by 10% to 20% and further ones by more. Once you have a basic Talent with a skill you can buy more powerful but specialised boosts for example reducing the magicka cost for spells of a certain school and rank by 50%.
Other more unusual tricks like creating keys for locks you can pick are also possible.
If quality or rank based difficulties are a factor, for example potentially in mastering surviving in more and more inimical climates such as Tundra/Wasteland to Desert/Ice Wastes to Oblivion then they must be bought in order.

The first Talent in a skill costs 2 and increases by 2 for each purchase in the same skill and you'll rapidly reach the skill level required to make use of your talent provided you make some effort to practice or train.

If a skill already has Talents and you're looking for something different you can tree it off an appropriate prerequisite.

Again with diligence, hard effort and possibly access to specialised lore or instruction most of these talents may be learned by anyone.

Daedric Curses

By taking a single Daedric Curse you may take the same Daedric Prince's 'Blessing' for free. You may take 2 curses and take an extra blessing from the Divines. You may only do each once.
Alternatively you may gain 5 points for each curse you take or just for any extra curses if you choose either or both of the other options.

Daedric Prince	**Curse**
Azura	Pick 2 of the following 3: 1) Your appearance regardless of what it is normally will be spoiled to look worse than any Khajiit in about 3 miles. This is always temporary and correctable but will happen with more frequency the more subjectively pretty/handsome you are compared to the nearby Khajiit. 2) Similarly your ability to lie or mislead no matter how deft your speech otherwise will dwindle to the inverse of the skill of nearest Khajiit. 3) Your ability to climb is limited to the worst Khajiit climber in the province you are currently in. You won't know when or if your limits have changed without testing them and if you're a Khajiit you don't count for being the nearest.
Boethiah	When passing along any information with the possibility to cause strife you will either accidentally omit a small detail or phrase it in such a way that such strife becomes more likely than not. If you do so consistently and deliberately without ceasing over a long period while being very clever and silver tongued enough to deal with the fall out you might be able to advance yourself through the strife and suffering you cause.

Clavicus Vile	All manner of things powerful and not will find their way into your possession but they'll just as often slip through your fingers due to bad luck or circumstances either quickly or after a while when their loss would hurt you badly. Dogs also generally like you.
Hermaeus Mora	You will have a talent for finding the location of rare and unusual texts with hidden knowledge. However you lose all ability to read or focus on reading any text except under specific conditions. The more dangerous, powerful, hidden or simply rare the knowledge the more difficult, convoluted, awkward and numerous those conditions will be however you will always have an instinct for what those conditions are and if met you'll be able to understand them regardless of language. Conditions could and do involve such things as location, times, posture, emotional state, things carried or owned but are not limited to those. You can always read your own writings but unless lots of care is taken they are likely to become subject to accidents or misfortune.
Hircine	If you are or ever become a lycanthrope you will have less control of your beast. When particularly emotional, something for which you will have the capacity, you will be forced to transform and your beast will be strongly motivated by all the emotions you were feeling. Whether that's howling in grief, lashing out in anger or making sure those you're lusting after to know it in no uncertain terms just to start with. If you take Hircine’s blessing you may choose your beast so long as it’s a powerful mundane hunter. If you are not a lycanthrope, well every hunter needs something to hunt. You become a prime target for those trying to prove themselves your better or those capable of being a threat to you by bringing you in for any bounty you have. You'll always start with a reputation and appearance of an easy mark drawing thieves, bandits and conmen to you as well in any given area. If you contract or cure your lycanthropy then the curse will flip to the other type though any reputation for weakness will still stand till dealt with.

Jyggalag	You will often find yourself trapped in cycles and having to repeat things you've done before to keep them the way they should be unless someone or something you haven't accounted for distracts you from your course because your own actions will have a tendency to start the undoing of the effects of those actions prior.
Malacath	If speaking or acting without care the curse bearer is likely to find themselves ostracised in a local by slighting, insulting or otherwise harming or appearing to harm the community. This can be undone by consistent valorous conduct in the face of the hardships they face and consistently doing so reduces (but does not nullify) the chances of the curse coming into play in the first place.
Mehrunes Dagon	Pick 2 of the following 3: 1) Your ability to personally and intentionally inflict lasting harm in any form is drastically reduced. The more urgent or important the ability to inflict temporary harm is the more it is reduced. 2) Your ability to personally instigate change is reduced. The more you care about a change the more your ability to aid bringing it about is reduced. If such a change is important enough to be the cursed's driving goal then they may even become detrimental to the cause. 3) Your capacity for magicka is reduced as is your physical stamina by 3 and 2 steps respectively on the Magical Aptitude and Physical Build charts above. Your ability to use what energies you have isn't affected beyond that caused tapping out your endurance. These states are still trainable but they require effort consummate with improving ability as if one was not cursed in the first place to increase.
Mephala	Your followers and others under your command will often act counter to your intentions or orders from misunderstandings, ignorance or malice depending on your relationship with them unless you are careful about both the orders given and their understanding of the situation.
Meridia	Being in areas where death is strong or undead are or have been numerous saps slowly but noticeably your energy and any rest or recovery is poorer in effect. When you're facing undead you can and will push yourself harder to defeat them effectively boosting your speed and strength but increasing the drain and strain you suffer significantly.

Morag Bal	Your chances of being captured and sexually assaulted rather than being killed or of being coerced into assaulting someone against your will in those ways are not only significantly higher attempts to escape capture, slavery or imprisonment suffer many unexpected set backs. While no more vulnerable to soul trapping than any other attempts to fill soul gems near you will also drain you of magicka increasing with the size of the gem and your current capacity. The drain is vastly higher if a weak soul is drawn into a better quality gem than required for it with the small beneficial side effect that while it's no better for enchanting than the soul allows it would recharge something far better than the soul normally would when this happens.
Namira	Pick 2 of the following 3: 1) You are far worse at going unnoticed and are prone to acting without subtly unless you pay close attention. 2) Without far more care or extreme measures than normal your secrets aren't likely to stay that way due to being unknowingly overheard or small pieces of evidence being missed and unexpectedly found. 3) Your rations and equipment are far more susceptible to rot and mold causing damage. Any property you own will also attract infestations of insects or rats and gardens will draw slugs looking to feast on your produce. The uglier you are the weaker this curse is to a point though being beautiful or handsome strengthens it greatly. As your appearance changes, be it from grooming, disease or injuries so does the strength of the curse.
Nocturnal	Pick 2 of the following 3: 1) Actions in the dark or poor light are more difficult for you. The darker the area or more limited the nearby light sources the greater the increase in difficulty. 2) Even puzzles or riddles that should be simple for someone of your intelligence will confound you for hours unless you know the exact answer already. Ones that are actually a challenge for your intellect would take days or weeks longer than they normally would. 3) Your luck is poorer to the same degree that Stendarr's blessing would improve it. If you have this curse and that blessing of the Divines then your luck will swing with no middle ground and little guide to when

	it will change except that sacred days pull more one way than the other based on whether it's Stendarr's or Nocturnal's.
Peryite	You contract a random disease. When it runs its course or you are cured of the disease in any manner you contract another disease. Contracted diseases can be any severity from uncontroled sneezing to rapidly fatal without treatment and are contagious.
Sanguine	All sorts of vices and chances to indulge them moral and immoral will come to you. They will also often come in a form that turning them down will cause you problems. For example turning down a drinking contest could lead to a bar fight, refusing to help a noble indulge could lead to him being slighted and making your life difficult all the way to murder attempts depending on their personality. Then there's the thalmor that wants you to help torture someone for information to purportedly and to prove your not with them. No matter what it is or how sick or twisted an indulgence it will always be satisfying and/or pleasurable enough that indulging again won't be unthinkable despite any feelings of disgust or guilt.
Sheogorath	Pick 2 of the following 3, can pick number 2 or 3 twice but the choices can't overlap in any aspect: 1) Pick 3 random commonly known facts. You will experience those facts in a different manner and certain anyone else is mad if they disagree. This can range from the sky being a different colour to people looking like cloth dolls wearing organs and skin as 'clothes'. This might make some hidden things obvious or obvious things hidden. 2) Gain a great but mundane knack with a limited aspect of your choice from a random skill but require you to continually perform a nonsensical and noticeable ritual while using the skill in any manner or become prone to screwing up dramatically. For example wearing your pants on your head while whistling and doing a jig. A skill is something with the breadth of a skill in Skyrim and before rolling to get your skill you could add others broad active skills like Survival or Athletics to your list. Even if they don’t come up, declare them in your build. 3) Gain a random mental derangement of moderate severity. If you

	choose it can be high severity and you also become naturally talented at a particular art form. Alternatively the derangement can be of minor severity but you become much much more susceptible to gaining further derangements and insanity
Vaermina	Whenever you sleep with one or more people nearby you'll have a dream relating to their nightmares and memories. Either your rest will be poor or if it isn't a nightmare for yourself as well you'll awake with the smallest of memories of the dreams that make you doubt the intentions of those you dreamed about.
Curse Breaking	A single curse can be broken by finding and undertaking a quest of similar difficulty to the main quest in an average Elder Scrolls game.

As you finish setting up everything, you look to the last terminal.

Begin Reincarnation?
[Yes/No]