

[Nightmare Before Christmas](#)

For Sombra

Name: Shadow

Age: Unkonwn

Appearance:



300 CP

"A world of Frights? Tch. How will this place teach me about Friendship?"

Identity: Experiment

Perks:

Danny Elfman Soundtrack (Free): You can carry a tune, have fitting orchestral backing music and occasionally everyone breaks out into song. The songs are catchy, are related to whatever is going on around you and you know all the words.

Halloween Potioneer (100 CP, Free for Experiment): You have a knack for making spooky potions with mundane materials. From mixtures that create vast amounts of fog when put into contact with water to using deadly nightshades to knock the dead unconscious. It may not always make sense but it comes in handy whenever you want to cover someone in slime or give them boils.

The Scientific Method (200 CP, Discount for Experiment): You are brilliantly knowledgeable when it comes to anatomy and electricity but your real gift is in inventing. While generally an insightful and skilled inventor you find that the more macabre or spooky your creations are the more brilliant and truly inspired they become.

Monster Mash (400 CP, Discount for Experiment): You have the ability to animate dead body parts. Creating a fully sapient person out of parts is as easy as getting the parts together and attaching them to one another (although controlling them is a different matter) and making several flying skeleton reindeer in an afternoon is exceedingly simple.

TES_Undead

800 CP

If I am to go to a place of creeps, ghouls, monster, and spook; I need to really Look the part

Undead Type: Draugr

This will fit me well.

Perks:

Undeath [Free]: No matter which path you went down, nor how you went about achieving it, the end result is all the same. You are an undead being, and with that comes many perks. You are effectively immortal, so long as nothing comes around to murder you. You have what is effectively unlimited stamina, you are not affected by mundane poisons, and you are no longer inhibited by pain. Additionally, you have no need to eat, drink, breathe, or even sleep. Enough damage to your form will still eventually kill you, as well as the destruction of your head, so be mindful of that. You are also susceptible to Restoration spells, and as such cannot utilize normal healing spells.

"Well technically speaking I am already Undead but now I have the perk to prove it"

Zombie [Exclusive Draugr]: From flesh and bone, you were risen. Though you may lack the skill with magic that others have, it is in physicality where you truly shine. You are much stronger than before, able to bring out your full power without the worry of damaging your body. Additionally, your toughened skin has made you much more difficult to damage.

"I am basically a Zombie in this jump so this fits."

Wight [100]: With all of the benefits your new form has brought you, it is important that you remember the detriments as well. One of which would be the loss of your natural healing, making any wound you take that much more dangerous. Well, normally. You are different, as you can regenerate from most damage over the course of a few days, good as new. It can't regrow severed limbs, but holding your severed appendage to your stump for a while will allow it to reconnect and heal. Decapitation will still kill you.

"Improved Survivability. You just in case"

Scourge [200]: Amongst the many warriors across Nirn, there are few foes as dangerous yet fragile as mages, those who bend magicka to their will. It is quite difficult to fight an opponent who can set you on fire from a hundred yards away, but it seems as though your undeath has partially solved your problem. Any hostile magic is half as effective against you, with weaker spells failing entirely.

800 CP -> 700 CP

"Magic Resistance? HEHEHE HAHAAHAHA! Oh Spike you better succeed at this plan of reforming me otherwise...well your friends will have trouble dealing with me in the future"

Overlord [400]: Though your combat prowess was great enough for you to be brought back from death, now it is something of legends. You were a highly capable combatant in life, be it one on one or against entire groups, and it has only gotten better in your undeath. Now it wouldn't be unreasonable for you to fight off a small army all on your lonesome and emerge the uncontested victor.

700 CP -> 500 CP

"This time I won't be rendered helpless when I have to rely on Melee"

Dragon Priest [600]: Ah, it seems as though you were not actually lacking in magic. You must have trained up in the north with the Tongues, for you are a master of the Thu'um, or the Storm Voice. This specific branch of Tonal Magic allows you to alter the very fabric of reality with just a few words, conjuring blasts of force, freezing enemies solid, and even commanding the weather. And due to your new state of being, you will suffer none of the drawbacks of overusing this power.

500 CP -> 200 CP

"Hmmm Preculiar"

Items

Burial Urn [Free]: What you now possess is a small urn with your name on it, only around the size of the average horse skull. Inside will always be a few gold coins, a gem or two, as well as the ashes of a dead person. These will restock when you place the lid back on.

Undead Aesthetics [50]: Your Warehouse is an integral part of your being a Jumper, so shouldn't it also receive an upgrade in celebration of your undeath? Yes, you may now have your Warehouse, as well as any properties or items you own, take on a dark and haunting aesthetic fitting for your new form.

200 -> 150

"This is going to be for the gothic part of my main base...not my home base, that would ruin it!"

Magical Enchantment [100/50]: Only fools go around without the very best equipment they can acquire, and you are no fool. Upon any item you own, you may add a single, powerful enchantment with each purchase of this option. This cannot be used to acquire unique enchantments, such as the effect of the Wabbajack. This option may be taken multiple times, at a discount after the first purchase.

150 CP -> 0 CP

Ancient Nord Set [100]: You were entombed with your armor in death, and now it will protect you in unlife. You are now in possession of a high-quality set of ancient Nordic armor and weapons, as well as daily replenishing arrows, each just as effective as the day they were forged.