***Concepts***

Additional Races

1. Khajiit Subraces (not listing them all atm)
2. Sarpa Argonian
3. Naga Argonian
4. Falmer (Pre-Corruption)
5. Dwemer
6. Minotaur
7. Goblin
8. Riekling
9. Wood Orc
10. Harpy
11. Lamia
12. Tsaesci
13. Dremora
14. Aureal
15. Mazken
16. Shrike

Expanded Cultures

* Clanbond
* Falmeri
* Ayleid
* Dwemeri
* Reachmen
* Primal
* Akaviri
* Skaal

Heritages

* Dhampyr
* Half-Giant
* Dragonborn
* Demiprince

More Talents

* ???

Esoteric Magics (Conceptual)

* Necromancy?
* Hedge Magic
* Runes
* Flesh Magic
* Shadow Magic
* Mind Magic
* Nymic Magic
* Auramancy (likely a single spell)
* Blood Magic
* Polymorphing
* Transmutation

Mythic/Special Skills

* Thu’um
* Shehai
* Akaviri Battle-Spirit
* Claw-Dancing
* Machinery

Faith & Favor

* Aedric Devotion
* Daedric Occultism

Player Bases and Property

Transformations

* Vampire
* Lycanthrope
* Dreamer/Corprus
* Lich
* Briarheart
* Hagraven
* Vestige