**Functionality**

* Race: Pick 1
* Style: Armor type & primary skill
  + Warrior
    - Heavy Armor
    - Block
  + Stealth
    - Light Armor
    - Sneak
  + Mage
    - Alteration
    - Conjuration
  + Random
    - Armor
      * None
      * Heavy Armor
      * Light Armor
    - Pick a random Skill
* Weapons: Melee and Range
  + Melee
    - Unarmed
    - One-Handed: Daggers
    - One-Handed: Maces
    - One-Handed: Swords
    - One-Handed: War Axes
    - Two-Handed: Battleaxes
    - Two-Handed: Greatswords
    - Two-Handed: Warhammers
  + Range
    - None
    - Archery
    - Destruction: Fire Spells
    - Destruction: Frost Spells
    - Destruction: Shock Spells
* Misc.
  + Pick 0 – 6 Skills
    - Can be any skill
    - If you already have that skill you don’t get a reroll

**Enums**

Race

* Altmer
* Argonian
* Bosmer
* Breton
* Dunmer
* Imperial
* Khajiit
* Nord
* Orsimer
* Redguard

Skills

* None
* Alchemy
* Alteration
* Archery
* Block
* Conjuration
* Destruction: Fire Spells
* Destruction: Frost Spells
* Destruction: Shock Spells
* Enchanting
* Heavy Armor
* Illusion
* Light Armor
* Lockpicking
* One-Handed: Daggers
* One-Handed: Maces
* One-Handed: Swords
* One-Handed: War Axes
* Pickpocket
* Restoration
* Smithing
* Sneak
* Speech
* Two-Handed: Battleaxes
* Two-Handed: Greatswords
* Two-Handed: Warhammers