

The Unofficial Elder Scrolls RPG

3rd Edition



Rules Compendium



Credits

This book is **Version 4** of the **UESRPG 3e Core Rulebook**.
The latest version of the game can always be found online through our [file/link compendium](#).
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The Elder Scrolls®

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Other Games

This game draws inspiration from a number of other role-playing games. In particular: Dark Heresy (Fantasy Flight Games), Eclipse Phase (Posthuman Studios), and RuneQuest Sixth Edition (The Design Mechanism). The authors of this book do not claim to own any of these games, or any of the mechanics drawn from and/or inspired by them. All credit goes to the respective owners.

This Book

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Introduction

“Go ye now in peace. Let thy fate be written in the Elder Scrolls...”

The Elder Scrolls: Arena

Welcome to the Unofficial Elder Scrolls Role-playing Game! Known as the UESRPG for short, this is a fan made role-playing game designed for play in the Elder Scrolls setting.

Purpose

Rather than attempting to focus on a particular era or region within the greater Elder Scrolls setting, we have chosen to take a “toolbox” approach. This means that instead of using a specific story, location, time, or place as the focus of the game, we have provided a set of tools to allow players and their game master (GM) to work together to create their own adventures in the world of the Elder Scrolls.

We’ve provided you with rules and content, but it’s up to each group to decide how to use it all. In many other role-playing games, the players are agents of some group or organization with an explicit mission. However, the UESRPG provides no such context, simply existing to give you the tools you need to create the story you want. Admittedly we have had to do some framing: we assume that most campaigns will take place in Tamriel, probably during the third or fourth eras. But there is no reason that you cannot explore other parts of the setting.

What’s New in Third Edition?

Third edition has been our opportunity to polish and streamline all of the cool, but awkwardly-executed ideas from second edition. You’ll find the game is simpler, more streamlined, better balanced, and generally easier to understand.

Lore, Design, and Canon

The guiding principle of all our design decisions has always been the spirit of Elder Scrolls lore. Due to the nature of video games as a medium there are a number of holes in our knowledge about the setting. Unfortunately there is no official Elder Scrolls role-playing game and so most of those holes will remain, officially, unfilled.

Because of this, and because of the level of detailed knowledge required to create a role-playing game for a specific setting, we have had to build our own interpretation of the Elder Scrolls. Conflicting game mechanics, contradictory lore, and differences in themes and presentation are all obstacles to any unified vision of the setting. We have had to make many tough choices about how we want things to work in “our” Elder Scrolls, and you may disagree with some of our decisions. That’s okay; just understand that everything in the game is the way it is for a specific reason.

With that in mind, it is also worth noting that “canon” in this setting is a rather fuzzy concept. We have tried to build an interpretation of the setting that is generally agreeable. Fortunately it should be quite simple for one to expand or alter the game to fit their own vision of the Elder Scrolls universe.

Using this Book

This book contains all the information needed to create characters, and role-play in the Elder Scrolls setting. It includes all of the mechanics of the game, and is intended for use by players and GMs alike.

On Roleplaying Games

This rulebook assumes that the reader is familiar with how role-playing games work, including concepts such as: the distinction between players and Game Masters, the difference between PCs and NPCs, and basic dice mechanics. If you are not, we recommend you do some cursory online research before proceeding, or ask your GM to help you.

But the UESRPG is not just one book! Three books make up the core of the game: this book, the **GM HANDBOOK**, and the **PLAYER HANDBOOK**. These books offer optional rules, additional character choices, and advice for both players and GMs.

On top of that we have planned a total of seven supplements to expand upon the core books. These books are entirely content focused, and are packed with rules for monsters, strange magic, and powerful artifacts! These supplements are: **ARCANE ARTS**, **PLANES OF OBLIVION**, **TAMRIELIC ARTIFACTS**, **SECRETS OF THE DWEMER**, **INHABITANTS OF TAMRIEL**, **HEROES OF TAMRIEL**, and **DARK PATHS**.

Finally, because we plan on consistently updating and expanding the game, your feedback is critical in helping to make it the best it can be. Drop by our [file/link compendium](#) if you want to find the latest version, have questions, or want to get involved. Thanks for your support, and enjoy the game!

Seht

Version 4 Addendum

To preserve the recorded intent and vision of the original designers and contributors of UESRPG 3e, we have decided to leave Seht's introduction from the Core Rulebook's original release intact. The observant reader may notice, however, that a few things have changed since that introduction was penned and not every supplement listed there has seen the light of day.

An Abridged History of 3rd Edition

In the bowels of the internet, floating in someone's cloud drive, a fabled tome was unearthed: the first version of UESRPG 3e. At the time of its release, this first version wasn't quite up to snuff, so the 3e development team got to work on updating the rules shortly thereafter, eventually releasing 3e v2.

Upon 3e v2's release, the rules for Conjunction - considered by many to be a core school of magic in the Elder Scrolls - were still not included. They were instead planned for release in the future in an expansion supplement. Despite this missing piece, the v2 ruleset was well received by the community.

Then, over time, various iterations of the UESRPG 3e team released a great number of supplements: **SECRETS OF THE DWEMER**, **TAMRIELIC ARTIFACTS**, **THE BOOK OF CIRCLES**, **THE PLAYER'S HANDBOOK**, **THE SCROLL OF BEASTS**, **THE SCROLL OF OBLIVION**, **THE SCROLL OF PEOPLE**, **THE SCROLL OF THU'UM**, **THE SCROLL OF UNDEATH**, and **WONDERS OF THE AYLEIDS**. These supplements expanded on what The Core Rulebook provided, releasing rules for Conjunction and Necromancy, granting rules for additional races, introducing the concept of Elite Advances, giving GMs lore and bestaries, and much more.

After a time, StarryCharlotte undertook the herculean effort of updating the Core Rulebook and filling in much of the missed content. They also made valiant attempts at streamlining and balancing the system in the 3rd version of the Core Rulebook. Unfortunately, many of these changes were divisive among the community, creating a rift between those who preferred v2 and those who preferred v3. Many a whiteposter found themselves lost in a sea of confusion and doubt when trying to select which version of the core rulebook that they should run or play.

The community existed with this rift for another year or so, at which point Anon133 released The Black Book of Apocrypha. This book aimed to add additional material and resolve some issues that Anon133 and the Black Book's core contributors found to be antithetical to the original UESRPG 3e vision and design.

This book did much to bridge the gap between the community's two camps, but unfortunately the rift was not healed completely. There were still those who either found that the Black Book did not resolve the issues with v3 in their entirety or simply preferred the simplicity of using v2 alongside the supplements instead of having to use The Black Book to patch their v3 games.

This division existed for another few years, at which point Greybard and the core v4 team members uptook the task of a fourth version with the goal of providing a unified vision of UESRPG 3e that would satisfy both sides of the v2/v3 debate. Later versions of v4 were promising in this effort, but the question of a community unification in the v4 ruleset can only be answered by releasing the final version of this book.



The v4 Vision

The intent behind this version of UESRPG 3e is to return to the original vision of the Core Designers while incorporating the well received aspects of v3 and lessons learned throughout the many years of play.

As part of this effort, the team also decided to consolidate the rules spread out among the 10 supplements into 3 comprehensive books for ease of reference. The **RULES COMPENDIUM** would contain all rules relevant from these sources for the moment-to-moment gameplay for players and GMs, **INHABITANTS OF TAMRIEL** would consolidate the NPC Profiles from the supplements, and **TAMRIELIC ARTIFACTS** would serve its original purpose as the consolidated catalog for the system's relics, artifacts, and other mystical objects.

To accomplish this goal, a high-level plan was laid out by Eygrima and executed in detail by Greybard and the v4 team: Using v2 and its errata as the foundation, they would incorporate changes from the black book, the various supplements, and the favorably viewed changes from v3 - some of which were included as optional rules in this version.

Changes and Additions to Look out For

For players and GMs migrating from the 2nd version of 3e, you will find most of the ruleset that you're used to with some key additions - namely, optional support for some streamlined rules from v3 as well as some additional features and/or changes that migrants from both version will be interested in, listed later.

For those coming from the 3rd version of 3e, there are four major changes to look for related to wounds, armored spellcasting penalties, AP refreshing in combat, and enchanting.

On the subject of wounds, Wound Threshold has been restored as intended in the original versions of 3e with support for the v3 vision of wounds by way of the Alternate Wounds optional rule. Armored spellcasting penalties have been removed entirely and, as such, reinforced robes have been removed, seeing as they were included to support mages who wished to avoid those penalties. No optional rule was added to support this feature, as it is antithetical to the design of the system and its vision of the Elder Scrolls fiction.

In v3, characters regained AP at the start of their turn, while in v2 AP was regained at the start of the round. To retain the original intent of the system's designers, AP refreshing has been

restored back to the v2 rules with the v3 version of AP refreshing included as an alternative optional rule.

The enchanting rules included in v3 made a great attempt at resolving some of the problematic power scaling from the v2 rule set, but they had various issues of their own that were revealed when they were released to the community. The resolution chosen by the v4 team was to restore the v2 ruleset with the intention that players and GMs should work together to create reasonable enchantments for their table.

Migrants of both versions will likely be interested in rules changes related to Bleeding, additional rules for blight disease, vampirism, lycanthropy, and the addition of the Shadow Magic Elite Advance. Lastly, the v4 team made some important changes to spellcasting. Specifically with spell costs, spell attributes, and when spells can be cast. It is recommended for veteran mages of the system to reread the Chapter 6 in its entirety and the cast magic action listings in Chapter 5.

Aside from these major changes, there are many other minor balance adjustments and rule clarifications, of which there are far too many to list here.





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Chapter 1: Getting Started

"First thing, pilgrim. You're new. And you look it. Here's 200 drakes. Go get yourself a decent weapon. Or armor. Or a spell. And second thing... you need a cover identity. Around here, 'freelance adventurer' is a common profession. Sign on with the Fighters Guild, or Mages Guild, or Imperial cult, or Imperial legion, advance in the ranks, gain skill and experience. Or go out on your own, look for freelance work, or trouble. Then, when you're ready, come back, and I'll have orders for you."

Caius Cosades, The Elder Scrolls III: Morrowind



As is true for most roleplaying games, the goal of the Unofficial Elder Scrolls RPG is to provide a framework for game masters and players to craft and enjoy characters, stories and adventures in the Elder Scrolls setting. In order to achieve this, a flexible set of core mechanics are needed, something capable of handling a number of different scenarios with ease. This Chapter will introduce you to these core mechanics, as well as the basic concepts necessary to understand the rest of the game.

The Two Golden Rules

This book contains quite a few rules, and it's easy for one to get lost, especially if one isn't used to role-playing games of this type. In other cases, certain rules might not fit well with the way your group prefers to play. Both of these cases can slow down, or otherwise harm, the gaming experience for a group.

To combat this, keep in mind these two golden rules above all others. First, **if a certain rule is slowing play down too much, just stop using it.** Second, **if you want to change something, do it.** While we have done our best to provide a ruleset that should be acceptable, nobody knows what works for your group better than you do.

CORE MECHANICS

The goal of most people who play role-playing games is to experience exciting, stressful, or dramatic situations in another world or time through the eyes of their character. Invariably, the players will want to know how well their characters perform certain actions in these situations. They do this by making tests.

Making Tests

A **TEST** is a d100 roll made to determine whether or not a character has succeeded or failed at a certain action, and to what degree. Characters will be called to make tests in a variety of scenarios, but it's important to remember that tests are not required for every action. There's no need to make a test to have your character take a few steps across a room. If, on the other hand, you find your character forced to walk across a tightrope suspended above a lake of molten lava in order to escape angry Dremora (or something equally dramatic), then you will probably want to know if your character manages to cross in time. It is recommended that the GM only require tests if one or more of the following conditions hold true:

- The activity is unusual for the character, and not something they attempt routinely.
- The character is lacking the time and/or tools necessary to complete the task.
- The circumstances and environment impose stress.
- There are meaningful consequences for failing the action.

You make tests by making a percentile roll and comparing the result to a **TARGET NUMBER**, often referred to as **TN**, and typically a value between 1 and 100. **If the roll is less than or equal to the target number, the character succeeds. If the roll is higher than the target number, they fail.**

Example: A character is attempting a very difficult task at which they are relatively skilled. After accounting for modifiers, they determine that their target number for the test is 37. They manage to roll a 32, below their target number, so they succeed!

Degrees of Success and Failure

Sometimes knowing whether or not your character succeeded a test isn't enough. Each successful test or failed test also produces a number that represents how well or how poorly that character succeeded on the task they were attempting.

It is not necessary to calculate degrees on most tests, but certain tests (such as attack and defense rolls) require it, and it can also be useful if the GM wants a measure of roughly how strongly a character succeeded or failed.

A character's **DEGREES OF SUCCESS (DoS)** on a test is equal to the 10's digit (the first number) of the result of their d100 roll. A character always achieves at least one degree of success if they pass a test, even if they roll a single digit result.

Example: A character succeeds on a test with a target number of 47, and they rolled a 32, so they achieved three degrees of success. If the same character were to pass that same test with any roll ranging from 40 to 47, then they would achieve four degrees of success instead.

A character's **DEGREES OF FAILURE (DoF)** on a test is equal to one plus the tens digit of the difference between the result of their d100 roll and their target number. A character always fails with at least one degree of success if they fail a test.

Example: A character fails on a test with a target number of 57, and they rolled a 72. So, they failed with two degrees of failure.

As characters improve their target numbers for common tasks by increasing their skills, then higher and higher degrees of success naturally become possible for them. **A character with a Target Number over 100 adds the 10s digit of their Target Number to their DoS.**

Difficulty & Modifiers

Not all tests are created equal! **MODIFIERS** are adjustments made to a test's target number (not the roll itself), that make the test easier or harder for a character to pass. **BONUSES** are modifiers that increase the target number and thus make success more likely, while **PENALTIES** are modifiers that decrease the target number and thus make success less likely. If a test would be subject to more than one modifier, simply add their values together to determine the net modifier for that test.

The **DIFFICULTY** of a test is a modifier applied based on how much more difficult or easy the test becomes due to circumstance. One of the most important jobs of the GM is to determine the difficulty of tests. The test difficulty table below provides guidelines for recommended modifiers given particular levels of difficulty.

Once the difficulty has been decided, apply the modifier to the test's target number and roll the test against the modified target number. GMs who desire more finesse should not be afraid to assign test difficulty in increments of +/- 5.

Example: A character attempts to break down a wooden door in a dungeon. The GM decides that this task would be relatively easy compared to breaking down a normal door, as the wood is aged and rotting, and so assigns a difficulty of Easy to this test. They also tell the player which Characteristic or Skill to use to determine the target number (more on this in the Characteristic & Skill Tests section). When making the test, the player would increase their normal target number by 20.

Test Difficulty Levels

Difficulty	Modifier
Effortless	+40
Simple	+30
Easy	+20
Ordinary	+10
Average	+0
Challenging	-10
Difficult	-20
Hard	-30
Very Hard	-40

Note that the GM should feel free to impose modifiers on tests beyond +/- 40 if it would be appropriate for the situation. This range is not meant to be limiting, it simply reflects the most common difficulty levels that will likely see use in an average campaign.

Critical Successes & Failures

Sometimes a character succeeds or fails a test in particularly spectacular ways. Such dramatic successes, or abysmal failures, are referred to as **CRITICAL SUCCESSSES** or **CRITICAL FAILURES**.

A character's chance of rolling a critical success depends on their five Lucky and Unlucky numbers. A character has a number of **LUCKY NUMBERS** equal to their Luck Bonus (a concept we will explore in Defining a Character), and a number of **UNLUCKY NUMBERS** equal to five minus their Luck bonus. These numbers are chosen randomly at character creation.

Example: a character with a Luck bonus of 3 might have 7, 63, and 89 as their Lucky Numbers, and 16 and 44 as their Unlucky Numbers.

If a character rolls one of their Lucky Numbers then the test is considered a critical success (regardless of the target number). On the flip side, if the character rolls one of their Unlucky Numbers then the test is a critical failure (regardless of the target number).

A critical success is a dramatic, stunning success. GMs should reward characters with circumstantially appropriate effects whenever they roll critical successes. Though in the case of particularly difficult (or nigh impossible) tests, a critical success might simply represent the fact that the character managed to succeed "normally" against all odds.

A critical failure is an abysmal, terrible failure. GMs should punish characters with circumstantially appropriate effects whenever they roll critical failures. Though in the case of particularly easy tests, a critical failure might simply represent the fact that the character managed to fail "normally" despite all of their advantages.

In combat, critical successes and failures have specific effects for attack and defense rolls that are further explained in the appropriate section.

Non-Player Character (NPC) Criticals

Creatures and NPCs do not have Luck like a Player Character does; however, they still have the capacity to critically succeed or fail. Unless specified on the statblock, use the following rules: On a roll of 1-3, the roll is considered a Critical Success. On a roll of 98-100, the roll is considered a Critical Failure.

Types of Tests

You won't always be testing your character in the same way every session. There are four different types of tests that a character can be called to make, each reflecting a different circumstance.

Standard Tests

Tests without any opposition are known as **STANDARD TESTS**. They measure how well a character performs an action in a particular situation. Standard tests are handled as described on the previous page: a result less than or equal to the modified target number is a success, and a result above the target number is a failure. The GM can call for the character to calculate their degrees of success on the roll if it is required by the test, or if they just want to have that additional metric.

Teamwork

Two or more characters can work together on a single task. The character leading the effort is the one who makes the actual test, and as long as having someone to assist them would be productive then they may reroll the test once if they fail initially. The helper(s) do not need to be trained in the skill being used as long as the GM decides that they can follow directions or make themselves useful in some other way.

Group Test

Sometimes the GM may call for multiple characters to attempt to accomplish a task where each member of the group is expected to perform. In these cases the characters who are more skilled can help cover for their comrades. To make a group test, everyone in the group rolls the same test with the same modifiers. If at least half of the group succeeds, then the whole group does. Otherwise the group fails. This can be used to represent things like a group of characters attempting to navigate dangerous terrain or avoid detection by enemies.

Simple Tests

In many circumstances there is no chance that a character will fail a particular action, but the GM wants a simple gauge of how well the character performs. In this case, a **SIMPLE TEST** may be employed. This is handled just like a standard test, but rather than determining success or failure, the result of the test determines whether the character succeeds strongly (passes the test) or succeeds weakly (fails the test).

Opposed Tests

Whenever a character's action is directly opposed by that of another character, the GM can call for an **OPPOSED TEST**. Both characters make a test against each other, with the result determining the winner. To make an opposed test, each character rolls a standard test as appropriate to the situation. If only one of the characters succeeds, that character wins. If both succeed, then the characters have tied. If both fail, then nobody wins.

Note that both characters do not have to actually roll the same test: characters making different tests for different actions can still be acting in opposition to one another.

Opposed tests that result in a tie (both characters succeed) are typically broken by comparing degrees of success, with the character who has the greater success being the winner. Further ties can be broken by having the characters reroll. Sometimes the GM may rule that the test has simply resulted in a tie and the two characters remain locked against each other until one of them gives up or another opposed test is made.

If a character rolls a critical success during an opposed test, they automatically win the contest regardless of their opponent's degrees of success (unless both rolled a critical success, in which case the tie is broken by a roll off).



Extended Tests

Sometimes the GM may rule that a single task may require more than one test to achieve. An extended test is simply a series of one or more tests made by a character where each successful test adds to the character's total degrees of success. Once their total reaches a threshold decided by the GM, they pass the test. This can be used to simulate tasks like breaking down a door.

Most extended tests are also performed under some sort of time pressure. With infinite time it is assumed the character could eventually complete the task. However, if the task has a time limit, then "failure" is simply represented by not achieving success in the allotted time.

Example: An Imperial soldier is attempting to bash down a door to help their comrade on the other side who is beset by foes. The GM rules that this requires an extended test and that each Turn the soldier can make a Strength test to attempt to damage the door. The GM has decided that 10 degrees of success are necessary to overcome the door. On their first Turn the soldier succeeds with 5 degrees. On their second, they fail. On their first Turn of the second round they succeed with 3 degrees. And on their second Turn of the second round, they succeed with 4 degrees and finally smash the door down. Fortunately their ally is still alive, and at the start of the third round the soldier draws their sword and rushes into the room...

Characteristic & Skill Tests

Until now, we have simplified the concept of tests. Characters are largely defined by their characteristics, which provide the base target number for almost all tests. Characters also have skills, which can affect different tests in certain circumstances. All tests (regardless of the test's type) can be divided into two categories based on whether a characteristic or a skill is used to determine the target number.



CHARACTERISTIC TESTS are tests made with a target number based on one of a character's characteristic scores and modified as appropriate for the difficulty of the test. These tests are used when a character is performing a task that does not require or benefit from specialized training and relies only on their natural abilities.

SKILL TESTS are tests made with a target number based on one of a character's characteristic scores and their relevant skill level. Like characteristic tests, skill tests are also modified as appropriate for the difficulty of the test; unlike characteristic tests, skill tests also take into account a character's skill at whatever task they are attempting. Skill tests are used when a task requires some form of specialized training or skill to perform well.

Each skill has an associated set of governing characteristics (listed in parenthesis next to the skill, typically) which are the characteristics upon which that skill relies. Typically the player chooses which characteristic to use, but the GM may require that they must use a particular one if they feel the circumstances dictate it.

Once the governing characteristic has been determined, add the character's skill bonus (equal to ten times their skill rank) and any other applicable modifiers to the characteristic score. If a character instead has no training in the skill, they suffer a -20 penalty in addition to any other applicable modifiers. This value is the target number for the skill test.

Example: A thief attempts to leap delicately between two rooftops. The GM rules this requires an Acrobatics test of Challenging difficulty (-10). The thief has the Acrobatics (Str, Ag) skill trained to the Journeyman rank (+20). The player chooses Agility as the base characteristic for the test as it is higher than their Strength and better fits the task at hand. They apply a net +10 modifier to their Agility score of 43. They then roll a 37, which is a success (with 3 degrees) against their target number of 53.

Limited Skill Tests

In some circumstances the GM may rule that a character's skill in one area is limited by their lack of skill in another. For example, a character fighting while balancing on a moving surface is limited by their ability to balance themselves properly. In these cases the character may not take advantage of any of their ranks in the primary skill that would exceed their ranks in the limiting one.

Example: A smuggler is dueling with a pirate on the deck of a ship on the high seas. The ship is rocking heavily in the waves, and unfortunately for the smuggler they are not able to balance themselves well enough to fight to their full potential in this environment. Their Combat Style skill, normally rank 3 (+30), is treated as being rank 1 (+10) because that is their Acrobatics skill rank.

DEFINING A CHARACTER

In game terms, a character is simply a collection of statistics and other information that help define and accurately represent a being in the Elder Scrolls setting. This same system is also used to define the various people, monsters, and other beings that populate the setting. From this point forward, the player characters will be referred to as PCs, while non-player characters will be referred to as NPCs. Even monsters and other creatures are classified as characters! Characters, particularly PCs, can be divided into two main parts: the character concept and the character profile.

Character Concept

A character concept simply defines who the character is within the context of the game setting. This can range from a simple idea in a player's head (a dashing rogue who fights with a rapier!) to an in depth back-story written before the game begins. However extensive it may be, all characters should have a basic concept associated with them, even the NPCs that the GM creates for the party to interact with.

"Who... are you?"

- Hadvar

Character Profile

A character profile defines who the character is within the context of the game rules, providing a suite of stats which can be used to resolve a variety of dramatic scenarios in which the character may find themselves. These values are the focus of the majority of the rules in this book, and will be the focus of the rest of this section as well.

Each character profile is made up of the following elements:

- **Characteristics:** Eight values that represent the broad physical and mental capabilities of the character.
- **Attributes:** Derived statistics that represent more specific measurements of a character capabilities and their current resources.
- **Skills:** A set of categories and associated ranks that reflect a character's ability to perform certain actions.
- **Talents:** A set of unique abilities the character has come to possess through training or experience.
- **Traits:** Rules that reflect inherent physical facts about the character, certain abilities they naturally possess, or particular features of their personality.
- **Magic:** The set of all magical abilities the character possesses.

The primary means by which characters progress is through the accumulation and use of **EXPERIENCE POINTS** (XP) awarded by the GM. XP can be spent by the players between game sessions in order to improve or change their character's profile in a number of ways.



Characteristics

The eight **CHARACTERISTICS** are values that define the broad physical and mental capabilities of each character. Characteristics have two pieces of information associated with them: the characteristic score, and the characteristic bonus.

A Characteristic's **SCORE** is a numerical value representing that specific Characteristic. It has a minimum of zero, but there is no upper limit on its value. The scores tend to hover in the 35–45 range on average. Higher values are better. A given characteristic's **BONUS** is a value equal to the tens digit of the associated characteristic score and is used for certain calculations where the full score is too large. Below is a list of all the characteristics that define a character, how they are abbreviated, and what they each represent.

"Look at the muscles on you!"

- The Cyrodilic Populace

STRENGTH (Str / SB) measures a character's physical prowess and their ability to employ that prowess and push themselves to their physical limits.

ENDURANCE (End / EB) measures a character's physical health, stamina and toughness, and their resistance to damage.

AGILITY (Ag / AB) measures a character's physical speed, reflexes, and coordination, reflecting their overall ability to move quickly and gracefully.

INTELLIGENCE (Int / IB) measures a character's mental prowess, problem solving, reasoning, ability to recall information, and understanding of the mysteries of magicka.

WILLPOWER (Wp / WB) measures a character's mental control, resilience, and their ability to control and shape magicka.

PERCEPTION (Prc / PcB) measures a character's physical awareness, as well as the accuracy of their "gut instincts" and intuition.

PERSONALITY (Prs / PsB) measures a character's natural charisma, presence, expressiveness, and social abilities.

LUCK (Lck / LB) measures a character's good fortune and how often events tend to go their way. See Luck in Chapter 5.

Favored Characteristics

Not all characteristics are created equal! Some characters excel in certain areas over others, beyond a simple difference in raw characteristic score. **FAVORED CHARACTERISTICS** are those characteristics a character is naturally gifted in; improving those characteristics, or skills and abilities associated with them (including specializations), is easier than usual. Each PC has two favored characteristics. Advancing or learning skills or talents governed by a favored characteristic, or advancing that characteristic, costs 75% of the usual XP cost (round down to the nearest multiple of 5).

Attributes

A character's **ATTRIBUTES** are statistics derived from a character's characteristics that represent more specific measurements of a character's capabilities. While characteristics reflect general aptitude in a certain area, attributes measure specific values with very precise meanings used for particular game mechanics.

Health Points (Endurance / 2)

A character's Health Points (HP) maximum is equal to half their Endurance score (round up) and reflects how much damage they can withstand before they die. Damage that characters take reduce their current HP by the equivalent amount. For information, see Physical Health in Chapter 5.

Wound Threshold (EB + SB + WB)

A character's Wound Threshold (WT) is equal to the sum of their Endurance, Strength, and Willpower bonuses and reflects the amount of damage an attack must deal to wound the character. For information, see Physical Health in Chapter 5.

Optional Rule Note: Alternate Wounds

If you're using the rules for Alternate Wounds found in Physical Health later in Chapter 5, then your character will not have a Wound Threshold Attribute.

Stamina Points (Endurance Bonus)

A character's Stamina Point (SP) maximum is equal to their Endurance bonus, though it may be modified in other ways. When characters fall below zero SP they gain a level of the fatigue condition. For information, see Physical Health in Chapter 5.

Magicka Points (Intelligence)

A character's Magicka Points (MP) maximum, which is equal to their Intelligence score, is a measure of how much magical energy (known as magicka) the character is naturally able to draw upon from their reserves. For information, see Chapter 6: Magic.

Linguistics (IB - 2, to a maximum of 4)

A character's Linguistics is equal to their Intelligence bonus minus two to a maximum of four and reflects the maximum number languages that they can start with at character creation. Every character starts with Cyrodilic, which is the common tongue around Tamriel and doesn't count as one of the languages known from this attribute. One Exotic language counts as 2 languages known. Players should check in with their GM if they choose from the list of Exotic Languages. Additionally, GMs may expand this list of languages to fit setting of their game.

Languages

Common Race	Language	Exotic Race	Language
Imperial	Cyrodilic	Dwemer	Dwemeris
Khajiit	Ta'Agra	Falmer	Falmer
Nord	Nordic	Daedra	Daedric
Altmer	Aldmeri	Ayleid	Ayleidoon
Argonian	Jel	Dragon	Dovahzul
Dunmer	Dunmeri	Ehlnofey	Ehlnofex
Redguard	Yoku	Akavir	Akaviri
Bosmer	Bosmeri	Reachfolk	Reach-tongue
Breton	Bretic		
Orsimer	Orcish		

Important Note: Languages and Your Character

Of all of the Attributes, Linguistics is the most malleable. Think about this formula and chart as a starting point; if what you end up with needs some tweaking to fit the idea you have for your character, consider discussing your ideas with your GM.

Throughout the course of the game, Characters that wish to pursue learning languages can do so. Please discuss with your GM on ways to do this.

Initiative Rating (AB + IB + PcB)

A character's Initiative Rating (IR) is used when making initiative rolls and is equal to the sum of their Agility, Intelligence, and Perception bonuses. For information on initiative, see [Combat \(page 97\)](#).

Size Category (Standard by default)

A character's Size Category reflects their physical size and the effects thereof. All roughly human sized characters are Standard size, but some characters can be larger or smaller. For information see [Movement & Size](#) in Chapter 5.

Speed (SB + [2 x AB])

A character's Speed, equal to the sum of their Strength bonus and twice their Agility bonus, is a character's movement 'budget' for each combat round. Every meter that they move during a given round comes out of this total, and once a character has used all of their movement for the round they cannot voluntarily move any further. For information, see [Movement & Size](#) in Chapter 5.

Carry Rating ([4 x SB] + [2 x EB])

A character's Carry Rating (CR), equal to the sum of twice their Endurance bonus and quadruple their Strength bonus, provides a measure how much weight they can carry, lift, or push. For information, see [Items & Encumbrance](#) at the end of this chapter.

Action Points

A character's Action Points (AP) maximum determines how often a character can act in a combat round. Spent AP regenerates at the start of each new round. A character always has a maximum of **3 AP**.

Luck Points (LB)

A character's Luck Point (LP) maximum is equal to their Luck Bonus. LP can be spent for a number of unique effects, and return to full at the start of each game session . For more information, see [Luck](#) later in this chapter.

Lucky/Unlucky Numbers

A character has a number of Lucky Numbers equal to their Luck bonus, and a number of Unlucky numbers equal to five minus their Luck bonus. These numbers determine when they critically succeed or critically fail, and are determined at character creation. If a character's Luck bonus drops by one or more, then change one or more of their existing Lucky numbers (player's choice as to which ones) into Unlucky numbers so that their total number of Lucky/Unlucky numbers remains the same. See [Critical Successes & Failures](#) for details.

Experience Points

The character's current amount of Experience Points (XP), which increase throughout a campaign, can be spent on advancements. See [Character Advancement](#) at the end of this chapter.

Skills

A character's **SKILLS** are a set of categories and associated ranks that reflect a character's ability to perform certain actions. The ranks reflect the character's experience, training, and overall ability to perform these various actions. Skills are either trained or untrained. Each trained skill has a corresponding **SKILL RANK**, which has an associated value from 0 to 5, which reflects how capable the character is at utilizing that skill. Each skill has one or more **GOVERNING CHARACTERISTICS**: a set of characteristics that reflect the different ways that a character can utilize a single skill.

Skills	
Skill	Governing Characteristics
Acrobatics	Strength, Agility
Alchemy	Intelligence
Alteration	Willpower
Athletics	Strength, Endurance
Combat Style [Field]	Strength, Agility
Command	Strength, Intelligence, Personality
Commerce	Intelligence, Personality
Conjuration	Willpower
Deceive	Intelligence, Personality
Destruction	Willpower
Enchant	Intelligence
Evade	Agility
Illusion	Willpower
Investigate	Intelligence, Perception
Logic	Intelligence, Perception
Lore	Intelligence
Mysticism	Willpower
Navigate	Intelligence, Perception
Necromancy	Intelligence
Observe	Perception
Persuade	Strength, Personality
Profession [Field]	(Varies)
Restoration	Willpower
Ride	Agility
Stealth	Agility, Perception
Subterfuge	Agility, Intelligence
Survival	Intelligence, Perception

Skill Ranks

Skill Rank (Value) (Bonus)	Equivalence
(Untrained) (-20)	No knowledge.
Novice (0) (+0)	Rudimentary knowledge.
Apprentice (1) (+10)	Basic proficiency.
Journeyman (2) (+20)	Hands on experience and/or some professional training.
Adept (3) (+30)	Extensive experience or training.
Expert (4) (+40)	Professional level ability.
Master (5) (+50)	Complete mastery.

When a character makes a skill test, they apply a bonus equal to +10 times the value of their skill rank (starting at +0 for novice [rank 0], and up to +50 at master [rank 5]) to the base characteristic. Typically the player chooses which characteristic to use as the base, but the GM may require that they must use a particular characteristic if they feel the circumstances dictate it. If a character attempts to use a skill that is untrained instead of trained, the test suffers a -20 penalty instead.

Specializations

Trained skills can also have accompanying **SPECIALIZATIONS**, which represent areas of concentration and focus in a character's training and experience with that skill. A character may take as many specializations as their rank in a given skill. When making a skill test in the listed area of specialization, the character gains a +10 bonus to the test. A character may not benefit from more than one specialization bonus on a single test.

For more information on skills, see [Chapter 3](#).

Talents

A character's **TALENTS** are the various unique abilities the character has come to possess through training or experience. They include everything from passive bonuses to activated abilities, and can even modify how the character uses certain skills. For more information see [Chapter 4: Talents & Traits](#).

Traits

A character's **TRAITS** are rules that reflect various natural facts about the character or certain abilities they possess. They include things such as the ability to fly, inherent physical weaknesses, personality traits, and so forth. For information, see [Traits](#) in Chapter 4.

Magic

A character's magic encompasses the spells, rituals, powers, and other magical abilities they possess. For information, see [Chapter 6](#).



STAMINA

Stamina is a unique attribute compared to HP or MP in that it represents the character's ability to push their physical limits and can be spent for a variety of effects. Stamina is what allows characters to trek for multiple kilometers through difficult terrain, land killing blows, and push themselves to new heights of physical strength and endurance. A character's Stamina is represented primarily by their **STAMINA POINTS**, which measure how often they can push their limits in this fashion.

Stamina Points

A character's Stamina Point (SP) maximum is equal to their Endurance bonus, though it may be modified in other ways. When a character is below zero SP they have a level of fatigue for each point of Stamina below zero.

A character may still spend or lose SP even if they have none remaining, but each time they do so they gain a level of fatigue. This can cause them to eventually exhaust themselves and fall unconscious.

Regaining SP

A character regains an amount of SP equal to their Endurance bonus after a long rest and regains only 1 SP after a short rest (or removes a level of fatigue).

Spending Stamina

A character can choose to spend SP in exchange for a number of effects, though going below 0 SP causes the character to gain a level of fatigue. Characters may spend Stamina for the following effects, but they cannot spend it for more than one effect per character Turn. **A character cannot use both Luck and SP to modify the result of a single test:**

- **Physical Exertion (1 SP, spend before test):** Gain a +20 bonus on the next Strength or Endurance based skill or characteristic test (except for Combat Style skill tests).
- **Sprint (1 SP, spend before moving):** Modify the character's Dash action to allow them to move up to twice their speed.
- **Power Draw (1 SP):** The character reduces the reload time for the next shot with their current weapon by 1. Reload 0 means the reload is free unless the weapon has a minimum.
- **Power Attack (1-3 SP, spend before damage roll):** Increase the damage of a melee or ranged damage roll by twice the stamina points spent to a maximum of 3 for +6 damage.
- **Power Block (1 SP, spend after damage roll):** The character doubles the BR of their shield for the purposes of resolving a block. This only modifies the BR of the shield against physical damage, not magical damage types.
- **Heroic Action (1 SP):** The character regains a spent AP. This may only be done once per round.

Luck

Luck is unique amongst the other characteristics in that it represents something more abstract than a character's physical strength or mental resilience. Luck reflects the tendency of events to work out in a character's favor. This can seem to represent nothing more than coincidence or good fortune, but destiny and fate play a role as well.

Because Luck governs no skills, a character will not be called upon to test it as often as they might for another characteristic. Luck is used in several ways: it determines a character's chance of critical success or failure (as detailed earlier in this chapter), they can spend Luck points for certain benefits, they can attempt Luck tests in certain circumstances, and they can burn Luck permanently in exchange for a number of powerful effects. **Characters cannot advance Luck at any time.**

Spending Luck Points

Each session a character is afforded a number of **LUCK POINTS**, (or LP, see Defining a Character in this chapter). **A character's LP max is equal to their Luck bonus, and they begin each new game session with this many LP available to them.** Characters may spend these luck points in order to influence their character's fate:

- Characters may spend a Luck point whenever they fail a test. If they do so, the character may immediately **reroll that failed test**. This may only be done once for a given test, and cannot be used to reroll Critical Failures.
- Characters may spend a Luck point to **add a degree of success** to a successful test (including one passed using spent Luck points). This can be done multiple times for a given test. Once a character has used all of their LP for a given session, they can resort to burning luck (see below).
- Characters may spend a Luck point in order to **modify the narrative** in some way, such as retroactively "remembering" to purchase something that would be helpful for the party.

Luck Tests

In certain situations the GM can call upon the character to make a Luck test in scenarios when they need to determine whether or not some random event happens to work in the character's favor. For example, if a character is knocking on doors during the night trying to find someone to help them, the GM could have the character make a Luck roll to determine if someone happens to be at awake to hear them. These tests function just like any other characteristic test.

Optional Rule: Goal-Oriented Luck Points Refreshing

Some groups may find refreshing Luck Points at the start of each session to be too frequent or stale. For these groups, we recommend an optional rule: characters start with 1 LP after character creation and only gain LP by earning them through character and party moments. These might include adhering to a character's Bonds, flaws, and personality traits; good planning; positive interactions with deities; achieving character or party goals; and other moments or interactions the GM deems appropriate. GMs new to the system or their group should reward players with LP often until they have a good idea of how the system and players use them. This rule adds more weight to character moments and can help make LP feel like a more meaningful resource, rather than a constant refreshment.

Burning Luck

The player characters are the heroes of the story, and fortune favors heroes! Characters may choose to permanently reduce their Luck characteristic score by one or more points in order to benefit from a number of different effects. This is known as **BURNING LUCK**.

Luck that a character burns never regenerates naturally. A character may burn any amount of Luck at any time.

Characters may burn Luck for the following effects. If they do not have the required amount, simply burn all remaining Luck:

- **Burn 1 Luck:** Add a degree of success to a successful test. This can be done multiple times for a given test.
- **Burn 3 Luck:** Reroll a failed test. This may only be done once for a given test. This cannot be used to reroll Critical Failures.
- **Burn 5 Luck:** Negate the effects of a critical failure. This must be done immediately after the test is rolled.
- **Burn 10 Luck:** Ignore the effects of a wound (though they still take the damage). Alternatively, and with GM permission, this can be used to allow a character to survive death at great cost (they are removed from play until the end of the encounter instead). Some GMs may not want players to have the ability to extend the life of a character this way, depending on the tone of a campaign.



REST & TRAVEL

This section describes the rules for how characters can recover when resting and how to handle travel across long distances.

Rest

During their adventures characters will often spend long periods of time in dangerous environments and situations, and will typically need some time to recover afterwards. One way to do that is by resting. There are two different types of rests; long rests and short rests.

Long Rests

A long rest is an 8 hour long period of downtime in which the character performs no strenuous physical activity.

At the end of a long rest, a character removes a number of levels of fatigue/regains SP (assuming all fatigue is removed first) equal to their Endurance bonus, heals an amount of Health Points equal to their Endurance bonus (as long as they have no untreated wounds), and regenerates all of their missing Magicka Points. Many powers also recharge at the end of a long rest.

Their natural healing is doubled if the character is focused entirely on healing themselves or if another person is caring for them.

A character cannot benefit from more than one long rest in a 24 hour period and must be conscious at the start to gain its benefits.

Short Rests

A short rest is an hour long period of downtime in which the character performs no strenuous physical activity. At the end of a short rest, a character regenerates one Stamina Point **or** removes one level of fatigue. Additionally, they recover a number of Magicka Points determined by dropping the ones place from their Maximum MP. So, if a character's Maximum Magicka is 56, they recover 5 Magicka.

GMs should exercise common sense in determining how frequently the party takes a Short Rest in any given day.

Travel

Adventurers are often wanderers, traveling far across Tamriel in search of fame and fortune.

Travel Pace

A character, or group of characters, can travel at either a slow, normal, or fast pace. This determines how far they can move in a given period of time and how taxing the journey is. **Characters traveling through particularly difficult terrain travel at half the normal speed for their given pace.**

Travel Pace

Pace	Speed	Effect
Fast	7 kph / 56 km/day	-20 to Observe
Normal	5 kph / 40 km/day	-
Slow	3 kph / 24 km/day	Can move stealthily

Travel and Exhaustion

The travel pace assumes that characters travel roughly 8 hours in a day. For each hour traveled beyond this the characters must make an Endurance test, starting at +0 for the first hour, with a stacking -10 penalty for each subsequent hour. On failure, the character loses 1 SP.

ITEMS & ENCUMBRANCE

Encumbrance represents the mass and bulk of the items the character is wearing, wielding, or carrying on their person. The **ENCUMBRANCE VALUE** (ENC) of an item is a single digit number that represents this. Items with an ENC of zero are, on their own, inconsequential. But if a character is carrying a large number of these items, treat every 10 zero ENC items as having a total ENC of one.

Containers like the sack, backpack, or chest hold the listed amount of ENC found in Clothing & Jewelry (page 182), but halve the total effective value of the ENC contained within them as long as the objects could reasonably fit.

When worn, the ENC of a given piece of armor is halved (round down). Shields do not benefit from this effect.

Encumbrance Levels

The number of times that a character's total ENC (the sum of the ENC of all the equipment they are carrying) exceeds their Carry Rating determines their **ENCUMBRANCE LEVEL**. Higher encumbrance levels apply specific penalties:

- **Test Penalty:** A penalty to all physical and movement based Skill Tests and Characteristic Tests.
- **Speed Penalty:** A reduction of the character's base Speed.
- **Stamina Penalty:** A reduction of the character's SP max. For each level this would reduce it below 0 the character gains a level of fatigue.

These penalties represent the raw difficulty of carrying something too heavy for your character. Thus they can stack with penalties for wearing particularly heavy armor, which represent the difficulties of fighting while weighed down.

Encumbrance Levels and Effects

Level (Value)	Total ENC	Test Penalty	Speed Penalty	Stamina Penalty
Minimal (0)	<= 1 times Carry Rating	No Penalty	No Penalty	No Penalty
Moderate (1)	> 1 times Carry Rating	-10	-1 meter	-1 SP max
Severe (2)	> 2 times Carry Rating	-20	1/2 Speed (round down)	-3 SP max
Crushing (3)	> 3 times Carry Rating	-40	Immobilized	-5 SP max



CHARACTER ADVANCEMENT

The primary means by which characters progress in the UESRPG is through the accumulation and use of **EXPERIENCE POINTS** (also known as XP) awarded by the GM. XP can be spent by characters to purchase characteristic advances, train new skills, increase skill ranks, gain specializations, learn new magic, and purchase talents. Remember that **learning talents and ranking skills governed by a favored characteristic, or advancing that characteristic (increasing its score by 1), costs 75% of the usual XP cost (round down to the nearest multiple of 5).**

Optional Rule - Training Time

If the GM decides they dislike the idea of characters gaining skills and talents “instantly” during downtime, they can impose a training time upon their players. We recommend a rate of 1 week per 100 XP spent, though this is only a rough guideline.

Keep in mind that this table is different from the Character Creation table found at the end of Chapter 2. Once characters are past character creation, they are more restricted in what they can purchase with XP; for example, spells cannot be purchased with XP after character creation.

Character Advancement XP Costs

Advance Type	Cost
Characteristic Advance (+1 score)	30 x (Current Bonus) XP*
Learning a Skill	Varies by Skill Rank**
Novice Rank (0)	100 XP
Apprentice Rank (1)	200 XP (300 total)
Journeyman Rank (2)	300 XP (600 total)
Adept Rank (3)	400 XP (1000 total)
Expert Rank (4)	500 XP (1500 total)
Master Rank (5)	800 XP (2300 total)
Gaining a Specialization	100 XP
Expanding a Combat Style (adds one piece of equipment)	25 XP
Learning a Talent	Varies by Talent Level
Novice Level	100 XP
Apprentice Level	200 XP
Journeyman Level	300 XP
Adept Level	400 XP
Expert Level	500 XP
Master Level	800 XP
Learning Magic	Varies by Magic
Learning Conventional Spell	Learned during downtime from books or a teacher.
Creating Unconventional Spell	Created during downtime.
Ritual	25 XP w/ GM Permission
Learn a Language	Learned during downtime from books or a teacher.

* Characters cannot advance Luck.

** Skill ranks must be purchased in order (see [Chapter 3: Skills](#))



Chapter 2: Character Creation

"Ah yes, we've been expecting you! You'll have to be recorded before you're officially released. There are a few ways we can do this, and the choice is yours."

Socucius Ergalla, The Elder Scrolls III: Morrowind



Legendary heroes fill the history of the Elder Scrolls setting, but even the greatest heroes need to start somewhere. The world of Tamriel is a vast and diverse one, and there are an enormous number of potential characters a player may want to create. However there are some things that all characters have in common, and it is on this common ground that we can start to build up a new character.

Character creation and advancement is accomplished through the use of experience points, or XP.

Standard character creation is a five step process. It is necessary to go through these steps in the correct order, and it is recommended you read through this list before moving on in order to inform your future decisions. When you actually start building the character, write down the details from each step on a character sheet as you go along so you don't lose track of things.

Step 1: Race

During this step you will choose your character's race. In addition to the core playable races from the video games, we have also provided various races from the lore in this book. You should ask your GM which era the game is taking place in and which races are allowed for the campaign before you choose one for your character. Each race comes with their own characteristic baseline used to generate characteristics for members of that race, and many races have bonus powers, starting skills, or traits.

Step 2: Generate Characteristics

During this step you will get to choose your character's favored characteristics and generate your characteristic scores using dice and the characteristic baseline appropriate to your choice of race in the previous step.

Step 3: Determine Birthsign

Next, you determine your character's Birthsign, choosing the charge of the Warrior, Mage, or Thief and then rolling on the appropriate table. There is a chance during this step that the character will receive the Star-Cursed version of a sign instead, reflecting the threatening presence of the Serpent sign at the time of their birth.

Step 4: Spend XP & Purchase Items

Next, you spend your remaining XP on any character advancements that you desire. Any XP remaining after this process is over is kept after character creation.

Step 5: Finishing Touches

Finally, calculate your character's attributes and finalize any remaining aspects of the character sheet. Characters also start with a budget of drakes which can be used in this step to purchase equipment and other items that the character will begin the game with. Once you've fleshed out your character and chosen your character's bonds, you're good to go!

Step 6: (Optional) Choose Character Traits

Your GM may instruct you to choose Character Traits from the section in this chapter of the same name. Here, you will choose positive and/or negative traits using a budget defined by the book/your GM.

OPTIMIZING CHARACTERS

As you create your character, you may have questions about how you can make your character function well in the context of the game. This section will act as a guide during the character creation process to answer those questions.

One of the most important parts of this process is to gather as much information as possible, both from your GM and the other players. Even if your GM can't give away particular details of the campaign, they should be able to give you a sense of the overall tone, as well as what kinds of skills will be important to have. It's also important to talk to your fellow players, particularly while building your characters, so that you can make sure your party as a whole is capable of taking on a variety of challenges and that each member has an important job to do.

Priorities

When building your character it's important to determine what your priorities are: what are your character's most important traits, and how are you going to represent them within the system? You're working with a limited budget of XP, and while you might have an idea of where you want the character to go in the future you'll likely find that you have to focus on purchasing only the essentials at first.

Magically oriented characters should ensure that they have enough Magicka Points to support the types of spells they want to cast, and a high enough Willpower to reliably cast them. The best way to increase one's Magicka Points is through the use of the Power Well trait, a trait that increases the amount of one's Magicka Points and that can be attained as both a racial bonus or through the use of certain Birthsigns. Though for some characters there may be no need for lots of magicka: a high Intelligence will suffice for an Alchemist or Enchanter.

Combat oriented characters should think about how their character fights. This means considering both how they plan to engage and defeat their enemies in combat, as well as how they plan to survive combat.

Don't be a "one-trick pony"! Characters who focus on a singular style of engagement should consider having back-up options available for when they find themselves in an unexpected situation. For example, a barbarian who prefers to fight in melee with an axe might choose to also carry axes with the Thrown quality so that they can attack at range when getting in close is not an option.

Characters that aren't naturally tough will need another way to mitigate damage, either through magical means, the use of armor, or evasion. When it comes to winning the fight, it's important to consider how your character will position themselves relative to the rest of the party: having a "front line" can be very useful if certain characters intend to engage at range, though these front-liners will often find themselves fighting outnumbered.

There are also a wide variety of non-combat oriented characters that one might wish to create. There are too many to cover here, but in general it is still important to consider how these characters will handle themselves if the party gets into a fight.

Skill and Talents

The UESRPG 3e has a large number of skills and talents that players can choose from when creating their characters, which can lead to some difficult choices. Fortunately there are a few general guidelines that players can follow when navigating character creation.

When it comes to skills, it's important to decide how specialized your character needs to be. Mages dedicated to one particular school of magic, or warriors devoted to a specific way of combat, would both benefit from having a high rank in the relevant skill. Rogue type characters, on the other hand, can adopt a more "jack of all trades" approach as they need to be able to navigate a wide variety of situations.

There are also a number of non-combat skills that every character should consider learning, even if only at a very low level. Skills like Observe, Survival, Lore, Ride, Navigate, Profession: Medicine and Athletics are extremely useful for all types of traveling adventurers.

Talents are a little more difficult to choose: there are a variety of talents that have powerful effects, but it's easy to go overboard. Some talents unlock the ability to do things other characters cannot, while others function to augment a particular skill (such as by providing rerolls or replacing degrees of success).



The critical decision is which of these abilities are necessary to the character, and which are just nice to have. The former are worth investing in early, while it is often better to replace the latter with additional skill ranks that will prove critical at lower XP values.

Surviving Combat

Even characters who shine off the battlefield can expect to find themselves in combat at least once during a campaign. It is important for every character to have a plan when things get violent. Perhaps the most important thing to remember when approaching combat is to not bite off more than you can chew: fighting outnumbered is a very dangerous prospect, even for skilled warriors. There are ways to prepare for this situation, however: clever use of flanking and long Reach weapons, or proficiency in the Evade skill can allow a character to survive in combat against many enemies, while heavy armor and healing magic can allow characters to last longer under pressure.

Additionally, all characters stand to benefit from raising their Endurance score where possible regardless of their approach to combat or their character archetype. Given that Endurance directly relates to HP and Wound Threshold, a high endurance score increases a character's general survivability. In other words, Endurance is not a dump stat!

Characters who have neither the ability to effectively fight in heavy armor, or the speed to dance around their foes, will benefit most from simply not getting caught in a direct engagement. Characters wielding ranged weapons or using ranged magic can have a profound impact on the fight from a safe distance, where there is a much lower risk of having an axe buried in one's skull.

CORE RACES

The races provided in this section encompass the core races portrayed in the Elder Scrolls games. Additional races can be found in [“Expanded Races”](#) on page 43. Each race comes with their own characteristic baseline used to generate characteristics for members of that race, and many races have bonus powers, starting skills, or traits. You should ask your GM which races are allowed in the campaign before you pick one. Some races have unique racial traits that are defined in their sections. Racial powers can be found in the [Powers](#) section later in this Chapter.

“One might further wonder whether the proper classification of these same “races,” to use the imprecise but useful term, should be made from the assumption of a common heritage and the differences between them have arisen from magickal experimentation, the manipulations of the so-called “Earth Bones,” or from gradual changes from one generation to the next.”

- Imperial University Council of Healers, Notes on Racial Phylogeny



Altmer

The Altmer (or High Elves, as they are also known) are a race of Mer that make their home on the Summerset Isles, a set of islands off the south western coast of Tamriel. Many races of Tamriel consider the Altmer to be quite beautiful due to their fair, golden skinned complexion and the dazzling gem like colors of their eyes; as such, the Altmer are welcome guests in most parts of Tamriel, save for the Black Marsh and Vvardenfell. However, the combination of their fair appearance, long lives, propensity for magic, and resemblance to the Old Elves of Tamriel tends to give Altmer an elevated sense of their own importance. This can sometimes impact diplomatic relations with the other races.

The use of magic is heavily emphasized in Altmer society, given the latent magical gifts of the Altmer race. Those Altmer that rarely or never leave the Summerset Isles are used to a culture in which Magic permeates every level of society. Unfortunately, the natural affinity of the Altmer race also leaves them vulnerable to magical attack; however, most choose to pay little heed to this drawback. Aside from their dependence on magic, Altmer also tend to place a high cultural value on living for as long as possible, often using magic to extend their longevity. Altmer born and raised on Summerset Isle tend to be haughty and more out of touch than those raised in other areas of Tamriel.

Altmer Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
20	23	23	30	28	25	25



Traits (simplified: full rules can be found in Chapter 4)

- **Disease Resistance (50%):** Characters with this trait have a chance to resist diseases. Whenever the character would be infected by a common disease, roll a d100. If the roll is less than or equal to 50, the character doesn't get the disease.
- **Power Well (20):** Characters with this trait have more magicka than usual. Increase their MP max by 20. This trait can stack.
- **Weakness (Magic, 2):** This character increases all incoming magic damage by 2 after mitigation and suffers a -20 penalty tests made to resist non-damaging magical effects.
- **(Racial) Mental Strength:** Altmer ignore penalties to Willpower tests made to resist paralysis.

Other

- During character creation, Altmer characters may pick **one** of the traditional magic skills (Alchemy, Alteration, Conjunction, Destruction, Enchanting, Illusion, Mysticism, Necromancy, or Restoration) to begin trained at Novice rank for free.



Argonian

Argonians are a race of reptilian humanoids native to the land of Black Marsh in south-eastern Tamriel. In Jel, their native tongue, Argonians refer to themselves as Saxhleel (meaning “People of the Root”) to show their absolute reverence towards and dependence on a the Hist, a species of sentient trees that share a singular and extremely intelligent mind. The Argonian people owe the entirety of their life, culture, and shape to the Hist, as the sap of the trees is a necessary catalyst for the metamorphosis of young Argonians into their humanoid form. Traditionally minded Argonians also believe the Hist is a repository for their souls, reincarnating them after death.

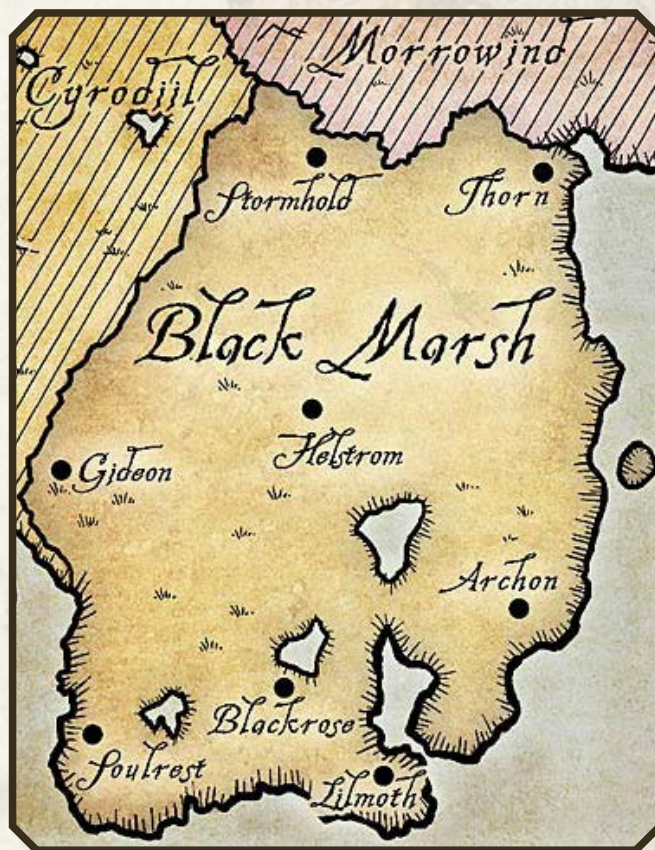
Argonians are naturally suited to the dangerous environment of Black Marsh and are resistant to most diseases and poison. Additionally, Argonians have the ability to breathe indefinitely while underwater, as well as formidable resistance to many kinds of damage, courtesy of the Hist. In their homeland, Argonians tend to live in either desolate, scattered villages or within the ruins of great cities of stone, remnants of the Elves and other extinct denizens of the Black Marsh. Given the necessity of the Hist to their lifestyle, most Argonians rarely leave Black Marsh by choice; however, some have been known to abandon Argonian society and venture out into the wider world as adventurers and hired workers. Unfortunately, others are sometimes forcibly removed from Black Marsh by slavers and sold as chattel across Tamriel.

Argonian Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
25	24	28	27	24	25	22

Traits (simplified: full rules can be found in Chapter 4)

- **Disease Resistance (75%):** Characters with this trait have a chance to resist diseases. Whenever the character would be infected by a common disease, roll a d100. If the roll is less than or equal to 75, the character doesn't get the disease.
- **Immunity (Poison):** The character is immune to the effects of poison.
- **Amphibious:** The character can breathe water and ignores the skill cap placed on their combat rolls by their Athletics skill when fighting in water.
- **(Racial) Inscrutable:** Argonians receive a -10 penalty to Persuade tests made to interact with non-Argonians. However, Observe tests made to try to distinguish their motives are made with a -10 penalty.



Bosmer

The Bosmer (or Wood Elves, as they are also known) are a race of forest-dwelling Mer native to the province of Valenwood. In their own tongue, the Bosmer refer to themselves as the Boiche, or “Tree-Sap People”, a reference to their pact with the Aedra Y’ffre. Like other elves, the Bosmer were originally from the Summerset Isles; however, the Wood Elves scorned strict and formal lifestyle of their Aldmeri ancestors, choosing to travel to mainland Tamriel and live more carefree and simple lives. Chronologically, the First Era is officially marked as starting when the Bosmer united under the rule of the King Eplear, the first of the Camoran Dynasty. Bosmer are known across Tamriel as competent and deadly bow users; some rumors even claim that the Wood Elves were the first to have invented and used the bow as a weapon.

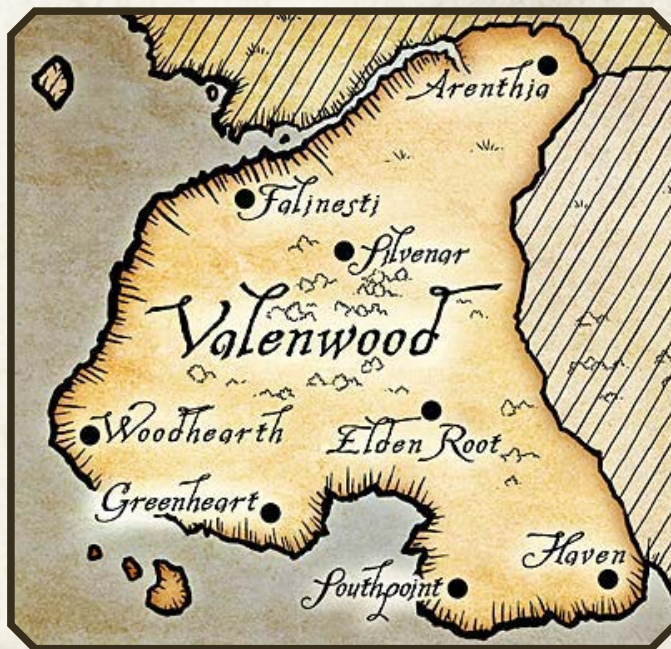
Despite the high status granted to Auri-El by most of the Merish pantheons, the Bosmer hold Y’ffre in the highest regard. As the first of the Aedra to help stabilize Nirn by becoming an earthbone, Y’ffre helped the Wood Elves maintain their shape during the Dawn Era. The grateful Bosmer accepted his patronage, making an oath known as the Green Pact and vowing to never eat nor harm any vegetation that grew within Valenwood (though other plants outside the province have no such protection). Because of their oath, those Bosmer native to Valenwood (and even some who leave) are carnivorous, even engaging in cannibalism on occasion.

Bosmer Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
21	21	31	25	23	26	24

Traits (simplified: full rules can be found in Chapter 4)

- **Disease Resistance (50%):** Characters with this trait have a chance to resist diseases. Whenever the character would be infected by a common disease, roll a d100. If the roll is less than or equal to 50, the character doesn’t get the disease.
- **Resistance (Poison, 1):** This character reduces all incoming poison damage by 1 and gains a +10 bonus to tests made to resist non-damaging poison effects.
- **(Racial) Natural Archers:** Bosmer add shortbows to any combat style they use, and this does not count towards that combat style’s five trained equipment types.
- **(Racial) Beast Tongue:** Bosmer can speak to, and understand the speech of, animals. How exactly this functions is left to the GM’s discretion, though it is recommended the GM call for a Perception test when the Bosmer encounters the speech of an unfamiliar animal to determine if they can understand it and communicate back. Additionally, the character receives a +20 bonus to any Profession [Animal Training] skill tests they make.



Breton

The Bretons are a race of men native to the north western province of High Rock. Bretons as a whole are generally dark-haired, tall and gifted with a rare amount of intelligence and willpower compared to the other races of men across Tamriel. Despite their height, Bretons tend to have a slighter build, being less muscular than Redguards or Nords. Bretons are descended from both Aldmeri and Nedic bloodlines, giving them a unique combination of abilities that both enhances their innate Aldmeri talent for magic and suppresses their vulnerability to magic, thanks to their Nedic heritage.

Culturally, Bretons possess a great love of art and philosophy, as well as an innate connection with magic; this leads many to scholarly pursuits, becoming great wizards and sorcerers. Bretons are also prone to engaging in knightly pursuits, driven on by a “quest-obsession” to do good deeds prevalent throughout Breton society.

Also worthy of mention are the Reachmen, a splinter group of Bretons inhabiting the western reach that joins High Rock and Skyrim. Violently opposed to the Breton kingdoms and infighting of High Rock, the Reachmen have formed a tribal society based on hedge magic learned from Orcs and bird-witches known as Hagravens. Though far more ferocious than their cultured cousins, the Reachmen live far more primitive lives, trading the steel blades of High Rock for stone and bone, the castles and towers for natural caverns.

Breton Characteristic Baseline

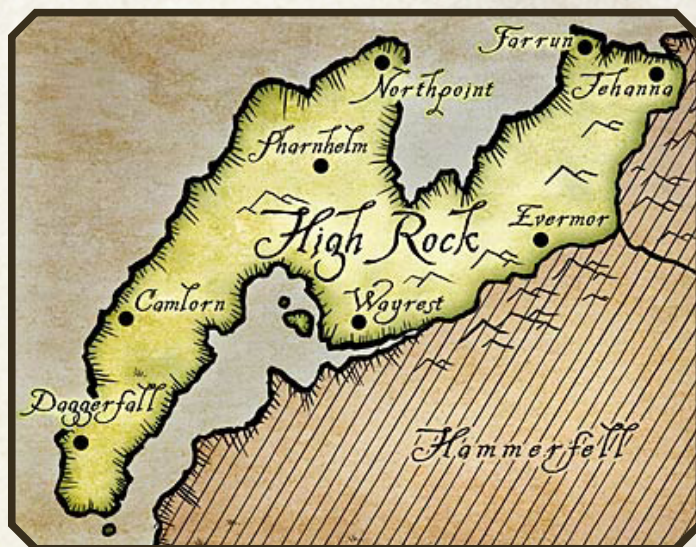
Str	End	Ag	Int	Wp	Prc	Prs
23	21	22	28	30	25	25

Traits (simplified: full rules can be found in Chapter 4)

- **Resistance (Magic, 2):** This character reduces all incoming magic damage by 2 and gains a +20 bonus to tests made to resist non-damaging magical effects.
- **Power Well (10):** Characters with this trait have more magicka than usual. Increase their MP max by 10. This trait can stack.

Other

- During character creation, Breton characters may pick **one** of the traditional magic skills (Alchemy, Alteration, Conjunction, Destruction, Enchanting, Illusion, Mysticism, Necromancy, or Restoration) to begin trained at Novice rank for free.



Dunmer

The Dunmer (or Dark Elves, as they are also known) are a race of xenophobic Mer native to the province of Morrowind, a land dominated by a wasteland of dust and fire. Like other elves, the Dunmer were originally from the Summerset Isles; however, they are descended from the Chimer, a tribe of Aldmeri exiles who fled Summerset to worship the Daedra, whom they title “Our Stronger, Better Ancestors”. An agile and graceful people, the Dunmer use their natural magical and physical abilities to their advantage in combat. Physically their swordsmanship rivals that of the Redguards of Hammerfell, while their natural affinity for Destruction magic is rivaled only by their distant cousins in the Summerset Isles.

Dunmer society is divided into two distinct areas: the more civilized Great Houses and the nomadic Ashlanders. The Great Houses of Morrowind behave more like nations than states, divided as they are by both culture and politics. The only things which unite the Great Houses are the temple and an almost universal distaste for outlanders.

By contrast to the more civilized and political Great Houses, Ashlander society is more tribal-oriented and nomadic. The Ashlanders split from the society of the Great Houses over the validity of the Temple’s doctrine, a conflict which has divided the two sectors of Dunmer society ever since. Those who have met the Ashlanders describe them as ferocious, chitin-armored savages who are wary of strangers; however, beneath the xenophobic surface of Ashlander society lies a deeply spiritual and disciplined lifestyle, a vital key to the survival of the nomads in the harsh land of Morrowind.

Dunmer Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
25	24	29	25	24	25	23

Traits (simplified: full rules can be found in Chapter 4)

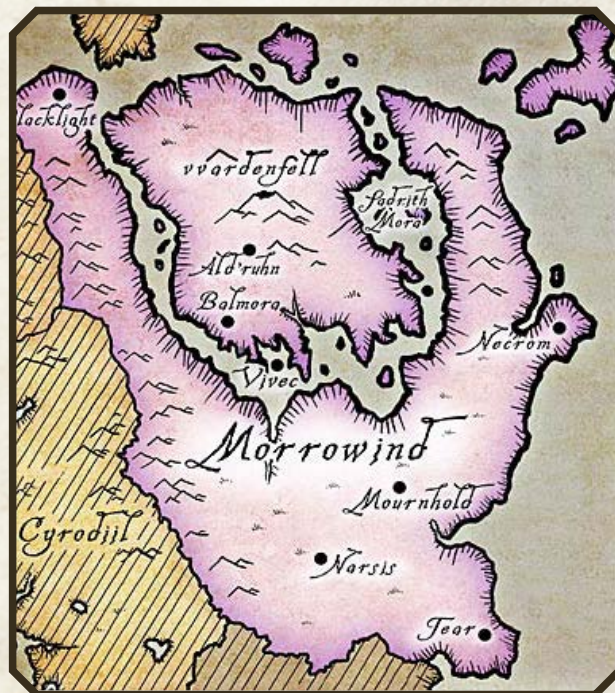
- **Resistance (Fire, 3):** This character reduces all incoming fire damage by 3 and gains a +30 bonus to tests made to resist non-damaging fire effects.

Powers (see the Powers section later in the Chapter)

- Ancestor Guardian

Other

- During character creation, Dunmer characters may choose to begin with either the Destruction skill or the Necromancy skill trained to Novice rank for free.



Imperial

Imperials (also known as Cyrods) are a race of men descended from Nedics who settled in the province of Cyrodiil, most notably Nibenese and Colovians. From the time of the Merethic Era the Imperials were held in slavery by the Ayleids (also known as the Heartland High Elves) until a Nedic woman by the name of Alessia organized a successful slave revolt with the help of her champion Pelinal Whitestrake and demigod Morihaus.

Following the revolt, the Cyrods set up three different empires under three different factions: Alessia and her followers, the Reman Dynasty and the Septim Dynasty. Though the empires had internal differences, more stark differences arose between the more mercantile Nibenese and the rougher Colovians. Where the Nibenese Imperials were skilled at trading the creation of wealth, the Colovian Imperials were influenced by their northern Nordic neighbors, turning to more physical pursuits such as farming and war. In fact, such differences kept the Imperials from becoming a unified people until the arrival of Reman Cyrodiil in the First Era and Zero Cuhlecain at the end of the Second Era.

Due to the central position of Cyrodiil in Tamriel, Cyrods have learned to become shrewd traders and diplomats.

The more Nordic Imperials, Colovians, are rougher and more physical than their Nibenese counterparts. The Nibenese are more cosmopolitan than their Colovian bretheren and have excelled in trade and other such pursuits.

Colovian Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
26	27	24	24	25	25	25

Nibenese Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
24	23	23	27	23	25	28

Traits (simplified: full rules can be found in Chapter 4)

- **(Racial) Star of the West:** Imperials increase their Stamina Point maximum by 1.
- **(Racial) Voice of the Emperor:** Imperials speak with a small bit of the power and majesty of the Emperors. They may choose to use Willpower in place of the base characteristic for a Persuade, Command, or Deceive skill test.

Other

- During character creation, Nibenese characters may pick **one** of either the Commerce, Persuade, or Deceive skills to begin trained at Novice rank for free.



Khajiit

Khajiit are a race of feline humanoids native to the province of Elsweyr in southern Tamriel. In their native tongue of Ta'agra, the word Khajiit means “desert walkers”, a fitting epithet for the nomadic race. Unlike the other races of Tamriel, there are a variety of different “breeds” of Khajiit, ranging from bipedal to quadrupedal, the size of tigers to the size of house cats, and many in between. Some are even unable to speak, while others are hard to distinguish from elves. All of these things and more are determined by the moons, cementing their place at the center of Khajiit society. Aside from determining a given Khajiit’s form and abilities, the moons also form the basis of the Khajiit’s governmental system.

Most Khajiit value agility and cunning above brute force, as these traits are valuable assets for survival in the harsh deserts and tropical jungles the Khajiit call home. Their natural acrobatic ability, intelligence and unmatched agility make the Khajiit excellent guerrilla fighters, adventurers and thieves.

Each Khajiit breed counts as its own unique race, but only the Suthay-Raht are presented here. Additional furstocks can be found later in this chapter.

Suthay-Raht

Similar in height and build to the races of men, the Suthay-raht are one of the most common breeds of Khajiit. Their coloring ranges from dark brown and orange to light yellow, both with and without stripes and spots. Suthay-raht are often referred to as “Ja’Khajiit” (meaning “kitten”) by those of other races; this appellation often strikes the Khajiit as odd, said title being one of their names for Mehrunes Dagon.

Suthay-Raht Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
22	22	29	25	21	28	24

- Traits (simplified: full rules can be found in Chapter 4)
- **Dark Sight:** A character with this trait can see normally even in areas with total darkness and never takes penalties for acting in areas with dim or no lighting.
 - **Natural Weapons (Claws; 1d4; Slashing)**



Nord

The Nords are a race of tall, fair haired men hailing from Skyrim but found all along the coasts of Tamriel. Originating from the continent of Atmora, the Nords are a fierce and proud people, known for their natural aptitude as both warriors and seafarers. Possessing great physical strength and endurance, Nords also enjoy impressive resistance to magical frost and lightning. Natural conquerors, the warlike and enterprising spirit of the Nords has greatly influenced the history of Tamriel since their arrival from Atmora in the late Merethic Era, with their armies driving the Snow Elves into ruin and providing the strength and impetus to forge the first empires of man.

The Nords consider themselves the sons and daughters of Kyne, formed when the great Northern Winds broke upon the ground at the Throat of the World. As such, they consider their breath their very essence and some are able to channel their strength and power into their voices in magical shouts known as the Thu'um.

Honor and heroism are important virtues to a Nord, for they believe that an honorable life or a valiant death will grant them access to Sovngarde, Shor's Hall. This belief makes Nords all but fearless in battle, making war with an energy and enthusiasm that terrifies their enemies. This leads many down the path of the warrior; consequently, most Nords encountered outside Skyrim pursue some martial enterprise, be it sellsword, brigand, or wandering adventurer.

Nord Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
30	28	23	21	24	25	23

Traits (simplified: full rules can be found in Chapter 4)

- **Tough (1):** Increase the character's Wound Threshold by 1.
- **Resistance (Frost, 2):** This character reduces all incoming frost damage by 2 and gains a +20 bonus to tests made to resist non-damaging frost/cold effects.
- **Resistance (Shock, 1):** This character reduces all incoming shock damage by 1 and gains a +10 bonus to tests made to resist non-damaging shock effects.

Powers (see the [Powers](#) section later in the Chapter)

- War Cry

Optional Rule Note: Alternate Wounds

If you're using the rules for Alternate Wounds, replace the text for the Nord's Tough trait with "Character gains a +10 bonus to Shock Tests".



Orsimer

The Orcs, sometimes known as Orsimer, are barbaric tribes found in the north of Tamriel, concentrated in High Rock's Wrothgarian mountain range and with settlements in High Rock, Skyrim, and Hammerfell. Known for their ugly appearance (including but not limited to green or red skin, prominent tusks, and unusual facial bone structure), propensity for violence, and skill in metalcraft, the Orcs are commonly held to be the least of the races. Although officially accepted as citizens by the Cyrodiilic Empire after the events of the Warp in the West, Tamriel's populace still holds them in low regard, especially in the northwest. With the few exceptions of those living in cities or camps, most Orcs hail from Orsinium or a Stronghold, where they are raised from birth to defend their clan and family.

Orcs have been bred for centuries to survive harsh conditions and constant assault, and as such have a natural proficiency in hand-to-hand combat. Their sheer physical strength makes them formidable opponents when wearing heavy armor and wielding two-handed weapons, especially when using products of their own design. Most Orcs learn to work metal from a young age, and even those who do not choose the smithing profession have better skill to maintain their equipment. Orcs hailing from wilderness Strongholds are generally more ferocious than their Orsinium cousins, who tend to have more skill as craftsmen.

Orsimer Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
28	30	22	23	26	24	22

- Traits (simplified: full rules can be found in Chapter 4)
- **Tough (1):** Increase the character's Wound Threshold by 1.
 - **Resilient (3):** Increase the character's HP maximum by 3.
 - **Resistance (Magic, 1):** This character reduces all incoming magic damage by 1 and gains a +10 bonus to tests made to resist non-damaging magic effects.

Other

- During character creation, Orsimer characters may choose to begin with the Profession [Smithing] skill trained to Novice rank for free.

Optional Rule Note: Alternate Wounds

If you're using the rules for Alternate Wounds, replace the text for the Orsimer's Tough trait with "Character gains a +10 bonus to Shock Tests".



Redguard

The Redguards originated from the continent of Yokuda, far to Tamriel's west. They are renowned sword masters and forged an empire on Yokuda to rival Tamriel's own. Following a disaster which destroyed most of their homeland, the emigrated east to Tamriel, where they landed on Hammerfell. In Hammerfell, Redguard society split into two main camps: Forebears, those who had come in the Warrior Wave to purge Hammerfell of inhabitants, and Crowns, the upper-class who had followed.

The Redguards maintain a strong tradition of sword-mastery and honor to this day, though the significant Redguard piracy presence suggests interesting definitions of honor. Redguard warriors are at their best when using their famed scimitars, typically singly with a shield (though there are those who fight with two scimitars, known as "dervishes"). They prefer lighter armors and cloth to heavy metal, allowing for freedom and rapidity of movement. Redguards make for strong individual warriors, though only rarely does one find a Redguard who is not part of a society or band. They are known for their strict code of battlefield ethics, preferring to fight honorably even against creatures they see as below them.

Redguard Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
27	28	26	22	23	25	24

Traits (simplified: full rules can be found in Chapter 4)

- **Disease Resistance (75%):** Characters with this trait have a chance to resist diseases. Whenever the character would be infected by a common disease, roll a d100. If the roll is less than or equal to 75, the character doesn't get the disease.
- **Resistance (Poison, 3):** This character reduces all incoming poison damage by 3 and gains a +30 bonus to tests made to resist non-damaging poison effects.

Powers (see the Powers section later in the Chapter)

- Adrenaline Rush

Other

- During character creation, Redguard characters may choose to begin with a Combat Style [Field] skill trained to Novice rank for free.



CORE RACIAL VARIANTS

Some exceptional members of certain races deviate from the norm due to extraordinary circumstances, which may be cultural, societal, or based on their place of origin.

Listed below are several Racial Variants that can be incorporated into a campaign with the GM's permission. However, it's essential to carefully consider them, as most of these may require the GM to pay extra attention to the cultural changes associated with these variants.

Bosmer: Unglamoured

In the days before the Green Pact, the Bosmer constantly shifted between numerous bestial forms, unable to control or maintain any single shape. With the assistance of Y'ffre, they eventually acquired the ability to adopt a consistent form, evolving into the Bosmer known today. Yet, their original wild nature remains, concealed but ever-present.

Most Bosmer show no visible traces of this primal state, their true forms obscured by the wild magic of Glamour. This Glamour, however, is unpredictable. Some Bosmer lack this protective magic, and it remains uncertain whether this absence is due to divine retribution from Y'ffre or merely misfortune.

These particular Bosmer manifest in various forms—part mer, part beast, satyrs, redcaps, boggles, and other creatures of folklore—all marked by entirely black eyes. Within Bosmer society, they are regarded with suspicion and caution. They're seldom found beyond Valenwood's borders, but those who venture out quickly realize the broader world is as wary of them as their own kin.

Creating an Unglamoured Bosmer follows the basic profile of standard Bosmer characters. However, they gain additional rules to depict their unique status as shape-shifting outliers:

- **(Racial) One With the Wild:** Being more in touch with the world than their brethren, the Unglamoured have no trouble surviving in the wilderness. They receive a +10 bonus on all Survival tests and gain a +20 on all Survival tests relating to the traits chosen on their Wild Shape racial trait.
- **(Racial) The Beast Within:** The Unglamoured are on the verge of the Wild Hunt, which can be seen and felt by others in their presence. As a result of this uncanny aura, Unglamoured receive a -10 penalty on all social skill tests and a -20 on all social skill tests involving other Bosmer.

- **(Racial) Wild Shape:** During character creation, the Unglamoured must pick one trait associated with their wild shape:

- Amphibious
- Climber (AB x 2)
- Crawler
- Dark Sight
- Natural Toughness (1)
- Natural Weapons (Horns or Claws, 1d6 Slashing or Crushing, 1m)
- Natural Weapons (Fangs, 1d4 Slashing, 1m) and Strong Jaws.
- Quadruped
- Regeneration (1)
- Swimmer

However, their altered form is also a curse. They must also select one weakness:

- Silver-Scarred (2)
- Sun-Scarred (2)
- Weakness (Fire, 2)
- Weak Bones(1)

Breton or Nord: Reachmen

Before the Nords conquest of The Reach, it was the home of a tribal people known as the Reachmen, men and women of mixed Breton and Nordic descent. Both Nords and Bretons perceive the Reachmen as Mongrels and bloody savages.

Worshipping what they call the "Old Gods," taking part in blasphemous rituals, utilizing dark magicks and their general xenophobic nature makes them feared amongst those that oppose them. Their most ill-famed ritual is the rite of the vengeance, in which a Reachman has their heart replaced by a Briar seed, and infused with a spirit of vengeance to deliver terrible retribution upon those that stole away their ancestral lands as an undead avenger.

They revere and glorify the Hagravens as their cultural leaders, a practice that most of Tamriel considers to be foul, or simply plain wrong. For these reasons, the Reachmen are regarded by most to be a savage people, full of madmen and Daedra worshippers.

The Reachmen persistently and unrelentingly battle the Nords that rule over them, raiding their settlements when they can, and pillaging for the sake of causing chaos. Using the land to their advantage, and even the very spirits on their side, they battle to take back the Reach. Driven by revenge for the conquering of their lands, these men utilize whatever means necessary to drive out those that claim the Reach to be theirs.

Making a Reachman follows the base profile of making any Breton or Nord character, representing the mixed blood that makes up their numbers, but replaces their usual Racial Traits, Powers, and any benefits listed as “Other” with the traits below:

- **(Racial) Fury of the Old Gods:** The witch-men of the reach are blessed by the Old Gods with a righteous fury towards any and all invaders, and will not helm until every last one of them are dead at their feet. Any social interaction test except Intimidation with people not sympathetic with the Reachmen suffers a -10 penalty as their native language and culture is difficult for outsiders to interpret. However, the Reachmen gain a +10 bonus to all Combat Style tests made while Frenzied or using the All Out Attack action as they fight with the fervor of the Old Gods themselves.
- **(Racial) Accustomed to the Profane:** The men and women of the reach are raised in tribal societies, surrounded by profane practices and dark rites, which has tempered their wills against the petty horrors of the world. They gain a +30 bonus to resist Panic Tests, and a +20 bonus to resist Horror Tests.

Other Benefits

- During character creation, a Reachman may choose to begin with the Survival skill, or one of the traditional hedge magics (Alteration, Destruction, or Mysticism) trained to Novice rank for free.
- Reachmen do not count as their parent race for the purpose of Elite Advances (example: Tongue advance for Nords), but can still take the Racial Talents of their parent race found later in this book.

Dunmer: Ashlanders

The Ashlanders of Morrowind isolate themselves from most of “modern” Dunmer society, and have become nomads that travel the wastes. They are very distrusting of outsiders, and are traditionalist in their way of life.

After the Tribunal rose to power directly following the Battle of Red Mountain, these Dunmer refused to accept the new Tribunal, believing that they betrayed and killed Lord Nerevar at the Battle of Red Mountain. They follow the traditional old ways of ancestor worship as well as worshipping Daedra, specifically Boethiah, Azura, and Mephala.

The Ashlanders were slowly forced into the most dangerous and inhospitable parts of Morrowind by the Great Houses. This, their nomadic lifestyle, and their clan based culture caused them to become more hardy and adaptable in the hot wilderness around the slopes of Red Mountain.

Making an Ashlander follows the base profile of making a Dunmer character, but gain the following Traits and bonuses to represent their harsher lifestyle:

- **(Racial) Life in the Wasteland:** Ashlanders are adapted to life in the volcanic grasslands and deserts around Red Mountain, and as a result gain a +10 bonus on all Survival tests made in hot climates, and count their Resistance (Fire) trait as being one point higher while in these environments.
- **(Racial) Pride and Prejudice:** Any social test except Intimidation made by or towards an Ashlander suffers a -10 penalty unless the other character is familiar with Ashlander customs and traditions. Additionally, Ashlander characters should keep in mind that most slights are resolved in their society by ritualized duels, often to first blood, but sometimes to the death if the perceived insult is grave enough to warrant it.

Other Benefits

- During character creation, Ashlanders may choose to begin with the Survival skill trained to Novice rank for free, instead of Destruction.

Redguard: Crowns and Forebears

While Redguard society as a whole consists of a single race with no great bodily variation, a cultural divide between the Crowns and the Forebears split their people down the middle.

The people of the Crowns, the old nobility of Yokuda are a more aristocratic people, focusing on trade and positive relations, while the Forebears, also known as the Warrior Wave or Ra’Gada, were the common folk of Yokuda who invaded Hammerfell and made it theirs by the sword. In most games, the difference will not matter as most people aren’t affiliated with the politics between the two factions, but for the games where the difference matters, you can choose one of the following profile changes and apply it to the Redguard base profile.

Crowns

- The character gains +1 Personality, and -2 Endurance.
- The character replace Combat Style with Commerce or Persuade as their free starting skill.

Forebears

- The character gains +1 Willpower, and -2 Personality.
- The character picks one additional weapon for their Combat Style at character creation, but it must be a Sword or variant of a Sword such as a Sabre or Dagger.

Khajiit Furstocks

Khajiit are each subtly bound to the Lunar Lattice, a mysterious force entitled the Ja-Kha'jay in their native tongue. The Lunar Lattice determines the form a Khajiit assumes in life, according to the phases of Masser and Secunda at the time of their birth; while Khajiiti newborns appear incredibly similar to one another at birth, their future form becomes clear in a matter of weeks. This is due in part to the fact that, although born smaller than the children of either man or mer, the Khajiiti mature at a significantly faster rate.

Rules for playing Suthay-Raht characters can be found in the Core Races section on [page 34](#). Below are the rules for creating Khajiit characters of the major remaining types. Some of the redundant variations have been left out, as well as a few types that would otherwise be incapable of communicating with others or about which we know nothing. Assuming you have the permission of your GM, treat these Khajiit just as you would any other race and follow the usual steps for character creation.

Alfiq

A quadrupedal form of Khajiit, the Alfiq is, in many respects, similar to a common housecat. Although diminutive in form, the Alfiq retain the keen intelligence of the Khajiiti, having the ability to understand the spoken word of others, although unable to respond.

Alfiq Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
10	15	30	28	27	30	20

Traits (simplified: full rules can be found in Chapter 4)

- **Dark Sight:** The Alfiq can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
- **Quadruped:** The Alfiq moves up to twice their speed when they use the Dash action and three times their speed when they use the Sprint stamina ability.
- **Telepathy (3):** The Alfiq can broadcast a complex sentence each round as a Free Action to all characters within WB*100m.

Other

- During character creation, the Alfiq may learn the Catfall talent for free.
- Alfiq can purchase the Thought Caster talent without meeting any talent or characteristic prerequisites.
- Alfiq are Tiny sized characters. Attempts to hit the Alfiq suffer a -20 penalty. However, the character's Carry Rating and total HP are halved.

- The Alfiq cannot speak normally, and must communicate telepathically. Additionally, the Alfiq does not have opposable thumbs, and will suffer penalties to any tasks requiring fine motor skills or grip, such as using a weapon. This is left to GM arbitration.



Cathay

The Cathay are similar to the Suthay-Raht in appearance and bi-pedalism, however possess greater stature and strength, and are often described by non-khajiit races as “jaguar-men.”

Cathay Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
27	26	25	20	21	27	22

Traits (simplified: full rules can be found in Chapter 4)

- **Dark Sight:** The Cathay can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
- **Natural Weapons (Claws; 1d6 Slashing)**

Ohmes

Similar in many ways to the Bosmer, although generally of lesser stature. In order to avoid being mistaken as one of the Bosmer many Ohmes tattoo their faces to resemble a feline-aspect. The Ohmes is the most common form seen outside of the province of Elsweyr, taking advantage of other races' preference to their appearance to serve in positions of ambassadorship and trade.

Ohmes Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
20	20	27	27	24	26	27

Traits (simplified: full rules can be found in Chapter 4)

- **Dark Sight:** The Ohmes can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
- **Natural Weapons (Claws; 1d4 Slashing)**

Ohmes-Raht

Similar to the race of men, save for their short, light-colored fur, the Ohmes-raht may easily be mistaken as men at a distance. Unlike the many other species of Khajiit who walk like cats upon the balls of their feet, the Ohmes-raht walk upon their heels. They often serve in positions of ambassadorship and trade.

Ohmes-Raht Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
22	22	25	26	21	28	27

Traits (simplified: full rules can be found in Chapter 4)

- **Dark Sight:** The Ohmes-Raht can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
- **Natural Weapons (Claws; 1d4 Slashing)**

Dagi-Raht

Similar in all respects to the Dagi, while somewhat larger, however not overly so as they are able to dwell in higher tree branches of the Tenmar forest, like the Dagi. It can be assumed that, like their smaller cousins, they are naturally skilled in the use of magic.

Dagi-Raht Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
20	20	28	26	26	27	22

Traits (simplified: full rules can be found in Chapter 4)

- **Dark Sight:** The Dagi-Raht can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
- **Natural Weapons (Claws; 1d4 Slashing)**
- **Power Well (20):** Increase the Dagi-Raht's MP max by 20. This trait can stack.

Other

- During character creation, the Dagi-Raht may start with the Acrobatics skill trained to Novice, they can take the Catfall talent for free, or both together for 100 XP.



Pahmar

The Pahmar are similar in appearance and size to tigers. It is unknown exactly how they communicate, but most believe it is by means of a more primal form of Ta'agra.

Pahmar Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
30	28	25	15	20	30	15

Traits (simplified: full rules can be found in Chapter 4)

- **Dark Sight:** The Pahmar can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
- **Quadruped:** The Pahmar moves up to twice their speed when they use the Dash action and three times their speed when they use the Sprint stamina ability.
- **Natural Weapons (Claws; 1d10 Slashing)**
- **Natural Weapons (Fangs; 1d8 Splitting):** Attacks made using this natural weapon do not require a free hand
- **Strong Jaws:** An attack made by this character's Fangs that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.

Other

- During character creation, the Pahmar may learn the Catfall talent for free.
- Looted armor must be modified by a smith before the Pahmar can equip it.
- The Pahmar does not have opposable thumbs, and will suffer penalties to any tasks requiring fine motor skills or grip, such as using a weapon. This is left to GM arbitration.

Senche

The Senche are the size of horses, and often used as steeds by smaller breeds. It is unknown exactly how they communicate, but most believe it is by means of a more primal form of Ta'agra.

Senche Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
30	28	25	15	20	30	15

Traits (simplified: full rules can be found in Chapter 4)

- **Dark Sight:** The Senche can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
- **Quadruped:** The Senche moves up to twice their speed when they use the Dash action and three times their speed when they use the Sprint stamina ability.
- **Natural Weapons (Claws; 1d10 Slashing)**
- **Natural Weapons (Fangs; 1d8 Splitting):** Attacks made using this natural weapon do not require a free hand.
- **Vicious (SB + 1):** The Senche treats their Strength Bonus as 1 point higher for resolving damage.
- **Strong Jaws:** An attack made by this character's Fangs that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.

Other

- During character creation, the Senche may learn the Catfall talent for free.
- Looted armor must be modified by a smith before the Senche can equip it.
- The Senche does not have opposable thumbs, and will suffer penalties to any tasks requiring fine motor skills or grip, such as using a weapon. This is left to GM arbitration.
- Senche are Large sized creatures. Attempts to hit the character with ranged attacks gain a +10 bonus.

Tojay

Tojay live in the marshes and jungle regions of southern Elsweyr.

Tojay Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
25	24	28	27	24	25	22

Traits (simplified: full rules can be found in Chapter 4)

- **Dark Sight:** The Tojay can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
- **Natural Weapons (Fangs; 1d4 Splitting):** Attacks made using this natural weapon do not require a free hand.
- **Disease Resistance (50%):** Whenever the Tojay would be infected by a common disease, roll a d100. On a roll of 50 or less, the character resists the disease.
- **Resistance (Poison, 2):** The Tojay reduces all incoming Poison damage by 2 points, and gains a +20 to resist any non-damaging Poison effects.





EXPANDED RACES

This section contains a set of rules for additional playable races. Some of these can be used in any campaign, while others only have a place in certain adventures. **When choosing a race from this section, always consult your GM first.** Depending on when and where your campaign is set, your GM may choose to prohibit the use of some or all of these races when you are creating a character. The relevant section for each race will provide some advice in this matter to help you and your GM decide if a certain type of character is appropriate.

The Proto-Races

Between the Aldmer, Atmorans, Nedes, Chimer, and others, there are a variety of races that can be classified as “proto-races:” ancestors of one or more of the “modern” peoples of Tamriel. Much of what we know about these races tends to come from myths and legends maintained by their descendants, and thus cannot be taken entirely at face value. On the other hand, the Elder Scrolls setting is a strange place, and more often than not myths have truth to them. Thus we have decided to leave it to individual groups to decide which of these interpretations is more appropriate to their campaign. Our general recommendation is to utilize the appropriate modern race as a template for their predecessors (Nords for Atmorans, Altmer for Aldmer, etc), making tweaks as appropriate. Groups that favor a more powerful vision of the ancestral races of Tamriel should feel free to tack on points and traits as they see fit, while groups looking for a more down to earth game should be able to get by just fine with the races found in the Core Rulebook.

Ayleids

The Ayleids were descendants of the Aldmer that emigrated to Cyrodiil (from Summerset Isle). At one point they controlled the entirety of what is now the Imperial Province of Cyrodiil, and enslaved the indigenous Cyrodilic and Nordic populations. These slaves were used in various ways- to build and maintain roads and temples and to drain fields. Some Ayleids are even said to have tortured slaves for amusement. During the Slave Rebellion of 1E 242 the nearby human kingdom of Skyrim lent help to their enslaved relatives in the Ayleid Empire, which played a part in the Ayleids being overthrown by the Slave Queen Alessia and her supporters, and the subsequent shift in power from Mer to Men on Tamriel.

It also appears that Alessia’s rebellion coincided with a civil war within the Ayleid Empire which led to many rebel Ayleid lords joining forces and aiding her in her rebellion. Though the Ayleids would continue to have a presence in Cyrodiil for several hundred years more, they were never again a major military or political power. This event signaled the beginning of the Late Ayleid Period. Their greatest fortress, White Gold Tower, was turned into the Imperial Palace by Alessia and her descendants, and it remains so to this day. The last of the Ayleids who opposed Alessia held out at a village in the vicinity of modern day Bravil and it took Alessia’s forces, led by Bravillius Tasus, four attempts to finally defeat them.

In 1E 393 the Alessian Order sacked the ancient Ayleid temple of Malada in their attempts to eradicate all Elven presence in Cyrodiil.

Ayleid culture lingered in the city-states that survived as client kingdoms of Alessian Cyrodiil, but most of the Elven population was finally driven into exile (largely to Valenwood) by the intolerance of the Alessian Order, though some Ayleids remained in Cyrodiil, serving as mentors and tutors for the new human nobility. The last kingdom of the Ayleids was last heard of in 1E 482 at the Battle of Glenumbria Moors. Whether the King's people made it through the next few centuries is unknown, but this was a significant event: the age of the Ayleids had ended.

Though the most recent reported sightings are over 1000 years old, it is possible that some tribes of Ayleids may continue to live deep within the forests of Cyrodiil even today. These Ayleids, or Wild Elves, are at best a rarity and may not have actually survived into the Third Era. The Ayleid Sage Tjurhane Fyrre talked and wrote extensively of the state of the Ayleid culture in the late First Era and early Second Era. According to Fyrre, the Ayleids of this time lived in a tribal society, with each “tribe” being substantially different from the next.

Ayleid Player Characters

Below are the rules for creating Ayleid characters. Assuming you have the permission of your GM, treat the Ayleid just as you would any other race and follow the usual steps for character creation.

Ayleid Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
20	23	25	28	27	25	26

Traits (simplified: full rules can be found in Chapter 4)

- **Weakness (Magic, 1):** The character increases all incoming Magic damage by 1 point, and suffers a -10 penalty to all tests to resist non-damaging magical effects.
- **Power Well (5):** The character increases their maximum Magicka Points by 5.
- **(Racial) Empowered by Starlight:** Ayleid characters treat their Willpower Bonus as being 2 higher for the purpose of spell restraint while under direct starlight. The Ayleid can choose to forfeit this bonus as a Free Action for the rest of the night in order to absorb some of the radiating magicka, regaining 15 Magicka Points instantly.
- **(Racial) Flesh Shaper:** When an Ayleid uses any Restoration spell that regenerates a target's health, they can choose to inflict the specified amount as Magic damage instead. Any spells used in this way count as if they had the Attack attribute instead of the Instant attribute. Additionally, an Ayleid can use the Stabilize spell to Treat wounds.

Other

- During character creation, Ayleid characters can choose to begin with the Restoration or Enchanting skill trained to Novice rank for free.



Dwemer

The Dwemer, the “people of the deep”, are a fabled “Lost Race” of Mer from Dwemereth, which mostly consisted of modern-day Morrowind, where they are believed to have been the most prolific, though they also had a strong presence in Hammerfell, High Rock, and Skyrim. Meric races use the term “Dwemer”, which translates to “Deep-Elves” or “Deep Folk”. Men commonly refer to them as Dwarves. The early history of the Dwemer is still clouded in mystery. There is no known story of their dissociation from the Aldmer, which must have occurred very early in Tamrielic history, as their society bore few correlations with that of the Altmer besides some similar legal principles. The Dwemer built elaborate underground cities near and beneath mountain ranges, including the Velothi Mountains and Red Mountain, and in the mountains of the isle Stros M’Kai.

Many misconceptions about them have abounded for centuries: scholars long thought that most Dwemer ruins which dotted Tamriel outside Morrowind were mere outposts and that there were few significant Dwemer settlements elsewhere until 1E 420. Their society consisted of free-thinking yet reclusive clans devoted to the secrets of science, engineering, and the arcane until they mysteriously disappeared around 1E 700.

Dwemer Player Characters

Below are the rules for creating Dwemer characters. Assuming you have the permission of your GM, treat the Dwemer just as you would any other race and follow the usual steps for character creation.

Dwemer Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
24	24	22	30	28	25	21

Traits (simplified: full rules can be found in Chapter 4)

- **Power Well (5)**
- **Weakness (Frost, 1):** The character increases all incoming frost damage by 1 after mitigation, and suffers a -10 penalty tests made to resist non-damaging frost effects. This trait can stack.

Powers (see the Powers section later in the Chapter)

- The Calling

Other

- Dwemer characters suffer a -10 penalty to Survival skill tests made while above ground.
- During character creation, Dwemer characters may choose to begin with the Logic skill trained to Novice rank for free.



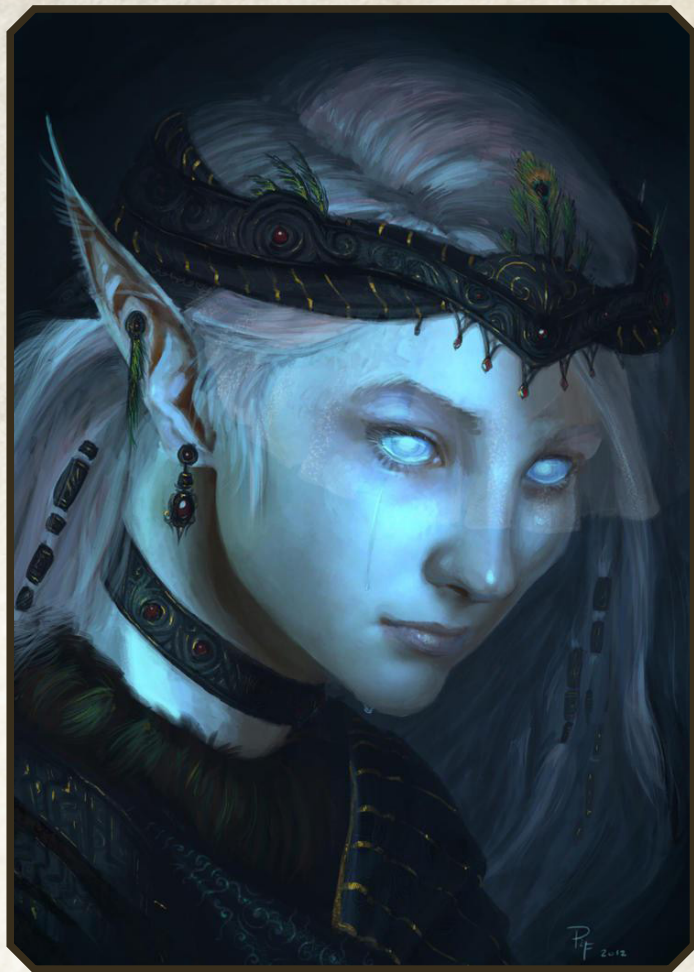
Falmer

The Falmer (or Snow Elves) were once a proud people with an unusually great aptitude for magic. They inhabited Skyrim before the Nords returned from Atmora. They had a civilization which rivaled even the Altmer of the Summerset Isles.

After the Night of Tears in the late Merethic Era, Ysgramor and his Five Hundred Companions launched a campaign to drive the elves from Skyrim. The Falmer's civilization was obliterated at the Battle of the Moesring after being forced to Solstheim, which ended with the death of their leader, the Snow Prince.

Many Falmer sought sanctuary underground with the Dwemer of Skyrim. The Falmer were eventually forced to become servants of the Dwemer and became blind through uncertain means, but eventually rebelled against their dwarven masters, ultimately coming to a climax in the War of the Crag. After the disappearance of the Dwemer, the Falmer were left to spread freely throughout Blackreach. However, centuries of subterranean slavery, combined with their permanent blindness, had left them crippled, and years of fighting the Dwemer had left the race bloodthirsty and brutal.

A small handful of Falmer managed to avoid becoming slaves to the Dwemer, instead retreating to hidden shrines such as the Chantry of Auri-El. These few remaining Snow Elves (as they prefer to call themselves) look upon their twisted kindred (which they refer to as "the Betrayed") with pity, which does not affect the falmer's aggressive disposition toward them.



Falmer Player Characters

Below are the rules for creating Falmer characters. Assuming you have the permission of your GM, treat the Falmer just as you would any other race and follow the usual steps for character creation.

Falmer Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
20	23	25	28	27	25	26

Traits (simplified: full rules can be found in Chapter 4)

- **Weakness (Fire, 2):** The Falmer increases all incoming Fire damage by 2 points and suffers a -20 to resist any non-damaging Fire effects.
- **Resistance (Frost, 3):** The Falmer reduces all incoming Frost damage by 3 points and gains a +30 to resist any non-damaging Frost effects.
- **Power Well (10):** The Falmer increases their maximum Magicka Points by 10.
- **(Racial) Chillhearted Fury:** Frost damage dealt by the Falmer using spells or enchantments is increased by 1.



Maormer

The Maormer, also known as Sea Elves or Tropical Elves, are a race of mer that reside on the island of Pyandonea, south of the continent of Tamriel. They have blank eyes and colorless, chameleon-like skin, which is capable of blending in with the environment. It was originally believed that they had lived in the Altmer home of Summerset Isle and were exiled, but tapestries found in the Crystal Tower of Alinor reveal an enmity going back so far as to make that theory impossible.

Their leader is an immortal wizard named Orgnum. The Maormer practice a snake-like magic which they use to tame sea-serpents.

Maormer Player Characters

Below are the rules for creating Maormer characters. Assuming you have the permission of your GM, treat the Maormer just as you would any other race and follow the usual steps for character creation.

Maormer Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
23	20	25	29	28	25	22

Traits (simplified: full rules can be found in Chapter 4)

- **Weakness (Shock, 1):** The Maormer increases all incoming Shock damage by 1, and suffers a -10 penalty to all tests made to resist non-damaging Shock effects.
- **Power Well (5):** The Maormer increases their maximum Magicka Points by 5.
- **Swimmer:** The Maormer's Swim Speed is doubled.
- **(Racial) Chameleon Skin:** The Maormer receives a +10 bonus to any Stealth skills made to blend into their environment visually.
- **(Racial) Sorcerous Serpent Speech:** Maormer can speak to, and understand, the speech of serpents, both land and sea. How exactly this functions is left to the GM's discretion.

Other

During character creation, Maormer characters may choose to begin with the Athletics skill trained to Novice for free.

Sload

The Sload are a race of slug-like beastfolk living in the Coral Kingdoms of Thras, somewhere southwest of Tamriel. They apparently do not experience emotions as the Tamrielic races do, but are often skilled at acting and may exaggeratedly simulate them for the benefit of more emotive beings. They will honor laws, loyalties and friendships only as long as they calculate it to be in their best interests to do so. They also have no compunctions against blasphemy, theft, kidnapping, murder, genocide or anything else that may help them reach their goals. Sload are quite skilled at magic, particularly necromancy and teleportation magics.

Sload are not religious in any apparent sense, but will willingly serve Daedra if they benefit from it. It is unknown exactly how they reproduce - they are believed to be hermaphrodites in their youths, though the sexual organs seem to be absorbed by the time they are old enough to survive on land. Sload parents seemingly have no interest in the fate of the young, and upon reaching adulthood the Sload becomes amphibious and has an appearance similar to a large, vaguely humanoid slug.

As they age, Sload tend to grow in size and corpulence, and many older Sload would collapse under their own weight if not buoyed up by water or by magical means. There is no known limit to either the age or the size of an adult Sload.

Sload Player Characters

Below are the rules for creating Sload characters. Assuming you have the permission of your GM, treat the Sload just as you would any other race and follow the usual steps for character creation.

Sload Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
20	20	10	30	30	25	20

Traits (simplified: full rules can be found in Chapter 4)

- **Power Well (10):** The Sload increases their maximum Magicka Points by 10.
- **(Racial) Abominable:** Sload receive a -20 penalty on all social skill based tests with non-Sload. Additionally, they gain a +20 bonus to Persuade tests made to intimidate.

Other

- During character creation, the Sload may choose to begin with Necromancy, Mysticism, or Alteration trained to Novice for free, or have all three trained to Novice for 100 XP.
- Sload characters are blessed with flawless memory, and never need any kind of roll to remember anything they have seen or heard, and gain +1 bonus DoS on any successful Lore tests they make.

GENERATE CHARACTERISTICS

During this step you will choose your character's favored characteristics and then roll for your characteristic scores, using the characteristic baseline appropriate to your choice of race.

Choose Favored Characteristics

Not all characteristics are created equal! Some characters excel in certain areas over others, beyond a simple difference in raw characteristic score. Favored Characteristics are those characteristics a character is naturally gifted in; improving those characteristics, or skills and abilities associated with them, is easier than usual. Each player can choose their character's two favored characteristics (they must be different characteristics), before they generate their characteristic scores. **Learning and ranking skills (including specializations) or talents governed by a favored characteristic, or advancing that characteristic, costs 75% of the usual XP cost (round down to the nearest multiple of 5).**

Rolling Characteristic Scores

Once you have chosen your two favored characteristics and have a characteristic baseline from your race, you can generate characteristics:

- Roll 2d10 seven times, and assign each roll to one of your Characteristics (excluding Luck). Add each roll to the assigned Characteristic score listed in your Characteristic baseline.
- Roll 2d10, add 30 to the result, and assign the resulting two digit value to your Luck score. **Luck cannot exceed 50 and cannot be advanced.**
- If the GM allows it, you may reroll up to three of the sets of 2d10 from amongst the pool of rolls (but not the one for Luck) after all rolls are completed but before you assign the results. The new values are final.

Optional Rule - Point Buy Characteristics

Instead of rolling for characteristics, with GM permission players can instead choose to distribute 80 points amongst their various characteristic scores (not including luck, which is rolled using the standard rule). No more than 20 points may go to one characteristic.

For convenience, all of the characteristics are reprinted here. For more information see [“Defining a Character” on page 15](#). Additionally, from this point onward throughout the process a player may choose to permanently reduce their character's starting Luck score for certain benefits. These will be explained when they come up.



STRENGTH (Str / SB) measures a character's physical prowess and their ability to employ that prowess and push themselves to their physical limits.

ENDURANCE (End / EB) measures a character's physical health, stamina and toughness, and their resistance to damage.

AGILITY (Ag / AB) measures a character's physical speed, reflexes, and coordination, reflecting their overall ability to move quickly and gracefully.

INTELLIGENCE (Int / IB) measures a character's mental prowess, problem solving, reasoning, ability to recall information, and understanding of the mysteries of magicka.

WILLPOWER (Wp / WB) measures a character's mental control, resilience, and their ability to control and shape magicka.

PERCEPTION (Prc / PcB) measures a character's physical awareness, as well as the accuracy of their “gut instincts” and intuition.

PERSONALITY (Prs / PsB) measures a character's natural charisma, presence, expressiveness, and social abilities.

LUCK (Lck / LkB) measures a character's good fortune and how often events tend to go their way. See [“Luck”](#) in Chapter 1.

DETERMINE BIRTHSIGN

Next you roll for your character's Birthsign, choosing the charge of the Warrior, Mage, or Thief and then rolling a d5 on the appropriate table. There is a chance during this step that the character will receive the Star-Cursed version of a sign instead, reflecting the threatening presence of the Serpent sign at the time of their birth. Powers granted by Birthsigns can be found in the Powers section later in this Chapter.

Luck

A player may choose to permanently reduce their character's Luck score by 5 in order to choose a Birthsign of their choice (10 for the star-cursed version) either before or after rolling on the table. Alternatively, if the player decides to roll on the table and rolls a non-star-cursed sign, they can choose to permanently reduce their character's Luck score by 5 to take the star-cursed version.

Warrior Birthsign Table

Roll	Result
1	The Warrior
2	The Lady
3	The Steed
4	The Lord
5	Reroll, take the Star-Cursed version of the result

Mage Birthsign Table

Roll	Result
1	The Mage
2	The Apprentice
3	The Atronach
4	The Ritual
5	Reroll, take the Star-Cursed version of the result

Thief Birthsign Table

Roll	Result
1	The Thief
2	The Lover
3	The Shadow
4	The Tower
5	Reroll, take the Star-Cursed version of the result

Optional Rule - Player Chosen Birthsigns

Some groups may not like the random element introduced by rolling for birthsigns. It is acceptable to simply pick birthsigns without any Luck cost if the whole group agrees to do so.

The Warrior

"The Warrior is the first Guardian Constellation and he protects his charges during their Seasons. The Warrior's own season is Last Seed when his Strength is needed for the harvest. His Charges are the Lady, the Steed, and the Lord. Those born under the sign of the Warrior are skilled with weapons of all kinds, but prone to short tempers."

- Those born under the sign of the **Warrior** increase their SP maximum by 1.
- **Star-Cursed Warrior:** As above, but also gain 5 Strength and lose 5 Willpower.

The Lady

"The Lady is one of the Warrior's Charges and her Season is Heartfire. Those born under the sign of the Lady are kind and tolerant."

- Those born under the sign of the **Lady** gain 5 Personality.
- **Star-Cursed Lady:** As above, but also gain 5 Endurance and lose 5 Strength.

The Steed

"The Steed is one of the Warrior's Charges, and her Season is Mid Year. Those born under the sign of the Steed are impatient and always hurrying from one place to another."

- Those born under the sign of the **Steed** increase Speed by 2.
- **Star-Cursed Steed:** As above, but also gain 5 Agility and lose 5 Willpower or Perception (pick one).

The Lord

"The Lord's Season is First Seed and he oversees all of Tamriel during the planting. Those born under the sign of the Lord are stronger and healthier than those born under other signs."

- Those born under the sign of the **Lord** double their natural healing rate.
- **Star-Cursed Lord:** As above, but also gain 5 Endurance and the Weakness (fire, 2) trait.

The Mage

"The Mage is a Guardian Constellation whose Season is Rain's Hand when magicka was first used by men. His Charges are the Apprentice, the Golem, and the Ritual. Those born under the Mage have more magicka and talent for all kinds of spellcasting, but are often arrogant and absent-minded."

- Those born under the sign of the **Mage** gain the Power Well (10) trait.
- **Star-Cursed Mage:** Gain Power Well (25) instead, but lose 5 Perception, Strength, or Personality (pick one).

The Apprentice

"The Apprentice's Season is Sun's Height. Those born under the sign of the apprentice have a special affinity for magick of all kinds, but are more vulnerable to magick as well."

- Those born under the sign of the **Apprentice** gain the Power Well (25) trait and the Weakness (magic, 2) trait.
- **Star-Cursed Apprentice:** Gain Power Well (50) and Weakness (magic, 3) instead.

The Atronach

"The Atronach (often called the Golem) is one of the Mage's Charges. Its season is Sun's Dusk. Those born under this sign are natural sorcerers with deep reserves of magicka, but they cannot generate magicka of their own."

- Those born under the sign of the **Atronach** gain the Power Well (50) trait, the Spell Absorption (5) trait, and the Stunted Magicka trait.
- **Star-Cursed Atronach:** As above, but gain Power Well (75) instead and lose 5 Agility or Endurance (pick one).

The Ritual

"The Ritual is one of the Mage's Charges and its Season is Morning Star. Those born under this sign have a variety of abilities depending on the aspects of the moons and the Divines."

- Those born under the sign of the **Ritual** may choose to gain one of the following powers at the beginning of each day: Blessed Touch, Blessed Word, Mara's Gift. They have this power until their next long rest, when they can make another choice if they wish.
- **Star-Cursed Ritual:** Instead gain all the powers permanently, but lose 5 luck.

The Thief

"The Thief is the last Guardian Constellation, and her Season is the darkest month of Evening Star. Her Charges are the Lover, the Shadow, and the Tower. Those born under the sign of the Thief are not typically thieves, though they take risks more often and only rarely come to harm. They will run out of luck eventually, however, and rarely live as long as those born under other signs."

- Those born under the sign of the **Thief** roll an extra lucky number that they never lose regardless of their Luck score.
- **Star-Cursed Thief:** As above, but the character replaces their rolled Luck score with 50, gains the Akaviri Danger-Sense power, and the Running Out of Luck trait. Characters cannot spend Luck to choose this birth-sign. Instead, it is available as a choice for any character who naturally rolled the Thief sign.

The Lover

"The Lover is one of the Thief's Charges and her season is Sun's Dawn. Those born under the sign of the Lover are graceful and passionate."

- Those born under the sign of the **Lover** gain 5 Agility.
- **Star-Cursed Lover:** As above, but also gain 5 Personality and lose 5 Willpower or Strength (choose one).

The Shadow

"The Shadow's Season is Second Seed. The Shadow grants those born under her sign the ability to hide in shadows."

- Those born under the sign of the **Shadow** gain the Moonshadow power.
- **Star-Cursed Shadow:** As above, but also gain 5 Perception and lose 5 Personality or Strength (pick one).

The Tower

"The Tower is one of the Thief's Charges and its Season is Frostfall. Those born under the sign of the Tower have a knack for finding gold and can open locks of all kinds."

- Those born under the sign of the **Tower** gain the Treasure Seeker power and 5 Perception.
- **Star-Cursed Tower:** As above, but also gain 5 Agility and lose 5 Willpower or Strength (pick one).

SPEND XP

At this point it is time to build the bulk of the character. During this step you may spend your XP on any of the advancements or other items listed on the table below and apply the changes to your character sheet.

Campaign Power Level

Power Level	Starting XP
Low	1500+
Medium	3500+
High	7500+
Legendary	12500+

Starting XP

Your character's starting XP is dependent on the **CAMPAIGN POWER LEVEL**: a category chosen by the GM that provides a starting baseline for the power and experience of the characters.

Character Creation XP Costs

Advance Type	Cost
Characteristic Advance (+1 score)	30 x (Current Bonus) XP*
Learning a Skill	Varies by Skill Rank**
Novice Rank (0)	100 XP
Apprentice Rank (1)	200 XP (300 total)
Journeyman Rank (2)	300 XP (600 total)
Adept Rank (3)	400 XP (1000 total)
Expert Rank (4)	500 XP (1500 total)
Master Rank (5)	800 XP (2300 total)
Gaining a Specialization	100 XP
Expanding a Combat Style (adds one piece of equipment)	25 XP
Learning a Talent	Varies by Talent Level
Novice Level	100 XP
Apprentice Level	200 XP
Journeyman Level	300 XP
Adept Level	400 XP
Expert Level	500 XP
Master Level	800 XP
Learning Magic	Varies by Magic
Learning Conventional Spell (no tests are required)	20 x (Spell Level) XP or standard drakes cost***
Creating Unconventional Spell (no tests are required)	30 x (Spell Level) XP or standard drakes cost***
Rituals	25 XP w/ GM Permission

* Characters cannot advance Luck.

** Skill ranks must be purchased in order (see "Chapter 3: Skills" on page 62)

*** Spells that exceed the character's Spellcasting Level cannot be purchased without advancing the associated skill. Additionally, GMs might restrict which resource can be used to purchase.



Character Advancement Costs

Remember that learning talents, improving skills (including specializations) governed by a favored characteristic, or advancing that characteristic (increasing its score by 1), costs **75%** of the usual XP (round down to the nearest multiple of 5).

Talent Costs and Requirements

Talent Level	XP Cost	Characteristic Requirement
Novice	100	25
Apprentice	200	30
Journeyman	300	35
Adept	400	40
Expert	500	45
Master	800	50

Skill Level Maximum

Depending on how much XP your character has, they can only purchase a certain amount of Ranks in any skill. These are the appropriate skill rank maximums that a character can have in relation to their total XP:

Skill Level Maximums to Total XP

Skill Rank	Total XP
Apprentice	1000
Journeyman	2500
Adept	4000
Expert	5500
Master	7000

FINISHING TOUCHES

You're almost done! All that's left is to calculate your attributes, purchase gear, generate lucky numbers, and make any other last minute touches. Then you'll be ready to go!

Calculate Attributes

The player should now calculate all their attributes based on the finalized values of their characteristics. Some of these have already been determined. The player should calculate the following attributes and note the values on their character sheet:

- **Health Points (HP):** Endurance / 2 (round up)
- **Wound Threshold (WT):** EB + SB + WB
- **Speed:** SB + [2 x AB]
- **Initiative Rating (IR):** AB + IB + PcB
- **Carry Rating (CR):** [4 x SB] + [2 x EB]
- **Magicka Points (MP):** Intelligence
- **Stamina Points (SP):** EB
- **Luck Points (LP):** LB
- **Action Points (AP):** 3
- **Linguistics:** IB - 2, to a maximum of 4 (See "[Languages](#)" on page 17)
- **Size Category:** Standard by default

Generate Lucky Numbers

Before finishing off the character, it is time to decide which numbers are tied to your fate! Each character has a set of Lucky and Unlucky numbers that, when rolled as a result of a test, cause a critical success or critical failure (respectively). To generate your Lucky and Unlucky numbers, follow these steps:

- A character has a number of **Lucky Numbers** equal to their Luck bonus. Roll 1d100 this many times, rerolling any duplicates. These are your Lucky Numbers!
- A character has a number of **Unlucky Numbers** equal to five minus their Luck bonus. Roll 1d100 this many times, rerolling any duplicates (and rerolling any of your Lucky Numbers). These are your Unlucky Numbers!

If a character's Luck bonus changes later, then convert Lucky into Unlucky numbers as appropriate.

Purchase Gear & Equipment

Every adventurer needs equipment! The budget of drakes that your character has available to purchase gear before the start of the campaign is left to your GM, but we have provided some rough recommendations for their use below:

Campaign Starting Wealth

Power Level	Starting Drakes
Low	0-1500
Medium	1500-5000
High	5000+
Legendary	GM discretion

These numbers can vary drastically depending on your campaign. Some legendary games will begin in prisons! It is also worth noting that you should run your final gear selection by your GM for their approval; simply having enough money to theoretically buy something does not mean your character could reasonably acquire it. The specifics will come down to where your campaign is set and the tone and power level your GM wants to set.



Fill Out Your Character Sheet

Once you have finalized your attributes and purchased your gear, you should finish filling out your character sheet, noting any aspects that still need to be finished. Do not forget to fill out relevant aspects of the character state, including things gained from equipment, magic, encumbrance level (taking into account everything the character will be on carrying), and so forth.

Flesh Out Your Character

Despite how much time we spend on them, the numbers on a character sheet aren't everything. Much of the fun of role-playing is creating a character who feels like a believable part of their world, but it can often be difficult to decide where to start. You can spend as much or as little time on this before your game as you like, but it's always good to put at least some thought into it. The following are a number of questions to consider when building any character:

Where Are You From?

This is a critical question, especially in a complex and divided world like Nirn. Were you born in your racial homeland? How does your character view their birthplace? How were they treated there? Would they rather have been born somewhere else? How do other people view them in light of where they are from?

What Is Your Family Like?

Are you an only child, or do you have brothers and sisters? What's your place in the family? Are you the eldest and the heir apparent, or the disowned wild child? Are your parents still alive? If not, how did they die?

What Is Your Social Class?

Those in the upper classes seem to have all the advantages, but often the greatest heroes come from the lowest of places. What part of society did your parents come from? Did they pull themselves out of poverty? Are they still there? Or is your noble family destitute and on the verge of ruin? How has this influenced your life and your goals? How do you view it?

Why Are You Here Now?

What did you do before you came to be in the place you are now (or with the party if that's the case) and why did you stop? What did you see in an adventuring life?

How Religious Are You?

Tamriel is a place where gods often walk amongst mortals, but not all of them are worthy of worship. How devout are you? Have you had an important religious experience in your life? Or do you believe the gods have abandoned you?

Who Are Your Best Friends and Worst Enemies?

Ignoring the possibility that the other PCs fall into these categories, who in your life would you call a best friend or worst enemy? What happened to make things that way? Where are they now? Do you want to see them again?

What Are Your Prized Possessions?

Do you have any Items of sentimental value? Something passed down by your family, a friend, or a mentor? You should also think about important things you've already lost that you would do anything to get back.

Who Are You Loyal To?

Real loners are rare: Tamriel can be a dangerous place without allies. Are there people or organizations that you are loyal to? What did they do to earn your loyalty?

"Yes. You're in Morrowind. I don't know why you're here. Or why you were released from prison and shipped here. But your authorization comes directly from Emperor Uriel Septim VII himself. And I don't need to know any more than that. When you leave this office, you are a free man."

Sellus Gravius, The Elder Scrolls III: Morrowind





Bonds

Bonds are short phrases that describe something unique about your character personality. They are not necessary something that makes you a “bad person”, but something that can complicate your character’s life. Whether its a vendetta, a personality compulsion, a large debt, an inconvenient loyalty, or a forbidden love, Bonds should be thematic and resonate with your character to bring depth and more importantly, interesting and organic plot hooks.

Example Bonds include:

- I’ve experienced great loss which I fill by obtaining material goods, whatever the cost.
- At the slightest insult to my honor, I find it difficult to temper my anger.
- I have a forbidden lover who I have complicated feelings regarding.
- A have taken a vow of pacifism and seek to avoid violence whenever I can.
- I owe a large debt to an illegal organization.
- I am wanted for a crime I didn’t commit and seek to return honor to my name.
- I hold a great grudge against someone who did me wrong in the past.
- I am prideful and would do anything to protect my image.

Gaining Bonds

During character creation, characters are encouraged to take a Bond or two. During the course of the game, the GM may prompt you to clear existing Bonds if they are resolved, or add new Bonds that arise throughout the course of the campaign.

Example:

GM: You see the symbol of the Black Heart Cabal on the corpse. It is unmistakable. How do you react?

Erriana: I place my hand on my heart and say “It’s a matter of honour. I’ll let no member of the Black Heart Cabal live.”

GM: Okay. Mark down a new Bond: Vendetta against the Black Heart Cabal.

Exploiting Bonds

If your character is in a situation where your Bonds will inconvenience, harm, or otherwise make the situation worse, someone, including you, can Exploit your Bond by describing how its relevant and offering a complication. In that case, you get two options:

- Accept the complication and gain +1 Luck Point
- Spend a Luck to avoid the complication

Example:

GM: An old Cyrodiilic man shakes your hand and tells you that adventurers are rare these days, and is willing to help you. “The name is Celvus, by the way. I’m the head of this village,” he says in a friendly tone. Roll Observe for me.

Erriana: I pass.

GM: While shaking his hand, you notice a tattoo. The mark of the Black Heart Cabal.

Erriana: I wore a vow for vengeance. With my left hand behind my back I draw a dagger and attempt to gut him.

GM: You gain a bonus Luck point this session. Roll for the attack, +20 for surprise.

CHARACTER TRAITS

During character creation, players may take certain traits to add flavor to their characters. A character is not required to take any traits, but they are recommended. Traits are chosen from a preset list. Each trait has an associated **Trait Point** cost or bonus. Character Traits with positive effects (Listed here as Positive Traits) incur Trait Point costs, while traits with negative effects (Listed here as Negative Traits) provide Trait Point bonuses.

In Character Creation, player characters start with 1 Trait Point. Then, **players may purchase up to 5 Character Traits** by purchasing any combination of Negative and Positive Traits. After Character Creation is completed, all remaining Trait Points are then lost. However, this is not the end-all be-all for Character Traits; GMs may determine that, given some series of events or some level of character growth, a player character might lose a trait and/or gain another.

Positive Traits

Characters can spend Trait Points in exchange for gaining one or more of the following positive traits.

Attractive

2 Trait Points

The character is attractive. They gain a +10 bonus to any Personality test where their beauty plays a major role in the outcome.

Brave

3 Trait Points

The character is lionhearted and does not scare easily. They gain a +20 bonus on Willpower tests to resist Fear or Intimidation.

Common Sense

3 Trait Points

The character has innately good judgement, allowing them to avoid the simple disasters in life. Any time the character is about to make an objectively bad decision, the GM should intervene to prompt the character to reassess things.

Direction Sense

1 Trait Point

The character has a good sense of direction, and can always find north when outdoors. Additionally, the character can reroll one failed Navigate test per Long Rest.

First Impression

1 Trait Point

The character makes a good impression and gains a +10 bonus on any Personality test when first meeting someone new.

Good With Animals

2 Trait Points

The character has an affinity for animals and gains a +10 bonus on any Profession: Animal Handling, Ride, or Survival tests to train or calm an animal.

Pain Tolerant

3 Trait Points

The character has a high threshold for pain and gains a +10 to Shock Tests. They also suffer -10 from the passive effects of wounds rather than the usual -20.

Perfect Memory

3 Trait Points

The character is are blessed with flawless memory, and never need any kind of roll to remember anything they have seen or heard, and gain +1 bonus DoS on any successful Lore tests they make.

Preferred Enemy

1 Trait Point (Character) / 3 Trait Points (Faction)

The character holds a grudge for a specific character or faction. The character gains a +10 on any tests made that bring direct harm to their preferred enemy, including Cast Magic actions, melee and ranged attacks, and other insidious means of harm.

Situational Awareness

2 Trait Points

The character is hyper-aware of their surroundings, and can ignore any negative modifiers to Perception for being distracted, but not for poor lighting or environmental conditions.

Slippery

3 Trait Points

The character is especially flexible and gains a +10 on Acrobatics tests involving flexibility, and can perform the Resist Secondary Action using Acrobatics.

Threat Awareness

3 Trait Points

The character has a sixth sense for danger. Any time the character is Surprised, they can choose to roll Initiative instead, but takes a -20 on all non-defensive reactions in the first Round of combat.

Unremarkable

2 Trait Points

The character is exceptionally average looking, which for better or worse makes them harder to remember and recognize. Whenever this character attempts to blend in with a crowd (that being the general public, or dressed similarly to any group in which they're trying to pass for a member by looks alone) they gain a +10 to all Subterfuge and Stealth tests made to fit in. Additionally when appropriate and at the GM's discretion, any character or NPC trying to remember or describe the character will either have trouble doing so, such as wrongly describing them, or simply being unable to remember them entirely (for better or worse).

Negative Traits

Characters can gain the listed Trait Points in exchange for taking on one or more of the following negative traits.

Addiction (X)

+2 Trait Points

The character is addicted to some substance, such as alcohol, moonsugar, skooma, or even more alien or outlandish drugs such as felldew. Should the character not be able to indulge in the drug regularly (more accessible drugs require more frequent access), they suffer a -10 penalty on all tests, which increases in severity by an additional -10 to a maximum of -30 for each passing day until they get their fix.

Aversion (X, Y)

+1 Trait Point per Y

The character is afraid of or averse to something (X). This can be used to represent a phobia, compulsive avoidance, or strong dislike of a certain thing. When exposed to their aversion, the character suffers a -10 per Y on all tests.

Bad Reflexes

+2 Trait Points

The character is generally slow to react. When rolling for Initiative, the character rolls twice and takes the lowest.

Combat Paralysis

+3 Trait Points

The character has a habit of freezing in dangerous situations, and must make a Willpower test any time combat breaks out. If they fail, they cannot take any actions or reactions during the first Round.

Dampened Senses (X)

+1 Trait Point

The character suffers a -10 penalty on Perception tests based on the selected sense.

Disturbing Voice

+1 Trait Point

The character has an intimidating, disturbing voice. They gain a +10 bonus to Persuade tests made to intimidate, but suffers a -10 to all other Personality based tests that involve speaking.

Illiterate

+3 Trait Points

The character cannot read or write.

Incompetent (X, Y)

+1 Trait Point per X

The character is particularly bad at something. Pick a skill that the character possesses, and choose something related to that skill the character would be considered incompetent in, just like you would choose a specialty. It must be something general enough that the character could conceivably be forced to roll at some point and must be a skill that the character has trained to at least +0, like Swimming for Athletics (the GM is the final arbiter of what qualifies as such). Whenever the character is forced to make a roll with the chosen skill that would be affected by the chosen Incompetence, gain a -10 penalty to said roll per X.

Low Pain Tolerance

+3 Trait Points

The character has a low threshold for pain, suffering a -10 penalty to resist the Shock Test inflicted by Wounds, as well as against any Willpower test to resist the effects of pain. Additionally, the passive Wound penalty is increased to -30 instead of -20.

Naive

+2 Trait Points

The character lacks experience in certain settings. Whenever they see fit to do so, the GM can call for the character to make an Intelligence test in order to not misunderstand a certain social situation.

Oblivious

+2 Trait Points

The character is often oblivious to danger. The character suffers a -20 on Perception based tests that would determine if the character is surprised by an enemy or not.

Social Stigma (X)

+1 Trait Points

The character suffers from a stigma (chosen when the trait is gained) in certain social situations. They suffer a -10 penalty to socially related tests in these situations. The character may have multiple instances of this trait for different stigmas.

Timid

+3 Trait Points

The character is timid and scares easily. They suffer a -10 penalty on Willpower based tests to resist Panic tests or intimidation, and a -20 penalty on Horror tests.

Ugly

+2 Trait Points

The character is ugly and suffers a -10 penalty to any Personality based tests where their appearance plays a major role in the outcome.

Weak Immune System (X)

+1 Trait Point per X

The character suffers a $-10 * X$ penalty to Endurance tests made to resist contracting diseases when exposed. If the character has the Disease Resistance trait, first subtract this value from the percentage on that trait. Any overflow is applied to the penalty. For example, if a character has Disease Resistance (25%) and they take this trait at a 3 X value, then they suffer a -5 penalty to their Endurance tests for resisting diseases.

Severe Negative Traits

These negative traits follow the same rules as above, but the effects from picking one of these aren't necessarily limited to just the gaining of Trait Points, so be sure to read each entry carefully.

Choosing any of these traits should only be done after careful deliberation (from both player and GM), as they can greatly affect the tone and amount of work required by the GM by being implemented.

Amnesia

+5 Trait Points

The character has a gap in their memory, they cannot remember anything that happened during that time period. This is something that should be worked out with the GM, and should come back to haunt the character.

Blind

+4 Trait Points

Character has the Blinded condition while they have this trait. However, luck favors those who suffer, granting them a free reroll on any one test not related to their lacking sight once per session.

Deaf

+4 Trait Points

Character has the deafened condition while they have this trait. However, luck favors those who suffer, granting them a free reroll on any one test not related to their missing hearing once per session.

Lingering Injury

+4 Trait Points

The character has an old injury that comes back to bug them at the worst times. The GM and the player should work out the specifics of the injury, and how it affects the character. However, living with a painful injury has made the character tough, granting 1 Stamina Point to the character as powering through exhaustion and pain is everyday life for the character.

Star Cursed

+5 Trait Points

The character was born beneath an unlucky star and is considered to be ill-fated. Add 2 unlucky numbers to the character. Additionally, things simply tend to go horribly wrong in their presence.



Character Names

Altmer Names

Male Names: Aldaril, Anarenen, Andil, Angoril, Armion, Aronil, Arrille, Athellor, Carecalmo, Caryarel, Earmil, Eraamion, Erundil, Fainertil, Falanaamo, Fanildil, Fiiriel, Gladroon, Hecerinde, Hyarnarenquar, Ilmiril, Inganar, Iroroon, Itermerel, Kardryn, Landorume, Meanen, Meryaran, Mollimo, Moranarg, Mororurg, Mossanon, Nande, Nelacar, Norionil, Olquar, Qorwynn, Rimintil, Rumare, Sanyon, Seanwen, Sinyaramen, Sorcalin, Tauryon, Telinturco, Tragrim, Tunengore, Tusamircil, Tyermaillin, Umbacano, Undil, Uulernil, Volanaro, Yakov, Yanniss, Yarnar.

Female Names: Anirne, Ardarume, Calmaninde, Camandil, Celria, Ciralinde, Culumaire, Cumanya, Dhaunayne, Elanande, Elante, Eldafire, Elenwen, Erissare, Erranil, Estalenya, Estirdalin, Estoril, Faire, Fistelle, Helende, Hession, Iirenoore, Imare, Iniel, Irinwe, Lorurmend, Mirkrand, Nalcarya, Siltalaure, Sirilonwe, Sondaale, Taarie, Tarerane, Tenyeminwe, Termanwe, Viraninde.

Argonian Names

Male Names (1-Word): Asum, Bunish, Busheeus, Chalureel, Chiwish, Chulz, Chuna, Haran, Hathei, Heedul, Huleeya, Huzei, Inee, Itan, Meer, Milos, Neetinei, Nelix, Okaw, Peeradeeh, Rasha, Reemukeeus, Reesa, Seewul, Skeetul, Tanan, Teegla, Tul, Ukawei, Ula, Utadeek, Weeltul, Weer, Weerhat.

Male Names (Hyphenated): An-Zaw, Bun-Teemeeta, Dan-Ru, Effe-Tei, Eleedal-Lei, Gah-Julan, Gam-Kur, Geel-Lah, Haj-Ei, Han-Tulm, Heem-La, Heir-Zish, Im-Kilaya, Jeelus-Tei, Jeer-Maht, Junal-Lei, Keerasa-Tan, Miun-Gei, Mush-Mere, Okan-Shei, Oleen-Gei, Olink-Nur, Reeh-Jah, Silm-Dar, Tee-Lan, Vistha-Kai, Wanan-Dum, Wud-Neeus, Wuleen-Shei.

Male Names (Cyrodilic): Also-He-Washes, Basks-In-The-Sun, Big Head, Dreaded-Water, Fine-Mouth, Grey-Throat, Hides-His-Eyes, Hides-His-Foot, High-Heart, Morning-Star-Steals-Away-Clouds, Fly-Breath, Nine-Toes, Only-He-Stands-There, Skinkin-Tree's-Shade, Smart-Snake, Smokeskin-Killer, Stream-Murk, Swims-In-Swells, Ten-Tongues, Tongue-Toad, Twice-Bitten, Wind-In-His-Hair.

Female Names (1-Word): Ahaht, Akish, Banalz, Beekatan, Eutei, Gilm, Gish, Hul, Kasa, Milah, Nakuma, Neesha, Nuralg, Nush, Okur, Onasha, Shatalg, Tasha, Wusha.

Female Names (Hyphenated): Ah-Meesei, Am-Ra, An-Deesei, Chanil-Lee, Cheesh-Meeus, Deesh-Meeus, El-Lurasha, Ereel-Lei, Gih-Ja, Jeed-Ei, Kal-Ma, Keel-Raniur, Meeh-Mei, Meen-Sa, Muz-Ra, Nam-La, Olank-Neeus, On-Wan, On-Wazei, Seen-Rei.

Female Names (Cyrodilic): Breech-Star, Snail-Tail, Tern-Feather, Travelling-New-Woman.

Bosmer Names

Male Names: Aengoth, Agarond, Allimir, Alveleg, Amring, Anglalos, Anruin, Arannir, Arathor, Baradras, Berengeval, Bolrin, Bragor, Brallion, Brithroth, Brolmir, Celegorn, Cingor, Clendil, Cun, Dangor, Denegor, Dirding, Dondir, Elberoth, Elegal, Eloroth, Endring, Engaer, Eradan, Erradan, Erval, Faldan, Fargoth, Faulgor, Fillin, Findulain, Foronir, Gaeldol, Gaenor, Galmir, Galthragoth, Gazalem, Gerrilgor, Glaum, Glonagoth, Godros, Gorchalas, Hingor, Meldor, Menelras, Minedhel, Minglos, Monthadan, Morth, Nalion, Nedhelas, Nedhelorn, Pegasai, Peragon, Rithrannir, Tarhiel, Thoromlallor, Thoronor, Tuundir, Ulwaen, Ungeleb.

Female Names: Aerin, Aglaril, Anrel, Aradraen, Arangaer, Aranwen, Ardhil, Aredhel, Bauril, Baurin, Belwen, Berwen, Borwen, Celegil, Cirwedh, Cuunel, Distel, Dondreth, Dothiel, Dothruviel, Eindel, Elegnan, Elphiron, Emelin, Eraldil, Estinan, Falion, Fara, Filbeneth, Galbedir, Galdiir, Gelduin, Gildan, Giningil, Glathel, Hyna, Iingail, Indrel, Irwaen, Kirsty, Liette, Lorchel, Mara, Menelin, Milbereth, Nael, Natesse, Nathien, Nilioniel, Nona, Penglithil, Radras, Samia, Thaeril.

Breton Names

Male Names: Alodie, Andre, Arnand, Astien, Barnand, Bereditte, Birard, Ciel, Cirges, Danders, Daric, Debentien, Detritus, Dilborn, Elbert, Ernand, Ernard, Faric, Fenas, Ferarilie, Francois, Frizkav, Frostien, Gaban, Geon, Geor, Idhdean, Inwold, Irbran, Jadier, Jeanciele, Jerian, Jocien, Joncis, Juillen, Lanie, Listien, Louis, Manis, Marcel, Mebestien, Merard, Merthierry, Myn, Noleon, Ormax, Orrent, Paur, Perien, Phane, Relien, Rerlas, Roberto, Ruran, Simine, Socucius, Thetrard, Varnis, Verick.

Female Names: Abelle, Aditte, Ales, Ama, Amarie, Arbene, Arielle, Asciene, Aurane, Aurnie, Belene, Bovkinna, Cienne, Dabienne, Darene, Derelle, Edre, Edwinna, Emusette, Fasele, Fasile, Frelene, Gulitte, Helviane, Heniele, Janand, Jeanne, Jeberilie, Joslin, Leles, Lielle, Lirielle, Mabrelle, Malielle, Maline, Maranique, Marelle, Marielle, Marthe, Masalinie, Maurrie, Melie, Milie, Mitanne, Muriel, Pierlette, Piernette, Relie, Rianciene, Ronerelie, Sosia, Surane, Synette, Vienne, Virene.

Dunmer Names

Male Names: Adril, Ambarys, Arvel, Athis, Aval, Belyn, Bradyn, Casimir, Daynas, Dravin, Drelas, Drevis, Drovas, Erandur, Evul, Falas, Faldrus, Faryl, Feran, Fethis, Galdrus, Garan, Garyn, Geldis, Indaryn, Jiub, Lleril, Malthyr, Malur, Maluril, Malyn, Meden, Mithorpa, Modyn, Naris, Neloath, Othreloth, Orini,

Raleth, Ralis, Ravam, Ravyn, Revus, Revyn, Rirns, Romlyn, Saden, Sarthis, Savos, Servos, Sevan, Slitter, Sondas, Talvas, Talvur, Taron, Teldryn, Tolendos, Tythis, Ulves, Ulyn, Valin, Vals, Vanryth, Vendil, Veren, Wyndelius.

Female Names: Adosi, Alves, Arvena, Boderi, Bralsa, Davela, Dervera, Dovesi, Dralora, Drarana, Dredena, Falanu, Gadeneri, Glistel, Llathasa, Llensi, Llevana, Malyani, Melisi, Mensa, Mirili, Mivryna, Myvryna, Nardhil, Norasa, Noveni, Ralsa, Relmyna, Satha, Saveri, Tadrose, Tanasa, Tilse, Tivela, Tolisi, Tolvasa, Ulene, Undena, Uravasa, Urnsi.

Imperial Names

Male Names: Adonato, Adventus, Aerin, Agrius, Alethius, Aquillius, Aventus, Bassianus, Caius, Calixto, Cicero, Constantius, Corpulus, Crescius, Dexion, Dirge, Ennodius, Falx, Florentius, Gaius, Gallus, Gavros, Gian, Leontius, Lucan, Mallus, Marcurio, Maro, Metilius, Noster, Orthus, Paratus, Pavo, Plautis, Proventus, Quentin, Quintus, Reburus, Rexus, Rogatus, Salvianus, Samuel, Septimus, Sergius, Severio, Silus, Sorex, Sulla, Tacitus, Taurinus, Telrav, Terek, Titus, Tyranus, Vantus, Varnius, Venarus, Verulus, Xander.

Female Names: Aia, Ariela, Arnora, Arriana, Astia, Astinia, Augusta, Aviera, Avresa, Britta, Bronsila, Buntara, Caelia, Caldana, Cargas, Carmana, Casta, Caula, Ciirta, Dumania, Dynari, Erina, Etira, Faustina, Gruinand, Herminia, Isa, Ita, Janonia, Jantus, Jastia, Jastira, Javolia, Julitta, Lenka, Lucina, Lyra, Marana, Mariana, Marlena, Martina, Millona, Narina, Naspia, Perennia, Pista, Praxedes, Rena, Renee, Restita, Romana, Rona, Rosentia, Rusia, Salonia, Schlera, Selenia, Sibylla, Silana, Simplicia, Tertia, Una, Viera, Vilena, Vinicia, Ysabel.

Khajiit Names

Male Names: Baadargo, Dro'Barri, Dro'farahn, Dro'Qanar, Dro'Sakhar, Dro'Shavir, Dro'Tasarr, Dro'Zah, Dro'Zaymar, Dro'zharim, Dro'Zhirr, J'Dato, J'Dhannar, J'Hanir, J'Jarsha, J'Jazha, J'Kara, Jobasha, Jodhur, Jo'Ren-Dar, Joshur, Jo'ThriDar, J'Raksa, J'Rasha, J'Saddha, J'Zamha, J'Zhirr, Ma'Dara, M'Aiq, Ma'Jidarr, Ma'Khar, Ma'Zahn, M'nashi, M'Shan, Qa'Dar, Ra'Karim, Ra'Kothre, Ra'Mhirr, Ra'Sava, Ra'Tesh, Ra'Virr, Ra'Zahr, Ra'Zhid, Ri'Darsha, Ri'Dumiwa, Ri'Shajirr, Ri'Vassa, Ri'Zaadha, S'Bakha, Sholani, S'Radirr, S'Rava, S'Raverr, S'Renji, S'Vandra, S'virr, Thengil, Urjorad, Wadarkhu.

Female Names: Abanji, Adanja, Addhiranirr, Adharanji, Affri, Ahdahni, Ahdni, Ahdri, Ahjara, Ahnarra, Ahnassi, Ahndahra, Ahnia, Ahnisa, Ahzini, Aina, Ajira, Anjari, Arabhi, Aravi, Ashidasha, Bahdahna, Bahdrashi, Baissa, Bhusari, Chirranirr, Dahleena, Dahnara, Ekapi, Harassa, Habasi, Idhassi, Inerri, Inorra, Kaasha, Khamuzi, Khazura, Khinjarsi, Kiseena, Kishni, Kisimba, Kisisa, Nisaba, Rabinna, Shaba, Shivani, Shotherra,

Shunari, Tsabhi, Tsajadhi, Tsalani, Tsani, Tsiya, Tsrazami, Ubaasi, Udarra, Unjara, Vanjirra, Zahraji.

Nord Names

Male Names: Agarmir, Agnar, Algot, Arctus, Beirir, Bittneid, Bjalfi, Burd, Carsten, Eitar, Erich, Esbern, Fafnir, Fjotreid, Geimund, Gromm, Gukimir, Gunder, Gundlar, Hafid, Hamlof, Hans, Havilstein, Heinrich, Henrik, Hil, Hjar, Hlofgar, Holger, Honmund, Horkvir, Hridi, Hrol, Irroke, Iver, Jayred, Jesper, Jofnhild, Jollring, Jorck, Jorundr, Kalthar, Keld, Larthjar, Logvaar, Lorenz, Lorkmir, Lynch, Manheim, Mogens, Msirae, Nels, Newheim, Niels, Olav, Olfand, Ongar, Orgnolf, Ortis, Regner, Reistr, Rolgarel, Roliand, Snar, Sten, Storn, Styrbjorn, Tolgan, Torbal, Torolf, Tove, Ulfgar, Valdemar, Vidkun, Vigge, Wilhelm, Wrath, Yngvar.

Female Names: Aeta, Aldi, Anja, Aumsi, Barri, Bergljot, Brasteir, Eigma, Eiruki, Ekkhi, Erna, Eydis, Fryfnhild, Fryssa, Greidil, Grerid, Haema, Heddvild, Helga, Hidar, Hjotra, Holmgeira, Horski, Hreirek, Hroa, Hrordis, Hyring, Igna, Ilfhild, Imsin, Ingokning, Jolding, Kar, Kili, Kjolver, Kolfinna, Lisaa, Merta, Mette, Olfeigr, Ondi, Rangela, Ringvild, Risi, Rostlogi, Runa, Siri, Sottilde, Svenja, Thalestris, Thunmund, Ulfrun, Ursine, Val, Vori, Ygfa.

Orsimer Names

Male Names: Agronak, Bat, Bazur, Brugo, Bogrum, Brag, Brokil, Bugak, Buramog, Burz, Dubok, Dul, Dulfish, Dulphumph, Dumag, Gaturm, Ghola, Ghorub, Gogron, Gorgo, Graklak, Graman, Grommok, Gul, Hanz, Krognak, Kurdan, Kurz, Lum, Lumdum, Luronk, Magra, Magub, Maknok, Mug, Orok, Rugdumph, Shagol, Shagrol, Shobob, Shum, Ulmug, Urbul, Urul, Ushnar, Uzul.

Female Names: Agrob, Badbog, Bashuk, Bogdub, Bugdurash, Bula, Bulak, Bulfim, Bum, Burub, Burzob, Dura, Durgat, Durz, Gashnakh, Ghob, Glasha, Glob, Gluronk, Gonk, Grat, Grazob, Gulfim, Kharzug, Lagakh, Lambug, Lazgar, Mogak, Morn, Murob, Murzush, Nargol, Orbul, Ragash, Rolfish, Rulfim, Shadbak, Shagar, Shagdub, Sharn, Sharog, Shelur, Sloomalah, Uloth, Ulumpha, Urzoth, Urzul, Ushug, Yazgash.

Redguard Names

Male Names: Ahtar, Alesan, Amren, Ataf, Avidius, Azzada, Azzadal, Baral, Brenuin, Endon, Ennis, Falion, Fihada, Firir, Haldyn, Isran, Jawanan, Kayd, Kematu, Mani, Maramal, Namasur, Nazeem, Nazir, Razelan, Shadr, Talib.

Female Names: Adara, Ahlam, Anwen, Atmah, Braith, Eriana, Faleen, Iman, Jayri, Jonna, Kerah, Lu'ah, Niyya, Ramati, Rayya, Rochelle, Saadia, Saffir, Saliah, Salma, Sayma, Seren, Sudi, Tonilia, Umana, Yisra, Zaria.

POWERS

POWERS are magic abilities inherent to certain people that cost no magicka, but whose use is limited. They are typically granted by virtue of a character's race or the sign under which they were born. Some provide passive effects, while others are activated abilities.

Adrenaline Rush

The character may choose to gain 1 SP at any time. If the character is fatigued when this power is used then remove a level of fatigue instead. This SP persists only for that encounter, and this power may only be used once until after the character's next long rest.

Akaviri Danger-Sense

The character may make a Luck test in order to avoid surprise.

Ancestor Guardian

Each Dunmer is capable of invoking a guardian spirit of one of their ancestors and can, through the use of the Cast Magic action, bring that spirit into the Mundus to aid them. The spirit counts as a ghost (see the **INHABITANTS OF TAMRIEL** supplement) which, if killed, is sent back to whence it came. The caster and their allies do not suffer fear effects from an ancestor guardian. Otherwise, the spirit persists until 30 minutes pass or until the end of a Combat Encounter that it participates in, whichever comes first. This power may only be used once until after the character's next long rest.



The GM should remember for roleplaying purposes that spirits are capable of communicating with mortals, and that Dunmer are likely to know the name of their own ancestral spirit. The GM should also feel free to customize the profile of the spirit beyond that of a generic ghost.

Blessed Touch

This character can speak the word of the divines for an hour in order to remove a single wound and all of its effects (not including lost limbs) **from another character**. This also restores an amount of HP equal to the amount of damage dealt to cause the wound. This character or the target character may choose to burn 2d6 Luck to allow this power to also restore lost limbs. The target character must remain still for the entire duration while the character performs the ritual. This power can only be used once until after the character's next long rest.

Blessed Word

The character may begin speaking the word of the divines through the use of the Cast Magic action. This has the effect of creating a circle with a radius equal to their Willpower bonus in meters. Characters with the Undead or Undying traits must flee the circle and no characters with those traits may willingly enter it unless they can pass a -40 Willpower test (which may only be attempted once per round).

The circle follows the character, but it only remains as long as they continue to speak the words and take the Cast Magic action each Turn. Blessed Word can be sustained for at most 1 minute (10 rounds). This power can only be used once until after the character's next long rest.

The Calling

The Dwemer have developed the capability to form connections with the minds of others, allowing silent and instant communication across great distances. A Dwemer may do this at any time, though they may not attempt to contact someone they have not met. Forming a mental connection requires the character to pass a Willpower test or gain a level of fatigue. Once a connection is formed the two minds may communicate as they see fit. Every minute of communication beyond the first imposes another Willpower test, where failure incurs a level of fatigue. Alternatively, they may form a connection with a number of others equal to their Willpower bonus, but doing so causes them to automatically fail the Willpower tests imposed by normal communication.

Mara's Gift

This character can speak the word of the divines for an hour in order to remove a single wound and all of its effects (not including lost limbs) **from themselves**. This also restores an amount of HP equal to the amount of damage dealt to cause the wound. The character may choose to burn 2d6 Luck in order to allow this power to also restore lost limbs. The character must remain still for the entire duration while they perform the ritual. This power can only be used once until after the character's next long rest.

Moonshadow

The character possesses a simple form of innate shadow magic. This power may be activated once a day with the use of the Cast Magic action. The character becomes Invisible for 18 seconds (3 rounds). The character may spend a Luck point, or burn one Luck, to extend this duration by one round (this may be done as many times as the character desires). This invisibility is broken if the character makes an attack, after which it reforms at the beginning of the next round as long as there is 1 round of duration left. This power may only be used once until after the character's next long rest.

Treasure Seeker

The character has a knack for finding treasure and overcoming the obstacles that protect it. At any time the character can choose to reroll a failed Subterfuge test made to pick a lock or disarm a trap, but only once for a given test. This power may only be used once until after the character's next long rest.

War Cry

Nords are able to call on a very simple form of the Thu'um and harness it to frighten their enemies in battle. As a Primary Action, they put forth a mighty war cry that forces all enemies who hear it to make a Panic (+30) test. If a character passes this test, they are immune to the effects of this power for the remainder of the encounter. This power may only be used once until after the character's next long rest.



Chapter 3: Skills

“To achieve true mastery, you must understand what it is you’re doing. It ain’t simply enough to perform a perfect thrust of a blade -- you must also know what you are doing and why.”

Seryne Relas, “Breathing Water”



Most tasks that a character can perform are measured by their skills. Skill ranks reflect the character's experience, training, and overall ability to perform these actions. Skills are either trained or untrained. Each trained skill has a corresponding **SKILL RANK**, which has an associated value from 0 to 5. This reflects how capable the character is at utilizing that skill. Each skill has one or more Governing Characteristics: a set of characteristics that reflect the many ways that a character can utilize a single skill.

When a character makes a skill test, they apply a bonus equal to +10 times the value of their skill rank (starting at +0 for novice [rank 0], and up to +50 at master [rank 5]) to the chosen characteristic. Typically the player chooses which characteristic to use, but the GM may require that they must use a particular one if they feel the circumstances dictate such. If a character uses an untrained skill, the test suffers a -20 penalty.

Specializations

Trained skills can also have accompanying **SPECIALIZATIONS**, which represent areas of concentration and focus in a character's training and experience with that skill. A character may take as many specializations as their rank in a given skill for 100 Xp each. When making a skill test in the listed area of specialization, the character gains an additional +10 bonus to the test. A character may not benefit from more than one specialization at once. Example specializations are provided for each skill, but players should feel free to create their own with GM permission.

Skill Types

There are two types of skills, **STANDARD SKILLS** and **FIELD SKILLS**. Standard skills function as described above, but field skills are different and can be identified by the "[Field]" in their name.

Field skills are collections of related skills that all function independently as standard skills. For example: Profession [Smithing] and Profession [Medicine] function as separate skills that must be trained and ranked up independently. Both skills have their own separate skill rank, though they function similarly because they share the same "parent" skill. Sometimes the fields will share governing characteristics, but sometimes each will have its own.

Learning and Advancing Skills

The XP cost to learn a skill (upgrade it to trained, novice rank) is 100 XP. From then on, the cost to advance to the desired rank varies. Skill ranks are advanced in order.

Favored Skills

A character's favored skills are those skills that are governed by at least one of the character's Favored Characteristics. Favored skills cost 75% of the usual XP to advance in rank or gain a specialization in (round down to the nearest multiple of 5).

Skill Ranks

Skill Rank (Value) (Bonus)	Total XP Required	XP (total)	Equivalence
(Untrained) (-20)	-	-	No knowledge.
Novice (0) (+0)	-	100	Rudimentary knowledge.
Apprentice (1) (+10)	1000	200 (300)	Basic proficiency.
Journeyman (2) (+20)	2500	300 (600)	Competent.
Adept (3) (+30)	4000	400 (1000)	Extensive experience or training.
Expert (4) (+40)	5500	500 (1500)	Professional level ability.
Master (5) (+50)	7000	800 (2300)	Complete mastery.

Skills

Skill	Governing Characteristics
Acrobatics	Strength, Agility
Alchemy	Intelligence
Alteration	Willpower
Athletics	Strength, Endurance
Combat Style [Field]	Strength, Agility
Command	Strength, Intelligence, Personality
Commerce	Intelligence, Personality
Conjuration	Willpower
Deceive	Intelligence, Personality
Destruction	Willpower
Enchant	Intelligence
Evade	Agility
Illusion	Willpower
Investigate	Intelligence, Perception
Logic	Intelligence, Perception
Lore	Intelligence
Mysticism	Willpower
Navigate	Intelligence, Perception
Necromancy	Intelligence
Observe	Perception
Persuade	Strength, Personality
Profession [Field]	(Varies)
Restoration	Willpower
Ride	Agility
Stealth	Agility, Perception
Subterfuge	Agility, Intelligence
Survival	Intelligence, Perception

SKILLS DESCRIPTIONS

This section gives an overview of each skill, what it represents, its governing characteristics (listed in parentheses), and some common applications.

Standard Skills

Acrobatics (Str, Ag)

Example Specializations: Contortion, Balance, Jumping

Acrobatics covers the spectrum of physical activities involving explosive body movements and feats of flexibility and balance. Your GM may ask you to test Acrobatics when you try to accomplish tasks like the following...

- Leaping deftly between rooftops or over an enemy
- Escaping from bonds
- Squeezing into a small space
- Balancing on the edge of a cliff

For rules regarding jumping, see [Movement \(page 115\)](#).



Alchemy (Int)

Example Specializations: Healing, Fortifying, Poisons

Alchemy is the arcane art of brewing potions and poisons by combining ingredients in order to exploit their magical effects. This skill can be used to create a variety of concoctions with dramatic effects ranging from potions of levitation or healing to magical poisons. Your GM may ask you to test Alchemy when you try to accomplish tasks like the following...

- Brewing a potion or poison
- Identifying magical ingredients
- Identifying the effects of an unknown potion
- Creating alchemical explosives

The rules for potions are found under [Alchemy](#) in Chapter 6.

Athletics (Str, End)

Example Specializations: Running, Swimming, Climbing

Athletics represents a character's ability to perform physically taxing activities, often under stress or with little to no preparation. Your GM may ask you to test Athletics when you try to accomplish tasks like the following...

- Jumping a particularly long distance through brute strength
- Walking a long distance without stopping
- Lifting a heavy object
- Climbing up the side of a cliff

For more information, see [Movement & Size](#) in Chapter 5.

Combat Style [Field] (Str, Ag)

Example Specializations: Dueling, Mounted Combat, Formation Fighting

For the purposes of game balance, allowing characters to specialize in the use of specific weapons is not generally recommended.

Fighting skills are packaged into Combat Styles, which represent the complete package of training, tactics, and experience that constitutes a specific style of combat. Combat Styles can be associated with culture, careers, or even schools of combat.

Specifically, individual Combat Styles are represented by the Combat Style [Field] skill, where the field represents the name of the combat style. This skill is used to make melee or ranged attack and defense tests in combat when using the equipment associated with the style. For full information on Combat Styles, see [Combat Styles \(page 69\)](#).



Command (Str, Int, Prs)

Example Specializations: Battlefield Commander, Inspiration

Command measures a character's skill at coordinating allies, inspiring them and, if necessary, instilling fear in order to motivate them. Your GM may ask you to test Command when you try to accomplish tasks like the following...

- Giving effective orders during a battle
- Organizing civilians to defend their homes
- Riling up a crowd with an inspiring speech
- Convincing cowards to stand and fight

Commerce (Int, Prs)

Example Specializations: Haggling, Acquisition, Sales

Commerce reflects a character's ability to engage in business related activities and covers anything involving the practical application of economics. Your GM may ask you to test Commerce when you try to accomplish tasks like the following...

- Haggling for a better price on an item
- Locating an item for sale
- Running a business
- Appraising an item

The rules for using the Commerce skill to buy and sell items are handled in Pricing & Acquisition in Chapter 7.

Deceive (Int, Prs)

Example Specializations: Blathering, Impersonation

Deceive measures a character's aptitude for fooling others into believing something that is not true. A Deceive test should only be required if the character believes that they are lying. This test can be opposed by a Logic test or an Observe test, depending on the nature of the deception. Your GM may ask you to test Deceive when you try to accomplish tasks like the following...

- Pretend to be someone you are not
- Talk your way out of trouble
- Lie about something
- Pretend to be an expert on a subject

Enchant (Int)

Example Specializations: Destruction Enchantments, Enchanting Weapons, Creating Scrolls

Enchanting is the arcane art of creating enchanted items by binding the energy contained within soul gems to another physical object. Your GM may ask you to test Enchant when you try to accomplish tasks like the following...

- Create an enchanted item
- Identify the effects of an enchantment
- Learn how to use a mysterious enchanted item
- Repair an enchanted item

The specific uses of the Enchanting skill for creating enchanted items are handled under Enchanting in Chapter 6.

Evade (Ag)

Characters may not acquire specializations for this skill.

Evade measures a character's ability to escape from observed, impending danger through the use of fluid movement and quick reaction times. This skill is most often used to defend against attacks in combat, or to avoid other physical dangers. Your GM may ask you to test Evade when you try to accomplish tasks like the following...

- Duck beneath an incoming spell
- Dodge a sword swing
- Avoid falling debris
- Stay out of reach of multiple attackers

For rules regarding its use in combat, see Combat in Chapter 5.

Investigate (Int, Prc)

Example Specializations: Canvassing, Research

Investigate reflects the character's skill at conducting an investigation. This encompasses everything from simple inquiries to coordinating a complex investigation and searching through piles of clues to find an answer. Your GM may ask you to test Investigate when you try to accomplish tasks like the following...

- Gather information from a crowd
- Sift through an archive searching for information
- Locate a person or place in a large city
- Use clues to solve a mystery

Logic (Int, Prc)

Example Specializations: Puzzles, Gambling, Riddles

The Logic skill represents a character's ability to think logically, solve puzzles, and dissect information rationally and quickly. Your GM may ask you to test Logic when you try to accomplish tasks like the following...

- Solve a puzzle or riddle
- Perform mathematical calculations
- Make sense of a confusing situation
- Realize something simple you may have overlooked
- Improve your odds in a game of chance

Lore (Int)

Example Specializations: Art, Daedra, History, Magic, Legends, The Black Marsh, Warfare, Altmer

Lore represents a character's ability to recall information of all types. This includes any knowledge that they would possess due to their education or experience and is meant to represent a character's general knowledge.

Specializations in this skill reflect a character's focus on one particular subject. Remember that "general knowledge and education" is a relative term: no matter how smart a character is, they shouldn't be able to roll to recall an obscure fact unless they would have reasonably encountered the fact before. Your GM may ask you to test Lore when you try to accomplish tasks like the following...

- Remember specific details about something you learned
- Identify a creature that you have only read about
- Reconcile new information with what you already know
- Find similarities between two ancient legends

Navigate (Int, Prc)

Example Specializations: Cartography, Marine Navigation, Direction Sense

The Navigate skill reflects a character's ability to plot and follow a course from one point to another, as well as the ability to provide directions and lead others along the plotted course. Your GM may ask you to test Navigation when you try to accomplish tasks like the following...

- Find your way out of a dungeon
- Plot a course for a ship
- Create a map of a mountain range
- Lead your party through a forest

Observe (Prc)

Example Specializations: Awareness, Scrutiny, Searching, Hearing, Smell, Sight

Observe represents a character's general awareness of their surroundings and their ability to notice things that others might dismiss. Your GM may ask you to test Observe when you try to accomplish tasks like the following...

- Spot an ambush before it happens
- Identify when someone is acting strangely
- Locate a hidden switch or trap in a room
- Notice a strange creature in the distance

Persuade (Str, Prs)

Example Specializations: Charm, Intimidation, Seduction

Persuade is a measure of the character's knack for influencing people through strength of personality or threat of intimidation. Persuade tests are most often opposed by Willpower tests if the target wishes to resist. Your GM may ask you to test Persuade when you try to accomplish tasks like the following...

- Impressing others with tales of one's accomplishments
- Intimidate someone into doing what you want
- Making a new friend, or seducing a person of interest
- Convincing others to agree with you

Profession [Field] (Varies)

Profession [Field] represents the character's formal or informal training and experience in a specific profession. It is used to perform work related tasks, or to reference specialized knowledge that someone trained in that profession might have. The following table contains a list of common fields and their governing characteristics. Feel free to invent your own with GM permission.

Profession Fields

Field	Governing Characteristic
Acting	Personality
Animal Training	Intelligence
Art	Personality
Bureaucracy	Intelligence
(Physical Crafts)	Agility
Engineering	Intelligence
Linguistics	Intelligence
Medicine	Intelligence
Musicianship	Agility
Seamanship	Intelligence
Smithing	Strength

For information regarding the use of the Profession [Medicine] skill to care for injured characters, see [Physical Health](#) in Chapter 5. For information regarding the various crafting oriented professions, see [Crafting](#) in Chapter 7.

Ride (Ag)

Example Specializations: Horse Racing, Mounted Fighter

The Ride skill is a measure of your character's ability to control various mounts. The difficulty is associated with the demands being placed upon the creature and its level of familiarity to the rider. Your GM may ask you to test Ride when you try to accomplish tasks like the following...

- Push a horse to ride faster.
- Leap over an obstacle on a mount.
- Attempt to ride a strange beast.



Stealth (Ag, Pre)

Example Specializations: Camouflage, Shadowing, Infiltration

Stealth is a measure of a character's ability to remain unnoticed in a variety of settings and environments through the employment of specific techniques. This test can be opposed by an Observe test when appropriate. Your GM may ask you to test Stealth when you try to accomplish tasks like the following...

- Shadowing someone through a marketplace
- Sneaking up on an enemy camp
- Camouflaging yourself in the undergrowth
- Sneaking past a sleeping monster

For rules regarding the use of Stealth in combat, see [Combat](#) in Chapter 5.



Subterfuge (Ag, Int)

Example Specializations: Lockpicking, Sleight of Hand, Traps

The Subterfuge skill is a measure of the character's ability to use artifice, guile, and manual dexterity to circumvent normal limits and restrictions. Your GM may ask you to test Subterfuge when you try to accomplish tasks like the following...

- Disguising yourself as someone else
- Picking a lock on a door
- Palming a small object unnoticed
- Disarming a trap

Survival (Int, Pre)

Example Specializations: Desert Survival, Foraging, Tracking

The Survival skill is a measure of a character's ability to subsist away from civilization. The difficulty is associated with the local environmental constraints. Your GM may ask you to test Survival when you try to accomplish tasks like the following...

- Gathering food and water from the environment
- Tracking a person or animal through the woods
- Identifying dangerous plants
- Applying first aid to a character in order to stabilize them.

Spellcasting Skills

The skills in this section are used when casting spells from their respective spell schools. See [Casting Spells \(page 128\)](#) for more information about casting spells.

Adding specializations to spellcasting skills is more specific than in the standard skills. Characters who wish to add a specialization to a spellcasting school may choose a conventional or unconventional spell that they know to specialize in. When any level of that spell is cast, standard rules for Specializations apply.

Alteration (Wp)

Example Specializations: Burden, Armor, Repair

This skill influences the use of spells from the school of Alteration. As a school, Alteration focuses on altering the physical and magical properties of things. Your GM may ask you to test Alteration when you try to accomplish tasks like the following...

- Cast an Alteration spell
- Identify the effects of Alteration magic

For detailed rules regarding the use of this skill, see [Chapter 6](#).

Conjuration (Wp)

Example Specializations: Summon Atronach, Sunder Binding

This skill influences the use of spells from the school of Conjuration. As a school, Conjuration focuses on calling upon and interacting with various otherworldly entities. Your GM may ask you to test Conjuration when you try to accomplish tasks like the following...

- Cast a Conjuration spell
- Identify a summoned entity

For detailed rules regarding the use of this skill, see [Chapter 6](#).

Destruction (Wp)

Example Specializations: Fire Bolt, Shock Ball, Disintegrate Armor

This skill influences the use of spells from the school of Destruction. As a school, Destruction focuses on harming targeted objects and beings through the use of various kinds of elemental and magical attacks. Your GM may ask you to test Destruction when you try to accomplish tasks like the following...

- Cast a Destruction spell
- Identify the effects of Destruction magic

For detailed rules regarding the use of this skill, see [Chapter 6](#).

Illusion (Wp)

Example Specializations: Blind, Horror, Sanctuary

This skill influences the use of spells from the school of Illusion. As a school, Illusion focuses on manipulation and deception to affect the minds of targets and the light around them. Your GM may ask you to test Illusion when you try to accomplish tasks like the following...

- Cast an Illusion spell
- Identify the effects of Illusion magic

For detailed rules regarding the use of this skill, see [Chapter 6](#).



Mysticism (Wp)

Example Specializations: Recall, Absorb Magicka, Soul Trap

This skill influences the use of spells from the school of Mysticism. As a school, Mysticism is a rather obscure discipline focused on manipulating magicka itself to produce a number of exotic effects. Your GM may ask you to test Mysticism when you try to accomplish tasks like the following...

- Cast a Mysticism spell
- Identify the effects of Mysticism magic

For detailed rules regarding the use of this skill, see [Chapter 6](#).

Restoration (Wp)

Example Specializations: Heal Ally, Replenish, Resistance to Fire

This skill influences the use of spells from the school of Restoration. Restoration is focused on healing and restoring targets and harming the undead. Your GM may ask you to test Restoration when you try to accomplish tasks like the following...

- Cast a Restoration spell
- Identify the effects of Restoration magic

For rules regarding the use of this skill, see [Chapter 6](#).

Combat Styles

Fighting skills are packaged into **COMBAT STYLES**, which represent the complete package of training, tactics, and experience that constitutes a specific style of combat. Combat Styles can be associated with culture, careers, or even schools of combat.

Specifically, individual Combat Styles are represented by the Combat Style [Field] skill, where the field is the name of the combat style. This skill is used to make melee (or ranged) attack and defense tests in combat when using the equipment associated with the style. The character may use either their Strength or Agility as a base for the skill test when making melee attacks and most defense tests but must use their Agility when making ranged attacks.

Rather than creating preset combat styles we have allowed players and GMs to invent their own to more accurately reflect the characters they wish to portray. Each combat style should be accompanied by a list of equipment it incorporates (see below), and a description of the style of fighting that it represents (see examples to the bottom right).

Trained Equipment

Each Combat Style has an associated set of weapon, armor, and shield types. A character with that Combat Style is capable of using that equipment effectively in the situations the style is designed for. **Combat Styles may include up to five different types of equipment when the skill is purchased for the first time.** Unarmed combat is included in this category as well, reflecting that the character is trained to fight without weapons. Armor is divided into types using the associated weight class quality: light, medium, heavy, or super heavy. Armor without a quality requires no training.

Each style's associated trained equipment is chosen when the character learns the style, and it can be expanded to a maximum of ten different types of equipment. **Expanding a combat style by adding a weapon, armor, or shield type to the list of a style's trained equipment costs 25 XP.**

Special Advantages

In addition to equipment, each Combat Style also has an associated set of Special Advantages. This list is a set of Special Actions (page 100) that the character is able to use as an advantage instead of the listed action type. **A Combat Style starts with a single chosen Special Action in this list of Special Advantages. Expanding this list of Special Advantages costs 25 XP per Special Action.** There is no limit to the number of Special Advantages that can be included in a Combat Style.

When the character uses this Special Action as an advantage, they ignore the AP cost, **or** automatically win any opposed roll involved.

Fighting in Unfamiliar Circumstances

Occasionally characters may be forced to fight with familiar weapons, but in strange circumstances. For example, a noble who is used to fighting honorable one-on-one duels might be forced into a chaotic bar-brawl. Or perhaps a battlefield soldier used to fighting on horseback finds themselves face to face with an assassin at home.

Generally most characters are trained to use the weapons in their style in widely applicable circumstances, but in certain cases like these the GM shouldn't be afraid to impose a -10 penalty (or more, if appropriate) on Combat Style tests made by a character who is out of their element.

"The Prince's longblade slashed across the Akavir's chest and the sudden, intense pain caused him to drop both his weapons. In a moment, it was over. Savirien-Chorak was prostrate in the dust with the Prince's longsword at his throat. "The game's over!" shouted the Emperor, barely heard over the applause from the stadium."

"2920, The Last Year of the First Era"

Utilizing Untrained Weapons/Armor

Characters who use weapons, armor, or other equipment that they are not trained to use suffer the usual -20 penalty for using an untrained skill on any associated combat tests, movement tests in the case of armor, or any other tests that the GM deems appropriate. The GM may choose to alter or ignore this penalty if they feel the circumstances do not apply.

Combat Style Examples

Below are some example Combat Styles to use for inspiration in your campaigns.

Combat Style [Cloak and Dagger]

The character is trained to use small, concealable weapons in close quarters against single, typically unarmored, opponents.

- **Equipment:** Dagger, Shortsword, Throwing Dagger, Unarmed Combat, Light Armor.
- **Special Advantage:** Feint

Combat Style [Imperial Legionnaire]

Legionnaires are trained to fight in battlefield formations with sword, spear, and shield, using javelins to soften up the enemy.

- **Equipment:** Spear, Shortsword, Javelin, Tower Shield, Medium Armor.
- **Special Advantage:** Bash

Combat Style [Knight]

Knights are masters of chivalrous combat, preferring to engage their opponents in duels of honor and skill. In open battle they wear heavy armor and fight primarily from horseback.

- **Equipment:** Lance, Shield, Longsword, Mace, Heavy Armor.
- **Special Advantage:** Force Movement

Combat Style [Argonian Guerrilla Fighter]

The Black Marsh is known across Tamriel for its guerrilla fighters. Argonian warriors fight in light armor with short blades, spears, and at range, engaging their enemies in small skirmishes.

- **Equipment:** Shortsword, Spear, Short Bow, Javelin, Unarmed Combat.
- **Special Advantage:** Blind Opponent



Chapter 4: Talents & Traits

“Like a sudden, violent snow squall that rends travelers blind and threatens to tear loose the very foundations of the sturdiest hall, the Snow Prince did sweep into our numbers. Indeed the ice and snow did begin to swirl and churn about the Elf, as if called upon to serve his bidding. The spinning of that gleaming spear whistled a dirge to all those who would stand in the way of the Snow Prince, and our mightiest fell before him that day.”

“Fall of the Snow Prince”



Skills are not the only way a character's abilities can be measured. Talents and traits are important parts of any Character. Talents are the various unique abilities the character has come to possess through training or experience. They include everything from passive bonuses to activated abilities and can even modify how the character uses certain skills. Traits are rules that reflect various natural facts about the character or certain abilities they possess, such as the ability to fly or see in the dark.

Most talents have a **GOVERNING CHARACTERISTIC** on which they are based. Talents governed by one of a character's favored characteristics cost less. Some talents have more than one governing characteristic, in which case only one of them needs to be favored to reduce the cost (there is no bonus for having more than one of them favored). Some have none, in which case the character does not need to meet any characteristic requirements and simply pays the base cost.

The following sections divide talents into categories and offer descriptions and prerequisites for each.

Talent Levels

Each talent has an associated **TALENT LEVEL**. Talents of higher levels have more powerful effects, as they represent more powerful abilities that are more difficult to acquire. The level of the talent determines the XP cost of that talent. The level also determines a talent's characteristic requirements. A character must meet the base characteristic score requirement (unmodified by external effects) of at least one of the talent's governing characteristics before they can purchase it. Some talents have additional requirements, which will be listed with those talents.

If a talent has no listed governing characteristic, then there is no need to meet any characteristic requirements and the talent's cost is always reduced as if it was governed by the character's favored characteristic.

Talent Costs and Requirements

Talent Level	XP Cost	Characteristic Requirement
Novice	100	25
Apprentice	200	30
Journeyman	300	35
Adept	400	40
Expert	500	45
Master	800	50

Learning Talents

The XP cost to learn a talent is based on that talent's level. Characters must fulfill all requirements for a talent in order to learn it. **Learning talents governed by a favored characteristic costs 75% of the regular XP cost (round down to the nearest multiple of 5).**

CORE TALENTS

Core Talents form the backbone of your character's abilities and strengths in the world of Tamriel. Within this segment, you'll encounter an array of diverse talents that define your character's prowess across various aspects of the game. These talents serve as the building blocks for your character's combat ability, magical aptitude, interactions with the world, and much more.

Awareness

Awareness talents focus on enhancing a character's ability to perceive their environment and glean information about others.

Combat Senses

The character has keen combat instincts.

Novice (Perception)

The character can choose to calculate their Initiative Rating by taking twice their Perception Bonus and adding two instead of the usual formula.

Honed Senses

The character has honed their physical senses beyond the capabilities of the average person through training or experience.

Apprentice (Perception)

The character has honed their senses so that they can partially compensate for the loss of one with the others. Halves all penalties imposed on any tests by the loss or impairment of one sense (bad lighting, blindness, deafness, and so on) as long as they have the others to fall back on.

One with All

The character has honed their senses to the peak of their capabilities.

Expert (Perception)

Requires/Replaces Honed Senses

The character has honed their senses so that they can entirely compensate for the loss of one with the others. Negates all penalties imposed on any tests by the loss or impairment of one sense (bad lighting, blindness, deafness, and so on) as long as they have the others to fall back on.

Observant

The character can spot threats coming at a distance.

Expert (Perception)

The character can treat their Evade skill as also being governed by Perception.

Hyper Awareness

The character uses their extreme awareness to dominate combat.

Master (Perception)

Requires Observant

When the character passes any Combat Style or Evade skill test they can choose to take the number of degrees of success that they rolled, or take a number equal to their Observe skill rank instead.

Invisible

The character is aware of every leaf and branch around them as they move and rarely make a sound or leaves a trace.

Apprentice (Perception)

Survival tests made to track the character suffer a -20 penalty.

Keen Intuition

The character has a powerful intuition developed through experience and rarely misses important details.

Expert (Perception)

When the character passes an Observe skill test they can choose to take the number of degrees of success that they rolled or take a number equal to their Observe skill rank instead.

Light Sleeper

The character is a particularly light sleeper and seems to be able to sense danger approaching.

Apprentice (Perception)

The character always counts as being awake for the purposes of making Observe tests and determining surprise, even if asleep.

Danger Sense

The character has a sixth sense that allows them to anticipate danger.

Journeyman (Perception)

Requires Light Sleeper

The character can always test Perception to avoid surprise, regardless of the circumstances.



Combat

Combat talents improve a character's ability to successfully engage and triumph in a variety of combat scenarios.

Arms Master

The character is skilled in the fundamentals of combat and is at home using all sorts of weapons.

Adept (Strength, Agility)

The character never suffers the usual -20 untrained penalty for using weapons not included in one of their Combat Styles.

Berserker

The character can psych themselves up into a frenzy.

Novice (Willpower)

The character may take a Primary Action to gain the Frenzied condition. They only attack enemies as long as the condition was entered voluntarily. When the character loses the frenzied condition, they only lose 1 SP instead of the usual 2.

Controlled Anger

The character's rage burns hot one moment, and vanishes the next.

Adept (Willpower)

Requires Berserker

Once per Short Rest, the character may remove the Frenzied condition as a Free Action. They can also roll a +0 Willpower test to take control of any involuntarily applied Frenzied condition. The character no longer loses SP as part of losing the Frenzied condition, but cannot retain SP over their max SP. They also halve any skill test penalties associated with the Frenzied condition.

Rage-fueled Frenzy

The character pours their pent up rage into a few frightening moments of glorious destruction.

Adept (Willpower)

Requires Berserker

The character doubles bonuses to their Strength Bonus and their Stamina Points gained from the Frenzied condition.

'Tis But a Scratch

The character can channel their frenzy to ignore debilitating wounds.

Expert (Endurance)

Requires Berserker

While the character is frenzied, they double the associated bonus to their Wound Threshold and ignore any Crippled or Lost Limb/Body Conditions that they gain during this frenzy. These effects are immediately applied as normal once the character loses the Frenzied condition.

Brawler

The character is used to fighting in chaotic brawls and can use that chaos to their advantage.

Novice (Strength, Agility)

The character adds a bonus degree of success to any successful Combat Style or Evade tests made while within melee range of two or more opponents.

Gladiator

The character is accustomed to fighting outnumbered and can easily defend themselves against multiple opponents.

Expert (Strength, Agility)

Requires Brawler

If the character is the target of a melee attack while within the melee range of at least two opponents, then they make a free defensive reaction against that attack, but only once per round.

God of War

The character fights best when surrounded by foes and is at home in the swirling tide of battle.

Master (Strength, Agility)

Requires Brawler and Gladiator

When the character passes a Combat Style or Evade skill test made while within melee range of two or more opponents (and made against those opponents) they can choose to take the number of degrees of success that they rolled, or take a number equal to the corresponding skill rank instead.

Note: The Brawler talent only applies to the rolled DoS.

Crackshot

The character unleashes agile precision as their bow becomes an extension of their grace.

Expert (Agility)

The character can use their Agility Bonus for the purposes of determining Splitting or Slashing damage in place of their Strength bonus for attacks made using Splitting or Slashing arrows.

Crippling Strikes

The character can direct and focus the force of their blow to inflict bone-shattering injuries.

Apprentice (Strength)

The character treats all enemy Wound Thresholds as being one lower than normal when making melee attacks.

Optional Rule Note: Alternate Wounds

If your group is using the alternate rules for Wounds defined in the Physical Health section in Chapter 5, replace the rules of the Crippling Strikes Talent with the following: "The character causes enemies wounded by them with a melee weapon attack to take a -10 penalty to their shock test. This stacks with any other penalties to shock tests."

Killing Blow

The character can put all of themselves into a single attack aimed to end the fight.

Master (Strength)

Requires Crippling Strikes

When the character spends a Stamina point to make a power attack, they add three times the amount of stamina spent to a maximum of 3SP for +9 damage.

Dauntless Bulwark

The character positions themselves at the front of any fight and strives always to protect their allies from harm.

Journeyman (Strength, Endurance)

Opponents within the character's melee range cannot make attacks of opportunity against this character's allies.

Defender

The character is willing to step in and take a hit for their allies.

Journeyman (Endurance, Willpower, Perception)

As a 1 AP reaction the character can switch positions with an ally within 2 meters if that ally is attacked. They become the new target of the attack and either block, parry, or counter attack it for 0 AP. Neither the character nor the ally spend movement or provoke Attacks of Opportunity when this talent is used.





Duelist

The character is used to fighting one on one, where they can focus entirely on their opponent.

Novice (Strength, Agility)

The character adds a bonus degree of success to any successful Combat Style or Evade tests made while within melee range of only one opponent.

Exploit Advantage

The character is a fearsome foe in duels, taking maximum advantage of every mistake.

Journeyman (Strength, Agility)

Requires Duelist

When the character uses the Press Advantage or Overextend Opponent advantages they may choose to double the penalty/bonus (respectively), but only as long as there are no other characters within melee range of either the character or their opponent. The effect is lost if at any time another character, friend or foe, would enter melee range of either one.

Champion

The character fights best one on one, where they can take the full measure of their opponent.

Master (Strength, Agility)

Requires Duelist and Exploit Advantage

When the character passes a Combat Style or Evade skill test made while within melee range of only one opponent (and made against that opponent) they can choose to take the number of degrees of success that they rolled or take a number equal to the corresponding skill rank instead.

Note: The Duelist talent only applies to the rolled DoS.

Dual Fighter

The character is particularly skilled at fighting with two weapons, fluidly weaving attacks and parries together.

Master (Strength, Agility)

When wielding two weapons, the character raises the maximum number of melee attacks they are allowed to make in one round from two to three as long as they use each weapon to attack at least once.

Eye of Vengeance

The character's well aimed shots can inflict terrible wounds.

Apprentice (Agility)

The character treats all enemy Wound Thresholds as being one lower than normal when making ranged attacks.

Optional Rule Note: Alternate Wounds

If your group is using the alternate rules for Wounds defined in the Physical Health section in Chapter 5, replace the rules of the Eye of Vengeance talent with the following: "The character causes enemies wounded by them with a ranged weapon attack to have a -10 penalty to their shock test. This stacks with any other penalties to shock tests."

Fearsome

The character is an imposing presence in a fight, and they use this to make their enemies think twice about confronting them directly.

Expert (Strength)

The character may use the Persuade (Strength) skill in place of the Evade skill when taking the Evade reaction against melee attacks.

Follow-up Strike

The character has mastered the art of following up any attack at unexpected angles.

Journeyman (Agility)

Whenever this character fails a Combat Style test made to attack while dual wielding, they can choose to spend a SP to make a follow-up attack with the other weapon at a -20 penalty as a Free Action.

This follow-up attack does not count towards the character's attacks per round.

Lightning Reflexes

The character reacts rapidly to danger.

Expert (Agility)

When making an initiative roll, the character can roll twice and choose the higher of the two rolls. Additionally, the character can attempt to parry ranged attacks (but not spells) at a -20.

Mighty Cleave

The character cleaves through multiple targets in one blow.

Expert (Strength)

While wielding a weapon in two hands the character can, as part of an All Out Attack, strike two viable targets within their melee range. Each target must be within 2 meters of one another. The character only rolls once for the attack and each defender has an opportunity to defend separately against that attack roll. Roll damage separately for each target that is hit. This attack cannot gain advantages and only counts as a single attack for the round.

Perfect Hit

The character's attacks land exactly where they need to inflict the most damage.

Expert (Perception)

The character can use their Perception Bonus for the purposes of determining Splitting, Slashing, or Crushing damage in place of their Strength bonus.

Precise

The character is precise in their every attack.

Adept (Agility, Perception)

The character suffers no penalty for Precision Strike attacks.

Quick Draw

The character is able to quickly ready themselves for combat, drink a potion, or switch out weapons.

Apprentice (Agility)

The character's first Ready Weapon action in a given round does not cost an AP (except for reloads).

Additionally, the character can choose to either reduce the AP cost of drinking a potion to 1 or drink a potion without provoking Attacks of Opportunity.

Skirmisher

The character is able to fire on the move.

Journeyman (Agility)

The character can make a ranged attack as a Free Action whenever they take the Dash action but at a -20 penalty.

Slash and Stash

An unaware opponent and their coin are soon parted.

Adept (Agility)

After the character deals damage to an unaware or surprised enemy, they can spend a Stamina Point to roll Subterfuge against the enemy's Observe in order to grab a random item that is on said enemy's person, such as a potion hanging off their belt or a coin pouch. The item must be within reach and not stashed anywhere that would require extensive effort to acquire, like if it were inside a backpack.

Sneak Attack

The character takes advantage of stealth to set a deadly strike.

Apprentice (Agility)

The character adds their Stealth skill rank to the damage of successful attacks made if they were hidden from the target when they made the attack.

Assassinate

The character learns to exploit the weaknesses in a target's armor.

Journeyman (Agility)

Requires Sneak Attack

The character can cause the bonus damage from the Sneak Attack talent to ignore any AR of the hit location they are hitting if they are attacking with a one-handed weapon that has the Exploit Weakness Weapon Quality.

Shadow Strike

The character can strike and melt back into the shadows.

Expert (Agility)

Requires Assassinate

If the character makes a successful attack while hidden, then they can attempt a Stealth test opposed by the Observe of any enemies who would reasonably be able to notice the attack. On success, or if they roll more degrees of success, they remain hidden from those enemies. If the attack is a melee attack, then the character must forgo the advantage gained from the hidden condition to benefit from this talent.

If the current Turn ends and the character is in a spot where they could not reasonably remain hidden, the Hidden condition is lost.

Cutthroat

The character has mastered their ability to ambush a target and take advantage of their existing injuries.

Master (Agility)

Requires Assassinate

When the character deals damage after mitigation as a result of a sneak attack, they apply the Bleeding (1) condition to the target. Additionally, any damage dealt using a weapon with the Small quality against a target with the Bleeding (X) condition applies an additional Bleeding (1).

Thunder Charge

The character rushes their opponents with a wild charge.

Journeyman (Strength, Agility)

The character can make an All Out Attack using 1 AP, instead of the usual 2, whenever they take the Dash action on their Turn. This is applicable only if their movement would bring them into melee range with someone they were not initially within melee range of at the start of their Turn. Additionally, they must move at least half their base Speed toward the target during that Turn.

Tricky Fighter

The character uses deceit and trickery to their advantage in combat.

Expert (Intelligence, Personality)

When the character passes a Combat Style skill test made against an opponent in melee range they can choose to take the number of degrees of success that they rolled, or take a number equal to their Deceive skill rank.

Rapid Reload

The character is able to quickly reload to take a second shot.

Journeyman (Agility)

The character reduces the Reload quality of any ranged weapons they wield by 1 (to a minimum of 0, a Free Action).

Teamwork

The character is able to coordinate their efforts with their allies.

Novice (Perception)

The character adds a bonus degree of success to any successful Combat Style tests made to attack or defend against opponents in melee range as long as that opponent is also within melee range of an ally who also has this talent.

Back to Back

The character fights best with allies, each watching over the other.

Journeyman (Perception)

Requires Teamwork

The character can make an attack of opportunity whenever an enemy within their melee range makes a melee attack against an ally who also has this talent.

Unarmed Prowess

The character is a master of attacking while unarmed.

Journeyman (Strength, Agility)

The character adds their Strength bonus to their unarmed damage.

Unarmed Defender

The character is a master of defending themselves while unarmed.

Expert (Strength, Agility)

Requires Unarmed Prowess

While unarmed the character can attempt to parry attacks made with weapons with an equal or longer range than their own (instead of merely longer ones) if they are within their own melee range of the attacker.

Unrelenting

The character is relentless in their assault, and few foes can escape them.

Journeyman (Strength)

Enemies within melee range of the character cannot take the Disengage action.

Unstoppable Might

The character is capable of wielding the mightiest of weapons in only one hand.

Expert (Strength)

The character can dual wield using hand-and-a-half weapons while still benefitting from the two-handed damage value. Additionally, the character can wield two-handed weapons in a single hand, but cannot benefit from the effects of the Dual Fighter talent while doing so. When using their weapons in either of these ways, the character cannot use those weapons to Parry or Counter-Attack.

Wrestler

The character is particularly skilled at subduing their opponents.

Adept (Strength, Agility)

When the character passes a characteristic or skill test made to grapple, restrain or entangle their opponent they can choose to take the number of degrees of success that they rolled, or take a number equal to their Combat Style skill rank.

Crafting

Crafting talents improve a character's ability to create items, including those produced through the arcane crafts.

Alchemist (School)

The character is particularly practiced in creating efficient potions with effects from a given school.

Apprentice (Intelligence)

The character increases the strength of alchemical ingredients of the chosen school by 10% (round down to the nearest whole number).

Manifold Enchanter

The character is able to craft enchantments with more than one effect.

Expert (Intelligence)

The character can create cast, strike, and constant enchantments with up to three effects/spells instead of just one.

Procedural Enchanting

The character is able to craft consistently strong enchantments.

Journeyman (Intelligence)

When the character passes an Enchant skill test when enchanting an item, they can choose to use their rolled DoS or their Enchant skill rank as the Binding Strength of the enchantment.

Master Alchemist

The character knows how to safely get the most out of any given ingredient.

Master (Intelligence)

The character increases the strength of alchemical ingredients by 20% (stacks to 30% with Alchemist [School]) and never suffers from alchemical backfires.



Nothing Ventured, Nothing Gained

The character knows when to bend the rules in order to get results.

Adept (Intelligence)

The character can choose to disregard normal safety procedures when creating a potion. When doing so, they gain a +20 bonus on their Alchemy skill test, but the potion backfires if they roll doubles. If the test fails it automatically backfires (roll a d4 on the appropriate backfire table and add the highest included spell level). Ignore Master Alchemist when using this effect.

Trial and Error

The character learns from every mistake they make.

Journeyman (Intelligence)

The character gains a cumulative +10 modifier on Alchemy tests made to brew a potion or poison if their last Alchemy test was a failed attempt to create the same potion (max +30).

Salvage Energy

The character carefully untangles the magicka woven into a failed enchantment, recovering the lost energy.

Expert (Intelligence)

When the character fails an Enchant test to create an enchantment they can make another Enchant test at a -40 penalty. On success, the soul gem is not destroyed and maintains all of its soul energy. Alternatively, they may attempt the test at a -20 penalty. On a success the gem survives, but with no energy.

General

General talents are those talents that are widely applicable or do not fit in any other category.

Expert (Specialization)

The character is an expert in their area of specialization.

Expert ([Skill's Governing Characteristics])

Requires the skill to be at adept rank

The character chooses one of their existing specializations when they purchase this talent. The character may reroll failed skill tests made with that specialization (but only once for a given test). This talent can be purchased multiple times for different specializations.

Grandmaster (Skill)

The character is the absolute best at what they do.

Master ([Skill's Governing Characteristics])

Requires the chosen skill be at master rank

The character may reroll failed skill tests for the chosen skill (but only once for a given test). This talent does not stack with other talents that would allow rerolls. Grandmaster can be purchased multiple times for different skills. If this talent is taken with a magical skill, then it increases the bonus to effective skill rank by +1, which allows for the casting of Grandmaster spells, the enchantment of Master spell effects, or the creation of level 6 potion/poison effects without penalty.

Untouchable

The character is extremely lucky and always seems to escape the most difficult situations unscathed. But how long can it last?

Master (Any)

The character can choose to replace their Wound Threshold with 3 times their Luck Bonus. Additionally, if the character is hit by an attack, they may spend any amount of available LP after damage is rolled to increase their WT by the amount spent for the purposes of resolving that attack.

Optional Rule Note: Alternate Wounds

If your group is using the alternate rules for Wounds defined in the Physical Health section in Chapter 5, replace the rules of the Untouchable Talent with the following: "The character can choose to expend a Luck Point to reroll a failed Shock Test. This can be done multiple times for a single Shock Test."

Intellectual

Intellectual talents grant a character different mental feats and can enhance their abilities in various intellectual pursuits.

Attention to Detail

The character is always scrutinizing those around them.

Novice (Intelligence, Perception)

The character can use the Investigate skill to oppose attempts to deceive them.

Businessman

The character is a shrewd businessman and experienced in the art of commerce.

Adept (Intelligence)

When the character passes a Commerce skill test they can choose to take the number of degrees of success that they rolled or take a number equal to their Commerce skill rank instead.

Blending

The character is able to use their knowledge of an area to help them blend in with the locals.

Novice (Intelligence)

The character can choose to use the Lore skill in place of the Stealth skill when shadowing someone through a crowded area.

"I don't want to see you treating any of these books poorly. Are we clear?"

- Urag gro-Shub

Interrogator

The character is a skilled interrogator, able to pry information out of most people with ease.

Apprentice (Intelligence)

When the character passes a Persuade skill test made to interrogate a character they can choose to take the number of degrees of success that they rolled or take a number equal to their Persuade skill rank instead.

Prediction

The character is a cunning warrior, able to deduce when danger might arise and determine how to best respond.

Journeyman (Intelligence)

The character can choose to use their Intelligence bonus in place of their Agility bonus when calculating their Initiative Rating.

Scholar

The character is a burgeoning academic, capable of learning about many subjects in great depth.

Apprentice (Intelligence)

The character halves the base XP cost required to gain Specializations for the Lore skill (50 instead of 100), and may take twice the usual number.

Tactician

The character is a skilled tactical commander, able to make sure their allies are all in the right place at the right time.

Expert (Intelligence)

Allies of this character may use the character's initiative result in place of their own when determining initiative for combat.



Mobility

The mobility talents improve a character's ability to move through their environment quickly, effectively, and without harming themselves, both in and out of combat.

Armored Agility

With enough training even heavily armored warriors can maneuver with grace.

Expert (Agility)

The character reduces Acrobatics test penalties gained from their armor class by their Acrobatics skill rank minus 1 multiplied by 10.

Assassin Strike

The character can strike rapidly and then fall back.

Journeyman (Agility)

If the character successfully inflicts damage with an attack (after mitigation), then the target of that attack cannot make an attack of opportunity against the character during that Turn.

Catfall

The character can fall a surprising distance without harm.

Apprentice (Agility)

Reduce the distance the character falls by a number of meters equal to their Agility bonus when calculating fall damage.

Ghost

The character can move both quickly and silently.

Expert (Agility)

The character moves at their normal speed when hidden.

Hard Target

The character can move fast, ducking and dodging without slowing.

Journeyman (Agility)

If the character takes the Dash action and moves at least half of their base Speed, then any ranged attacks made against them until the start of their next Turn suffer a -20 penalty.

Leap Up

The character is able to quickly leap to their feet in a smooth motion.

Novice (Agility)

The character can stand up from prone without spending any movement and without triggering attacks of opportunity.

Step Aside

The character can easily dance through a swirling melee unharmed.

Expert (Agility)

Evade reactions against attacks of opportunity cost 0 AP unless the character fails the associated evade test.

Swashbuckler

The character is able to fight well in a number of unconventional situations (such as swinging, climbing, on wobbly or slippery surfaces, and so forth).

Journeyman (Agility)

The character ignores any limits placed on any combat related skill tests by their Athletics or Acrobatics skill ranks (except for when fighting underwater).

Unnaturally Agile

The character is so fast they can even dodge arrows.

Adept (Agility)

If the character successfully evades an area of effect attack, then they may immediately move a number of meters equal to their Evade skill rank. If this move would allow them to escape the affected area, they take no damage from the attack. This movement does not count toward their total movement for the round.

Resilience

Resilience talents enhance a character's raw survivability.

Die-Hard

The character is able to shrug off the effects of many wounds.

Adept (Endurance)

The character can reroll failed Endurance tests to resist the shock effects of a wound, or to avoid death, but only once per test.

Unstoppable

The character is able to soldier on even when heavily wounded.

Master (Endurance), Requires Die-Hard

The character halves the passive effects of wounds.

Enduring

The character is able to push on even when exhausted.

Adept (Endurance)

The character halves the penalties imposed by levels of fatigue.

Iron Jaw

The character is hard to knock down or stop.

Apprentice (Strength, Endurance)

The character is always entitled to an Endurance test to avoid being knocked back, knocked down, or stunned.

Iron Will

The character's mind is a fortress protected against manipulation.

Adept (Willpower)

The character may reroll failed Willpower tests to resist Illusion magic and any others forms of mental manipulation or coercion, but only once per test.

Meditation

The character is able to quickly recover their strength in a short time.

Adept (Willpower)

By spending a short rest in uninterrupted meditation, the character doubles their normal Magicka and Stamina point regeneration.

Rapid Recovery

The character has seen their share of wounds and heals more quickly.

Journeyman (Endurance)

The character doubles their natural healing rate and heals 1d4 HP on a short rest.

Stubborn

The character is used to the sight of mundane horrors.

Journeyman (Willpower)

The character may reroll failed Panic tests once per test.

Fearless

The character is able to withstand even the most unnatural horrors.

Expert (Willpower), Requires Stubborn

The character may reroll failed Horror tests once per test.

Wall of Steel

The character and their armor are one, and they are able to fight in conditions that would easily tire others.

Master (Endurance)

The Character increases the AR and BR of any armor and shields worn by +1. Additionally, the character ignores the speed penalty from any armor worn.



Social

Social talents improve a character's abilities to conduct themselves amongst others, to lead them, to deceive them, or to sway their opinions.

Big Words

The character can flood a conversation with technical jargon to befuddle others.

Journeyman (Intelligence)

The character can use the Lore skill in place of the Deceive skill in appropriate situations (GM discretion).

Charlatan

The character is an experienced con-man who can make a pretty penny on the market with their skills.

Journeyman (Personality)

The character can use the Deceive skill in place of the Commerce skill.

Into the Fire

The character inspires those around them to fight on even in the face of fear.

Journeyman (Personality)

As long as this character is leading the group then they and their allies roll twice on the appropriate table on a failed Fear test and use the lower result.

Inspire Heroism

The character can inspire their comrades to acts of heroism in battle.

Apprentice (Personality)

Once per round as a Free Action, the character can make a command test to inspire an ally who can perceive them. When inspired, the ally gains +10 to their next combat test.

"One sure mark of a fool is to dismiss anything that falls outside his experience as being impossible."

- Farnagar Secret-Fire

Questioning

The character is skilled at drawing information out of others.

Journeyman (Intelligence)

When the character passes a Persuade skill test made to try to elicit information from a character through conversation they can choose to take the number of degrees of success that they rolled or take a number equal to their Persuade skill rank instead.

Spellcasting

Spellcasting talents improve a character's ability to channel and control magicka through spells.

Bend Reality

The character is able to use Alteration cantrips in order to perform otherwise difficult physical feats.

Journeyman (Willpower)

The character can use the Alteration skill in place of the Athletics or Acrobatics skills, but each time they do so they must spend 2 magicka points.

Bladecaller

The conjurer is proficient with the use of summoned weapons. They use the same ferocious will used to bind their Daedric armaments to channel their inner fury.

Adept (Willpower)

The character can use their Willpower Bonus in place of their Strength Bonus when determining Slashing, Splitting, or Crushing damage when using a Bound Weapon summoned by the Conjure Weapon spell.

Weapon Echo

The character has mastered the art of weaving a conjured weapon in with their attacks.

Expert (Willpower)

Requires Bladecaller

When the character casts a Conjure Weapon spell, they may choose to reduce the duration of the spell to 1 round and allow the weapon to freely float above the ground in an unoccupied space they can see. When summoned in this way, the conjurer may make a single attack with the weapon on their Turn (which still counts as one of the total number of attacks they can do each round) using Combat Style (Willpower) for its test. The first of these attacks can be made as a Free Action, but subsequent attacks with a weapon echo require 1 AP. Immediately before or after making this attack, the character can move the weapon their WB meters in any direction.

Creative

The character takes joy in the experiemental side of magic and is more efficient when not bound by traditional rules.

Apprentice (Willpower)

The character cannot take the Methodical talent

The character improves their Willpower bonus by 1 for spell restraint purposes when casting unconventional spells.

Cryomancer

The character prefers the cold of elemental frost, freezing their enemies in their tracks.

Journeyman (Willpower)

Whenever the character casts a spell that deals frost damage, increase the amount dealt by 1.

Control

The character is able to control their expenditure of magicka in order to limit the possibility of backfires.

Adept (Willpower)

The character can test Willpower to negate a magical backfire.

Depth of Understanding

The character primarily relies on the depth of their natural magicka reserves and their understanding of the magical arts to cast spells.

Expert (Intelligence)

The character gains the Power Well (IB x 5) Trait.

"Sheathe your swords. Lay your shields on the ground. You will need no weapon and no armor, for the Magicka within you will be your guard and your guide from this day forward."

Raminus Polus to a group of Mages Guild initiates

Electromancer

The character is a natural with electricity, blasting their enemies with aetheric lightning.

Journeyman (Willpower)

Whenever the character casts a spell that deals shock damage, increase the amount dealt by 1.

Living Armory

The conjurer has sharpened their mind like a keen blade and tempered their focus like skyforged steel. Through constant mental incantation they maintain their conjured arms and armour indefinitely, at the expense of their own focus.

Master (Willpower)

The character can choose to reduce their AP by 1 point instead of paying the Magicka cost of Upkeeping all active Conjure Armour and Conjure Weapon effects that affect only the caster. If the character ever loses concentration, such as by being Stunned, Dazed, knocked Unconscious, or simply choosing to drop concentration, the spells' effects immediately end as if they had not paid their Upkeep.

Magicka Cycling

The character is able to recapture some of the magicka used to cast a spell, but doing so can be risky...

Expert (Willpower)

The character improves their Willpower bonus by 2 for spell restraint purposes.

Master of Magicka

The character is able to recapture magicka expended when casting spells without blunting the effect of the spell itself.

Master (Willpower)

Requires Magicka Cycling or Depth of Understanding

The character can overload a spell with the overload attribute even if they restrain that spell.

Flow of Magicka

The character understands the ebb and flow of the forces of magicka, and can manipulate it to disrupt other mages.

Master (Willpower)

As a reaction to a spell cast, the character may make a -20 Mysticism skill test. If their degrees of success exceed the spell level of the spell being cast, then the effect of the spell is negated. Spell effects or magical abilities which do not have Spell Levels cannot be negated in this way.

Healer

The character has learned to use restoration in order to treat the damage caused by more severe wounds.

Adept (Willpower)

The character can make a Restoration test and spend 10 magicka to perform an hour long ritual in order to treat a wound that they or another character has so that it can begin to heal naturally.

Mage Guard

The character is able to channel excess magicka to harden their defensive spells.

Journeyman (Willpower)

The character can add a +1 bonus to the effect of a spell they cast with the Reinforce attribute. They must not restrain the spell during casting to gain this benefit.

Arcane Defender

The character has mastered their magical defensive abilities and is able to use excess magicka more effectively when on the defensive.

Master (Willpower)

Requires Mage Guard

The character increases the bonus gained from the Mage Guard Talent from 1 to WB/2 (round up).

Methodical

The character is most effective when given rules which they can master and learn to work within.

Apprentice (Willpower)

The character cannot take the Creative talent

The character improves their Willpower bonus by 1 for spell restraint purposes when casting conventional spells.

Overcharge

The character can overcharge an elemental spell by expending extra magicka to produce a more powerful effect.

Expert (Willpower)

The character can double the cost they pay for a spell (after spell restraint) in order to roll damage twice and use the highest when calculating that spell's damage.

Pyromancer

The character has a gift for using fire and wields it to burn their enemies to a cinder.

Journeyman (Willpower)

Whenever the character casts a spell that deals fire damage, increase the amount dealt by 1.

Spell Sword

The character is able to perform the minimum necessary motions to manipulate the forces of magicka.

Journeyman (Willpower)

The character only needs one free hand to cast spells without penalty instead of two.

Thought Caster

The character can cast a spell purely by thought.

Master (Willpower), Requires Spell Sword

The character does not need to speak or have hands free in order to cast spells.

Strong Willed

The character is able to force their will upon summoned creatures more efficiently than others, making Daedra and Spirits have a harder time resisting their summons.

Adept (Willpower)

The character gains a bonus Degree of Success on all successful Conjunction tests.

Seasoned Conjurer

The conjurer is an experienced summoner, able to bind those to their will with relative ease.

Expert (Willpower), Requires Strong Willed

When the character succeeds on a Conjunction test, they can choose to take the number of degrees of success that they rolled or take a number equal to their Conjunction skill rank instead.

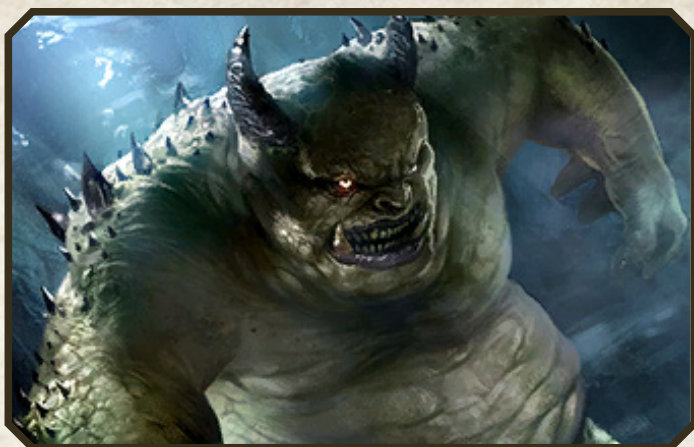
Unfettered Conjunction

The conjurer has mastered the balance between magicka efficiency and control of their summons.

Master (Willpower)

Requires Strong Willed

Creatures summoned by the character do not suffer a penalty to their AP as a result of restraining the summoning spell.



Taskmaster

The character is able to summon more Daedra at the same time and keep them all in line.

Expert (Willpower)

The character may reduce the AP required by each Mindlock trait affecting them by 1 (to a minimum of 1).

Master of the Hordes

The conjurer is a master at summoning Daedra and barely needs a thought to keep most under their control.

Master (Willpower)

Requires Taskmaster

The character may reduce the AP required by each Mindlock trait affecting them by 1 (to a minimum of 0). This can apply to a maximum number of creatures summoned in this way equal to the summoners WB. A character may use this talent or Taskmaster on a summoned creature, but not both at once.

Trickster

The character has learned that even the simplest of illusions can have practical, everyday applications.

Apprentice (Willpower)

The character can use the Illusion skill in place of the Deceive skill, but each time they do so they must spend 1 magicka point.

Void Channeler

The conjurer can empower their summoned Daedra.

Expert (Willpower)

The character can spend a Stamina Point to increase all their summoned Daedra's Natural Toughness by the Conjurer's Willpower Bonus for one Round.

The Mending Tides of Oblivion

The conjurer can harness the rippling black tides of the void to replenish their minions.

Master (Willpower)

Requires Void Channeler

All summoned daedra under the character's control gain the Regeneration (Conjurer's WB) trait.

Weapon Expertise

These talents are distinct from general combat talents, which are mostly concerned with general styles of fighting, in that they reflect an advantage that a character has when wielding a specific weapon in a particular way. They are intended to enable specific play-styles based around the unique features of a given weapon.

Bearded Warrior

The character has learned to make the best of their beard. The one on the axe, of course!

Expert (Strength, Agility)

When the character makes a melee attack with a battle axe or war axe that their opponent successfully blocks, then the character can spend a Stamina point to immediately make an opposed Strength test against the target. If the character wins, the target drops their shield to the ground. Additionally, when the character deals at least one damage after mitigation with either a battle or war axe then they may choose to move the target one meter in any direction that does not cause their distance from the character to increase.



Beast of Steel

The character has mastered the fickle flail, and wields it to deadly and terrifying effect on the field.

Expert (Strength)

When wielding a flail or great flail, the character can spend either an Action Point or a Stamina Point to build up Momentum as they begin spinning the flail. Maintaining momentum is a Free Action. For attacks made with momentum, the character rolls an additional d4 (flail) or d6 (great flail) for damage. Momentum is lost when the character takes an Action other than attacking with the flail or dashing, when an attack with momentum is blocked, or at any other time the GM deems appropriate. Additionally, flails wielded by the character gain the Concussive quality.

Blademaster

The character has mastered the many forms of the longsword.

Expert (Strength, Agility)

The character knows how to leverage their strength with a longsword using the hilt of their weapon or a well placed thrust to overcome their foe's armor. When making Combat Style (Strength) tests to wield a longsword in two hands the character may choose to replace the Slashing quality with Crushing (1).

The character also knows that speed often triumphs over strength, and can take maximum advantage of quick precise blows to bring down an opponent. When making Combat Style (Agility) tests to wield a longsword in two hands the character may choose to use their Agility bonus in place of their Strength bonus for the purposes of the Slashing quality.

Additionally, when the character takes a Defensive Stance action while holding a longsword in two hands they gain an additional +10 to the next parry made before their next Turn.

Bruiser

The character fights with simple, repeated, crushing blows.

Expert (Strength)

The character increases their damage with thrown axes by their Strength bonus. This replaces the Agility bonus added by Dart Thrower, if chosen. Making throwing attacks with hand axes does not provoke attacks of opportunity, and thrown axes can be retrieved as a Free Action if the character is able to move to where the axe landed. Drawing hand axes does not provoke attacks of opportunity. Maces the character wields gain the Concussive quality, and All Out Attacks made with maces cause the target to lose one stamina if the target takes damage from the attack after mitigation.



Cleaver of Men

The greatsword can be used to sweep through numerous opponents.

Expert (Strength)

When wielding a greatsword this character may choose to replace the weapon's Slashing quality with Crushing (2). When making All Out Attacks with a greatsword the character may strike one additional target within 2 meters of the original target. This only requires one attack test, and both targets defend normally. Roll damage separately for each target hit. This attack cannot win advantages. This talent can stack with Mighty Cleave.

Daisho

Having mastered the art of Akaviri Blade-Dancing, the character has become intimately familiar with using their weapons in perfect harmony, treating them like extensions of his own limbs.

Expert (Strength, Agility)

Any Katana Wielded in two hands increases their damage value to 1d10. Additionally, if the character is dual wielding with a Katana in one hand and a Wakizashi in the other they may use the two-handed damage value of each respective weapon (Katana 1d8; Wakizashi 1d6) instead of their one-handed damage value.

Death by a Thousand Cuts

The character has mastered the art of slicing into their opponents with frightening accuracy.

Master (Strength, Agility)

Requires Daisho

When the character deals at least one point of damage to a target after mitigation using a Katana or a Wakizashi, they can apply the Bleeding (1) condition.

Dart Thrower

The character can throw two knives or darts at once and places their throws for maximum damage.

Expert (Agility)

The character increases their damage with all thrown weapons by their Agility bonus. Additionally, whenever the character makes a ranged attack with a thrown dagger or throwing star/dart, they may choose to make this attack at a -10 penalty and expend another thrown weapon of the same type in order to cause two hits on a successful attack instead of just one.

Executioner

The character's sweeping blows are fueled by a savage brutality.

Expert (Strength)

The character increases the bonus from All Out Attacks to +30 and adds 1d4 to their Strength bonus for the purpose of the Splitting/Slashing quality when All Out Attacking with great axes and scimitars. Additionally, this character's foes suffer a -20 penalty to Shock tests made because of wounds inflicted by greataxes and scimitars.

Firing Line

The character is adept at firing from a fixed position.

Expert (Agility)

Any ranged attack the character makes with a Crossbow or Arbalest adds the Splitting Quality with a value equal to twice the number of Aim Actions made before the shot.

Additionally, if they have a tower shield, it can be set up as a Secondary Action and used as cover. While behind the shield, the character can take a single Aim action as a Free Action if they do not move or reload during that Turn.

From Oblivion's Heart

To the last I grapple with thee; from Oblivion's heart I stab at thee; for hate's sake I spit my last breath at thee.

Expert (Strength)

If an attack made by the character wielding a trident inflicts a wound, the enemy gains the Bleeding(1) condition regardless of the result of shock test. Additionally, any Trident the character wields gains the Thrown (5/10/20) quality. If a thrown attack with this weapon hits the target, the attack counts as if the trident had the Entangling quality, except it can be blocked and inflicts damage as normal.

Halberdier

The character becomes more effective with their halberds and can use them to knock opponents off of their mounts.

Expert (Strength)

The character can choose to replace their halberd's Splitting quality with the Crushing quality. Halberds the character wields range becomes 3m. Additionally, after successfully resolving an Attack with a halberd against a mounted target, the character can spend 1 SP to force them to make and succeed a Ride test or fall off their mount, landing prone.

Hammerblow

The character can use their hammer to rattle the most armored foes.

Expert (Strength)

When the character lands a hit with a warhammer or maul they can cause their target to lose one Stamina Point. Alternatively, if the attack was an All Out Attack, they can instead force the target to make an Endurance (+0) test which, on failure, causes the target to gain the Dazed condition. The target may attempt one Endurance (+10) test as a Free Action on their Turn each round to remove the condition.

Kensai

The character has become a master of shock and awe, stopping charges dead in their tracks and breaking enemy morale.

Expert (Strength)

Dai-katanas wielded by the character gain the Impaling Quality to represent their focus as an anti-charge weapon. Should the character deal a wound with an attack of opportunity against a closing enemy, all enemies who witness this must roll a +10 Panic Test.

Knife Fighter

The character's motions are so quick that their foes often don't register the knife until it's too late.

Expert (Agility)

The character can draw shortswords for free at *any time* without provoking attacks of opportunity and does not provoke them when throwing daggers. The character can also choose to use their Agility bonus in place of their Strength bonus for the purpose of the Slashing quality when wielding daggers, tantos, or shortswords. When the character uses the Penetrate Armor Advantage using a tanto, dagger, or shortsword, they can add 1d4 to their damage roll.

Monster Hunter

The character can use their pike more effectively and are able to defend themselves more efficiently against larger creatures.

Expert (Strength, Agility)

Pikes wielded by this character loses the Unwieldy quality and gains the Splitting quality. Additionally, the Pikeman treats creatures of size Large or above as one size category larger for the purpose of Size To-Hit effects while wielding a pike, and treat their WT as being one lower.

Optional Rule Note: Alternate Wounds

If your group is using the alternate rules for Wounds defined in the Physical Health section in Chapter 5, simply disregard the interaction with Wound Threshold in the Monster Hunter talent.

Point Blank

The character is able to fight well at close range with a short bow.

Expert (Agility)

When using a shortbow, the character never provokes attacks of opportunity when using it to make attacks within melee range of an enemy and can use the weapon to attempt to parry attacks. Shortbows the character wields gain Exploit Weakness. Additionally, the character can gain an advantage by normal means when using a shortbow against a target within the target's melee range.

Power Draw

The character can aim their arrows with sufficient precision and strength to potentially send their targets sprawling. They can even make the bow itself a weapon in dire situations.

Expert (Strength, Agility)

Before making an attack with a longbow the character can choose to spend one Stamina point. If the attack hits the target and deals damage (after mitigation) the target must make a Strength test or be knocked prone. Additionally, the character may use the longbow as if it were an Unwieldy wooden quarterstaff in melee, and longbows they wield gain Exploit Weakness.

Pugilist

The character is skilled in the art of unarmed martial combat and can deal devastating blows to their target.

Expert (Strength)

The character upgrades the damage die of their Natural Weapon by one step and increases the Slashing or Crushing value of Hand to Hand weapons by 1. Also, the character does not suffer the -10 penalty for performing actions that require an open hand from the Hand to Hand Weapon Quality.

Red Legion Throw

The character is skilled in the use of the javelin and knows the value of a well aimed throw.

Expert (Strength, Agility)

When a character throws a Javelin and successfully causes damage to the target (after mitigation), the target location (either a limb or the body) is Speared. A Speared hit location is treated as crippled until the Javelin is removed, either as a Free Action inflicting the Bleeding(1) condition or as a Secondary Action requiring a strength test, which if successful removes the spear without causing further harm.

If the Javelin is blocked instead, the shield is Speared. A speared shield requires the wielder to spend one Stamina point in order to even attempt to block with the added weight of the javelin. Removing the javelin from the shield requires the character to succeed on a Strength test as a Secondary Action.

Rip and Tear

Countless hours of training has perfected the characters technique with Hooked weapons to the point that they can use them to find weaknesses in their opponents' armor.

Expert (Strength, Agility)

Hook Swords wielded by this character replaces the Slashing (1) quality with the Slashing quality. Additionally, the penalties inflicted by the Hooked trait are increased to -20 while the weapon is wielded by the character.

Riposte

The character's reflexes are as sharp as their blade.

Expert (Agility)

The first Counter-Attack made by this character using a weapon with the Dueling Weapon Quality does not count towards that character's maximum number of attacks that they can make per round.

Simple, Yet Effective

The faithful broadsword shaped the empire. As the weapon of choice of Talos and their Red Legions, it has a legacy that cannot be denied.

Expert (Strength, Agility)

The character can reroll failed Combat Style tests made with a broadsword (or broadswords, if wielding two weapons) once per test.

Slinger's Wail

The character's missile sings as it flies through the air; a note of imminent death inciting terror in your enemies.

Expert (Agility)

When the character attacks with a sling while Hidden, characters who are unaware of them within the weapon's short range must make a +0 Panic test.

Staff Mastery

Through long hours of training your defense with a staff is instinctive.

Expert (Strength, Agility)

When the character takes the Defensive Stance action while wielding a quarterstaff, they can take their next defensive reaction as a Free Action. Additionally, quarterstaffs they wield gain Crushing.

Viper's Eye

The character uses a spear as a tool of precision and speed instead of merely a brutish thrusting instrument.

Expert (Strength, Agility)

Spears the character wields gain Slashing. Additionally, Precision Strikes with a spear replace Slashing with Crushing and are only made at a -10 penalty. When wielding a spear in two hands it loses Unwieldy, and its range is simply 3m.

The Whirling School

By practice, the character has mastered the bola and its various uses.

Expert (Agility)

The character can use a bola to make a special Precision Strike to attempt to wrap the bola around either the target's neck or their legs. Upon a successful hit, if the attack is against the neck, the target loses 1 SP per round (does not stack). If the attack is against the legs, then the target gains the immobilized condition. Either effect ends when the bola is removed, which can be attempted by the target or a character within 1m as a Primary Action by making a +0 Strength test.

RACIAL TALENTS

This section contains additional Talents that are locked to the various peoples of Tamriel. They each pertain to natural and cultural qualities that embody each of the races of men and mer, and help represent the exemplary heroes and villains amongst them.

Note: A GM might choose to unlock these Talents naturally over the course of a campaign for all members of the party based on experience benchmarks; or, alternatively, they will be available for purchase exactly the same as the Core Talents.



Altmer

Blood of Aldmeris

The Altmer directly traces their unbroken family line to Aldmeris, and is empowered by their lineage.

Adept (Any)

The Altmer receives an additional Power Well (10), and increases their Disease Resistance trait by an additional 25%.

Highborn

The Altmer harnesses their pure elven ancestry to empower their magic, as the Aldmeri were the fathers of magicka.

Expert (Any), Requires Blood of Aldmeris

Once per day the Altmer can rapidly meditate as a Cast Magic action to immediately regenerate 20 Magicka Points.

Argonian

Child of the Sap

The Argonian is hardier than their peers, toughened by the blood of the marsh and the sap of the trees.

Adept (Any)

The Argonian exchanges their Resist Disease trait for Immunity to Disease, and permanently gains +1 to their movement Speed.

Histskin

The Argonian can call upon the reservoirs of Hist sap stored within their glands to rapidly regenerate injury.

Expert (Any), Requires Child of the Sap

The Argonian doubles their swimming speed, and gains +30 to any Stealth or Athletics tests made while underwater. Additionally, once per Short Rest, the Argonian can immediately regenerate EB Health Points as a Free Action.

Bosmer

Nature's Blessing

The Bosmer is blessed by the Y'ffre, and is toughened to the deadly toxins and blights of the wild.

Adept (Any)

The Bosmer increases their Disease Resistance by an additional 25%, and increases their Resistance (Poison) trait by +1.

Lord of the Hunt

The Bosmer can blend into their surroundings, shimmering in and out of the terrain as the trees themselves work to conceal them from their prey.

Expert (Any), Requires Nature's Blessing

Once per Short Rest, the Bosmer can attempt a Stealth test with +20 while in natural foliage or terrain. If successful, they gain the Invisible condition until they perform another action that would normally cause the Hidden status to be broken.

Breton

Lionheart

The Breton is steeled to magic, and taps deeper into their own merish blood to access yet more power.

Adept (Any)

The Breton gains an additional Power Well (10) and increases their Resistance (Magic) trait by +1.

Dragonskin

The Breton taps into ancient Merethic powers, drinking in the powers of their ancestral enemies like a nourishing milk to slake their unquenchable thirst for magic.

Expert (Any), Requires Lionheart

The Breton can spend a Stamina as part of a Free Action to gain the Spell Absorption (5) trait for one round.

Dunmer

Ancestor's Protection

The Dunmer has paid great respect to their ancestors, and in return, their spirits smile upon them.

Adept (Any)

The Dunmer increases their Resistance (Fire) trait by 1. Additionally, once per long rest, the dunmer can cast Sanctuary at level 2 as a Free Action. The spell lasts for three rounds, costs no Magicka Points, and requires no test to successfully cast.

Ancestor's Wrath

The Dunmer has a special bond with their ancestor, who is capable of manifesting from beyond to lend their aid in battle.

Expert (Any), Requires Ancestor's Protection

Increase the Sanctuary spell gained from the Ancestor's Protection talent from level 2 to level 3. Additionally, once per long rest, the character can use a Secondary Cast Magic Action to cast the Fire Cloak spell at level 2. The spell lasts for three rounds, costs no Magicka Points, and requires no test to successfully cast.

Imperial

Red Diamond

The Imperial endures like the cornerstones of the White Gold Tower. Unbreakable.

Adept (Any)

The Imperial increases their bonus Stamina Points from Star of the West to 2 SP.

Imperial Luck

The Empire was founded on the blade, but was built with gold.

Expert (Any), Requires Red Diamond

The Imperial increases their bonus Stamina Points from Star of the West to 3 SP. Additionally, any time the Imperial spends LP or burns luck to increase the DoS of a test, the first LP they spend or luck they burn on that test adds 2 DoS to the test instead of the usual 1.



Khajiit

Eye of Night

Sharp claws and sharp eyes pave the way.

Adept (Any)

The Khajiit increases the size of their Natural Weapon damage dice by one step (d4 becomes d6, d12 becomes 2d8, etc), and can make a free Precision Strike with their first attack made while Hidden at night time or in total darkness. See [Unarmed Combat on page 104](#) for details on Natural Weapons.

Eye of Fear

Something about the eyes. Terrifying. Primal. Bestial. Filled with... rage.

Expert (Any), Requires Eye of Night

The Khajiit can, once per Long Rest, force a single target they can see to take a Panic test with a -30 penalty to their Willpower, as a Free Action.

Nord

Sons of Skyrim

The Nord is tough, haughty, and enduring, as their people are famed for.

Adept (Any)

The Nord increases both their Resistance (Frost) trait and their Tough trait by 1.

Woad

The Nord can daub themselves with war paint, called Woad, that is blessed by Kyne, and grants them mystical warrior-powers.

Expert (Any), Requires Sons of Skyrim

The Nord can, as a Primary Action, apply a smear of ritually prepared Woad war paint, which grants a Physical and Magical shield that protects against 5 points of damage for 3 Rounds that refreshes for free each Round. After the third round, the shield is no longer refreshed and dissipates once the shield HP is reduced to 0 or the character takes a Long Rest.

The ritual necessary to prepare one dose of Woad paint requires the Nord have access to natural plants, an open sky, and must be performed over a Long Rest as they beseech Kyne for her blessings in the battles to come. This dose of Woad paint must be applied before the character's next Long Rest.

Orsimer

Wrothgarian

The Orsimer embodies the mountain: strong, tall, triumphant.

Adept (Any)

The Orsimer increases their Tough trait by 1, and increases the HP gained from their Resilient trait by 2 to a total of 5.

Malacath's Fury

The Orsimer can tap into the primal fury of Malacath.

Expert (Any), Requires Wrothgarian

The Orsimer increases their bonus HP from their Resilient trait by yet another 2 (total 7).

Additionally, once per Long Rest, as a Free Action, the Orsimer can immediately heal themselves for EB Health Points then increase their Strength Bonus and Resistance (Magic) trait by EB / 2 (round down) for 1 minute.

Redguard

High Men

The men of Yokuda are unaffected by such trifling things as disease or venom. They are above it.

Adept (Any)

The Redguard becomes Immune to Disease, and increases their Resistance (Poison) trait by +1.

Adrenaline Burst

Some Redguards revel in the thrill of combat to such a degree that their delight numbs them to mortal agony.

Expert (Any), Requires High Men

The Redguard's Adrenaline Rush power instead regenerates 2 Stamina Points immediately, and also heals the Redguard for 5 Health Points. Additionally, the Redguard ignores all Shock penalties from wounds until the Adrenaline Rush expires.

EXPANDED RACIAL TALENTS

This section contains Talents for the expanded playable character races found in [Expanded Races](#) on page 43.

Ayleid

Birds of Prey

The Ayleids had a distinct bird motif, respecting their speed and predatory nature, but also their nobility.

Adept (Any)

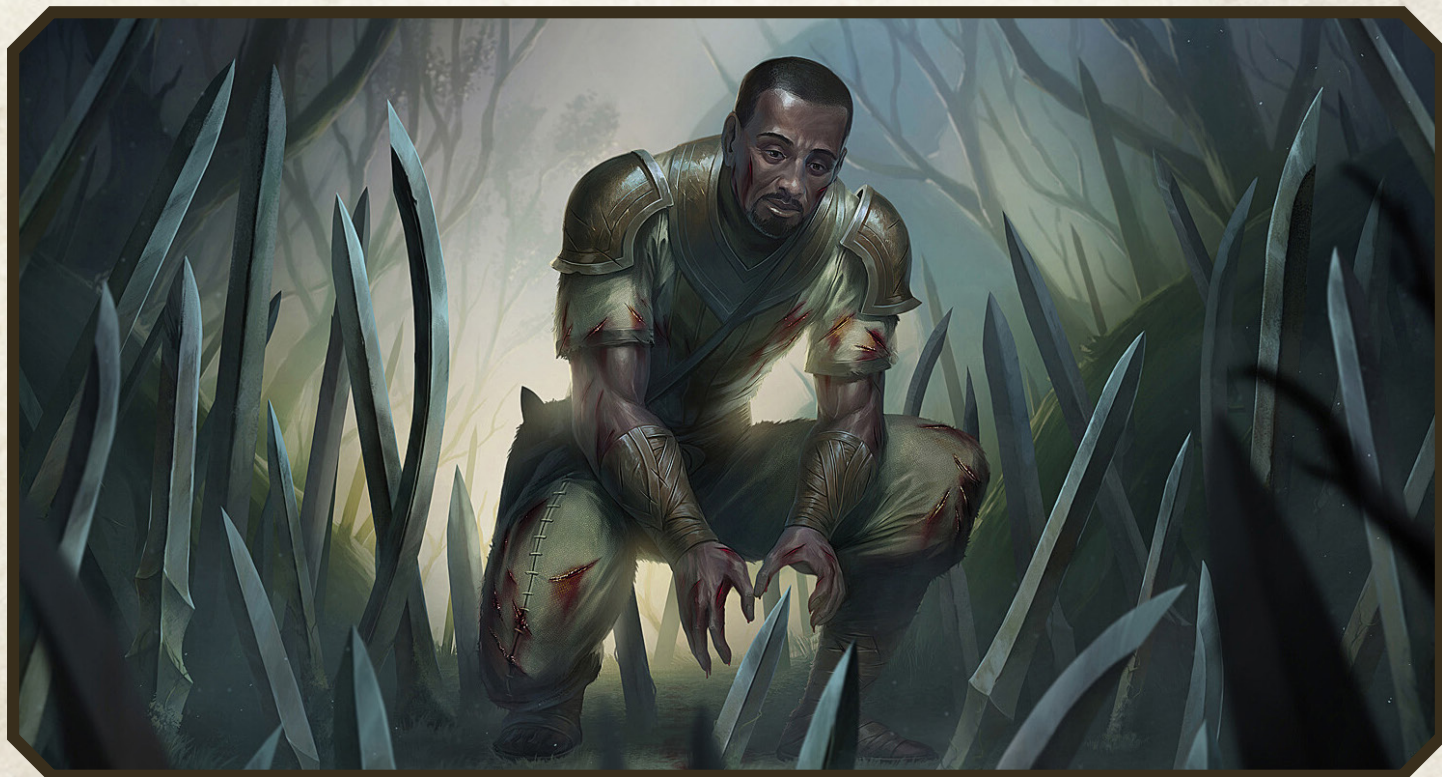
The Ayleid gains +1 to their movement Speed and a +10 bonus to their Power Well trait.

Lords of the Niben

The Ayleids used the power of starlight to fuel their raids on the ancient Nedes, eventually enslaving them.

Expert (Any), Requires Birds of Prey

The Ayleid treats their Willpower Bonus as being 3 higher instead of 2 higher when under direct starlight for the purpose of the Empowered by Starlight Trait. Additionally, when they use the Free Action from Empowered by Starlight, the Ayleid can instead choose to regenerate 15 Magicka or 8 Health Points.



Falmer

Born of Ice

The Falmer, or Snow Elves, were dramatically attuned to the cold, more so than even the Nords, or the Atmorans that predated them.

Adept (Any)

The Falmer increases their Resistance (Frost) trait by 1. Additionally, any Frost enchantments or spell effects created or cast by a Falmer increase their frost-based effects by 1.

Legacy of the Snow Prince

The legend of the Snow Prince is the last great tale of the Falmer. He conjured a great blizzard and lead a great battle against the Nords, and although the Falmer lost, he made good on his pledge that many Nords would die that fateful day.

Expert (Any), Requires Born of Ice

Once per Long Rest, the Falmer can spend a Stamina Point as a Free Action to summon a miniaturized blizzard on themselves, which counts as a level 3 Frost Cloak that lasts for three Rounds. Additionally, as a ritual that must be performed during a Long Rest, the Falmer can use 100 drakes worth of ritual materials, and spend 100 Magicka Points to invoke a blizzard in the immediate region, no matter the climate. The blizzard is magical in nature and imposes a -20 on any tests reliant on sight (including combat). Falmer are immune to all the effects of the blizzard, which lasts for 1d12 + Personality Bonus hours, which should be rolled in secret by the GM.

Maormer

Shimmerskin

The Maormer's flesh flickers and shifts colour involuntarily, adapting to its surroundings with a mind of its own.

Adept (Any)

The Maormer increases their Power Well trait by +10 and gains an additional +10 to the stealth bonus gained from their Chameleon Skin trait.

Serpent-Sorcerer

The Maormer can form mental bonds with serpents. Their ancient magics and high wizards bind great sea serpents to their nobles' will, but for an adventurer, any snake will suffice as a companion.

Expert (Any), Requires Shimmerskin

The Maormer can, during a Long Rest, perform a ritual requiring 50 drakes of ritual ingredients, and 30 Magicka Points to attempt to permanently bind a snake or serpent-like creature to their will. At the conclusion of the ritual, the Maormer and the serpent make an Opposed Willpower test, where the Maormer scores an additional Degree of Success for every additional 30 Magicka Points spent on the ritual beyond the first 30. If the Maormer is successful, the serpent is bound to the Maormer's will, their minds effectively fused. The serpent becomes a creature under the Maormer's control, and gains the Bound trait. The Maormer gains the Mindlock (1) trait and has direct control of the snake.



Sload

Baleful Bloating

The Sload is swollen with Magicka. And fat. Lots of fat.

Adept (Any)

The Sload increases their Power Well trait by 10 and adds 3 Health Points to their HP maximum.

Meticulous Planning

The Sload have no word for "adventure." The closest equivalent term translates to "tragic disaster".

Expert (Any), Requires Baleful Bloating

During a Long Rest, the Sload can prepare for all contingencies by rolling a number of d100s equal to their Intelligence Bonus. Record these results. Each of these numbers can be substituted out as the result of any test the Sload, the Sload's target, or the Sload's attacker makes before the roll is made. After a number is used, cross it off, and that number cannot be used until the Sload's batch of numbers is refreshed. These numbers persist until the Sload uses all of them or until they spend another Long Rest planning and generating a new batch of numbers.

"The Sload are a godless people, perhaps the most hated in Tamriel. And the Sea Sload are even worse! They employ depraved magic and have long coveted Summerset. They believe it once belonged to them. They pillage, release plagues. They're horrible!"

—Valsirenn

TRAITS

Traits are rules that reflect various natural facts about the character or certain abilities they possess. They include things such as the ability to fly, inherent physical weaknesses, personality traits, and so forth. They are typically the result of birth, upbringing, or racial circumstance but may be gained through other means later in life, though rarely by choice or without the use of magic.

Traits do not stack unless otherwise specified. If traits with an X value are applied to a target with an already existing instance of that trait, apply the highest value of X unless otherwise specified.

Amphibious

The character can breathe water and ignores the skill cap placed on their combat rolls by their Athletics skill when fighting in water.

Bestial

The character has no need to make Survival skill tests in their natural habitat, but they must test Willpower to avoid fleeing combat if the GM feels that it's appropriate (for example, if the creature would feel intimidated by its foe).

Blind

The character has the blinded condition while they have this trait. See the Conditions section in Chapter 5 for rules on this condition.

Bound

This creature is bound by the will of their master. They must obey the commands of their master, except they will always prioritize defending themselves. Additionally, if the bound creature's master or their master's allies intentionally take hostile or harmful action against them for any reason, they immediately turn hostile and lose the bound trait.

Items with this trait use their creator's Willpower score when forced to roll any relevant test (except Combat Style). These items are practically weightless, counting as having an effective ENC rating of 0.

Climber (X)

The character can climb walls and ceilings as if open ground. Their Climb Speed is now set to Xm.

Crawler

Rather than walking, a character with this trait crawls. They halve their normal Speed (round up) and take no penalties for moving through difficult terrain.

Dark Sight

A character with this trait can see normally even in areas with total darkness and never takes penalties for acting in areas with dim or no lighting.

Dawn-Cursed (X)

Characters with this trait are fatally sensitive to sunlight. While in direct sunlight, the character suffers X damage per round which ignores all damage mitigation. If the character covers themselves completely with clothing and a hood with sufficient coverage, this damage is reduced to X per hour in the sunlight. If the vampire is under full cover which would block out all sunlight, like a fully covered wagon or inside a building, they take no damage.

Deaf

The character has the deafened condition while they have this trait. See the Conditions section in Chapter 5 for rules on this condition.

Disease Resistance (X%)

Whenever a character with this trait would be infected by a common disease, roll a d100. If the roll is less than or equal to X, the character doesn't get the disease.

Diseased (+/- X)

If a character with this trait deals at least 1 point of damage (after mitigation) with their natural weapons to a target without the Diseased trait, then the affected target must test Endurance +/- X or contract a common disease.

Flyer (X)

The character can fly. They have a Speed equal to X when flying.

Frightening (X)

Those who encounter this character must immediately make a Panic (X) test.

From Beyond

The character is immune to the effects of disease, fear, toxins, and any mind-affecting magic (i.e. illusions).

Immunity (*)

The character is immune to any effects of the type specified in parenthesis. The character may have multiple instances of this trait for different effects *.



Incorporeal

Incorporeal characters are spirits, faintly visible and capable of moving through objects. They gain the Flyer (Speed) trait and may use it to freely move through solid objects. They can be targeted by attacks, but they cannot suffer damage except from magic damage or damage from attacks with the Magic quality.

Incorporeal characters do not normally affect the world, but they can use magic and make attacks that are capable of damaging non-incorporeal beings. Attacks from Incorporeal characters ignore all AR from any armor that does not have the Magic quality and cannot be blocked by shields without that quality.

Natural Toughness (X)

The character with this trait is naturally tough and reduces incoming damage of all types by X. This functions like AR for the purposes of reducing damage, but it does not count as armor.

Natural Weapons (Type, Damage, Range)

The character with this trait has unique natural weapons of some kind. The Type, Damage, and Range together specify the complete profile for the character's natural weapons. This overrides the default natural weapons profile and they cannot be disarmed. Default Natural Weapons profiles can be found in Unarmed Combat on page 104. Natural Weapons cannot be enchanted.

Power Well (X)

Characters with this trait have more magicka than usual. The size of their Magicka Pool is increased by X. If the character would receive this trait twice, combine the X values.

Quadruped

Characters with this trait move up to twice their speed when they use the Dash action and three times their speed when they use the Sprint stamina ability.

Regeneration (X)

Characters with this trait heal very quickly. They may make an Endurance test at the start of each round to heal X HP. This does not count as magical healing unless applied by some magical source.

Resistance (*, X)

Characters with this trait reduce damage of * type by X after any other mitigation and gain a +10 bonus per X to tests made to resist non-damaging effects of the listed type.

In cases where the character is not making the * related test, but rather a * related roll is being made against one of their Characteristics, increase that characteristic by 10 times X for the purposes of resolving that roll.

Resist Normal Weapons (X)

Characters with this trait are resistant to mundane weapons. If the character suffers damage from a weapon/attack without the Magic quality, reduce that damage by X after any other mitigation.

Running Out of Luck

The character's luck is running out. Whenever they would burn any amount of Luck, burn twice that amount. If the character does not have this much Luck remaining, just burn all remaining Luck.

Savage

The character treats weapons that they wield (including Natural Weapons) as if they had the Proven Weapon Quality. If the Weapon has the Primitive Quality, then the character treats the weapon as having neither Quality.

Silver-Scarred (X)

Any damage inflicted on a character with this trait after mitigation by an attack from a silver weapon is increased by X before calculating the effects of the damage.

Skeletal

Characters with this trait have purely skeletal forms. Attempts to hit them with ranged weapons suffer a -20 penalty. Characters with this trait also automatically gain the Undead trait as well and are immune to the Burning (X) condition.

Spell Absorption (X)

Characters with this trait absorb a portion of the magic directed at them to fuel their own magicka reserves. Whenever magic from another source/character affects them, roll a d10. If the value is less than or equal to X, the magic has no effect on them; instead, they regain missing MP up to the cost of the magic.

If a character with this trait would be affected by the Reflect spell, then the effects of each should be resolved in the reverse order to which they were applied.

For example, if a character with this trait has the Reflect spell effect applied to them after this trait is applied, then when the character is affected by another spell effect they would resolve Reflect against that effect first, then Spell Absorption if the effect is not reflected.

Strong Jaws

A Bite attack made by this character that deals damage automatically starts a Grapple test. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks against a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.

Stunted Magicka

Characters with this trait do not regenerate magicka naturally and halve the benefits (round down) gained from Spell Restraint.

Summoned

This creature or item has been conjured from another plane of existence. Upon its death or destruction, it returns to where it came from immediately.

Sun-Scarred (X)

Any damage inflicted on a character with this trait after mitigation by an attack that counts as sunlight is increased by X before calculating the effects of the damage.

If this character is exposed to normal sunlight they lose 1 SP each hour. Cloud cover or other such weather halves the rate of SP loss. The character must spend an hour in a dark place before they can remove levels of fatigue/regain SP lost in this manner.

Swimmer

The character's Swim Speed is doubled.

Telepathy (X)

Characters with this trait can communicate with others telepathically. They are capable of "broadcasting" thoughts to a maximum number of characters equal to their WB within a number of meters equal to one hundred times their WB. They must have line of sight to the character to whom they are broadcasting, unless the target character has this trait as well.

Characters with this trait can make a Perception test as a Free Action to attempt to locate other characters with this trait within their broadcast range, though this test can be opposed by a Willpower test if a character wishes to remain hidden.

The strength X of this trait determines the complexity of the thoughts they can broadcast.

Telepathic Strength

X	Maximum Message Complexity
1	A single word
2	A short sentence.
3	A full sentence.
4	Up to five sentences.
5	As many words as the character desires.
6	Images.
7+	Complex feelings and concepts.

This trait can stack by adding together values of X.

Thick Skull

Immune to Stun and Dazed.

Vicious (X)

The creature treats their SB as being X for the purposes of resolving damage. This does not effect the character's Strength Characteristic Score.



Telekinesis (X)

Characters with this trait can move objects with their mind within a range of $10 * X$ meters. This can only be used to move fairly small objects (at most a large crate or barrel) at a speed of about 1 meter per second (6 per round).

The character can also throw an object at an opponent. This is a Primary Action and a Ranged Attack, and it uses Mysticism (Willpower) for the test. Any object used in this manner counts as an improvised weapon and can only be thrown a distance of $WB * 2$ meters.

Terrifying (X)

Those who encounter this character must immediately make a Horror (X) test.

Tough (X)

Increase Wound Threshold by X.

Optional Rule Note: Alternate Wounds

If you're using the rules for Alternate Wounds found in [Physical Health on page 108](#), replace the text for the Tough trait with "Character gains a $+(10 * X)$ bonus to Shock Tests".

Undead

Characters with this trait are mere walking corpses. They do not breathe or require organs to function. They are immune to things such as disease, poison, passive wound effects, aging, fatigue, and a number of conditions including but not limited to dazed, deafened, and organ damage. Use common sense when deciding what can and cannot affect characters with this trait. The character cannot spend Stamina Points if doing so would bring their current SP to below 0.

Undying

Characters are free from most concerns of the living. They are immune to disease and the effects of aging.

Unnatural Senses (*, X)

The character with this trait can perceive its surroundings using additional and/or different senses than the usual. Their Senses allow them to detect the things specified by * within range of X meters (even through solid objects). If * is "all" then their Senses have been replaced entirely, and they can simply see "normally" through solid objects up to X meters away.

Weak Bones (X)

Reduce Wound Threshold by X.

Weakness (*, X)

Characters with this trait are weak to a certain damage or effect type. They increase damage of * type by X after any other mitigation and suffer a -10 penalty per X to tests made to resist non-damaging effects of this type.

If this trait would stack for a single damage type, instead only apply the highest value of X. Different values of * damage type are considered different traits.

In cases where the character is not making the * related test, but rather a * related roll is being made against one of their Characteristics, decrease that characteristic by 10 times X for the purposes of resolving that roll.



Chapter 5: Advanced Mechanics

"We don't have shields in our culture. It seems strange to my boy, I imagine. In our country, if you don't want to get hit, you move out of the way."

Akaviri Potentate Versidue-Shaie, "2920, The Last Year of the First Era"



In most adventures there is conflict, and this conflict is often physical. After all, the world of Nirn can be a dangerous place. Wars, strange monsters, criminals, mercenaries, and any number of other scenarios can all force a party to use violence to accomplish their goals, or simply force the party into dangerous situations. This chapter contains mechanics for resolving combat, as well as other game mechanics to handle the variety of situations the players might encounter during their adventures.

A Note on Time

The UESRPG divides time into two categories: narrative time and structured time. **NARRATIVE TIME** is meant to be used in any situations that do not demand the time-sensitive resolution of tasks. Functionally this means that almost any non-combat situation will use narrative time. In game terms, narrative time is a period in which the GM can freely advance time at any rate based on the needs of the story and the players. This could mean briefly describing the party's long journey across a vast desert, or playing out an important conversation minute by minute.

STRUCTURED TIME is used to handle time-sensitive events in which every second counts and the exact order of actions is crucial. Combat almost always takes place in structured time, which is what the rules of this chapter are intended for; though the GM could decide to handle it in narrative time instead.

COMBAT

The largest unit of structured time is called an encounter. An **ENCOUNTER** represents an entire sequence of dramatic events that make up a unified "block" of structured time that may be contained within sections of narrative time, or followed up by another encounter. Encounters focused on a particular combat scene are known as Combat Encounters.

Encounters are broken down into **ROUNDS**: periods of time in which characters take actions, representing roughly six seconds of "real" time. During a round the GM counts down from highest to lowest initiative, giving each character a Turn to act when their initiative step is reached, until every character has had a Turn. During a Turn, the active character spends at least 1 AP to perform an Action and resolves its effects. Sometimes the rules will refer to initiative "steps," which simply refer to individual initiative values in the order.

Effect Durations

Effect durations are measured in rounds and end immediately after the initiative step on which they took effect. For example, if an Orc is stunned for 2 rounds on their Turn, they remain stunned until right after the end of their Turn 2 rounds later (assuming their Turn takes place at the same initiative "step" as it did originally).

Combat Overview

Combat encounters can be resolved by following these steps:

Step 1: Determine Surprise

If one or more characters aren't expecting an attack, or aware of their attacker's intentions, they have been surprised. The GM should determine which characters count as being surprised for the first round of combat. Surprised characters do not roll 1d6 for initiative; they simply use their Initiative Rating. They also may only take reactions until after their first Turn has passed.

Step 2: Set the Scene

Before the characters can begin taking their turns, the GM should outline the parts of the scenario that they are aware of, including the combatants they face, the positions of everyone involved, and the environment they're fighting in. If the group is using a battle map or grid, this would be the time to set it up!

Step 3: Determine Initiative

To determine the order in which characters take their turns during each round of the combat, all characters involved must make an **INITIATIVE ROLL**. An Initiative Roll is made by rolling 1d6 and adding the character's Initiative Rating. Use the character's Initiative Rating and then Luck bonus (meaning PCs beat NPCs) to break ties, in that order. Further ties can be resolved by contested Luck Rolls or at the GM's discretion. The GM rolls initiative for any NPCs involved and should roll once for larger groups of similar NPCs. If new combatants enter the picture, simply have them roll and take their place in the order as appropriate.

Step 4: Round Start

Starting with the character with the highest initiative, each character takes one Turn. **At the start of the round, all characters replenish their AP. Then, during each Turn, the active character spends AP to perform combat actions and resolves their effects.** Once their Turn is over, the character with the next highest initiative takes their Turn. This repeats until all characters have taken a Turn.

Optional Rule: Turn-Based AP Refreshing

For an alternative strategic experience, your group can choose to play with this variant AP Refreshing ruleset. As combat starts, all characters start the first round with their Maximum AP. Then, in all subsequent rounds, characters replenish their AP at the start of their Turn rather than at the start of the round.

Step 5: Round End

Once all characters have had a Turn, the round is over, regardless of the amount of AP any characters have remaining. Any effects or Conditions that specify a duration of “until the end of the round” end now.

Step 6: Encounter Ends

Repeat steps 4 and 5 until the combat is finished or the event that triggered the switch into structured time is resolved.

Mapping Combat

This chapter assumes players are using some sort of grid or battle map to track the positions of characters. **For ease of use, each grid square in such a system should represent a square meter.** More details on using a combat grid, or advice for playing the game without one, can be found later in this chapter.

Action Types

ACTIONS represent all the things that a character can do during an encounter. The maximum number of times that a character can act during a round is determined by their max AP. **All non-free actions cost at least 1 AP unless otherwise stated.**

PRIMARY ACTIONS can only be taken during the character’s own Turn. They are dedicated combat actions where the character is the instigator, and a character may take any number. An **EXTENDED ACTION** is an Action that requires the use of more than one AP, which can cause it to require more than one Turn.

SECONDARY ACTIONS can only be taken during the character’s own Turn **or** as reactions. They are combat actions that require less dedication from the character and can be taken somewhat reactively to battlefield circumstances. A character may take any number of these.

REACTIONS are actions that are taken to counter or resist other characters’ actions or other events that the character is aware of. Only one reaction attempt is permitted for each threat or event, but any number of reactions may be made per round (provided that the character has Action Points left for that round to spend).

SPECIAL ACTIONS are a unique class of actions that are often taken when a character has gained Advantage in combat and has included the chosen Special Action in their Combat Style’s Special Advantages (page 69). Otherwise, Special Actions can be either primary/secondary actions or reactions, and they follow all the normal rules for an Action of their type.

FREE ACTIONS can be taken at any time during the combat round and cost no Action Points to activate; though the GM should keep in mind what is reasonable for a character to achieve in six seconds.

Multiple Action Turns

Because characters can take multiple primary or secondary actions on their Turn, it is possible that characters can use up all of their AP to create some interesting action combinations when their Turn arises. **When declaring multiple actions on their Turn, the character must declare them individually, resolving other character’s reactions first before declaring and resolving any more.**

Primary Actions

The following primary actions are all actions that can only be taken during a character’s own Turn. Unless otherwise noted, they cost 1 AP.

Attack

The character can make an attack with a melee or ranged weapon. **A character may make no more than two total attacks in a single round.** When attacking they can use one of three optional variations of this action. A player must declare if their character is choosing one of these variations before the attack test has been made.

- **All Out Attack (melee only):** The character makes a melee attack with a +20 bonus by spending an additional AP. This is not an Extended Action.
- **Coup de Grâce:** The character makes a killing blow against a helpless target. A helpless target is one who is either unconscious, both restrained *and* prone, or otherwise physically incapable of defending themselves. The GM may rule that certain characters cannot be killed in this way depending on the circumstances. This kills the target outright. For unarmed Coup de Grâce, refer to the Grappling rules.
- **Precision Strike:** A character attempting a precision strike is aiming to hit a particular part of their opponent’s body and thus suffers a -20 penalty on the attack test. If successful, the character may choose the hit location of that attack in addition to resolving any other effects the attack would have.

Disengage

The character can use this action to retreat from combat with an enemy. If they move out of an enemy’s engagement range during this Turn then the attack of opportunity reaction or other delayed actions/reactions, may not be taken against them.

Cast Magic

The character casts a spell that they know using the rules for spellcasting found in Chapter 6: Magic (page 125). **This may be used to cast spells that count as attacks, but a character may make no more than two attacks in a single round.**

Delay Turn

The character declares a set of circumstances in which they will act. The character then skips their Turn without spending

AP and may insert their delayed Turn into the order as a free reaction if the conditions are met. If the delayed Turn is not taken before the character's next Turn would occur, then the Action Points are lost entirely.

Defensive Stance

Using this action grants the character +10 on any defensive tests made until their next Turn. Taking this action reduces the character's Attack limit to 0 until their next Turn.

Secondary Actions

The following Secondary Actions are actions that can be taken during a character's own Turn **or as reactions** for 1 AP.

Aim

A character can spend an Action Point to aim, gaining a +10 bonus to their next ranged attack, including spells with the Bolt form. This bonus can stack if the character takes this action multiple consecutive times before the next ranged or bolt attack, but only up to three times for a maximum bonus of +30. The "chain" of aim actions can stretch across rounds. This chain is broken and the bonus lost if the character makes an attack with another weapon or takes any actions or reactions other than to continue aiming or fire the aimed weapon or spell. Once the aimed weapon is fired, the bonuses from this action are reset to +0.

Cast Magic (Instant only)

The character casts a spell that they know using the rules for spellcasting found in [Chapter 6](#). This may only be used to cast spells that have the Instant spell attribute.

Dash

The character can use this action in order to move up to their speed. If this is done on their Turn, this movement is added to their base movement for that Turn. This action can be used to allow a character to move several times their speed during a round.

Hide

The character can use this action to attempt to hide from foes. If anyone might detect them while they do this, they must make a Stealth skill test opposed by the Observe of anyone who might spot them. On success, they gain the Hidden condition.

Ready Weapon / Drink Potion

The character may draw, sheath, withdraw, or reload a weapon. This action may also be used to drink a potion, assuming it is accessible to the character, but this costs 2 AP instead. Some missile weapons may require several AP to reload, in which case this action must be extended.

Reactions

Reactions can be used at any time during the combat round in response to a threat or event **that a character is aware of** by spending an AP. Reactions can be triggered by other reactions: if this happens, resolve them however makes the most sense.

Attack of Opportunity

This reaction allows a character to take advantage of an opening to make a melee attack (max 2 attacks per round) against an opponent when they are vulnerable. Attacks of Opportunity are resolved before the action they are being made in reaction to is resolved. Any character may use a reaction to an Attack of Opportunity without interrupting their current action, but they must be able to see their target. An Attack of Opportunity may be triggered by the following:

- **Retreat:** When an opponent voluntarily moves out of the character's melee range without taking the Disengage action.
- **Approach:** When an opponent moves closer to the character *within* their melee range (such as from 3 meters away to 2 meters away against a 3m range weapon).
- **Spellcast:** When an opponent casts a spell within their melee range (unless the spell counts as a melee attack).
- **Standing Up:** When a prone character stands up within their melee range without using the Arise action.
- **Ranged Attack:** When an opponent makes a ranged attack within the character's engagement range.
- **Ready:** When an opponent readies a weapon, reloads a weapon, or drinks a potion within their melee range. If the opponent does so as a Free Action, it does not allow for an attack of opportunity.

Block, Parry, Evade

The character tries to defend against an incoming ranged or melee attack. See the [Attacking & Defending](#) section for details.

Counter-Attack

The character attempts to make a standard melee Counter-Attack (still subject to the two attack per round limit) in response to an attack from an opponent they are aware of through the use of their Combat Style skill. See [Attacking & Defending](#).

Free Actions

Free actions can be performed at any time during the combat round and cost no Action Points. They include things like talking, signaling, observing one's surroundings, dropping items, and so forth. Use common sense when deciding what is a Free Action.

Special Actions

Special actions reflect unique ways that characters can engage in combat, and **can be taken as actions of their listed type** during a combat roll. Alternatively, if a character has one of these special actions in their list of Special Advantages (page 69), it can be used as an advantage instead.

Arise

Secondary Action

Allows the character to use a momentary opening to roll back up to their feet, removing the prone condition without granting opponents the ability to make an attack of opportunity.

Bash

Primary Action

Character makes an Athletics or unarmed Combat Style test which their opponent may oppose with their Athletics, unarmed Combat Style, or Evade skill. If they win, their opponent is knocked back 1 meter, loses an AP, and must make an Acrobatics test to avoid falling prone. Target character cannot be of larger size and must be within 2 meters.

Blind Opponent

Secondary Action

Character makes a Combat Style test which their opponent may oppose with their Evade or Combat Style (if wielding a shield). If the target loses, they become blinded for 1 round. The character must reasonably have access to some way to blind their opponent (thrown sand or rocks, for example).

Disarm

Primary Action

Character makes an Athletics or unarmed Combat Style test which their opponent may oppose with their unarmed Combat Style or Athletics skill. If the target of the disarm attempt loses, the character may choose to either take the target's weapon if they have a free hand or fling the target's weapon 1d4 meters in a random direction. Target cannot be of larger size and must be within 2 meters. Cannot disarm natural weapons.

Feint

Primary Action

Character attempts a Combat Style or Deceive test against an opponent's Observe or Combat Style within a 2m range. If successful, they treat their next melee attack against the target as if they were Hidden. This effect only applies if the attack occurs before the end of the character's current Turn.

"The best techniques are passed on by the survivors."

-- Gaiden Shinji

Force Movement

Primary Action

Character makes a Combat Style test which their opponent may oppose with their Combat Style or Athletics skill. If they win, they may move themselves and their opponent up to three meters in any direction (they must both move in the same direction and the same amount) as the character shifts the location of the fight. Target character must be within melee range.

Resist

Secondary Action

Character makes an Athletics or unarmed Combat Style test which their opponent may oppose with their Athletics or unarmed Combat Style skill. If they win, they may escape being restrained, grappled, or blinded.

Trip

Secondary Action

Character makes an Athletics or unarmed Combat Style test which their opponent may oppose with their Athletics, unarmed Combat Style, or Evade skill. If they win, their opponent falls prone. Target character cannot be of larger size and must be within 2 meters.





Attacking & Defending

Combat is resolved as an exchange of blows between two characters. This exchange is simulated by the **COMBAT ROLL**, in which a pair of attack and defense tests are compared.

Step 1: Attack

The attacker first chooses their target, weapon, and combat style for the attack before making the attack test and applying any relevant circumstantial modifiers. **Weapons not included in the character's combat style are made at the standard untrained -20 penalty for all attack and defense tests.**

- **Melee Weapon Attacks:** The attacker makes a Combat Style test using either *Strength* or *Agility* against a target within the range of their weapon.
- **Ranged Weapon Attacks:** The attacker makes a Combat Style test using *Agility* against a target within the range of their weapon.
- **Cast Magic Attacks:** The attacking caster makes a skill test with the skill corresponding to the school of the spell.

Step 2: Defend

The defender then picks their method of defense and combat style before making the defense test. A character must be aware of an attack to defend against it, and must choose to defend before the attacker has rolled.

- **Evade:** The defender rolls an Evade test (*Agility*).
- **Parry:** Melee weapons or shields may be used to parry melee attacks. The defender makes the Combat Style test using *Strength* or *Agility*.
- **Block:** Shields may be used to block ranged or melee attacks. The defender makes a Combat Style test using *Strength*.
- **Counter-Attack:** The characters both attempt to strike the other while parrying their opponent's blows. The defender also makes a melee attack, using the rules above. Both characters count as "attackers" in step 3.

Step 3: Roll Tests & Determine Result

If one character is able to gain a significant advantage over their opponent in melee, they are said to have gained an **ADVANTAGE**. Note that if a defender does not try to defend, or cannot do so, they are treated as having automatically failed.

- **Both characters fail:** Neither attack nor defense resolves.
- **1 character fails:** The winner gains an advantage (if melee).
 - **Attacker wins:** The attack is successful, the attacker chooses how to utilize their advantage, and resolves it.
 - **Defender wins:** The defense is successful, the defender chooses how to utilize their advantage and resolves it.
- **Both characters pass:** No characters gain an advantage.
 - **Attack vs. Block:** The defender blocks the attack regardless of attacker degrees of success. Resolve the block using the rules in Step 4 as if the defender won.
 - **Attack vs. Parry or Evade:** The defense is negated if the attacker has more degrees of success. Resolve the attack.
 - **Counter-Attack:** Whichever character achieves more degrees of success hits the other. If both characters achieve the same degrees of success, then neither the Attack nor the Counter-Attack resolve.

Critical Success/Failure

If one character critically succeeded, treat it as if they succeeded with more DoS than their opponent (if their opponent succeeded at all). They also gain an advantage. If one character rolls a critical failure, and their opponent passed, then their opponent counts as having critically succeeded. If one character critically succeeds and the other fails, or one succeeds and one critically fails, then the character who succeeded gains two advantages, which can stack if applicable. If both sides roll a critical success or failure, then no advantage is gained, and neither attack nor defense resolves.

Optional Rule Note: Alternate Wounds

If you're using the rules for Alternate Wounds found in Physical Health later in this chapter, then an attack resulting in a critical success causes a wound to the hit location of the attack.



Step 4: Resolve Attack & Advantages

Finally, resolve the attack based on the result.

Hit Locations		Attacker Won
Result	Location Hit	The attack hits the target and deals damage. If the target's armor values differ across hit locations, then check to see where it hit using the ones digit of the attack roll or a d10 (count 10 as 0). <i>(You can often skip this step entirely or delay it until it is necessary).</i>
1-5	Body	
6	Right Leg	
7	Left Leg	
8	Right Arm	
9	Left Arm	
0	Head	

Next, resolve any advantage gained from the combat roll (see the next page). **Ranged attackers and spells cannot gain or utilize advantage.** Then roll the damage of the attack and subtract the Armor Rating (AR) of the hit location struck. Reduce the target's HP by the remaining amount. Some types of AR only mitigate certain types of damage. If the damage dealt after reduction exceeds the target's Wound Threshold, the attack has also caused a wound. See [Physical Health](#) for details.

Optional Rule Note: Alternate Wounds

If you're using the rules for Alternate Wounds found in [Physical Health](#) later in this chapter, then the attack instead causes a Wound if it brings the target to 0 HP or if the attack is a Critical Success and causes the target to take Damage.

Defender won

If the defender won an advantage, resolve it first:

- **Evade:** If an attack is evaded it is negated entirely. The character may move up to 1 meter in any direction for free. This movement does not provoke Attacks of Opportunity.
- **Parry:** If an attack is parried it is negated entirely.
- **Block:** If an attack is blocked, roll the damage of the attack. If the damage exceeds the shield's Block Rating against that damage type, then the character takes the full damage to their shield arm. Otherwise no damage is taken. **Magic damage treats BR as half (round up) unless there is a magic BR.**

Should there be multiple defenders against a single attack, only one defender gains a defensive advantage.

Advantage

Characters with advantage may utilize it in the following ways:

- **Precision Strike (attack only):** Choose the hit location of the attack.
- **Penetrate Armor (attack only):** Treat full armor as partial and partial as unarmored for the purposes of resolving an attack. This does not affect AR.

- **Press Advantage (attack only):** Character gains a +10 to their next melee attack against the opponent within 1 round.
- **Forceful Impact (attack only):** The character can apply the Damaged(1) quality to one armor piece or shield on the hit location of the attack.
- **Overextend (block/evade/parry only):** The opponent's next attack test within 1 round is made at a -10 penalty.
- **Overwhelm:** Your attack or defense engages your opponent's attention completely. The opponent cannot take attacks of opportunity until the attacking character's next Turn.
- **Special Advantage:** Immediately take a special advantage that is listed in the character's Combat Style. Ignore the AP cost, **or** automatically win any opposed roll involved.

Unusual Combat Scenarios

There are several odd combat scenarios characters may find themselves in.

Climbing

A climbing character has all of their combat skill tests limited by their Athletics skill rank. Characters are limited to fighting with a single limb, unless they have extras.

Slippery Surfaces

A character fighting on slippery or wobbling surfaces has all combat tests limited by their Acrobatics skill (if they have a higher Combat Style rank, they treat it as their Acrobatics rank instead). If the character fails a combat roll in these circumstances, they must pass an Acrobatics test or fall prone.

Swimming

A swimming character has their combat tests limited by their Athletics skill (if they have a higher Combat Style rank, they treat it as their Athletics rank instead). Attacks deal half damage.

Holding your Breath

A character can hold their breath for 12 seconds (2 rounds in combat) per Endurance Bonus they have.

This duration is doubled if the character does nothing but hold their breath (no action or movement allowed).

For every round beyond the character's Endurance Bonus holding their breath, the character gains a temporary level of fatigue until they die or regain access to fresh air, after which the temporary fatigue is removed at a rate of 1 per round.

Swinging or Jumping

A character swinging or jumping into (or out of) combat has their combat tests limited by their Acrobatics skill (if they have a higher Combat Style rank, they treat it as their Acrobatics rank instead). If the character fails a combat roll they must pass an Acrobatics test or fall prone and suffer appropriate fall damage.



Melee Combat

Melee combat is any combat that happens within several meters, where participants fight either with wielded or natural weapons. The melee weapons a character can use are listed as part of their Combat Style skills.

Melee Combat Circumstance Modifiers

Like all tests, tests made in melee combat should always be subject to difficulty based on the environment or circumstances in which the combat is happening. Disadvantageous circumstances can be rated in a simple scale by the GM and should not usually be worse than -30. The table below provides the scale and some examples.

Melee Combat Circumstance Modifiers

Modifier	Common Examples
Minor Disadvantage (-10)	Fighting in poor visibility.
Disadvantage (-20)	Fighting from lower ground or prone.
Major Disadvantage (-30)	Fighting blind.

Mounted Combat

Mounted combat functions like normal combat, but with a few key differences:

- Mounted characters can evade ranged attacks but only while moving. They cannot evade melee attacks (except those from other mounted characters), though their mount can.
- Mounted characters may parry or Counter-Attack in response to attacks against their mount.
- Mounted characters use their mount's Speed.
- The GM may rule that ranged attacks that miss the character or their mount hit the other target instead.

Multiple Opponents

Facing multiple opponents can be dangerous. While a character suffers no direct penalties for doing so, they can soon become swamped and run out of action points with which to defend themselves. Remember that once all their AP for a round have been expended the character is treated as having failed their defense roll against any subsequent attacks, meaning they quickly becomes vulnerable to the others.

Dual Wielding

Some characters fight with two one handed weapons at once as a part of their Combat Style and may choose to attack, parry, or Counter-Attack with either one.

Cover

Cover is used by characters to obstruct attacks against them, either in ranged or close combat. This occurs by either physically blocking a blow or by obscuring the exact location of the target.

If the character is incapable of seeing their target, they simply cannot attack them unless they have another way of knowing that they are there. Otherwise they suffer a circumstance penalty to attack targets who are trying to use cover that their attack cannot penetrate based on the GM's judgment of the level of the cover.

If the target is protected by cover that the attack can penetrate with relative ease, the attacker suffers no penalty to hit but rolls twice and chooses the lower value for damage.

Improvised Weaponry

In certain cases a character might find themselves forced to fight using improvised weaponry. Attacks with improvised weapons suffer the usual -20 untrained penalty unless the character's Combat Style includes improvised weapons. The table below provides a set of guidelines for the GM.

Improvised Weaponry Guidelines

Type	Damage	Range
Tiny	1d4	1m (gain Small quality)
Small	1d6	1m
Medium	1d8	2m
Large	1d10	3m
Huge	1d12	4m

The GM should feel free to give certain improvised weapons appropriate weapon qualities based on the type of object.

Unarmed Combat

Unarmed combat is when a character fights using their natural weapons. Characters are always capable of attempting to fight in this manner, even if they do not have unarmed combat as part of their Combat Style. Characters attempt a Combat Style test using Strength or Agility with the standard -20 penalty for using an untrained skill, if applicable.

A character's natural weapons use the profile specified below unless the character has the Natural Weapons (*) trait (which overrides the default profile). If a character has a Combat Style that includes unarmed combat, that skill can be used for attacks with the character's natural weapons. Natural weapons ignore rules regarding one, two, or hand and a half weapons, and cannot be disarmed. Natural Weapons cannot be enchanted.

Default Natural Weapon Profiles

Type	Damage	Range
Punches/Kicks	1d4	1m
Claws	1d4; Slashing	1m

Parrying/Counter-Attacking while Unarmed

If an unarmed combatant is facing an opponent with a weapon with a **longer** range and they are within their own engagement range, then they can attempt to parry that weapon's attacks or Counter-Attack. Otherwise melee attacks cannot be parried or countered by unarmed characters.

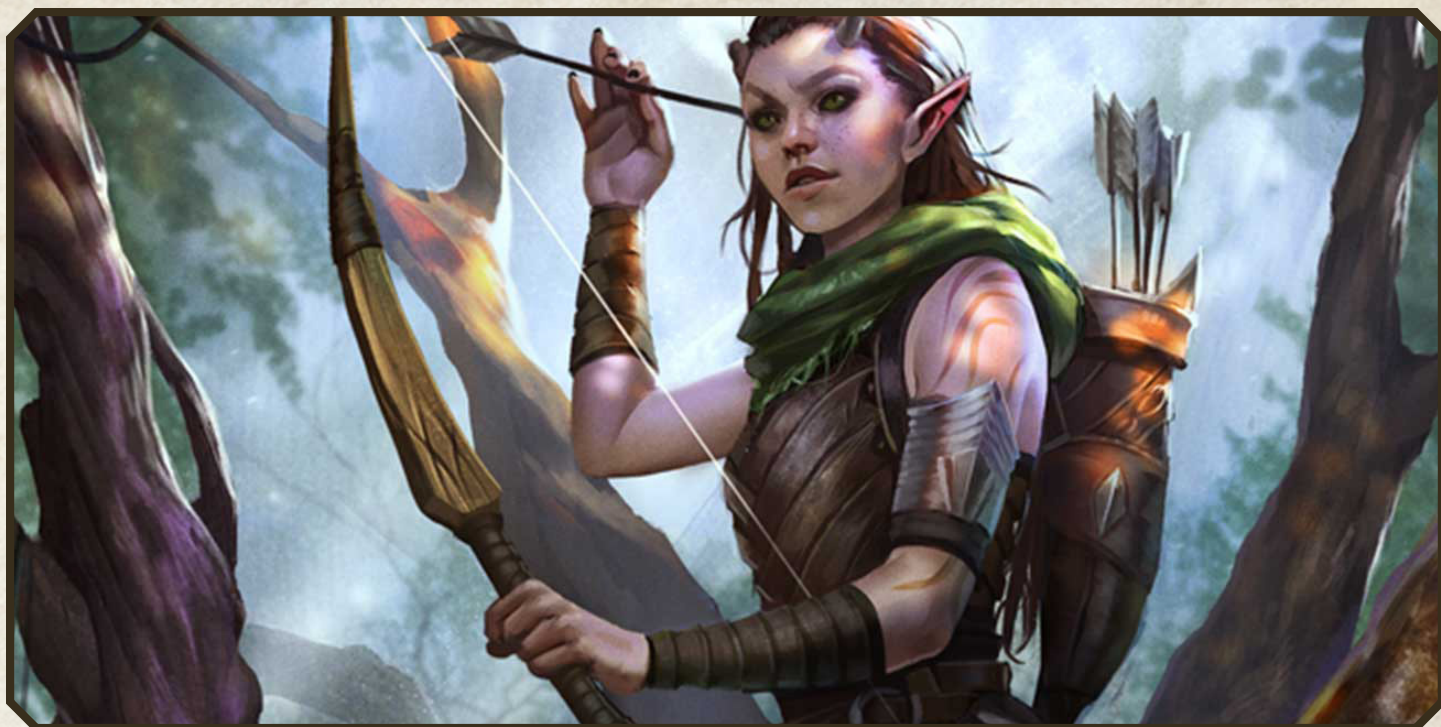


Grappling

In place of making a normal attack a character can choose to attempt to grapple their opponent. This requires a Combat Style test (the style must include unarmed combat) opposed against either a Combat Style (with unarmed), Athletics, or Evade test. On success, the target gains the restrained condition. The target may attempt to escape by using the resist action. On success they break free.

Characters suffer a -30 penalty when attempting to grapple characters of larger size than them, and they cannot grapple characters of two or more sizes larger. While they have an opponent restrained, the character may not move but may take the following actions (each is a primary action that costs 1 AP):

- **Takedown:** The character may render their victim, and themselves, prone. They suffer no prone penalties in relation to any tests made against their target.
- **Move:** The character may move themselves and their victim a number of meters up to their Strength bonus in any direction.
- **Attack:** The character may make a normal attack against their restrained victim, who cannot defend themselves. They must use a weapon with a 1m range or less. If the target is both prone and restrained and the character is armed, this can be a coup de grâce. If the character is unarmed, then they can choose to instead cause the target to lose 1 Stamina point.



Ranged Combat

Ranged combat is any form of combat that happens at a distance with weapons which must be shot, thrown, or slung at their target. The ranged weapons a character can use are listed as part of their Combat Style skills.

Ranged attacks are resolved similarly to melee attacks, except they cannot be parried or Counter-Attacked. **Ranged attackers cannot gain or utilize advantage.** Ranged weapons have unique attributes that distinguish them from melee weapons:

RANGE for ranged weapons is defined in terms of three numbers instead of just one, representing the maximum close, effective, and long ranges of the weapon. Attacking targets in close range provides a +10 bonus to attack tests with the weapon, while attacking targets at long range imposes a -20 penalty.

RELOAD represents the number of AP required to reload a weapon which fires ammunition. This requires the use of the ready action.

Ranged Combat Circumstance Modifiers

Like all tests, tests made in ranged combat should always be subject to difficulty based on the environment or circumstances in which the combat is happening. Disadvantageous circumstances can be rated in a simple scale by the GM and should not usually be worse than -30. The table below provides the scale and some examples.

Ranged Combat Circumstance Modifiers

Modifier	Common Examples
Minor Disadvantage (-10)	Firing in light wind
Disadvantage (-20)	Firing in moderate wind, target prone
Major Disadvantage (-30)	Firing in heavy wind or low visibility

Firing while Mounted

A character can use ranged weapons even while mounted, however their Combat Style skill is limited by the Ride skill of the personal controlling the mount (if their Combat Style rank exceeds their Ride skill rank, use their Ride skill rank instead).

Area of Effect Attacks

Some ranged attacks, typically spells, affect an area. Area of effect attacks that cause damage can only be defended against by evading or blocking and only if the character is aware of the incoming attack.

On a successful Block, the character halves the incoming damage (round up) before resolving the effects. On a successful evade, the character may move a single meter in any direction as normal without provoking any Attacks of Opportunity. If this would carry them outside the range of the area of effect, they are not affected.

Area of effect attacks are resolved against the body.

Combat Example

This page contains an example of a short combat exchange using the rules discussed thus far:

The Scene

Deep in a frozen cave in the northern reaches of Skyrim, a lone hero squares off against a mighty troll. The hero is lightly armored, wielding only a simple broadsword and shield.

Round 1

Both characters roll initiative. The troll rolls an 8, and the hero rolls a 12. Both characters have 3 maximum Action Points.

The hero has the first Turn, and moves forward a few meters so that they are within their two meter melee range (determined by their broadsword's range stat) of the troll. They decide to take the attack action (1 AP), against which the Troll reacts by Counter-Attacking (1 AP). The hero rolls a Combat Style [Nord Champion] test with a +30 bonus (for a TN of 75) due to their rank in the skill. The troll also rolls their own attack test.

The hero passes with 4 degrees of success (roll of 43), and the troll passes with 2 degrees of success (roll of 26). No advantage is gained, but the hero is able to land a hit as the two exchange blows (due to rolling higher DoS). They resolve the effects of the hit against the troll's body (due to the 3 in their roll) and rolls damage. The troll takes a total of 8 damage from the strike.

At this point one character has attacked, and the other reacted, so both characters have spent 1 AP. It is still the Hero's Turn.

The hero decides to press the attack, and makes another attack, this time they go all out (2 AP for an All Out Attack, giving them a +20 bonus to their attack) and the troll attempts a Counter-Attack (1 AP). The hero makes a mistake and opens themselves up, failing their attack test while the troll still manages to roll 6 degrees of success (roll of 61) on their attack test. Because the hero failed while the troll succeeded, the troll not only lands a blow but gains an advantage. The troll utilizes this advantage to knock the hero to the ground, taking the trip special action and auto-winning the opposed roll to render the hero prone (this costs 1 AP). They then resolve the damage from the hit, and the hero takes 9 damage from the blow.

At this point the hero is prone, is out of AP, and their opponent is also out of AP. The round ends, and a new round begins...

Round 2

The hero takes the first Turn, having higher initiative. They use half of their total speed in movement in order to stand up, and the troll takes advantage of this opening to make an attack of opportunity (1 AP). The hero is injured, and so opts to play defensively, raising their shield in an attempt to block the attack (1 AP). The troll passes their attack test with 4 degrees of success, and the hero passes their defense test with only 3, but this is still enough for them to interpose their shield between their body and the blow. The troll rolls damage, and the 8 damage is not enough to overcome the BR of the hero's shield, so the blow slides off harmlessly...

The hero, now standing, presses the attack...



Running Smooth Combat Encounters

This page provides some visual examples to help players understand how they might utilize battle grids and other tools to make combat run as smoothly as possible.

Using a Grid

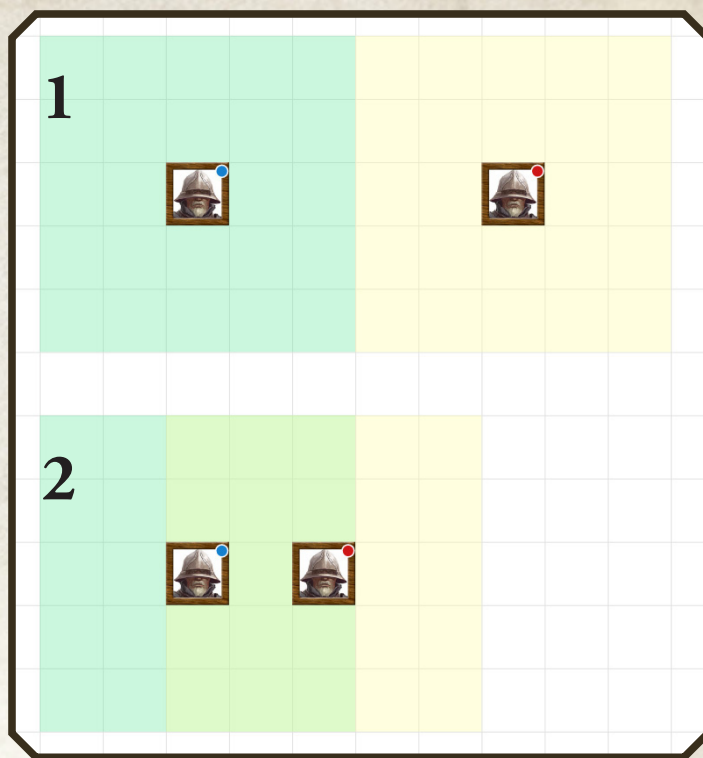
The creators of the UESRPG highly recommend the use of a battle map or grid when running combat encounters. A grid helps players to understand their own situation, assists the GM in keeping track of the big picture, and makes understanding the consequences of combat ranges much easier.

The easiest way to use the UESRPG with a grid is to assume that each grid square represents a square meter. Two characters cannot share the same grid square, though characters can be allowed to pass through another character's square if both parties are willing. The system also functions just fine on a hex grid.

If you are using an online grid or map system that supports auras (as displayed in the example pictures) then using auras can be a good way to help players visualize their weapon ranges.

Tracking Initiative & AP

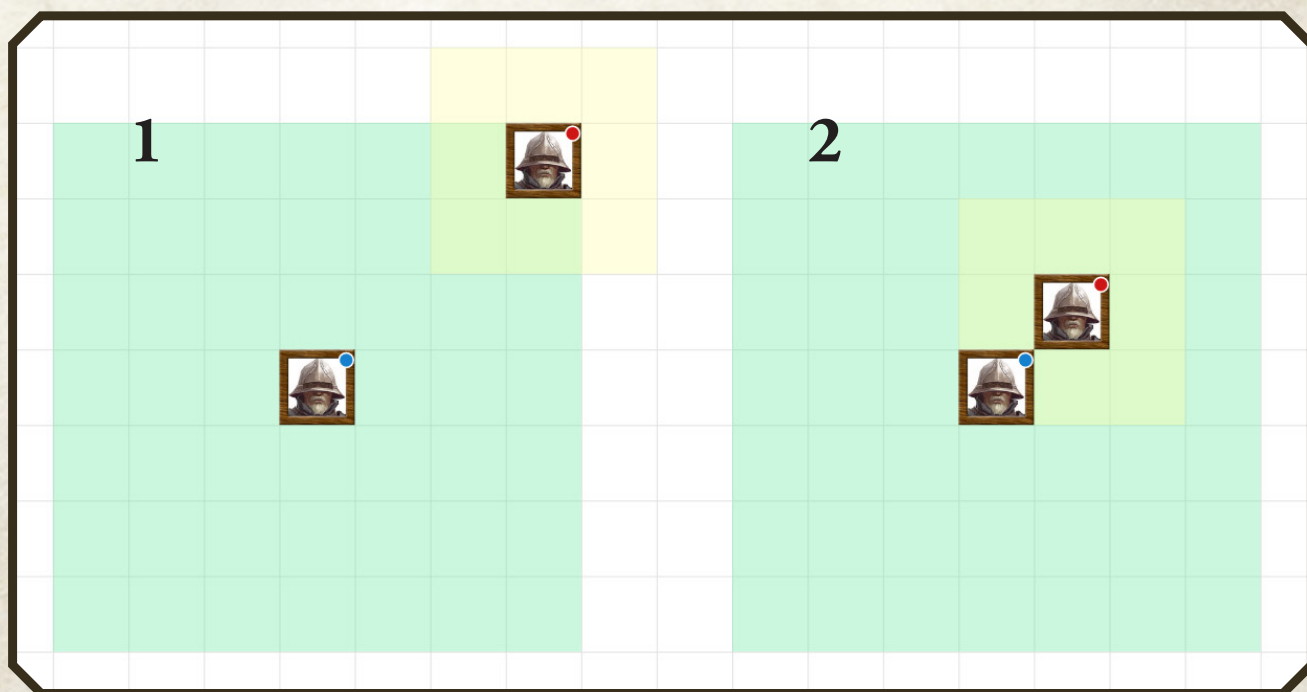
One of the trickiest parts of running combat can be tracking how much AP a given character has remaining for the round. We advise GMs track this by simply tallying next to each character (PCs and NPCs) name on an initiative ordered list/table each time that character takes an action or reaction. This allows the GM to easily see who can still react and who has AP left with which to take a Turn.



Visual Examples

Above, the red mercenary wields a 2m range weapon (yellow aura) outside the 2m range (green aura) of the blue mercenary. They then move into the edge of their opponent's range. Both mercenaries can attack the other at this range.

Below, the red mercenary wields a 1m range weapon at the edge of the 3m range of the blue mercenary. Stepping any closer triggers an opportunity attack from the blue mercenary, but doing so is necessary for them to enter melee range (right).





PHYSICAL HEALTH

During the course of the players' adventures, it is very likely that they will suffer injury of some kind. The following sections explain how to handle damage, fatigue, wounds, and death.

Damage & Hit Locations

Damage represents the ability of an attack to harm a character. Attacks against a character always strike a particular hit location, and the damage of that attack is reduced by the Armor Rating (AR) of that hit location. The Hit Location of an attack is usually determined by the 1s digit of the attack roll, but can also be determined by rolling 1d10 (counting 10 as 0). The characters Health Points (HP) are then reduced by the remaining amount.

Hit Locations	
Result	Location Hit
1-5	Body
6	Right Leg
7	Left Leg
8	Right Arm
9	Left Arm
0	Head

Damage Types

The above rules hold true for all physical attacks and physical armor. However, some attacks and effects can deal other types of damage that can only be resisted with certain types of armor. Broadly, damage can be divided into two overall types:

Physical Damage

Physical damage represents physical cuts, jabs, and blows that harm a character through force of impact or blood loss (or both). All normal weapons deal physical damage, and physical damage is reduced by normal AR.

Magic Damage

Magic damage represents damage dealt by magical or elemental forces, such as burns from a fire ball spell. Poison is included in this category, though it is not always magical. There are sub-types of magic damage, each reduced by a corresponding armor type (and also reduced by generic magic AR).

Magic Damage Types

Sub-Type	Armor Type
(Any)	Magic AR
Magic	Magic AR
Fire	Fire AR
Frost	Frost AR
Shock	Shock AR
Poison	Poison AR
Shadow	-

Resolving Magic Damage vs Specific Damage

When resolving specific damage types against resistance or weakness traits, the more specific value for the trait takes precedence.

For example: Jefe (pronounced "Geoff") of the imperial guard is fending off a horde of zombies as they fall upon the city gates. Zombies have Resistance (Magic, 1) and Weakness (Fire, 3). Jefe successfully casts Fire Bolt and rolls 5 for damage. When the spell affects the zombie, the Weakness (Fire, 3) trait is applied to the damage without applying the resistance to magic resulting in a total of 8 fire damage being applied.

Death

If a character is reduced to 0 Health Points remaining, then they fall unconscious. A character who is unconscious at 0 HP must pass an Endurance test at the end of each of their turns. If they fail a number of tests in excess of their Luck bonus while unconscious, then they die. Taking damage at least once causes the character to fail the next test. If an effect would **STABILIZE** them (this can be done with a Survival or Profession [Medicine] skill test and a healer's kit) or bring them above 0 HP, then they stop testing.

"You're not gonna kill me!"

Lokir of Rorikstead, moments before death

Wounds

WOUNDS represent devastating injuries caused by more damaging attacks, and not just simple cuts and bruises. If a character ever takes damage from a single attack (including enchantments and/or poisons) in excess of their Wound Threshold (WT), then they take a wound. **Record the amount of damage and hit location**, then follow these steps:

Shock Effects

First, the character must make a special Endurance test known as a **SHOCK TEST**, which represents how well the character fares against the initial effects.

- If the wound is to the **body**, the character loses an Action Point. If they have none remaining, they begin the next round with one less. If they fail the shock test then they also suffer the crippled body condition.
- If the wound is to a **limb**, the character suffers the crippled limb condition (blows to the head instead stun for 1 round). If they fail the shock test, then they also suffer the lost limb condition (lost ear or lost eye for the head).

If the wound was caused by magic damage, the following applies:

- If the wound is by an attack which includes **fire** damage, the character also must pass a Strength or Agility test or gain the Burning (1) condition.
- If the wound is from an attack which includes **magic, frost, or poison** damage, the character also loses a Stamina point.
- If the wound is from an attack which includes **shock** damage, the character also loses Magicka points equal to the damage inflicted.
- If the wound is from an attack which includes **multiple magic damage types**, the type that contributed the most damage determines this effect. In case of a tie, the attacker chooses which effect is applied.

Optional Rule Note: Turn Based AP Refreshing

If you're using the alternate ruleset for AP refreshing, modify the text in the body Shock Effect from "they begin the next round with one less" to "they begin their next Turn with one less".

Passive Effects

After the shock test has been resolved, the character suffers a -20 to all tests and a -2 to future initiative rolls until the wound is fully healed. The character has 30 seconds (5 rounds) before they drop to 0 HP through blood loss. These effects can be removed by first aid (a Survival or Profession [Medicine] skill test must be performed, which takes 1 Turn and requires a healer's kit or other supplies), or delayed with magical healing (see below).



Optional Rule: Alternate Wounds

If your group prefers less bookkeeping and a more forgiving experience, you can use this rule instead of the standard rules for Wounds:

Instead of a character taking a Wound when they take damage in excess of their WT, they take a wound if they ever take damage from a critical success on an attack or if an attack reduces them to 0 Health Points.

Healing

There are two means by which characters can heal damage and wounds which have been dealt to them: natural healing, and magic healing.

Restoring HP

Both magical and natural healing can restore missing HP.

Magical Healing

Magical healing will always specify an amount of missing HP that it restores, and this happens instantly unless otherwise noted.

Natural Healing

Characters naturally regenerate a number of missing HP equal to their Endurance bonus each time they take a long rest as long as they have no untreated wounds. This amount is doubled if the character is not doing anything strenuous and is focused entirely on healing themselves (or if another person is caring for them).

Healing Wounds

In order for a character to begin to heal wounds, those wounds must be treated first. If a wound is not treated within a number of days equal to the character's Endurance bonus, the character becomes **MAIMED**: any body parts crippled by the wound become crippled permanently and count as being lost.

Healing Untreated Wounds

Characters cannot regenerate HP naturally while they have untreated wounds. **In addition to restoring HP, magical healing done while the character is wounded temporarily removes the passive effects and forestalls unconsciousness for a number of rounds equal to the amount healed. If a character ever heals to full HP while they have an untreated wound, they become maimed as the wound has healed improperly.**

Treating Wounds

A wound can be treated by a successful Profession [Medicine] test, which takes approximately an hour. Once a character's wound(s) have been treated, they can begin to heal naturally again. Treating a wound related to the Crippled Condition can only be done once per long rest. If this test results in a dramatic failure, the limb immediately becomes Maimed.

Curing Wounds

Once a wound has been treated it can be properly healed. After treatment if a character regenerates HP (by magical or natural means) equal to or in excess of the damage that caused the wound, then the wound and all of its effects are removed. The one exception is that characters cannot heal lost limbs in this fashion.

Conditions

Conditions are things that externally affect the character and their capabilities instead of features of the character's nature.

Bleeding (X)

Reduce Wound Threshold by 1. At the end of the character's next Turn, they take X damage (bypass AR/resistance); then X is reduced by 1. If the character regains HP from any source, subtract the total HP regained (including HP that would go beyond the character's maximum HP) from X.

Bleeding can also be reduced by making a Profession [Medicine] +0 skill test and using a Healer's Kit. Reduce X by the DoS of the test. The Healer's Kit is not consumed in the process.

If X ever becomes 0, the Bleeding condition is removed.

If the Bleeding(X) condition would be inflicted on a character that already has a Bleeding condition, the value of each is added together and replaces the current Bleeding condition.

Optional Rule Note: Alternate Wounds

If your group is using the optional rule for wounds, replace the text "Reduce Wound Threshold by 1." with "Characters take a -10 penalty to Shock Tests.".

Blinded

The character loses all vision and suffers the following penalties:

- Cannot see anything.
- Suffers a -30 to tests benefitting from sight.
- Automatically fail any tests that rely solely on sight.

Burning (X)

The target is engulfed in flames, with the intensity of the fire determined by a number X.

- **Start of Turn:** At the end of each of their turns, a burning character suffers a single hit of X fire damage to the appropriate hit location (body is the default). Then increase X by 1.
- **Stacking Burning:** If a second instance of burning is inflicted on a character, simply combine the two X values.

Taking Action: A burning character must pass a Willpower test with a -20 penalty at the beginning of a Turn in order to attempt any action other than putting out the fire.

- **Putting It Out:** A burning character can attempt to extinguish the flames on their Turn by spending an Action Point and making an Strength or Agility test with a +20 bonus and a -10 penalty for every point of the X value beyond 1. The burning character becomes prone and, if the test succeeds, loses the burning condition.

Chameleon (X)

A character with this condition blends into their environment. Sight based tests to detect this character are made with a -X penalty. Only apply the highest value version of this condition if a character would receive it more than once.

Crippled Body Part

A piece of the character's body has been rendered temporarily useless. Multiple instances of this condition can affect a character at once as long as each affects a different hit location and/or the body parts associated with that hit location. Any body part that has been crippled suffers all the same penalties as if it had been lost. Use Lost Eye or Lost Ear if the head location has been crippled and the Organ Damage condition if the body location has been crippled.

Dazed

The character gains one less Action Point at the beginning of each round, to a minimum of one.

Deafened

The character loses all hearing and suffers the following penalties:

- Cannot hear anything.
- Suffers a -30 to tests benefitting from hearing.
- Automatically fail any tests that rely solely on hearing.

Entangled

The character makes all Combat Style tests with a -20 penalty and their movement speed is halved (round up).

Fatigued

When a character gains a level of fatigue, they acquire the Fatigued condition. If they gain additional levels of fatigue, the effects worsen. Fatigue is most typically gained when a character falls below 0 SP or spends/loses SP when they are at 0.

Fatigue Effects

Levels	Effects
Fatigued (1)	-10 penalty to all tests.
Exhausted (2)	-20 penalty to all tests.
Drained (3)	-30 penalty to all tests
Unconscious (4)	Character falls unconscious
5+	Character dies

Frenzied

The character is flung into an uncontrollable rage. Frenzied characters gain the following rules:

- Must attempt to attack the nearest person or creature in melee combat each Turn if able, using only All Out Attacks.
- If not within range of a potential target, the character must move toward the nearest potential target. They may not attempt to flee the fight.
- Increase WT by 3 and SB by 1.

Optional Rule Note: Alternate Wounds

If you're using the rules for Alternate Wounds, disregard the WT increase in this bullet point.

- Suffer a -20 penalty to all skill tests based on anything except Strength, Agility, or Endurance.
- Gain an extra SP, which can exceed their SP maximum.
- Immune to the effects of the stunned condition, fear, and passive wound effects.

Once the encounter has ended, the character snaps out of their frenzied state and loses 2 SP (this cannot kill them). The character can also test Willpower at a -20 as a Secondary Action during combat to attempt to snap out of frenzy, which ends the condition.

Hidden

The character is hidden from enemies and moving stealthily. Characters must spend 2 meters of their movement for the round for each 1 meter that they actually move while hidden, and they cannot Dash. Enemies cannot attempt to defend themselves against the attacks of hidden characters, but attacking causes a character to lose this condition immediately afterwards.

If a hidden character would enter line of sight of at least one character from whom they have not previously hidden, they must make a Stealth test opposed by that character's Observe. On success, or if they achieve more degrees of success, they remain hidden. Otherwise that character becomes aware of them.

Immobilized

Immobilized characters cannot move. They may still attack and take other actions and can defend themselves.

Invisible

Invisible characters cannot be seen. Characters fail all sight related tests related to spotting the Invisible character and attack them at a -30 penalty, assuming they can guess where the character might be in the first place.

Lost Body Part

The character loses a part of their body. A character can have multiple instances of this condition at once, each affecting a different body part. If an attack would hit a body part that has been entirely lost, the attack hits the body location instead. This condition applies additional penalties that vary based on the body part. In the case of the head, there is a choice between an ear or an eye (GM's decision).

Lost Ear

The character has had their ear removed or destroyed and their hearing damaged. They suffer the following penalties:

- All tests that rely on hearing are made with a -20 penalty.
- If both ears are lost, the character gains the deafened condition permanently.

Lost Eye

The character has had their eye removed or destroyed and suffers the following penalties:

- All tests that rely on sight are made with a -20 penalty.
- If both eyes are lost, the character gains the blinded condition permanently.

Lost Foot/Leg

The character has had their leg severed somewhere between the ankle and the hip and suffers the following penalties.

- Gain the slowed condition permanently.
- All tests that rely on the use of two legs are made with a -20 penalty.
- If both legs are lost, gain the Immobilized condition permanently and fail any tests that rely entirely on movement.

Lost Hand/Arm

The character has had their arm severed somewhere between the wrist and the shoulder, and suffers the following penalties:

- Can no longer use two-handed weapons, shields (if the whole arm is missing), or one handed weapons in that arm.
- All tests that rely on the use of two hands are made with a -20 penalty.
- If both hands are lost, the character cannot wield weapons and automatically fails all tests that rely on the use of hands.

Organ Damage (Lost Body Part: Body)

The character has had their internal organs damaged. Characters with this condition heal damage at half speed and reduce their SP maximum and WT by 1.

Optional Rule Note: Alternate Wounds

If you're using the rules for Alternate Wounds; instead of reducing WT by 1, increase the passive wound penalty to all tests to -30.

Muffled (X)

A character with this condition is harder to hear. Hearing based tests to detect this character are made with a -X penalty. Only apply the highest value version of this condition if a character would receive it more than once.

Prone

The character is prone, and every 1 meter that they move while prone costs 2 meters of their movement for the round. They also suffer a -20 penalty to all combat related tests and count any full armor they are wearing as partial (to represent that it is easier for characters to take advantage of gaps in their defenses while they are down).

Dropping prone costs no movement, but standing up requires that a character spend movement equal to half of their base Speed. If the character does not have this much movement left over to use, then they cannot get up unless they take the Arise action.

Paralyzed

The character is frozen, unable to move any part of their body. They may only cast spells that do not require speech or motion.

Restrained

The character is restrained and thus unable to move. They also cannot attack or defend themselves. They may only cast spells that do not require motion.

Silenced

Magically silenced characters believe they are making sound, but in reality their words never pass their lips. They suffer the usual -20 penalty for being unable to speak when casting spells. At the start of each round they can roll a Perception test to see if they realize what is happening.

Slowed

The character's Speed is reduced by half (round up).

Stunned

The character immediately loses all remaining Action Points upon becoming stunned. Stunned characters do not regain Action Points at the start of each round.

Unconscious

The character is knocked out and loses consciousness. They fall prone if the circumstances allow and may not take actions. If a character gains a level of fatigue while unconscious, they die.





FEAR

When a character is confronted by an excessively frightening event or adversary, they must make a **FEAR TEST**. There are two types of fear tests: panic and horror tests. If the character fails the test, they succumb to the effects of fear.

Your GM may call on you to make a Panic Test when you are confronted by mundane shock or horror. This is represented by the Panic (+/- X) notation, which is simply a Willpower test with a +/- X modifier.

Your GM may call on you to make a Horror Test when you are confronted by supernatural terrors. This is represented by the Horror (+/- X) notation, which is simply a Willpower test with a +/- X modifier. In general, horror tests with any sort of penalty should be reserved for the most terrifying monsters and mind melting terrors.

Fear Effects

If in combat a character fails a fear test, they must immediately roll a d100 on the appropriate table on the next page. The effects listed are applied immediately to the character.

If in a non-combat situation the character fails a fear test, the character becomes unnerved and suffers a -20 penalty to any tests that requires concentration on their part. This penalty lasts while the character remains in the vicinity of the object of their fear.

Characters may be able to shake off some of the effects of fear after the initial shock has worn off. The table below will specify certain cases where a character can make a Willpower test when it is their next Turn to “snap out” of their fear. “Snapping out” of the fear always happens at the end of their Turn.

If this succeeds, then they regain their senses, shrug off the effects, and may act normally from then on. If they fail this test, the effect continues, and they may try again when it is their next Turn.

Combat Panic Test Results

Roll	Effect
01-30	Startled: The character is startled by the source of panic. They jump in their boots and pause for a brief moment as they struggle to reassess the situation. They may not make any reactions until the beginning of their next Turn.
31-60	Spooked: The character gets the shakes from the source of their panic. Fretting, nervous, and full of doubt, they suffer a -10 penalty to all tests for the rest of the encounter unless they snap out of it.
61-90	Frightened: The character is taken aback, and their teeth clatter in their skull as they inch back from the source of their panic. The character cannot willingly approach the object of their fear, and they suffer a -10 penalty to all tests until the end of the encounter.
91-95	Lost Composure: The character loses their nerve and freezes in place. Their will to act is decimated by the stress on their mind from the source of their Panic. The character may take no actions until they snap out of it. After snapping out of it, the character will make all tests at a -10 penalty for the rest of the encounter.
96-100	Running and Screaming: The character breaks down with fear and flees. They must immediately flee directly away from the source of their fear as fast as they can, which includes ditching equipment slowing them down. They must do everything in their power to accomplish this and is at a -20 penalty to all tests. Once away from the danger, they must successfully snap out of it to regain control, or the encounter must end.

Combat Horror Test Results

Roll	Effect
1-40	Momentary Blackout: The character is so overcome with horror that their mind fails them for a few precious seconds in the face of this horror. The character drops to the ground unconscious for 1 round and has a -10 penalty to all actions afterwards for the rest of the encounter.
41-60	Uncontrollable Vomiting: The character's own body reacts with a gut wrenching sound as the character's innards empty themselves, and they start vomiting uncontrollably. The character bends over and vomits for 1 round and is considered helpless during this time. Afterwards the character is still nauseous and loses 1 Stamina point immediately.
61-80	Manic Terror: The Character's mind cracks like a fragile glass sculpture, and they begin to laugh maniacally. Turning upon the closest nearby friend or foe they start attacking them with whatever weapon they have in their hands at the moment. The character can attempt to snap out of it at the start of their first Turn each round or be knocked unconscious to stop their manic rampage. Afterwards the character loses 1d4 Stamina points immediately.
81-90	Hopeless and Despairing: The character falls to the ground and cries out in despair and terror while shutting out all other sounds, babbling and mumbling to themselves for comfort for 1d6 rounds. When they regain their senses they immediately lose 1d4 Stamina.
91-95	Blackout: The character's mind snaps like a twig, unable to truly process the horror of the situation and collapsing instead. The character goes catatonic for 1d4 hours and cannot be roused by normal means during this time.
96-99	Mind Break: The character's will bends as their mind shatters. They drop to the ground while stuttering and mumbling incomprehensibly for 1d6 rounds. The character's mind is irrepressibly damaged, and they lose either 1d8 Willpower or Personality (player's choice) permanently from the harrowing experience. Afterwards, the character cannot attack or approach the source of horror until they snap out of the effect or for the rest of the encounter.
100	Scared to Death: The character is so immeasurably overcome with terror and horror that their heart stops beating; they must make an Endurance test or die on the spot. Should they succeed, they instead fall catatonic for 1d4 hours as with Blackout.



MOVEMENT & SIZE

This section contains more detailed rules for movement, and creatures of larger sizes.

Movement

During their Turn a character can move before or after taking their action (or both), though they may not move further than their Speed in meters during a single round unless they take the Dash action. Furthermore, characters cannot move through a space occupied by a non-allied creature.

Movement Budget

A character's Movement Budget is determined by their highest speed (usually base speed). During their Turn a character can move a total number of meters up to their Movement Budget. This movement can take place at any point during a character's Turn, either before or after any actions they take.

Example: a character's Base Speed is 13m and their Climb Speed is 7m, so their Movement Budget is 13m. They make a standard move for 8m, so they can only climb for 5 meters with their remaining Maximum Movement unless they use a Dash action.

Difficult Terrain

Sometimes terrain can be more difficult to traverse than usual, like when trudging in water, through a forest, or other similar terrain. Moving through Difficult Terrain doubles the "cost" of movement, unless the character passes an Athletics or Acrobatics test before moving.

Swim Speed and Climb Speed

Moving while climbing or swimming underwater uses a character's Climb Speed or Swim Speed respectively. Both speeds are half of their Base Speed (round down) unless otherwise specified by a talent or other ability.

Jumping

A character may also make an Acrobatics test to jump over or up to an obstacle, either horizontally or vertically. This can represent either completely clearing the obstacle or just jumping high enough to grab it with both hands, depending on what the GM feels is appropriate. If the character does not spend several seconds running or otherwise preparing (approximately a round) before the jump, then they suffer a -10 penalty to the test.

When jumping vertically, each meter they wish to jump beyond the first imposes a -20 penalty on the test. When jumping horizontally, each meter they wish to jump beyond the first imposes a -10 penalty on the test. Critical Failure results in the character tumbling to the ground.

Falling

Falling inflicts 1d10+[meters fallen beyond 2] damage to the body. This damage ignores armor.

If a character falls 2m or less and is in control of their body when falling (not tied, paralyzed, unconscious, surprised, etc.), they do not take any damage from the fall.

Size

Tamriel is home to creatures of many shapes and sizes. A character's size affects them in a number of critical ways. There are seven different size categories.

- **Puny:** This category is reserved for the smallest of creatures like kwama foragers, rats, or mice.
- **Tiny:** This category includes smaller characters like cats or large cave rats.
- **Small:** This category includes everything ranging from quadrupeds like wolves to smaller bipeds like goblins.
- **Standard:** Standard sized characters fall fairly close to the average size for man or mer. There are no effects associated with this category.
- **Large:** This category includes characters that are substantially larger than average, including quadrupeds like horses and larger bipeds like trolls.
- **Huge:** This category includes very large characters such as giants or larger dwemer constructs.
- **Enormous:** This category is reserved for extremely large characters, like dragons.

Size To-Hit Effects

Size	Combat Effects
Puny	-30 to hit by characters of larger size or at range
Tiny	-20 to hit by characters of larger size or at range
Small	-10 to hit at range
Standard	-
Large	+10 to hit at range
Huge	+20 to hit by characters of smaller size or at range
Enormous	+30 to hit by characters of smaller size or at range

DISEASES

Diseases are contracted from contact with diseased people, diseased animals, or other creatures which are filthy; such as skeevers or mudcrabs. Sometimes diseases can be caught as the result of traps, poisons, or environmental effects, such as Corpus.

Considerations When Using Diseases

Some groups love diseases, as they add opportunity for adventure and adversity for their characters, as well as provide a level of realism to their games. They are also useful to make characters with skill in Profession [Medicine] and resistance or immunity to disease really shine. Other groups might find diseases to be too much to track and only useful to add dramatic effect. Others still might decide to ignore them altogether.

It's up to your group and the GM to discuss and decide how much of this ruleset to implement for your game. However, keep in mind that some diseases can be particularly nasty and might ruin the fun for a player if they completely cripple their character with no satisfying resolution. For this reason, GMs should take care in how they implement this ruleset and make sure to provide some realistic or interesting path to a cure when needed.

Contracting a Disease

Diseases are contracted after an encounter with a creature with the Diseased (+/- X) trait or a magical/environmental effect.

In an encounter with creatures, a disease has a chance of being contracted when an attack from a Diseased creature causes a wound. The target of the attack must then successfully test Endurance +/- X or contract the creature's disease. In an encounter with an effect (magical, environmental, etc), the effect will determine when Endurance is tested to contract the disease and at what difficulty.

Common Diseases

Common Diseases are caught most often from traps, poisons, or from fighting Diseased animals or people. Common Diseases are often spread through contact or bodily fluids, preventing them from breaking out into full blown plagues.

Common Diseases bear mild social stigma, which can escalate to disgust and suspicion in extreme cases. Given the ease of treating Common Diseases, only the truly destitute and unfaithful are afflicted with what is seen as their just due.

Shared Effects of Common Diseases

All Common Diseases cause the following effects in their victims:

- Diseased (+0)
- Gain the Social Stigma (1) Character Trait

All Common Diseases can be cured by using any spell level Cure Disease spell or potion. Any Common Disease can also be cured by sincere repentance and piousness at a shrine to one of the Eight and One. Infected animals typically ignore the effects of the Common Diseases they carry.

The Diseases include a d100 result in case you want to randomize Disease contraction without regard to which creatures are typically carriers.

After contraction, a common disease takes effect after the character takes a long rest or the next morning, whichever comes first.

Ataxia

d100: 1-10

Ataxia is a common and relatively mild disease found across the breadth of Tamriel. Its symptoms include general pain and soreness, muscle stiffness, and anemia. Victims of Ataxia are often pale, groggy, and irritable because of their symptoms. Some particularly devious bandits and trap-makers are known to spring vials or lace nails with the bodily fluids of dead animals that carry the disease.

Symptoms:

- Drain Agility 5 pts
- Drain Strength 5 pts
- -10 to Agility-based Subterfuge tests
- -10 to Block tests

Carriers: Cave Rats, Bears, Alit, Giant Spiders, Slaughterfish, Zombies, Traps

Brain Rot

d100: 11-15

Brain Rot is a progressively worsening, mind affecting disease. It dampens the intelligence, intuition, and mental acuity of its victims. Eventually, Brain Rot destroys any semblance of sanity and of the self in its victims, leaving them to shuffle in a broken stupor until they are cured or die.

Symptoms:

- Drain Magicka 15 pts
- Drain Intelligence 15 pts
- Drain Personality 15 pts

Carriers: Cave Rats, Zombies, Hagravens, Traps

Bone Break Fever

d100: 16-20

Bone Break Fever is a particularly cruel disease. Carried primarily by rats and bears, the disease aggressively attacks the victim's bones until they are vulnerable and prone to breakage. Untreated Bone Break Fever often results in crippled or outright severed limbs because of the fragility it causes in its victims.

Symptoms:

- Drain Strength 10 pts
- Drain Endurance 10 pts
- -10 to Shock Tests

Carriers: Cave Rats, Bears, Wolves

Blood Lung

d100: 21-24

A relatively minor, non life-threatening illness, Blood Lung causes bleeding cysts in the victim's lungs. They are prone to rupture at inconvenient times or times of physical exertion. While Blood Lung is not severe, and will not typically worsen, it does open the door for other diseases to take root, and can also serve as a vector of infection for others via the coughed up blood.

Symptoms:

- Drain Endurance 5 pts
- Gain 1 level of Fatigue
- Every SP used inflicts the Bleeding(1) condition

Carriers: Cave Rats, Nix-Hounds

Black Heart Blight (Common)

d100: 25-28

Black Heart Blight, despite being a member of the Blight family of diseases created by Dagoth Ur, is a both a blight and a common disease and is less severe than its cousins. After the ending of the Blight in 3E 427, Black Heart Blight survived after making the jump to undead. It is carried by zombies exclusively after the destruction of Dagoth Ur, but prior to their death it was also carried by the various blighted beasts or Corprus monsters of Morrowind. It is an acute disease that saps the victim's vitality and endurance. This is the Common Disease version.

Symptoms:

- Drain Endurance 10 pts
- +1 Encumbrance Level

Carriers: Zombies

Chills

d100: 29-32

The Chills are a punishing infection caused by contact with the undead. Its other symptoms include an overwhelming sensation of cold that is not affected by the warmth of any fire nor the light of the sun. It has led to the death of many an unfortunate adventurer — lost, alone, and cold in the crypts that dot Tamriel.

Symptoms:

- Drain Intelligence 20 pts
- Drain Willpower 20 pts
- Drain Agility 20 pts
- All tests suffer a -10 penalty

Carriers: Zombies, Bonelord, Bonewalker

Collywobbles

d100: 33-35

Collywobbles' main symptoms are uncontrollable shaking and chronic ache. The constant shaking and spasming can become debilitating and the strain of the shakes causes muscle soreness.

Symptoms:

- Drain Agility 10 pts
- Drain Endurance 10 pts
- Reduce Max AP by 1

Carriers: Zombies, Shalks

Dampworm

d100: 36-40

Dampworm is a parasite that infests the victim's musculature, slithering in between the tissue. It can be felt occasionally moving underneath the skin, which is a revolting and disturbing experience to say the least. Its symptoms include minor twitches and lapses in gross motor skill, as well as uncontrollable sweating.

Symptoms: Reduce Speed by 2

Carriers: Nix-Hounds, Horses, Falmer

The Droops

d100: 40-50

The Droops are a notorious and serious Common Disease that result in weakened and exhausted muscles. They result in excessive fatigue after virtually any physical exertion.

Symptoms:

- Drain Strength 5 pts
- +1 SP cost to all Stamina abilities

Carriers: Zombies, Sheep, Kwama

Frostlimb

d100: 51-52

A relatively obscure Disease, Frostlimb causes intense sensations of coldness within the victim's arms and legs, especially their fingers. As a result, fine motor skills are punished greatly, and the effect of Frost damage is greatly magnified.

Symptoms:

- -10 to all tests that require fine motor skills
- Gain Weakness (Frost, 3)

Carriers: Trolls, Mammoths, Falmer

Greenspore

d100: 53-55

Carried primarily by slaughterfish, Greenspore is a mind affecting fungus that causes irritability and mild dementia. The spores take root in the victim's mind but are easily treated in the early stages. Mature Greenspore can cause permanent brain damage.

Symptoms:

- Drain Personality 15 pts

Carriers: Slaughterfish, Zombies

Helljoint

d100: 56-60

Helljoint is a mild inflammatory disease that causes swelling of the joints and mild irritating pain. It is extremely common in northern climates and is easily contracted. Luckily, it is just as easily cured.

Symptoms:

- Drain Agility 10 pts

Carriers: Zombies, Cliff Racers, Wolves

The Rattles

d100: 61-65

The Rattles is a mild disease of subtle nervous ticks. The Rattles cause light finger ticks and forgetfulness. Victims of the Rattles are reported as appearing restless to the point of irritation, though the sufferers of the disease aren't aware of their ticks unless paying deliberate attention.

Symptoms:

- -10 to Agility tests that require fine motor skills
- Drain Willpower 10 pts

Carriers: Cave Rats, Nix-Hounds, Chaurus, Zombies, Skeletons

Red Fever

d100: 66-70

A notorious and common illness, Red Fever often hits during late autumn or through contact with wild wolves or dogs. The fever is short lived but intense, causing intense sweating, fever, vomiting, and often other unpleasant bodily functions. Red Fever is known to put even the mightiest warrior into fits of anguish for its brief, but hellish, duration.

Symptoms:

- Succeed a -40 Encumbrance test or become completely disabled (but still conscious) by the violent symptoms of the disease for 24 hours

Carriers: Wolves, Dogs, Cave Rats

Additional Effects: After three days, this disease is automatically cured.



Rockjoint

d100: 71-80

Rockjoint is a pervasive and ubiquitous disease across Tamriel. Every adventurer, noble lord, or peasant farmer has either had Rockjoint or has personally known someone with Rockjoint. Rockjoint swells the knees and elbows with sensitive and painful fluids that bloat and then stiffen and can lead to total immobility if left unchecked.

Symptoms:

- Drain Agility 20 pts
- Reduce StrB by 1

Carriers: Guar, Alit, Wolves, Cave Rats, Bears, Horkers, Foxes, Traps, Zombies

Rust Chancre

d100: 81-82

Rust Chancre is a mild disease that affects the victim's skin. Blistering, itchy rashes break out in random patches across the victim's body, often including their face and neck. The crackled rashes are quite off-putting to others and irritating to the sufferer, but ultimately it is not a threatening disease. Rust Chancre often leaves permanent scarring after it is cured.

Symptoms:

- Drain Willpower 5 pts
- Gains the Ugly Character Trait

Carriers: Cave Rats, Zombies, Traps

Additional Effects: After curing Rust Chancre, the affected character must pass an Endurance test or add the Ugly Character Trait permanently.

Shakes

d100: 83-85

The Shakes are a mild disease contracted from rats. It is comparable to a much less severe form of the Rattles that affect the entire body rather than just the fingers and face.

Symptoms:

- Drain Agility 5 pts

Carriers: Cave Rats

Swamp Fever

d100: 86-90

Swamp Fever is a mild Disease carried typically by mudcrabs and other aquatic and amphibious vermin. Swamp Fever causes a high body temperature and cold sweats, and is highly contagious, but largely non-threatening. The Bitter Coast of Morrowind is notorious for extremely high rates of Swamp Fever.

Symptoms:

- Drain Strength 10 pts
- Drain Endurance 10 pts
- Diseased (-30)

Carriers: Mudcrabs, Cave Rats, Slaughterfish, Crocodiles, Dreugh, Giant Snakes

Additional Effects: After seven days, Swamp Fever is automatically cured.

Tunnel Cough

d100: 91

Tunnel Cough is a largely benign Disease that affects mostly miners and other cave divers and dungeon dwellers. It is characterized by dry, hiccup-like coughs. The coughs are not painful or debilitating but are certainly an inconvenience.

Symptoms:

- -20 to all stealth tests

Carriers: Caused by exposure to ore dust

Witbane

d100: 92-98

Witbane is an acute Disease that affects the victim's memory and magicka. Its symptoms are largely varied in their exact execution, but minor memory loss and confusion are common across all cases. It is not degenerative.

Symptoms:

- Drain Intelligence 10 pts
- Drain Magicka 10 pts
- -10 penalty to Lore tests

Carriers: Wolves, Dogs, Cave Rats, Sabre Cats, Zombies, Traps

Yellow Tick

d100: 99-100

Yellow Tick is a parasite that burrows deep into the victim's skin. It is a relatively mild Disease, but its symptoms include dark, bruised and painfully sensitive and itchy swellings where the ticks bury themselves. The Yellow Tick causes anemia and muscle atrophy as they feed on the victim's life forces. Yellow Tick is notably contagious during skin contact.

Symptoms:

- Drain Strength 5 pts
- Reduce Speed by 2
- Diseased (-20) [skin contact only]

Carriers: Bears, Zombies, Kagouti, Wolves, Dogs

Magical Diseases

Magical Diseases are like common diseases in that they can be contracted from infected creatures or effects, but they are supernatural or magical in origin. Unlike common diseases, magical diseases are much harder to cure and can cause lasting or even permanent effects on the afflicted character.

The social reaction to magical diseases is often more extreme due to their unusual physical symptoms, which are beyond those of common physical illnesses.

Shared Effects of Magical Diseases

All Magical Diseases cause the following effects in their victims:

Stage One	Stage Two	Stage Three
- Diseased (+0)	- Diseased (-15)	- Diseased (-30)
- Social Stigma (1)	- Social Stigma (2)	- Social Stigma (3)

Magical Diseases can generally be cured by any effect (commonly, spells or potions) which specifies that it cures magical diseases, unless otherwise stated.

All magical diseases have a Disease Progression section which defines how the disease will progress through its stages.

Astral Vapors

Those who suffer from Astral Vapors find themselves weaker to the effects of magic and have their magicka reserves sapped. The Afflicted are often surrounded by magical fungal spores and may suffer from minor hallucinations and a general malaise.

Symptoms (all 3 stages):

- Weakness (Magic, 3)
- Stunted Magicka
- Drain Magicka 20 pts

Carriers: Dread Zombies

Disease Progression:

The effects of each subsequent disease stage take hold after the character takes a long rest or at the next dawn; whichever comes first.

Blight Diseases

"The greatest, and most obscure, threat is the Blight, a mysterious weather-like phenomenon emanating from the crater of Dagoth Ur, warping and poisoning creatures in its path, and creating diseased horrors that attack travelers and outlying settlements."

- Berela Andrano

Blight diseases are native to Morrowind and originate from Dagoth Ur and his Blight storms which he unleashed on Morrowind from deep within Red Mountain in the late second era.

These diseases come in two forms; those which cause the host to waste away, shutting down their internal biology, and those which result in grotesque growths on the subject's body.

Each blight disease is presented with an entry for its gestation, which is a combination of a duration and a difficulty modifier. After the disease is contracted, the character makes an Endurance test after the duration has passed with the listed modifier. If they fail this test, the disease progresses to the next stage and the duration of the gestation period is reset. On a success, the disease does not progress and the character must retest at the start of the next day.

Ash Woe Blight

"Ash Woe Blight is an acute blight disease affecting the victim's will and thought processes. It may be contracted from corpus beasts or other blighted creatures."

Gestation: 4 days, -10

Stages:

- Stage 1: Lose 10 Willpower and Intelligence
- Stage 2: Lose 15 Willpower and Intelligence
- Stage 3: Lose 20 Willpower and Intelligence

Ash Chancre

"Ash-Chancre is an acute blight disease affecting the victim's behavior. It may be contracted from corpus beasts or other blighted creatures."

Gestation: 4 days, -10

Stages:

- Stage 1: Lose 10 Personality
- Stage 2: Lose 15 Personality
- Stage 3: Lose 20 Personality, Gain the Frenzied condition until cured

Black-Heart Blight

"Black-Heart Blight is an acute blight disease affecting the victim's strength and endurance. It may be contracted from corpus beasts or other blighted monsters. The disease has also spread to zombies, allowing it to live on despite the ending of the Blight in 3E 427."

Gestation: 3 days, -10

Stages:

- Stage 1: Lose 10 Strength and 5 Endurance
- Stage 2: Lose 15 Strength and 10 Endurance
- Stage 3: Lose 20 Strength and 15 Endurance

Chanthrax Blight

"Chanthrax is an acute blight disease affecting the victim's dexterity and mobility. It may be contracted from corpus beasts or other blighted monsters. The disease has also spread to boars and zombies, allowing it to live on despite the ending of the Blight in 3E 427."

Gestation: 3 days, -15

Stages:

- Stage 1: Lose 10 Agility and 1 Speed
- Stage 2: Lose 15 Agility and 3 Speed
- Stage 3: Lose 20 Agility and 5 Speed



Lycanthropic Diseases

Lycanthropic diseases are contracted from lycanthropes and cause the afflicted character to transform into a were-creature. Sanies Lupinus is the most common strain and the strain responsible for werewolves. There are other strains which result in other forms of lycanthropes, like werebears and wereboars.

During the three-stage incubation period of the disease, infected characters commonly experience fatigue, muscle and bone pains, and vivid nightmares. Additionally, the wound that caused the contraction will fester and cannot be treated through normal or magical means unless the disease is cured, or the character completes their transition into lycanthropy.

Stage One	Stage Two	Stage Three
- Source wound cannot be treated	- Source wound cannot be treated - Gain 1 lvl of Fatigue	- Source wound cannot be treated and its passive effects are doubled. - Gain 2 lvls of fatigue

Carriers: Werewolves, Werebears, Wereboars, and any other Were-creatures

Disease Progression:

The effects of stage one take hold immediately upon contraction. Then, each dawn following contraction, the character must succeed an Endurance test +0 or the disease progresses to Stage Two. After each success, the next endurance test increases its penalty by 5 as the pain of the wound increases and the wound begins to fester.

Once they have progressed to Stage Two, the character continues making increasingly difficult Endurance tests, but now starting at +0 and increasing in penalty by 10 per success as the festering of the wound grows.

During Stage Three, resisting the disease's progression becomes nearly impossible. The character continues to test Endurance each dawn, starting at no penalty, but each successful Endurance test now increases in penalty by 15 until the test is failed or the disease is cured.

Once an Endurance test to resist progression is failed during stage three, the character has completed their transition into becoming a lycanthrope. They also immediately and painfully transform into their beast form, which counts as a use of their transformation ability.

Once the character has completed their transition into Lycanthropy, the effects of the disease are negated and the wound becomes treatable. After this point, the lycanthropy cannot be cured by any commonly known mundane or magical means.

Vampiric Diseases

Vampiric diseases come in many forms, Porphyric Hemophilia and Sanguinare Vampiris being the most common. Rarer strains of the vampiric disease include Chaotica Vampiris and Noxiphilic Sanguivoria.

No matter the origin, however, these diseases are related in one primary aspect in that they progress until the victim transforms entirely into a vampire. As they progress, they also share the same effects on their victims: starting with fatigue and a sensitivity to sunlight and progressing to a full-on sunlight aversion and an inability to satiate their hunger through normal means. As the transition into vampirism progresses, the victim is often plagued by vivid dreams of consuming blood.

Stage One	Stage Two	Stage Three
- Weakness (Fire, 3)	- Weakness (Fire, 4)	- Weakness (Fire, 6)
- Sun-Scarred (3)	- Sun-Scarred (5)	- Sun-Scarred (10)
- Gain 1 level of Fatigue	- Gain 2 levels of Fatigue	- Eating does not satiate hunger

Carriers: Vampires

Disease Progression:

The effects of Stage One take hold after the character takes a long rest or at the next dawn; whichever comes first.

After Stage One takes effect, the character must test Endurance -10 each dawn. If they fail, then the disease progresses to stage two.

Similarly, the character must test Endurance each dawn after Stage Two takes effect, but this time, at a -20 penalty. On a failure, the disease progresses to Stage Three.

At Stage Three, the character must continue to test Endurance each dawn, but now at a -30 penalty. On a failure, the character dies painfully as their body succumbs to the illness. Then, after 1d4 days, they arise again, fully transformed into a vampire.

At any time during Stage Three, the afflicted character can choose to succumb to the transformation by consuming the blood of any creature with a Black Soul (generally, sentient races) that does not have the undead or undying trait.

Once the character has completed their transformation, the effects of this disease are no longer active. After this point, the character's vampirism cannot be cured by any commonly known mundane or magical means.

Curses

Characters whose lycanthropic or vampiric diseases are brought to full-term become cursed by their affliction. Sometimes those affected by these curses see them as a blessing rather than a curse. This, as with many things, is a matter of perspective considering that both vampirism and lycanthropy offer those afflicted with great boons alongside their considerable drawbacks.

Lycanthropy

Lycanthropy comes in many forms on Tamriel, but by far the most common are werewolves, werebears, and wereboars. When a character's lycanthropic disease is allowed to fully gestate, the character becomes a lycanthrope with the strain of the lycanthropy which caused the original disease contraction.

Advanced character options for Lycanthropes can be found in [Chapter 8: Elite Advances \(page 188\)](#).

The Transition

Once a character has completed the transition into lycanthropy, they gain the following:

- Silver-Scarred (2)
- Immunity (Disease)
- Diseased (+0, Lycanthropy Strain)
- Restless: The character is plagued by difficulty with sleep. They only restore half the health, magicka, and stamina they normally would while resting.

Additionally, they gain the following according to their lycanthropy strain:

Werewolf

- +5 Strength
- +5 Endurance
- +10 Agility
- +10 Perception

Wereboar

- +5 Strength
- +15 Endurance
- +5 Agility
- +5 Perception

Werebear

- +10 Strength
- +10 Endurance
- +5 Agility
- +5 Perception

The Beast Form

Lycanthropes may transform into their beast form by spending 3 AP as an extended Primary Action. When they do, they drop all of their gear. Any worn armor at the time of transformation gains the Damaged (1) quality. Then, they gain the following:

- Restore up to their max SP plus an additional 2 SP over their max. SP in excess of their SP max is lost when the transformation ends.
- Increase max HP (not current HP) by 10.
- Double the lycanthrope's Silver-Scarred trait
- Dark Sight trait
- Quadruped trait
- Strong Jaws trait
- Penalties from jumping are halved.

Additionally, they gain the following according to their lycanthropy strain:

Werewolf

- Natural Weapons (Fangs, 1d8 Splitting)
- Natural Weapons (Claws, 1d10 Slashing)
- Natural Toughness (3)
- Latch On (1 SP): If the werewolf successfully bites a target which results in a grapple, it latches on with all its strength, counting the bitten Hit Location as Crippled. This lasts until the grapple is broken.

Wereboar

- Natural Weapons (Tusks, 1d8 Slashing)
- Natural Weapons (Claws, 1d10 Slashing)
- Natural Toughness (5)
- Gore (1 SP): As part of a successfully damaging attack with their tusks, the wereboar can spend a Stamina Point to immediately deal a bonus SB damage.

Werbear

- Natural Weapons (Fangs, 1d10 Splitting or Crushing)
- Natural Weapons (Claws, 1d12 Slashing or Crushing)
- Natural Toughness (4)
- Maul (1 AP + 2 SP): The bear performs a melee attack as a Primary Action that deals 2d8 Crushing damage to a target creature within 1 meter. Additionally, all creatures within reach that are Medium or smaller must succeed on an Acrobatics or Athletics test or be knocked prone.

Lastly, they gain a new skill at rank 0:

Bestial Instinct (Str, Ag, Prc)

This skill represents the lycanthrope's instinctual abilities while in beast form. Unlike other skills, ranks in this skill can only be increased through the purchase of talents and cannot be purchased directly. Only while they are in their beast form, the lycanthrope can choose to test this skill instead of any of the following, using the appropriate governing characteristic:

- Unarmed Combat Style
- Evade
- Survival
- Stealth
- Athletics
- Acrobatics
- Navigate
- Observe

Transformation and Feeding

A Lycanthrope can choose to transform into their Beast Form once per day. If they do, they make a Willpower test with a -5 penalty for each day since they have had a Sufficient Feeding. On a failure, they become feral and are hostile to all nearby creatures until they have sufficiently fed.

A Sufficient Feeding requires that the lycanthrope either consume the equivalent of at least two standard-sized living creatures or the heart of a creature with a black soul; both of which must have been killed by the lycanthrope during the current transformation.

Consuming the corpse of a creature requires an extended Secondary Action with 2 AP. Once the feeding is complete, the lycanthrope regains an amount of HP equal to the consumed creature's Endurance Bonus. Consuming the heart of a creature requires 3 AP as an extended Secondary Action and restores HP equal to two times the creature's Endurance Bonus. This does not count as a Sufficient Feeding unless the creature has a black soul.

A single transformation lasts 6 hours. The lycanthrope can attempt to end their transformation early by spending 3 AP and passing a Willpower test. This test gains a -10 penalty for each attempt after the first and an additional -10 penalty if the lycanthrope has not sufficiently fed during this transformation. This test cannot be attempted if the lycanthrope is currently feral. On a full moon, the lycanthrope is forced to transform regardless of whether they've used their transformation for the day. They automatically fail their transformation Willpower test for this transformation.

Vampirism

Characters who complete the transition into Vampirism gain the following traits:

- Sun-Scarred (2)
- Dawn-Cursed (1)
- Dark Sight
- Weakness (Fire, 2)
- Resist Normal Weapons (2)
- Undead
- Natural Weapons (Fangs, 1d6 Splitting, Magic)
- Diseased (-20, [Strain + Bloodline])

Additionally, the character's existing Natural Weapons profile gains the Slashing Weapon Quality.

Bloodlines

All vampires are members of a specific bloodline, the most common being the Aundae, the Quarra, the Berne, Cyrodilic bloodline, and the Volkihar. A vampire's bloodline is passed on to the vampires they sire through the transmission of their vampiric strain.

Vampires gain a set of permanent characteristic increases based on their bloodline as defined in the table below:

Bloodline	Str	End	Ag	Wp	Prc	Prs
Aundae	+5	-	-	+10	+5	+5
Berne	+5	-	+10	-	+5	+5
Cyrodilic	+5	-	-	+5	+5	+10
Quarra	+5	+10	+5	-	+5	-
Volkihar	+5	+5	+5	-	+5	+5

They also gain one of the following passive benefits based on their vampiric bloodline:

Aundae: Arcane Blood

The character gains the Power Well (10) trait.

Berne: Unseen, Unheard, Unknown

The character gains the Chameleon (-10) trait while in dim light, darkness, or, at GM discretion, a crowded area.

Cyrodilic: Mortal Mask

The character ignores damage from their Dawn-Cursed trait. Additionally, while in direct sunlight and not sufficiently covered, their max AP is reduced by 1. Observe or Investigate tests to discern their vampiric nature suffer a -50 penalty.

Quarra: Vigor of the Grave

The character gains +1 Max SP.



Volkihar: Ice Walker

The character can freely walk through solid ice as if it weren't there. If they end their Turn within the ice, they are crushed over time, taking 2d8 damage that ignores AR at the end of each of their turns.

The Thirst

Vampires must feed on a creature with a black soul at least once per day. If they go more than a day without feeding, then they can no longer gain the benefits of a short or long rest and lose the passive benefit from their bloodline until they feed again.

In order to feed on a target creature, the target must be restrained, helpless, enthralled, or otherwise susceptible to the feeding. The vampire makes a standard attack against the target with their Fangs, regaining HP equal to the damage dealt after mitigation. If a point of damage is successfully dealt to the target in this way, the target's Endurance Characteristic is reduced by 10 until after their next long rest; otherwise, if no damage is successfully dealt, this does not count as a proper feeding for the day.

If the target is helpless or otherwise meets the conditions for a Coup de Grâce, the vampire can spend 2 AP to exsanguinate the target completely, killing them in the process and regaining the target's remaining HP. After doing so, the vampire loses any remaining AP. This sates the vampire's thirst for two days.

Sanguiphage

Vampires sometimes feed on their kin to gain their powers. If a vampire kills another vampire by feeding on them, they gain access to the killed vampire's bloodline passive ability for the next day.

Chapter 6: Magic

“The Charm is intensified by the energy you bring to it, by your own skills, just as all spells are. Your imagination and your Willpower are the keys. There is no need for a spell to give you a resistance to air, or a resistance to flowers, and after you cast the Charm, you must forget there is even a need for a spell to give you resistance to fire. Do not confuse what I am saying: resistance is not about ignoring the fire’s reality. You will feel the substance of flame, the texture of it, its hunger, and even the heat of it, but you will know that it will not hurt or injure you.”

Sotha Sil, “2920, Last Year of the First Era”



Very few can master it, but all are touched by its presence. Magic is the general term used for the focusing of the raw energy that flows from Aetherius into Mundus by way of the sun and stars into various properties and for various purposes. This energy is often referred to as magicka. All magical energy comes from Aetherius, and from its magicka Mundus was created. Magicka comprises every spirit; it is the energy of all living things and can be harnessed in a variety of ways. This chapter contains rules for magic in its most common forms, as well as other aspects of the arcane that may be relevant in the course of the players' adventure.

The various magic effects are divided into parent **SCHOOLS** of magic. Exactly which schools are recognized, and how they're organized, varies from era to era in Tamriel, but for the sake of simplicity this rulebook will utilize the following schools:

- The school of **ALTERATION** revolves around altering the physical and magical properties of the world. This can be used to augment the self and allies, or hinder enemies.
- The school of **CONJURATION** focuses on calling upon otherworldly entities. These entities can manifest in a number of different forms.
- The school of **DESTRUCTION** centers on harming targets in a variety of ways. Either through direct damage or sapping their abilities and defenses.
- The school of **ILLUSION** focuses on affecting light and the minds of sentient targets. Illusion can be used to manipulate an enemy's perception of reality, or augment one's own.
- The school of **MYSTICISM** is a more obscure school, and its spells manipulate magicka itself. Mysticism can be used for many effects, including binding and trapping souls, or reflecting spells.
- The morally grey school of **NECROMANCY** is a school studied by outcasts and morally flexible mages. Necromancers are masters of the undead, commanding them to do their bidding.
- The school of **RESTORATION** revolves around augmenting and restoring the abilities and body of a target. It also contains effects that can be used against the undead.

Note - Schools

The makeup of the schools of magic have varied drastically over the eras. The division portrayed here is the one utilized in *The Elder Scrolls III: Morrowind* (with the exception of Necromancy). If playing a game in a different era, it is possible to simply "regroup" the spells and effects to reflect the historically correct school-division. Alternatively the group can simply leave things as they are for convenience.

There are a number of ways that any given magical effect can be manifested. The main four methods of using magic (listed below) are the focus of this chapter, as they are the most common means of manipulating magicka.

- **SPELLCASTING** allows characters to draw on their own magicka reserves in order to generate an effect in the physical world. Spell casters cast spells using the skill corresponding to the school of magic that the spell is associated with. Casters either learn spells or create them from ones they already know, though this can be risky.
- **ENCHANTING** involves using the magicka from souls themselves to fuel magic "stored" within an object. Enchanters can use the Enchanting skill to create a number of different items with many possible effects.
- **ALCHEMY** uses the magicka trapped within different things as power to fuel potions with magical effects. Alchemists can use the Alchemy skill to create a variety of potions.
- **RITUAL MAGIC** is a form of spellcasting that, while it often requires extensive preparation, can produce potent effects. Thus Ritual Magic uses the six standard spellcasting Skills, though the amount of power involved means that rituals can prove quite dangerous if botched.

Racial and Birthsign powers can be found in [Powers](#) in Chapter 2. Other advanced forms of magic exist as well: their rules can be found in [Chapter 8: Elite Advances](#) (page 188).





SPELLCASTING

Spellcasting is the act of drawing on one's own magicka reserves in order to generate some sort of effect on the world. Spells can be used to create, change, destroy, or manipulate the world and the beings within it.

Spell Components

Casting spells requires a combination of physical components (typically precise hand motions), verbal components (incantations or words of power), and the mental component of channeling one's magicka into the desired effect. Characters can combine all three of these components in order to produce a magical effect, which is known as casting a spell.

Spell Levels

Each spell's **SPELL LEVEL** is used to determine how much magicka it costs for a character to cast (the specific cost will be listed with the spell). Higher level spells produce more powerful effects. **Each level of a spell is its own distinct spell and must be learned separately. Some spells have fewer than 7 levels.**

Spell Levels/Names	
Spell Level	Name
1	Novice
2	Apprentice
3	Journeyman
4	Adept
5	Expert
6	Master
7	Grandmaster

Learning a spell takes a number of days equal to the level of the spell and typically requires a character to study from a spell tome or learn from a teacher.

Spell Schools

Each spell has one or more associated schools of magic. These reflect the type of effect the spell generates and also determine which skill(s) the character must use in order to cast it.

Spell Types

In addition to whatever school it is associated with, spells fall into one of two types: Conventional or Unconventional spells.

CONVENTIONAL SPELLS are "tried and true" spells that fall clearly within a single school and produce only a single effect. They are spells that have been refined over generations by the mages of Tamriel: simple incantations and patterns that produce reliable effects. **In game terms conventional spells are premade spells; they exist as a set of easy premade options to choose from.**

UNCONVENTIONAL SPELLS are spells that produce more than a single effect, can be classified as belonging to more than one school, or are simply a unique variation on a standard effect. These spells are considered the realm of over-eager apprentices and learned masters: experimental magic that can bring great risks and great rewards. **In game terms unconventional spells are custom spells; they are how players can tinker with magic.**

Spell Attributes

Many spells have attributes listed in their profiles that modify their rules or clarify how they function in game terms. The effects for these attributes are detailed in the Conventional Spells section later in this chapter.

Effect Durations

Effect durations are measured in rounds and end immediately after the initiative step on which they took effect. For example, if an Orc is stunned for 2 rounds on their Turn, they remain stunned until right after the end of their Turn 2 rounds later (assuming their Turn takes place at the same initiative "step" as it did originally).

Casting Spells

In structured time, characters use the Cast Magic action to cast spells. Follow these steps to resolve spellcasts:

Step 1: Caster Declares Spell and Targets

First the caster must choose a spell to cast from among those they know. If the spell has a target (or targets) other than themselves, they must choose them now provided they satisfy the spell conditions (range, etc).

Step 2: Casting Test

The caster makes a skill test with the skill corresponding to the school of the spell (the Destruction skill for Destruction spells, and so forth). This test suffers a -10 penalty for each point by which the spell level exceeds the character's **SPELLCASTING LEVEL** with that spell. Their Spellcasting Level is determined by taking the spell's school skill level and adding one. If the character is untrained in that school's skill, the Spellcasting Level in that school is considered zero, and they cannot cast spells from that school.

Spell Components

If the character cannot speak they suffer a -20 penalty to the casting test. They suffer an additional -20 penalty to the test if they do not have two free hands, either because they are holding items or because their movement is restricted in some way.

Step 3: Resolve the Spell

Pass or fail, the caster reduces their magicka by the listed cost of the spell. If this would reduce the character's magicka to below zero, then the spell is not successfully cast.

If the caster passed the test, resolve the effects of the spell as written. If the character is casting a multi-part spell, then resolve each part of the spell simultaneously (meaning that none of the



parts benefit from the effects of any of the other parts).

Attack Spells

Spells with the attack attribute count as attacks. They are resolved as appropriate for an attack of that type (either ranged or melee):

- The casting test for the spell is also the attack test, and the caster's degrees of success are compared to the defender's.
- Spell casting tests **can** suffer from circumstantial modifiers that the GM rules are appropriate.
- Spells **cannot** gain or benefit from advantages.
- Spells **cannot** be parried or countered, only blocked/evaded.
- Critical successes cause damaging spells to deal maximum damage. Non-damaging spells double their Magicka cost reduction from Spell Restraint (still subject to the 1 cost minimum).
- Spells **cannot** benefit from the use of Stamina Point abilities.
- Spells with the AoE attribute are resolved as AoE attacks.

Spell Restraint

On a successful spellcast, a mage can use their will to limit excessive use of magicka. This is known as **SPELL RESTRAINT** or restrained spellcasting. A character can choose to reduce the cost of a successfully cast spell by their Willpower bonus to a minimum of 1.

While typically this is desirable, sometimes not holding back with a spell can have extra benefits. Some spells have the **OVERLOAD** attribute, which will state certain extra effects the character can benefit from if they choose not to restrain the spell when casting it.

Magical Backfires

If a character critically fails when casting a spell, or fails normally when casting either an unconventional spell **or** any spell with a spell level above their Spellcasting Level in the corresponding school, then they suffer a Magical Backfire. A Magical Backfire is an uncontrolled, and often harmful, consequence of incorrectly manipulating unfamiliar magic. Find the table corresponding to the backfired spell's school in the Magical Mishaps (page 156) section, roll a d4, and add the spell level to the result of the roll.

Resolving Opposing Spell Effects

Certain spell effects can be seen as opposing (Frenzy and Calm, for instance), which can bring some confusion if a target struck by one is then hit by the other. Resolve all such instances by simply assuming that the newer spell effect overrides the old one.

Unless otherwise specified, spell effects do not stack with themselves (multiple fortify spells do not stack on top of one another, for example).

CONVENTIONAL SPELLS

Conventional spells are “tried and true” spells that fall clearly within a single school and produce only a single effect. They are spells that have been refined over generations by the mages of Tamriel: simple, elegant incantations and patterns that produce reliable effects. This section contains rules for using conventional spells and a full list of them.

Spell Profiles

Each conventional spell profile listed here includes the following: the name of the spell, its school, its spell level(s)/strength, corresponding magicka costs, spell attributes, and rules for resolving the spell. The Spell Strength of a spell is simply a variable that is used to quantify the strength of the spell in its rules entry, and that is based on the spell level.

Spell Levels/Names	
Spell Level	Name
1	Novice
2	Apprentice
3	Journeyman
4	Adept
5	Expert
6	Master
7	Grandmaster

Unless otherwise specified, spell effects do not stack with themselves.



Spell Attributes

Many spells have attributes listed in their profiles that modify their rules or clarify how they function in game terms. The rules for spell attributes apply to all types of spells but are included in this section for convenience:

- **Attack:** Using this effect is considered an Attack for the purposes of determining Attacks per round.
- **Instant:** This spell can be cast using a Secondary Action, permitting the caster to either cast the spell on their Turn or as a Reaction outside of their Turn.
- **Upkeep:** The caster can, as a Free Action, refresh the effect (including any required tests or rolls, not including the casting test, using the original target(s)) and duration of this spell when it ends by paying the original cost that they paid for the spell as long as the requirements for the spell (like range) are still met.

If the spell has no listed duration, then treat the effect as having a 1 round duration for the purposes of upkeep. Additionally, spells with no listed duration cannot be if they have cast a different spell since the original cast of the upkeep spell. If a spell has the Attack attribute, then upkeeping the spell counts toward the maximum attacks per round limit.

- **Overload:** The caster benefits from an extra effect (as specified) if not restraining this spell.
- **Reinforce:** By default, spells with the Reinforce attribute have no extra effects. When a character takes the Mage Guard and the Arcane Defender (page 83) talents, they benefit from a bonus to the spell effect if not restraining the spell.
- **Ranged (range):** Spell can affect a target within the listed range.
- **Melee (range):** Spell counts as melee with the listed range. Does not provoke attacks of opportunity.
- **AoE (range, form):** This spell counts as a ranged, area of effect of the given form/radius. Pulse form AoEs affect the caster.
- **Direct:** This spell has a target or targets but is not an attack and cannot be defended against by normal means.
- **Mindlock (X):** Reduces the caster's max AP by X to a minimum of zero.
- **[Variation]:** This spell has multiple variations, each corresponding to one of the listed items. Each variation is its own spell that must be learned separately.

Alteration

The school of Alteration revolves around altering the physical and magical properties of the world. This can be used to augment the self and allies or hinder enemies.

Armor

"Normal physical armor is far too bulky for most mages. This spell magically reinforces one's being to be on par with even the most well forged steel."

Upkeep, Reinforce, Instant

Level:	1	2	3	4	5	6	7
Cost:	6	11	16	21	26	31	36
[Spell Str]	1	2	3	4	5	6	7

Caster gains [Spell Strength] AR to all hit locations for 1 minute. This spell only stacks with physical armor.

Burden

"All that armor that bandit is wearing looks pretty heavy. And now it's twice as heavy. Proof that Alteration is the best school of magic."

Upkeep, Direct

Level:	1	2	3	4	5	6	7
Cost:	7	10	13	16	19	22	25
[Spell Str]	+20	+10	+0	-10	-20	-30	-40

Target character within 50m must make a Strength test (ignore encumbrance penalties) with a [Spell Strength] modifier or raise their Encumbrance level by one for 1 round. This spell can stack and each instance of this spell is upkept separately.

Feather

"All that loot gets pretty heavy. And now it's not. Even further proof that Alteration is the best school of magic."

Upkeep, Instant

Level:	3
Cost:	11

Caster lowers their Encumbrance level by one for 1 round and treats their armor as being one weight class lighter (character counts as being trained to wear this type of armor).

Jump

"Leap towards the heavens! Bound for the sky! Remember to pack your slowfall amulet!"

Instant

Level:	1	2	3	4	5	6	7
Cost:	2	3	4	5	6	7	8
[Spell Str]	1	2	3	4	5	6	7

The next time the caster jumps within 1 minute they may jump [Spell Strength] meters higher or further.

"I don't want to talk about it."

- Tarhiel



Levitate

"Because sometimes just jumping does not cover it. Try not to abuse this and get it banned in every civilized province again."

Upkeep

Level:	1	2	3	4	5	6	7
Cost:	7	13	19	25	31	37	43
[Spell Str]	3	6	9	12	15	18	21

The caster gains the Flyer ([Spell Strength]) trait for 1 minute.

Lock

"A useful but often overlooked spell, allowing one to magically seal a door or container with a simple incantation."

Instant

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str]	2	4	6	8	10	12	14

The caster chooses a door or container within 1 meter, which immediately locks itself. Defeating this lock requires an extended Subterfuge test with a success threshold of [Spell Strength].

Magic Armor

"A generic protection spell against all forms of magical damage."

Upkeep, Reinforce, Instant

Level:	1	2	3	4	5	6	7
Cost:	7	13	19	25	31	37	43
[Spell Str]	1	2	3	4	5	6	7

Caster gains [Spell Strength] **magic** AR to all hit locations for 1 minute. This spell only stacks with physical armor.

Magic Shield

"I am sure you are starting to realize just how powerful magic can be. This spell is for when your enemy does too."

Upkeep, Reinforce, Instant

Level:	1	2	3	4	5	6	7
Cost:	3	5	7	9	11	13	15
[Spell Str]	1	2	3	4	5	6	7

Target character within 50m of the caster gains a magical barrier with [Spell Strength] HP that envelopes them and protects against magical damage for 1 round. Any damage the caster takes from this damage type reduces the barrier's HP first.

This barrier's HP does not belong to the target, but rather is the HP of the barrier before it breaks. If any of the barrier's HP remains at the end of the duration, then the spell does not cost MP to upkeep and the barrier's HP refreshes entirely. Otherwise, if all the HP of the barrier is lost at the end of the duration, then the spell cannot be refreshed via upkeep and must be cast again.

Open

"Why bother fiddling around with flimsy lockpicks when you can pop just about any lock with this spell?"

Instant

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str]	2	4	6	8	10	12	14

The caster chooses a locked door or container within 1 meter. If the extended test threshold to unlock it is [Spell Strength] or lower, then it instantly unlocks itself.

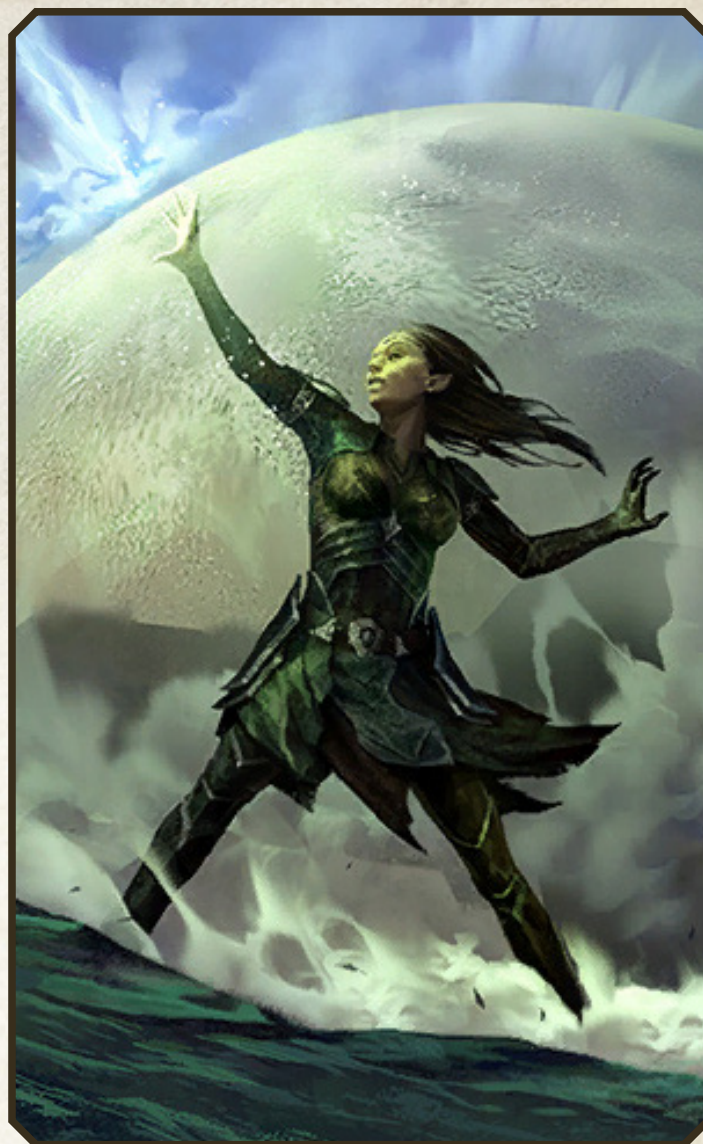
Repair

"How many backwater village blacksmiths would you trust to repair your masterwork ebony scimitar? I thought so. Use this instead."

Upkeep, Instant

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str]	1	2	3	4	5	6	7

Removes [Spell Strength] levels of the Damaged (X) quality from a piece of armor, shield, or weapon within 1m of the caster.



Shield

"Eventually, you may slip up. This spell makes sure that your mistakes only cost you your dignity, instead of your life."

Upkeep, Reinforce, Instant

Level:	1	2	3	4	5	6	7
Cost:	3	5	7	9	11	13	15
[Spell Str]	1	2	3	4	5	6	7

Target character within 50m of the caster gains a magical barrier with [Spell Strength] HP that envelopes them and protects against physical damage for 1 round. Any damage the caster takes from this damage type reduces the barrier's HP first.

This barrier's HP does not belong to the target, but rather is the HP of the barrier before it breaks. If any of the barrier's HP remains at the end of the duration, then the spell does not cost MP to upkeep and the barrier's HP refreshes entirely. Otherwise, if all the HP of the barrier is lost at the end of the duration, then the spell cannot be refreshed via upkeep and must be cast again.

Slowfall

"Maybe you did not watch your step. Maybe you got carried away with your levitation spells. Keep this handy so you have time to rectify your mistake before you splatter all over the ground."

Upkeep, Instant

Level:	1	2	3	4	5	6	7
Cost:	2	3	4	5	6	7	8
[Spell Str]	2	4	6	8	10	12	14

The next time the caster falls within 1 minute they may ignore up to the first [Spell Strength] meters when calculating their distance for fall damage.

[Type] Armor

"If you know ahead of time what sort of energies your enemies will use against you, this spell proves to be invaluable protection."

Upkeep, Reinforce, Instant, [Fire, Frost, Shock, Poison]

Level:	1	2	3	4	5	6	7
Cost:	5	9	13	17	21	25	29
[Spell Str]	1	2	3	4	5	6	7

Caster gains [Spell Strength] [Type] AR to all hit locations for 1 minute. This spell only stacks with physical armor.

[Type] Shield

"Use this in conjunction with the appropriate armor spell and laugh in the face of that cocky Pyromancer as your very flesh takes on properties of the fire that they themselves wield."

Upkeep, Reinforce, Instant, [Fire, Frost, Shock, Poison]

Level:	1	2	3	4	5	6	7
Cost:	2	3	4	5	6	7	8
[Spell Str]	1	2	3	4	5	6	7

Target character within 50m of the caster gains a magical barrier with [Spell Strength] HP that envelopes them and protects against [Type] damage for 1 round. Any damage the caster takes from this damage type reduces the barrier's HP first.

This barrier's HP does not belong to the target, but rather is the HP of the barrier before it breaks. If any of the barrier's HP remains at the end of the duration, then the spell does not cost MP to upkeep and the barrier's HP refreshes entirely. Otherwise, if all the HP of the barrier is lost at the end of the duration, then the spell cannot be refreshed via upkeep and must be cast again.

Water Breathing

"Ah, the spell made infamous by 'Breathing Water'. Please test your mastery of this spell in a wash basin at your local mages guild before you go pearl diving in the ocean."

Upkeep, Instant

Level:	1	2	3	4	5	6	7
Cost:	2	3	4	5	6	7	8
[Spell Str]	1	2	3	4	5	6	7

The character can breathe water as if it were air for [Spell Strength] minutes.

Water Walking

"It's so calming to walk along the surface of Lake Rumare early in the morning on my way back to the university."

Upkeep, Instant

Level:	1	2	3	4	5	6	7
Cost:	2	3	4	5	6	7	8
[Spell Str]	1	2	3	4	5	6	7

The character can walk on water as if it were land for [Spell Strength] minutes.

Ward

"Another reliable method to reduce all the hard work an enemy puts into killing you to nothing."

Reinforce, Instant, Ward is also a Restoration spell

Level:	1	2	3	4	5	6	7
Cost:	3	5	7	9	11	13	15
[Spell Str]	6	7	8	9	10	11	12

May be cast as a reaction to an attack in place of the character's normal defense and does not provoke Attacks of Opportunity. Caster generates a magical ward that acts as a shield for all damage, gaining [Spell Strength] Magical and Physical BR. Power Block is incompatible with this shield.





Conjuration

The school of Conjuration focuses on calling upon otherworldly entities. These entities can manifest in a number of different forms.

Conjure [Armor]

Manifests a set of infernal armour on the caster's body.

Upkeep, Instant

Level:	2	3	4	5	6	7
Cost:	15	22	29	36	43	50
[Spell Str]	1	2	3	4	5	6

Summons one of the following sets of Bound Daedric armour (Both Arms; Both Legs; Body; or Head) that follows the profile determined by its [Spell Str]. The armour slots this spell summons must be determined when the spell is learned.

Spell Str	Armor Profile
1	Inferior Partial Daedric
2	Inferior Full Daedric
3	Partial Daedric
4	Full Daedric
5	Superior Partial Daedric
6	Superior Full Daedric

This piece of armor magically replaces whatever armor the caster is currently wearing on that location for **one minute**. The armor piece counts as one weight class lighter for the purpose of armor penalties and does not need to be among the caster's trained armor classes in its combat style. The armour has the Bound and Summoned traits.

Conjure [Weapon]

Invokes a spectral weapon of Daedric origin in one's hands.

Upkeep, Instant

Level:	2	4	6
Cost:	15	29	43
[Spell Str]	1	2	3

Summons a Bound Daedric weapon or shield of casters choice that follows the profile determined by its [Spell Str]. The weapon type must be determined when the spell is learned.

Spell Str	Weapon Profile
1	Primitive Quality
2	Standard
3	Proven Quality

This weapon appears in the caster's hand(s) for the duration of the spell or until the weapon leaves the caster's hands. The caster gains a [Spell Str] weapon (with ammo) with the Bound and Summoned traits of the chosen type for **one minute**. Weapons with the reload quality are not loaded when they are summoned; however, the value of the first Reload action is reduced by 1. If the weapon is not in any of the caster's Combat Styles, they count it as being Trained (+0).

Sunder Binding

The caster focus their will and attempts to sunder the binding of a conjured creature within sight.

Direct, Sunder Binding is also a Mysticism spell

Level:	1	2	3	4	5	6	7
Cost:	5	6	7	8	9	10	11
[Spell Str]	+20	+10	0	-10	-20	-30	-40

The caster of this spell picks a target within 50m that has the Summoned trait. Target must make an opposed Willpower Test vs the caster with a [Spell Str] modifier or be sent back to the place from whence it came.

Summon Construct

Conjures a Construct from the realms of Oblivion and binds it to the will of the caster for a time.

Upkeep, Mindlock (Spell Strength)

Summoned Creature	Level	Cost	Spell Strength
Flesh Atronach	4	21	2
Hulking Flesh Atronach	6	29	3

Summons a construct with the Summoned trait, which appears within five meters of the caster. Immediately after being summoned, the Construct must make a Willpower test against the DoS of the Conjuration test. If the Conjurer wins the test, the Construct gains the Bound trait and persists for **one round**. If the Construct wins the Opposed test, it is not Bound and can act as it pleases, typically murdering its summoner. The unbound Construct can test Willpower at the end of each round to maintain itself in Mundus.

Keeping the Construct in line imposes [Spell Str] Mindlock on the caster. Roll initiative for the Construct when it's summoned, as it acts on its own Turn. If the spell ends because the caster chooses not to upkeep this spell and the summoned creature has the Bound trait, the creature loses the Summoned trait and returns to their plane of origin.

If this spell is restrained, the summoned creature's Maximum AP is reduced by 1 while they have the Bound trait. If the Spell is Upkept, summoned creatures do not retest their Willpower test.

For each time the spell is purchased, pick one spell profile from the table above.

Summon Daedra

Conjures a Daedra from the realms of Oblivion and binds it to the will of the caster for a time.

Upkeep, Mindlock (Spell Strength)

Summoned Creature	Level	Cost	Spell Strength
Daedrat	1	7	1
Scamp	1	8	1
Banekin	1	9	1
Hell Hound	2	12	1
Clannfear	2	13	1
Flame Atronach	3	16	2
Hunger	3	16	1
Dremora Churl	3	17	1
Dremora Caitiff	4	18	1
Frost Atronach	4	19	2
Ogrim	4	20	2
Spider Daedra	4	20	2
Storm Atronach	5	22	3
Dremora Kynmarcher	5	23	2
Auroran	5	24	2
Winged Twilight	6	27	3
Aureal (Golden Saint)	6	28	3
Mazken (Dark Seducer)	6	28	3
Xivilai	7	32	3
Dremora Lord	7	33	3
Daedroth	7	34	3

Summons a Daedra with the Summoned trait, which appears within five meters of the caster. Immediately after being summoned, the Daedra must make a Willpower test against the DoS of the Conjuration test. If the Conjurer wins the test, the Daedra gains the Bound trait and persists for **one round**. If the Daedra wins the Opposed test, it is not Bound and can act as it pleases, typically murdering its summoner. The unbound Daedra can test Willpower at the end of each round to maintain itself in Mundus.

Keeping the Daedra in line imposes [Spell Str] Mindlock on the caster. Roll initiative for the Daedra when it's summoned, as it acts on its own Turn. If the spell ends because the caster chooses not to upkeep this spell and the summoned creature has the Bound trait, the creature loses the Summoned trait and returns to their plane of origin.

If this spell is restrained, the summoned creature's Maximum AP is reduced by 1 while they have the Bound trait. If the Spell is Upkept, summoned creatures do not retest their Willpower test. For each time the spell is purchased, pick one spell profile from the table above.

Destruction

The school of Destruction focuses on harming targets in a variety of ways, either through direct damage or sapping their abilities and defenses.

Chain Lightning

"The satisfaction of popping your enemies' heads off with a well-placed chain lightning is a feeling that is quite difficult to capture."

Ranged (50m), Attack, Overload (+WB to Dmg)

Level:	1	2	3	4	5	6	7
Cost:	9	11	13	15	17	19	21
[Spell Str]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Fires a bolt of lightning at target character within 50m. Deals [Spell Strength] shock damage. The bolt then jumps to another target of the caster's choice within 10m and deals damage (use the first roll). Repeat this for a third and final target.

Disintegrate Armor

"Nevermind the danger! The embarrassment alone of suddenly finding oneself denuded in the middle of battle can cause even the most stalwart opponent to reconsider and flee."

Ranged (100m), Attack

Level:	1	2	3	4	5	6	7
Cost:	6	10	14	18	22	26	30
[Spell Str]	1	2	3	4	5	6	7

Fires a bolt of energy at target character within 100m. Instead of dealing damage, this attack applies the Damaged ([Spell Strength]) quality to the piece of armor on the location it hits (or shield, if it is blocked by a shield).

Disintegrate Weapon

"That's a nice weapon you have there. It would be a shame if something happened to it."

Ranged (100m), Attack

Level:	1	2	3	4	5	6	7
Cost:	6	10	14	18	22	26	30
[Spell Str]	1	2	3	4	5	6	7

Fires a bolt of energy at target character within 100m. Instead of dealing damage, this attack applies the Damaged ([Spell Strength]) quality to weapons the character is wielding.

Drain Magicka

"A waste of good magicka. Drains the target of their precious energies, rendering them nothing more than a man in a dress."

Upkeep, Direct

Level:	1	2	3	4	5	6	7
Cost:	6	8	10	12	14	16	18
[Spell Str]	4	8	12	16	20	24	28

Target character within 50m must make a Willpower test or lose [Spell Strength] MP.

Fatigue

"If for some reason you do not want to kill your target, you might opt to reduce their combat effectiveness in the hopes of getting them to surrender."

Direct, Attack, Upkeep

Level:	1	2	3	4	5	6	7
Cost:	6	8	10	12	14	16	18
[Spell Str]	+20	+10	+0	-10	-20	-30	-40

Target character within 50m must make an Endurance test with a [Spell Strength] modifier or lose 1 SP.

Poisonbloom

"A vile spell by most standards. Magicka derived poisons are an excruciating way to go."

AoE (2m, sphere), Attack, Overload (+WB to Dmg)

Level:	1	2	3	4	5	6	7
Cost:	8	10	12	14	16	18	20
[Spell Str]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Target point within 100m explodes with poison gas. Deals [Spell Strength] poison damage to all targets caught within 2m.

Sunbeam

"When you are dealing with a den full of vampires, accept no substitutes."

AoE (30m, beam), Attack, Overload (+WB to Dmg)

Level:	1	2	3	4	5	6	7
Cost:	10	13	16	19	22	25	29
[Spell Str]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Deals [Spell Strength] fire damage to all targets within a 1m wide line 30m in a chosen direction. Damage dealt counts as sunlight.



[Type] Ball

“Crowd clearing at its finest. Just try not to hit your friends.”
AoE (2m, sphere), Attack, Overload (+WB to Dmg), [Fire, Frost, Shock]

Level:	1	2	3	4	5	6	7
Cost:	8	10	12	14	16	18	20
[Spell Str]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Target point within 100m explodes with elemental energy. Deals [Spell Strength] [Type] damage to all targets caught within 2m.

[Type] Bite

“A staple in the spellsword’s arsenal. Simple and efficient.”
Melee (1m), Attack, Overload (+WB to Dmg), [Fire, Frost, Shock]

Level:	1	2	3	4	5	6	7
Cost:	3	5	7	9	11	13	15
[Spell Str]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Fires a burst of elemental energy at target character within 1m. Deals [Spell Strength] [Type] damage.

[Type] Bolt

“Whether it is the wrath of a Firebolt or the chill of a Frostbolt, when your average citizen thinks of the Destruction school, these are the spells they imagine.”

Ranged (100m), Attack, Overload (+WB to Dmg), [Fire, Frost, Shock]

Level:	1	2	3	4	5	6	7
Cost:	4	6	8	10	12	14	16
[Spell Str]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Fires a bolt of elemental energy at target character within 100m. Deals [Spell Strength] [Type] damage.

[Type] Cloak

“Like the spines of a Durzog, Cloak spells warn everyone that if they get too close they will regret it.”

Upkeep, Overload (+WB to Dmg), [Fire, Frost, Shock]

Level:	1	2	3	4	5	6	7
Cost:	6	8	10	12	14	16	18
[Spell Str]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Swirling elemental energy surrounds the caster for 1 round, dealing [Spell Strength] [Type] damage to all targets within 1 meter at the end of each of the caster’s turns while the spell is active.

[Type] Cone

“Point in a direction you do not particularly care for. Cast spell. Cackle madly as all burns, freezes or disintegrates before you.”

AoE (5m, cone), Attack, [Fire, Frost, Shock], Overload (+WB to Dmg)

Level:	1	2	3	4	5	6	7
Cost:	9	11	13	15	17	19	21
[Spell Str]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

A stream of elemental energy hits all targets within a 5m cone originating from the caster, dealing [Spell Strength] [Type] damage to all targets caught within it.

“Ha! I caught that snooty Breton girl’s hair on fire today, and managed a little lightning bolt. Even hit the target! I can’t believe it; those books were just what I needed. They seemed really hard, but it was all about clearing out my head and not letting nerves stop me. And Guzgikh? Turns out he started the same way—he didn’t cast a spell for years, but before long could destroy a whole village! This is great!”

Oshguna’s Destruction Journal

[Type] Rune

"If you are feeling tactical, a magical rune cunningly placed can be a far more effective use of your time and magicka if planned well."

[Fire, Frost, Shock], Overload (+WB to Dmg)

Level:	1	2	3	4	5	6	7
Cost:	9	11	13	15	17	19	21
[Spell Str]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Creates a magical rune that takes up 1 square meter on target surface within 1 meter. After a 1 round delay the rune becomes barely visible (-20 to any vision based tests to spot it). The caster chooses one or more conditions upon which the rune detonates. The rune persists indefinitely.

- **Proximity:** The rune detonates whenever a character comes within a certain distance (chosen by the caster).
- **Time:** The rune detonates after a set amount of time.
- **Manual:** The caster can detonate the rune manually from any distance by using the Cast Magic action.

When the rune detonates it does so in a burst of elemental energy, dealing [Spell Strength] [Type] damage to all targets within 3 meters. This counts as an area of effect attack and can be evaded, but only if a character is aware of the rune.

[Type] Storm

"For when collateral damage is a non-issue."

AoE (7m, sphere), Attack, Upkeep, [Fire, Frost, Shock]

Level:	1	2	3	4	5	6	7
Cost:	9	11	13	15	17	19	21
[Spell Str]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Target point within 100m explodes with elemental energy. Deals [Spell Strength] [Type] damage to all targets caught within 7m. Leaves behind a persistent zone in this area for 1 round that deals the same damage to any characters who pass through it (or end their Turn in it if they started there). Upkeeping the spell does not let you move the storm, it merely refreshes the effect and duration.

Weakness to [Type]

"Sure a Fireball hurts, but what if you want it to hurt even more?"

Upkeep, [Fire, Frost, Shock, Poison], Direct

Level:	1	2	3	4	5	6	7
Cost:	5	6	7	8	9	10	11
[Spell Str]	1	2	3	4	5	6	7

Target character within 50m gains the Weakness ([Type], [Spell Strength]) trait for 1 round.



Weakness to Magic

"For when you want to cause the utmost suffering."

Upkeep, Direct

Level:	1	2	3	4	5	6	7
Cost:	7	10	13	16	19	22	25
[Spell Str]	1	2	3	4	5	6	7

Target character within 50m gains the Weakness (Magic, [Spell Strength]) trait for 1 round.

Illusion

The school of Illusion focuses on affecting light and the minds of sentient targets. Illusion can be used to manipulate an enemy's perception of reality or augment one's own.

Blind

"You can't hit what you can't see."

Upkeep, Direct

Level:	1	2	3	4	5	6	7
Cost:	7	10	13	16	19	22	25
[Spell Str]	+20	+10	+0	-10	-20	-30	-40

Target character within 50m must make a Willpower test with a [Spell Strength] modifier or be Blinded for 1 round.

Calm

"Suppresses most higher level emotional responses. Negotiations between certain hostile parties will sometimes require this spell be cast on every participant to ensure reasonable discourse."

Direct

Level:	1	2	3	4	5	6	7
Cost:	7	10	13	16	19	22	25
[Spell Str]	+20	+10	+0	-10	-20	-30	-40

Target character within 50m must make a Willpower test with a [Spell Strength] modifier or be calmed for 1 minute. A calmed character loses the will to fight. While calmed, they cannot willingly attack any character unless that character attacks them first, at which point they snap out of the effect.

Note: If a character while under this spell's effect is struck by a Frenzy effect, then this spell effect is immediately nullified

Chameleon

"Easier than full blown invisibility and not nearly as fragile of an enchantment. Allows full use of one's abilities while still retaining an element of stealth."

Upkeep, Instant

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str]	-5	-10	-15	-20	-25	-30	-35

Caster gains the Chameleon ([Spell Strength]) condition for 1 minute.

Charm

"Despite its use in almost any social situation being considered a faux pas at best, and illegal at worst, it remains one of the most commonly used and taught spells of the Illusion school."

Direct, Instant

Level:	1	2	3	4	5	6	7
Cost:	6	8	10	12	14	16	18
[Spell Str]	+5	+10	+15	+20	+25	+30	+35

Target character within 50m becomes receptive to others, and the next character to attempt a Persuade or Deceive test on them within 1 minute receives a [Spell Strength] bonus.

Courage

"Some naysayers claim this is actually nothing more than low level induced insanity on the caster's part. And no, a shot of brandy does not double as a potion of courage in a pinch."

Upkeep, AoE (7m, pulse), Instant

Level:	1	2	3	4	5	6	7
Cost:	8	10	12	14	16	18	20
[Spell Str]	+5	+10	+15	+20	+25	+30	+35

All willing characters within 7m of the caster receive a [Spell Strength] bonus to any Fear tests within 1 minute. Characters under the effects of fear can make a Willpower test with the same bonus to snap out of the effects. This is not considered an Attack.

Frenzy

"If for whatever reason the situation calls for all the tact of a drunken Nord, this spell will always deliver."

Direct

Level:	1	2	3	4	5	6	7
Cost:	8	12	16	20	24	28	32
[Spell Str]	+20	+10	+0	-10	-20	-30	-40

Target character within 50m must make a Willpower test with a [Spell Strength] modifier or gain the Frenzied condition.

Note: If a character while under this spell's effect is struck by a Calm effect, then this spell effect is immediately nullified.

Horror

"An enemy that is too scared to fight is not an enemy you have to worry about."

Direct, Attack

Level:	1	2	3	4	5	6	7
Cost:	12	20	28	36	44	52	60
[Spell Str]	+20	+10	+0	-10	-20	-30	-40

Target character within 50m must make a Horror ([Spell Strength]) test.

Invisibility

"The iconic spell of the Illusion school is remarkably fragile as almost any vigorous activity will break the spell and leave you exposed."

Upkeep

Level:	5
Cost:	13

Caster gains the Invisible condition for 1 round. They lose this condition if they attack or cast another spell during this time.

Light

"One of the simplest cantrips an Illusion apprentice will master. A fuel-free light source on command is an under-appreciated convenience."

Upkeep, Instant

Level:	1	2	3	4	5	6	7
Cost:	2	3	4	5	6	7	8
[Spell Str]	10	20	30	40	50	60	70

Creates a light orbiting the caster that illuminates an area within [Spell Strength] meters for 1 minute.

Muffle

"Commonly found as an enchantment on the gear of less than reputable individuals. Makes one harder to hear in almost all regards."

Upkeep, Instant

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str]	-5	-10	-15	-20	-25	-30	-35

Caster gains the Muffled ([Spell Strength]) condition for 1 minute.

Night Eye

"Why waste the magicka on casting an expensive and fragile invisibility spell when a mundane patch of darkness and the use of this spell allow for much of the same benefits?"

Upkeep, Instant

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str]	10	20	30	40	50	60	70

Caster gains the ability to see in the dark up to [Spell Strength] meters away for 1 minute.

Panic

"A slightly less drastic version of the horror spell. Only induces mild to severe panic as opposed to outright life threatening fear."

Direct

Level:	1	2	3	4	5	6	7
Cost:	6	8	10	12	14	16	18
[Spell Str]	+20	+10	+0	-10	-20	-30	-40

Target character within 50m must make a Panic ([Spell Strength]) test.

Paralyze

"A real fight ender if you can get it to land. This spell is taxing to cast, but well worth it."

Upkeep, Direct

Level:	1	2	3	4	5	6	7
Cost:	11	18	25	32	39	46	53
[Spell Str]	+20	+10	+0	-10	-20	-30	-40

Target character within 50m must make a Willpower test with a [Spell Strength] modifier or be Paralyzed for 1 round.

Sanctuary

"Unlike the brutish methods of Alteration, this spell takes the path of least resistance and subtly alters the actions of those around you to simply decrease your chance of getting hit in the first place."

Upkeep, Instant

Level:	1	2	3	4	5	6	7
Cost:	8	15	22	29	36	43	50
[Spell Str]	1	2	3	4	5	6	7

Caster gains [Spell Strength] additional degrees of success on successful defense tests for 1 round. They can also move 1 meter further than normal to avoid AoE attacks on a successful evade test.

Silence

"As amusing as this is to cast on long-winded individuals, its ability to cause even an experienced mage to trip up casting at least one spell is not to be underestimated."

Upkeep, Direct

Level:	1	2	3	4	5	6	7
Cost:	7	10	13	16	19	22	25
[Spell Str]	+20	+10	+0	-10	-20	-30	-40

Target character within 50m must make a Willpower test with a [Spell Strength] modifier or be Silenced for 1 round.

Mysticism

The school of Mysticism is a more obscure school, and its spells manipulate magicka itself. Mysticism can be used for many effects, including binding and trapping souls or reflecting spells.

Absorb [Characteristic]

“Whether a warrior or a mage, each relies on their own specializations to be effective. Weaken them and render their abilities to an almost useless state.”

Ranged (100m), [Str, End, Ag, Int, Wp, Prc, Prs], Upkeep

Level:	1	2	3	4	5	6	7
Cost:	10	18	26	34	42	50	58
[Spell Str]	5	10	15	20	25	30	35

Fires a bolt of draining magic at target character within 100m. Inflicts a [Spell Strength] penalty to all the targets tests using the [Type] Characteristic and a [Spell Strength] bonus to all the casters tests with the [Type] Characteristic for one round. If this spell is affected by a Reflect spell or effect, it has no net effect.

Absorb Life

“A notoriously hard spell to pin to just one school. The schools of Restoration, Necromancy and Mysticism have all laid claim to it at one point or another. Save this for when you’re feeling vampiric.”

Melee (1m), Attack, Overload (+WB to Dmg)

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Saps the life of target character within 1m. Deals [Spell Strength] magic damage. The caster regenerates HP equal to half (round up) of the damage dealt (after any reduction). If this spell is affected by a reflect spell or effect, it has no net effect.

Absorb Magicka

“Ultimately a net loss for all involved when cast normally. However, when enchanted into a weapon, this spell is essential for those born under the sign of the Atronach.”

Direct

Level:	1	2	3	4	5	6	7
Cost:	7	10	13	16	19	22	25
[Spell Str]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Target character within 50m must make a Willpower test or lose [Spell Strength] magicka. The caster regenerates MP equal to the magicka lost. If this spell is affected by a reflect spell or effect, it has no net effect.

Detect [Type]

“The intent and use behind an object actually changes its magical signature. This allows one to detect and distinguish between objects, such as a key from a dagger.”

Upkeep, Instant, [Life, Undead, Magic, (other)]

Level:	1	2	3	4	5	6	7
Cost:	6	11	16	21	26	31	36
[Spell Str]	10	20	30	40	50	60	70

Caster gains the ability to see objects/effects of the chosen [Type] within [Spell Strength] meters for 1 minute. This appears as a faint, shimmering outline even in the dark, through objects, and/or if Blinded.

Dispel

“Undoes both harmful and beneficial magical effects from all schools of magic.”

Level:	1	2	3	4	5	6	7
Cost:	5	9	13	17	21	25	29
[Spell Str]	1	2	3	4	5	6	7

Removes all magical effects from any source of [Spell Strength] level or lower from the caster. Constant enchantments reactivate after 1d4 rounds.

Ethereal Form

“Before you get any ideas, the ladies dorm here on campus has been warded against such spells. So unless you want to explain to the Archmage why you are stuck in a wall, please use this responsibly.”

Upkeep

Level:	4
Cost:	11

Caster gains the Incorporeal trait for 1 round.

Mark

“You know the saying: ‘Home is where your mark is!’”

Instant

Level:	2
Cost:	6

Places an invisible, magic mark at the caster’s current location that a character can teleport to with the Recall spell. The amount of marks a character can keep track of is equal to their Intelligence Bonus.

Recall

"Good for a quick escape or to simply make life easier."

Instant

Level:	3
Cost:	16

Instantly transports the caster to the location of one of their magic marks placed with the Mark spell. Cannot be used to travel between planes.

Reflect

"A difficult spell to cast, but worth it to give your enemies a taste of their own magicka."

Upkeep, Instant

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str]	1	2	3	4	5	6	7

Any time the caster would be hit by a spell (after any defense, but before resolving effects), roll a d10. If the result is a roll of [Spell Strength] or lower, instead resolve the spell against its original caster. Lasts for 1 round.

Soul Trap

"A rather morbid spell, even if used "ethically" on white souls. Traps a being's soul energy on death into a naturally-occurring soul gem."

Upkeep, Direct

Level:	2
Cost:	16

Target character within 50m has their soul magically tethered to an appropriate empty soul gem (only black soul gems can hold the souls of men, mer, and the beast races) of the caster's choice within 1m of their person. If the target dies within 1 minute, then their soul is trapped within the gem, and it gains soul energy equal to the size of their soul. If this spell is affected by a Reflect spell or effect, then the caster's own soul is trapped within the chosen soul gem instead. Soul Trap is seen as a hostile action when cast on an unwilling target, but it is not considered an Attack.

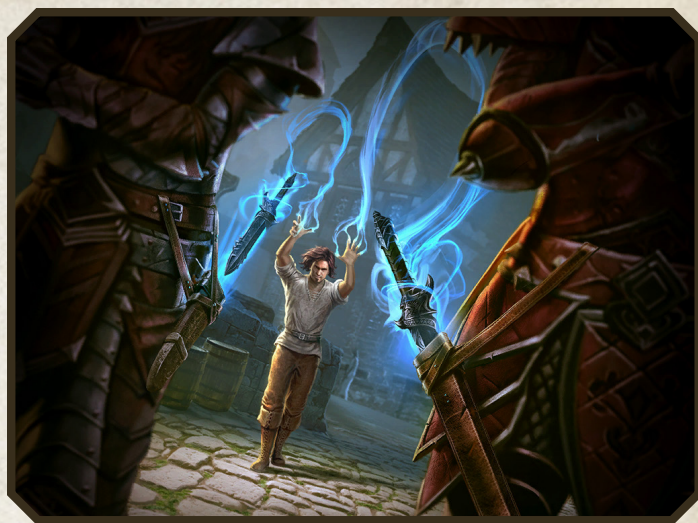
Spell Absorption

"Why waste perfectly good magicka when your enemy is so intent on throwing it at you?"

Upkeep, Instant

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str]	1	2	3	4	5	6	7

The caster gains the Spell Absorption ([Spell Strength]) trait for 1 round.



Telekinesis

"Many a supposed poltergeist hauntings are actually nothing more than a bored apprentice practicing their telekinesis spell on the unwitting locals."

Upkeep, Instant

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str]	1	2	3	4	5	6	7

The caster gains the Telekinesis ([Spell Strength]) trait for 1 minute.

Sunder Binding

The caster focus their will and attempts to sunder the binding of a conjured creature within sight.

Direct, Sunder Binding is also a Conjunction spell

Level:	1	2	3	4	5	6	7
Cost:	5	6	7	8	9	10	11
[Spell Str]	+20	+10	0	-10	-20	-30	-40

The caster of this spell picks a target within 50m that has the Summoned trait. Target must make an opposed Willpower Test vs the caster with a [Spell Strength] modifier or be sent back to the place from whence it came.

Telepathy

"It is theorized that the Dwemer possessed a low level telepathic connection, allowing them to communicate across great distances. The rest of us have to do it the hard way."

Upkeep, Instant

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str]	1	2	3	4	5	6	7

The caster gains the Telepathy ([Spell Strength]) trait for 1 minute.

Necromancy

Necromancy is the dark art of death magic, and of raising the dead and creating undead monstrosities. Necromancy is fuelled by black magicks and feeds on the living, and serves as an enticing shortcut to power for the less scrupulous mages that roam Tamriel.

Reanimation

A common spell amongst Necromancers, Reanimation spells allow a Necromancer to temporarily imbue a corpse with false life to serve them.

Upkeep, Direct, Mindlock (1)

Level:	1	2	3	4	5	6	7
Cost:	9	14	19	24	29	34	39
[Spell Str]	Puny	Tiny	Small	Std.	Lrg.	Huge	Mass.

(Std. is Standard, Lrg. is Large, Mass. is Massive)

Target corpse of [Spell Strength] size is reanimated for one minute, using the profile it had in life. The target must immediately test an Opposed Willpower with the caster. If the caster wins the test, the target also has the Bound trait. If the target wins the test, they are reanimated but are not Bound to the caster.

The target is reanimated with full HP, Stamina Points, Action Points, Magicka, and any uses of limited use abilities.

The spell imbues the body with the spirit of a lesser daedra, and has no shred of the character's consciousness, soul, or any knowledge of their past life except for skills, talents, traits, and spells. They do not retain powers gained from their race.

After the reanimated creature dies again or if the spell ends (due to unpaid upkeep or any other reason), the reanimated creature turns to a pile of ash and cannot be reanimated.

Summon Ghost

A simple incantation to bind a spirit to the necromancer's will

Upkeep, Mindlock (1)

Level:	2	3
Cost:	12	19
[Spell Str]	1	2

(Spell Strength 1 summons a Ghost, and 2 summons an Ancient Ghost)

The caster summons a Ghost or an Ancient Ghost into Mundus for one round. The caster and the Ghost must immediately roll an Opposed Willpower test; if the caster succeeds, the Ghost has the Bound trait for the duration.

Summon Wraith

A simple incantation to bind a spirit to the necromancer's will

Upkeep, Mindlock (2)

Level:	4	5
Cost:	18	22
[Spell Str]	1	2

(Spell Strength 1 summons a Wraith, and 2 summons a Gloom Wraith)

The caster summons a Wraith or a Gloom Wraith into Mundus for one round. The caster and the Wraith must immediately roll an Opposed Willpower test; if the caster succeeds, the Wraith has the Bound trait for the duration.

Restoration

The school of Restoration revolves around augmenting and restoring the abilities and body of a target. It also contains effects that can be used specifically against the Undead.

Cure Disease

"Disease can be a taxing event while adventuring. Stop disease in its tracks and continue on wherever you go."

Instant

Level:	2	4
Cost:	7	13
[Spell Str]	1	2

Caster removes the Diseased [Spell Strength] Condition from self. [Spell Strength] 1 = Common, [Spell Strength] 2 = Magical.

Cure Paralysis

"Paradoxically, early versions of this spell were self cast only. Which raises the question of how one casts it when it's most needed."

Direct, Instant

Level:	2
Cost:	9

Removes the Paralyzed condition from target character within 1 meter.

Curing Touch

"Some diseases require a more hands-on approach. Purge infections and ensure everyone is healthy and pure."

Direct, Instant

Level:	2	4
Cost:	7	14
[Spell Str]	1	2

Removes the Diseased [Spell Strength] Condition from target character within 1 meter. [Spell Strength] 1 = Common, [Spell Strength] 2 = Magical.

Fortify [Characteristic]

"Magical enhancement is almost as old as the study of magic itself. We have since condensed its use to the major attributes."

Upkeep, [Strength, Endurance, Agility, Intelligence, Willpower, Perception, Personality]

Level:	1	2	3	4	5	6	7
Cost:	9	17	25	33	41	49	57
[Spell Str]	5	10	15	20	25	30	35

Caster increases their [characteristic] score by [Spell Strength] for 1 round. This affects all attributes derived from that score.

Heal Ally

"For when you want to help someone, but they're all the way over there!"

Direct, Instant

Level:	1	2	3	4	5	6	7
Cost:	6	8	10	12	14	16	18
[Spell Str]	2	4	6	8	10	12	14

Target character within 50 meters regains [Spell Strength] HP.

Healing Touch

"As a rule, reduced range makes for a more efficient spell. Restoration is no different."

Direct, Instant

Level:	1	2	3	4	5	6	7
Cost:	3	5	7	9	11	13	15
[Spell Str]	2	4	6	8	10	12	14

Target character within 1 meter regains [Spell Strength] HP.

Heal

"The iconic spell of the Restoration school."

Instant

Level:	1	2	3	4	5	6	7
Cost:	3	5	7	9	11	13	15
[Spell Str]	2	4	6	8	10	12	14

Caster regains [Spell Strength] HP.

Rejuvenate

"Cures the weary aches and pains of a fatigued body."

Direct, Instant

Level:	3
Cost:	17

Target character within 1 meter regains 1 SP **or** removes 1 level of fatigue if they have any.

Replenish

"No, it's not efficient, but sometimes they need it more than you."

Direct, Instant

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str]	2	4	6	8	10	12	14

Target character within 1 meter regains [Spell Strength] MP or [Casting Cost] MP, whichever is lower.

Resistance to [Type]

"You would not believe the number of young summoners coming in here asking for fire protection."

Upkeep, Instant, [Fire, Frost, Shock, Poison]

Level:	1	2	3	4	5	6	7
Cost:	3	5	7	9	11	13	15
[Spell Str]	1	2	3	4	5	6	7

Caster gains the Resistance ([Type], [Spell Strength]) trait for 1 round.

Resistance to Magic

"Generic as opposed to specialized resistance will cost you more magicka, but sometimes it's better to be prepared for anything."

Upkeep, Instant

Level:	1	2	3	4	5	6	7
Cost:	5	9	13	17	21	25	29
[Spell Str]	1	2	3	4	5	6	7

Caster gains the Resistance (**magic**, [Spell Strength]) trait for 1 round.



Stabilize

"A spell I hope you never have to use, but will be thankful for."

Direct, Instant

Level:	1
Cost:	2

Stabilizes target dying character within 1m.

Turn Undead

"Despite what many disappointed would-be liches initially think, this spell is for repelling the undead."

Direct, Upkeep

Level:	1	2	3	4	5	6	7
Cost:	7	10	13	16	19	22	25
[Spell Str]	+20	+10	+0	-10	-20	-30	-40

Target character with the Undead trait within 50m must make a Willpower test with a [Spell Strength] modifier. On a failure, the target must spend any AP, SP, or any other resources necessary on their next Turn to attempt to flee from the caster until they are at least 40m away from them.

Ward

"Another reliable method to reduce all the hard work an enemy puts into killing you to nothing."

Reinforce, Instant, Ward is also an Alteration spell

Level:	1	2	3	4	5	6	7
Cost:	3	5	7	9	11	13	15
[Spell Str]	6	7	8	9	10	11	12

May be cast as a reaction to an attack in place of the character's normal defense and does not provoke Attacks of Opportunity. Caster generates a magical ward that acts as a shield for all damage, gaining [Spell Strength] Magical and Physical BR. Power Block is incompatible with this shield.



UNCONVENTIONAL SPELLS

Unlike the “tried and true” conventional spells, unconventional spells are the realm of unique, experimental, and potentially dangerous magic.

UNCONVENTIONAL SPELLS are spells that produce more than a single effect, can be classified as belonging to more than one school, or are simply a unique variation on a standard effect. These spells are considered the realm of over-eager apprentices and learned masters: experimental magic that can bring both great risks and great rewards.

In game terms unconventional spells are custom spells. There is no list of them, it is the catch all term for the unique spells that can be created from the various magical effects and forms that exist within the system. This section contains rules for creating and using your own unconventional spells.

Important Note

The creation and use of Unconventional Spells provides casters with a powerful system to customize their spell arsenal and is integral to the classic Elder Scrolls experience. This system was designed with flexibility and customization as priorities, which leaves it vulnerable to the creation of over-powered spells and spell effect combinations. **Players should always review Unconventional Spells with their GM before they are implemented in play.**

Creating a Spell

Creating an unconventional spell is a matter of putting pieces together to make a functioning spell that can be used like any of the premade conventional spells.

The Basics

The two pieces that players can combine to create spells are called effects and forms.

An **EFFECT** is the actual content of a spell: the fire effect causes fire damage while the heal effect heals it. A **FORM** is the “shape” of the spell. Some spells are cast across wide areas (like a fireball, which uses the “ball” form) while others are cast only on the caster themselves (the “self” form).

Creating a spell is a matter of combining effects and forms that are allowed to fit together, setting the parameters of each, and then writing down the combined result so that you can reference it during gameplay.

Multi-Part Spells

Unconventional spells can also be multi-part spells, which simply means that they contain multiple spells in a single spell. For example a character might create a spell that when cast allows them to both jump further and walk on water, which are two separate effects. These distinct parts are referred to as **SPELL PARTS**, while the spell containing them is referred to as the **PARENT SPELL**.

When a character is casting a multi-part spell, they should resolve each part of the spell simultaneously (meaning that none of the parts benefit from the effects of any of the other parts).

Learning Effects & Forms

A character can use any form when creating an unconventional spell, but may only utilize effects from schools of magic in which they are trained (meaning the skill is novice rank or higher).

Spell Attributes

Spell attributes are “tags” that modify the rules of a spell or clarify how they function in game terms. Effects and forms each have spell attributes associated with them that are combined when the complete spell profile is created.

Reference Materials

A complete list of effects, forms, and spell attributes can be found in the [Spell Making Reference](#) in the Appendix.

To create an unconventional spell, follow these steps:

Step 1: Create Spell Parts

First pick the combination(s) of effects and forms that will make up the various part(s) of the spell.

Step 2: Determine Spell Parameters

Next, decide on the parameters of each effect/form. Each effect and form have associated parameters (spell level and magnitude) that determine the strength of the effect and the size of the form, respectively.

Step 3: Determine Spell Cost

Once the spell parameters are decided, simply “plug in” your chosen values into the effect cost and form cost formulas provided for your chosen effect(s) and form(s). The total cost of all these values added together for each spell part is the total magicka cost of the spell.

Step 4: Determine Spell Level & School

The spell level of an unconventional spell is equal to the highest spell level used in one of that spell’s parts. If the parent spell has multiple parts, increase this level by one for each part beyond the first. The school of a spell is the school of its highest level spell part.

Step 5: Create Spell

To create a spell a character must pass an extended skill test using that spell's school. **The success threshold for the creation test is three times the spell's level, and each test the character makes represents a day of experimentation and study. For each test the character makes they must also consume experimental materials worth approximately 25 drakes.** This represents the unpredictable nature of magical experimentation and the fact that creating a spell requires both time and resources.

Step 6: Finalize Spell

Write down the details of the new spell somewhere you can reference it, including its cost, level, attributes, and various parts. Add this spell to your character's list of known spells, and be sure to give it an appropriate name!



RITUALS

Ritual magic is a hybrid of the other forms of magic combining elements of spellcasting, enchanting, and alchemy into extended rituals that require preparation and can achieve extremely powerful effects.

Rituals require a source of magicka, which is used to pay the ritual's cost, and require the character to prepare for a certain amount of time. The purpose of the ritual is to amplify the power of the source of magicka chosen. Because characters are harnessing so much energy, there is always a potential for danger if the character errs in the ritual.

Rituals require specific steps and have unique magical effects. They represent more obscure forms of magic, often known only to a few. Each one must be learned independently and has its own steps that must be taken, costs that must be paid, and penalties for failure.

Because rituals represent obscure, specialized forms of magic, the GM should not allow just any character to learn them. **Learning a ritual costs 25 XP and the character must have some means of learning the ritual (such as a book or a teacher).** Not every character should be allowed to learn every ritual (GM's discretion). Below are a few of the many such rituals that exist. Players and GMs are encouraged to collaborate in order to create their own.



Ritual Spellcasting

Ritual spellcasting is a means of utilizing rituals to power a spell. A character can perform a ritual in order to utilize alternative magicka sources to power a particularly costly spell.

Magicka Source and Ritual Focus

The character must choose a source of magicka to fuel the spell. Characters may use their own magicka reserves, a unit of alchemical ingredients, a filled soul gem, or any combination of any number of the above. If multiple characters are cooperating to perform a ritual, they can combine their magicka pools for the purposes of paying the magicka cost of the spell.

Additionally, each ritual requires a ritual focus. This is an item, which can differ from ritual to ritual, that focuses and amplifies the magic forces involved in the ritual. The nature of this item is left to the GM (though they should feel free to pass this decision off to the player performing the ritual), but it should be in some way thematically related to the ritual being performed. This can be anything from a human heart to an ornate tattoo created on the body of the character performing the ritual. The only limit is the imagination of the GM and the players.

Resolve Ritual

The magicka cost must be paid from the chosen magicka source. If the character is using their own magicka reserves, simply deduct the cost as you would for a spell. If the character is using a soul gem, deduct the cost from its soul energy and destroy the gem. If the character is using alchemical ingredients, deduct the cost from the ingredient pool and destroy the ingredients.

If the cost would reduce the magicka in the magicka source to below zero, then the casting fails automatically. If the character passed their casting test, the spell is resolved as it normally would.

If the character failed their casting test, the spell is not cast and the ritual has backfired. Roll on the backfire table corresponding to the school of the spell and add one to the resulting roll for each degree of failure. Rules for backfires can be found in Magical Mishaps (page 156).

Rite of Conjuring

The Rite of Conjuring creates a magic circle that is able to hold a Daedric being in place, at the mercy of the whims of the caster. Creating the magic circle requires 1000 drakes worth of mystic incense, candles, and paints and 5 hours of work. The test to create the circle properly is a -30 Lore test, limited by Conjunction. This roll should be made in secret by the GM. The character can choose to test Observe limited by Lore to see if their circle is perfect or imperfect before proceeding. An imperfect circle cannot be fixed, and must be started over, including a new set of supplies and a new test.

After creating the circle, the character can summon a Daedra exactly as normal using the Summoning spell into the circle. After summoning the Daedra, the conjurer and the Daedra must test Opposed Willpower over an Extended test that takes place over a minute. The Daedra cannot leave the magic circle or otherwise affect the world beyond the circle. If the Conjurer achieves 10 DoS before the Daedra, it is successfully Bound to both Mundus and the Conjurer's will. The Daedra functions exactly the same as a regular summoned Daedra, including imposing the regular Mindlock trait, but it no longer costs Magicka Points to maintain the summoned creature's presence and loses the Summoned trait, and if it dies, its body remains in Mundus. If the Daedra wins the Opposed Willpower, the Conjurer can choose to retry the test, but must pay the Magicka to keep the Daedra in Mundus for another minute.

If the circle is imperfect the Daedra is summoned unbound, cannot be subjugated, and is free to cross the threshold and murder the conjurer and everyone in the immediate area.

Additionally, the caster may choose to conjure a bound Daedric weapon instead of creature. To do so, create the circle as normal and place an ebony item in it. Make the Conjunction test as normal, as well as spend either a Daedra heart or soul gem filled with the soul of a Daedra.

If successful, the ebony item is transformed into a Daedric item of the same type. If the Daedra in which the heart or soul energy came from was 500 or lower, the weapon is of Inferior quality, if it was 501-1000, it is of standard quality, and if it was 1001-1500, it is of Superior quality.

Rite of the Creation of Flesh

Powerful mages, often necromancers, know the ritual to use flesh and the essence of Daedra to form a Flesh Atronach bound to their will.

To do so requires 6 hours of work correctly filling a circle with Osseous Marrow, Dermis Membrane, Essence of Breath and Blood Liqueur. These special ingredients can rarely be bought, and must instead be found. They can be harvested from slain Daedra by making a -20 Alchemy test limited by Lore, though a single Daedra can only usually supply one of these at a time.

Once the ingredients are harvested and placed in the circle, as well as the 6 hours have passed, make a +0 Conjunction or Necromancy test. On a success, the Flesh Atronach raises from the circle with the Bound trait. The atronach has no weaponry when raised, so you must affix it yourself. Your GM should handle how you may find or create the atronach's weaponry, either by finding a smith to do it or something else.

If the character wishes to create a Hulking Flesh Atronach it instead requires two of each ingredient but follows the same ritual process.

Rite of Focus

Allows a character to turn a weapon into a magical "focus" through which Magicka can be channeled. This requires an hour of ritual preparation followed by a five minute ritual and an Enchant test made at a +0 bonus. The character must also pay 200 magicka from any source using the rules for ritual spellcasting. On success, weapon gains the Focus quality.

Rite of Morpholithic Inscription

Allows a character to create a Sigil Stone. This requires a rare Daedric morpholith: a variety of soul gem found only in Oblivion. This ritual is guarded knowledge known only to the most experienced masters of Conjunction and Mysticism. The character must first prepare a chamber sealed against all daylight and disturbances, roofed and walled with white stone, and floored with black tiles. All surfaces within the chamber must be ritually purified with a solution of void salts (an expensive alchemical ingredient [mysticism]).

A foursquare table must be placed in the center of a room with a dish to receive the morpholith. Four censers shall be prepared with incense compounded from gorvix (an expensive alchemical ingredient [mysticism]) and harrada (an expensive alchemical ingredient [conjunction]).

On the equinox, the character must place the morpholith in the dish and intone the rites specified in the Book of Law, beginning at dawn and continuing without end until sunset of the same day. They must also choose a Daedric Prince whom they are attempting to contact and make a Mysticism skill test with a -20 penalty to see if they successfully performed the rites.

The character may then present the purified morpholith to the Daedric Prince for their inscription, assuming the Prince deems them worthy. Once inscribed, the morpholith is transformed into a Sigil Stone. Such an inscription represents a contract between the character and the Prince in question, which may be invoked through further use of the Sigil Stone.

If the character fails the Mysticism test, the ritual backfires. Roll $2d4 + 3$ on the mysticism backfire effect table.

Using the Stone

In the future, if character communicates directly with the Daedric Prince who inscribed the Sigil Stone, they may invoke the compact (known as the conjurational charter) between the two of them. The character then activates the charged Sigil Stone (with a Mysticism skill test). This transports the stone through the liminal barrier, opening a portal between Mundus and the Prince's realm of Oblivion. The portal may only remain open for a short period of time (a minute at most), and it is the Daedric Prince who gets to decide where the portal leads within their realm.

If the character fails the Mysticism test, the ritual backfires. Roll $2d4 + 3$ on the mysticism backfire effect table.

Rite of Motion

Allows a character to teleport themselves, or several people, over vast distances. The ritual requires a magic circle be created, which requires a Mysticism skill test. The GM should make this test for the character in secret, and note the results. Knowledge of this ritual is uncommon to most mages.

The ritual itself is an hour long incantation, requiring a Mysticism skill test with a -20 penalty. The character must also pay 500 magicka, which can be paid with any magicka source as per the normal rules for ritual spellcasting. Any characters who will be teleported must be within the circle throughout. When the character makes the test, they must choose a target location. This can be anywhere that they have ever been, or scried, as long as they can clearly picture the location in their mind. If they pass the test, any characters within the circle (which can include the character) are instantly transported to that location. If the caster rolls an unlucky number on the test the characters are sent to a random location instead (chosen by the GM).

Alternatively, the active character can utilize the memories of some other character (assuming they are within the circle) to determine the target location. This requires a Willpower test on the part of the character providing the memories and adds a -10 penalty to the active character's Mysticism test.

Rite of Princely Summoning

Masters of Conjuration are able to summon the presence of the Daedric Princes themselves using a technique unknown to most mages. To summon a Daedric Prince's presence, the caster must perform a ritual containing many complex incantations that takes 6 hours on the Prince in question's Summoning Day (as shown below). At the conclusion of the ritual, make a Conjuration test at -30. On a success, the Prince hears the caster's summons and may answer them if they so wish.

If the ritual is done on a day other than the prince's summoning day, roll a d10. On a 10, the Prince entertains the caster's summons. On a 4-9, nothing happens. On a 2-3, the Daedric Prince is insulted and smites the caster, dealing 10d10 Magic damage. On a 1, the Prince hears the caster's summons, though will most likely not be happy being disturbed when it is not their Summoning Day.

Additionally, if the caster is attempting to summon a Daedric Prince on their Summoning Day and it is storming with thunder, on a d10 roll of a 8+ Sheogorath appears instead.

Prince Summoning Days:

1st of Morning Star - Clavicus Vile
13th of Morning Star - Meridia
2nd of Sun's Dawn - Sheogorath
16th of Sun's Dawn - Sanguine
5th of First Seed - Hermaeus Mora
21st of First Seed - Azura
9th of Rain's Hand - Peryite
9th of Second Seed - Namira
5th of Mid Year - Hircine
10th of Sun's Height - Vaermina
8th of Hearthfire - Nocturnal
8th of Frostfall - Malacath
13th of Frostfall - Mephala
2nd of Sun's Dusk - Boethiah
20th of Sun's Dusk - Mehrunes Dagon
20th of Evening Star - Molag Bal

Rite of Sight

Allows a character to cast their vision great distances, even across time. Requires the use of either a Scrying Stone (exceedingly rare artifacts), or a live animal/person to sacrifice. Knowledge of this ritual is uncommon outside advanced students of Mysticism. This ritual can only be performed at night and requires the stone be exposed to moonlight. The character must perform a set of incantations beginning ten minutes prior to midnight, which requires a Mysticism skill test with a -10 penalty. During this time the character must mentally focus on the person, place, event, or thing they wish to scry. Characters can only scry things within Mundus.

Alternatively, the character can do away with a Scrying Stone, instead killing a live animal or person and reading their entrails just before midnight under the light of the moon. This still requires the Mysticism test, but it is at an additional -20 penalty if the victim has a White soul (animals, beasts, and so forth). Either way, on success when the clock strikes midnight the character begins to receive visions of the desired target. These visions appear either in the stone, or mentally as the character reads the entrails of their victim. The nature of the visions is left to the GM. They can be visions of the past, present, or future of the target. The more degrees of success achieved on the test, the more information the character receives.

Rite of Textual Inscription

Allows a character to imbue a text with magic runes that trigger when the text is read. First employed frequently by the Direnni Hegemony to protect their writings, this technique is used by a number of mages to keep their secrets safe from prying eyes.

This ritual requires several hours of inscription, in which runes are written on a number of pages in a precise order to achieve the desired effect. The character creates a single magic component as if they were creating a non-standard spell, except they must use the Touch form when doing so. Once the cost, effects, and difficulty of the spell have been calculated the character must make a test with the appropriate skill for the chosen school of magic at the level of the spell plus an additional -10 penalty. On success, the spell is bound to the text. The next person unfortunate enough to read the book without being informed of how to avoid the trap will trigger it, and the magic will automatically cast from the book onto them: it may not be evaded or otherwise defended against.

Rite of Undeath

This ritual requires corpses, either skeletons or fresh corpses. A corpse cannot be used if it was buried using the proper burial rites of Arkay (a common practice used to ward against Necromancy in some regions). This ritual is fairly common amongst Necromancers, but widely forbidden by the various peoples of Tamriel.

An undead creature raised using these Rites exists permanently in Mundus until destroyed or otherwise vanquished. When created, the necromancer must issue a single, simple order to the undead. These are its Binding Words, and the undead is considered to be bound to this task to the exception of all others. The necromancer can make a +20 Necromancy test as a Secondary Action to command their undead with a new order, which the undead will attempt to fulfill before resuming the duties of their Binding Words. An undead creature created using these rituals counts as a Henchman.

The profane rituals of animating the dead are detailed here. Different undead creatures require different components and levels of expertise. Each of these creatures is considered a separate ritual for the purposes of learning the rituals. All of these rituals are a +20 Necromancy (Intelligence) test that, if failed, raises the undead as uncontrolled revenants who immediately attack the necromancer.

A Necromancer can repair any of their undead to full HP with a simple 30 minute ritual using supplies worth a number of drakes equal to the HP healed.

Bonewalker

Bonewalkers require 100 Magicka to raise, and require 30 minutes of ritual time. A bonewalker requires a fresh humanoid corpse, and an additional humanoid skeleton. The skeleton's bones must be broken and embedded into the bonewalker in a process that takes 4 hours, and the body must be washed in sacred oils and ointments, which takes about an hour and requires supplies that cost 100 drakes.

A bonewalker must be imbued with the sorceries it can cast, and as a result must be charged with Paralyzing magics. A Bonewalker requires a Spell Level 5 or higher Paralyze spell to be cast upon it before it is reanimated, at the end of the raising ritual. If a Paralyze spell is not cast upon it, it cannot use its Paralyzing Touch ability, nor can it use its Drain ability.

Bonelord

Bonelords require 300 Magicka to raise, and require 2 hours of ritual time. A Bonelord requires at least two humanoid skeletons, and must have its limbs reinforced with metal spikes or leather straps, which takes 2 hours to do, and requires 100 drakes worth of supplies.

Additionally, the Bonelord requires sacred inscriptions to be scrimshawed into its bones, which requires a +0 Lore test over the course of 6 hours. If this test fails, one of the skeletons is spoiled, and a new one must be used. A Bonelord must be infused with its spells. It cannot cast spells above level 4, and knows up to six from any school that the ritual caster knows.

A Bonelord's binding words must be to guard a specific location. It cannot be issued additional commands that aren't relevant to guarding that location.

Bonewolf

Bonewolves require 50 Magicka to raise, and require 30 minutes of ritual time. A bonewolf requires a wolf-sized skeleton, though it doesn't necessarily need to be a wolf. A large cat, hound, or miscellaneous bones lashed together in the general shape of a wolf will do just fine. A bonewolf must have its limbs reinforced with metal spikes or leather straps, which takes 2 hours to do, and requires 25 drakes worth of supplies.

A character can raise multiple bonewolves at once as a pack, adding +25 Magicka and requiring a fully prepared skeleton for each additional bonewolf. Every five bonewolves added in this way imposes a -10 on the Necromancy test to perform the ritual.

Skeleton

Skeletons require 50 Magicka to raise, and require 30 minutes of ritual time, and require a mostly intact humanoid skeleton. A skeleton must have its limbs reinforced with metal spikes or leather straps, which takes 2 hours to do, and requires 25 drakes worth of supplies. A skeleton can be armed with weapons and armour, and is proficient in any equipment it is given.

A character can raise multiple skeletons at once, adding +25 Magicka and requiring a fully prepared skeleton for each additional skeleton. Every five skeletons added in this way imposes a -10 on the Necromancy test to perform the ritual.

Skeleton Champion

Skeletal Champions require 200 Magicka to raise, a mostly intact humanoid skeleton, and 30 minutes of ritual time. It must have its limbs reinforced with metal spikes or leather straps, which takes 2 hours to do, and requires 50 drakes worth of supplies. A skeletal champion can be armed with weapons and armour, and is proficient in any equipment it is given.

Zombie

Zombies require 25 Magicka to raise, a relatively fresh corpse, and 30 minutes of ritual time. A zombie must be properly wrapped or embalmed, or will decay entirely within a week. Embalming a zombie requires 6 hours of work and 25 drakes worth of embalming supplies. This is, of course, entirely optional should the necromancer decide it is not worth their time.

A character can raise multiple zombies at once, adding +10 Magicka and requiring a fresh corpse, embalmed or not, for each additional zombie. Every five zombies added in this way imposes a -10 on the Necromancy test to perform the ritual.

Dread Zombie

Dread Zombies require 100 Magicka to raise, and require 30 minutes of ritual time. A Dread Zombie must be properly wrapped or embalmed, or will decay entirely within a week. Embalming a Dread Zombie requires 6 hours of work and 50 drakes worth of embalming supplies. A Dread Zombie must also be imbued with a Mysticism ingredient of at least Uncommon quality, or else it will not infect targets with the Astral Vapours disease.

Rite of Necromantic Transcendence

This ritual allows a character to create a black soul gem. This knowledge is rare, and only more experienced students of Necromancy, who have accessed certain profane texts, might know of it.

Creating a black soul gem requires waiting for the coordination of the stars to shine their light on a pre-prepared necromantic altar. This profane starlight is known as the Shade of the Revenant. Preparing the altar requires a Necromancy skill test with a +10 bonus, and takes roughly six hours. The necromancer must then place an empty grand soul gem onto said altar, and perform a five minute incantation, which requires another Necromancy +10 skill test. At the culmination of the incantation, the character must cast some form of Soul Trap magic on the soul gem itself.

The time at which the Shade of the Revenant occurs is unknown to most, but remains hidden in certain dark necromantic texts. Determining the appropriate timing for the Necromancer's location requires a Lore skill test made at a -30 penalty, and should only be possible if the character would have been exposed to such texts. If everything is done correctly, the grand soul gem will be transformed into a powerful black soul gem.

Rite of Soul Sight

This ritual is a fairly simple Necromantic ritual that allows a character to peer into the mind of a black soul that they've captured within a soul gem. It takes minimal time, and a +20 Necromancy skill test opposed by a -10 Willpower test on the part of the target. On success the necromancer can read the mind of the captured soul. On failure, the ritual cannot be reattempted for 7 days.

Rite of Mortal Transference

This rite allows a character to extend their own life through the use of necromantic arts. Requires the fresh heart of a being with a Black soul (man, mer, or beastfolk). Knowledge of this ritual is very uncommon, as it can only be found in obscure black texts.

This ritual can only be performed at night, and requires the character to magically prepare an altar. This requires a +0 Necromancy skill test. The GM should make this test for the character in secret, and note the results. The character must also magically prepare a weapon (any weapon with the Magic quality will do), and a ritual chalice worth 1500 drakes, both of which require Necromancy skill tests.

Once this is complete, the character must place the heart on the altar, and strike it with a prepared weapon. The blood that remains on the weapon must be captured, every drop, into the prepared chalice. If the character drinks the blood from the chalice within five minutes, their natural lifespan will be extended for 1d100 years. If the character is a Lich, this ritual will simply prevent decomposition for this time, and keep them appearing alive.

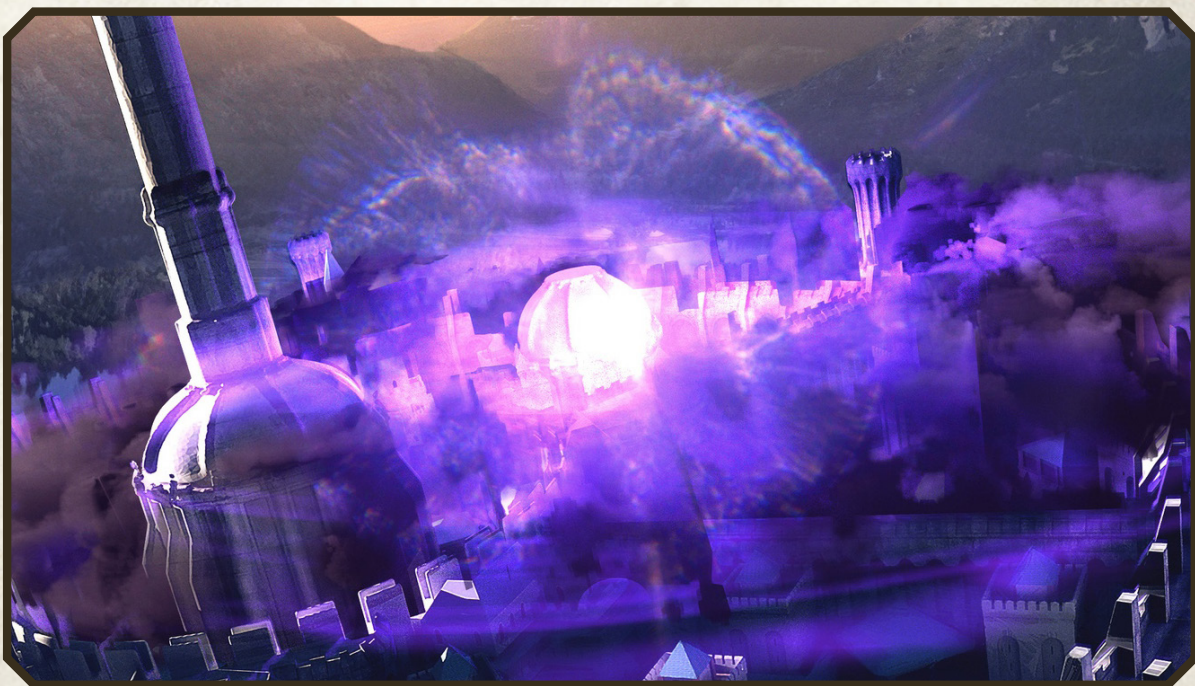
If the character fails the initial Necromancy test, then the ritual has gone wrong. Their lifespan is not extended. Roll a d5, and then roll the result in d5s and combine the rolls. The character ages (decomposes, for Liches) that many years instead.

Soulsnare

Allows a character to weave an aetherial net that seduces souls from miles away. Whenever intelligent beings die within the net, their passing thoughts are crafted into a lure, appealing to the soul's dim yearning towards the afterlife. Very few individuals have ever known this rite, and fewer still could perform it, but even Daedric Princes would bargain for such a trove.

The ritual requires a special altar fitted with an ornate Soul Urn, a mysterious, priceless artefact that always necessitates great sacrifice to obtain. Performing the ritual requires a -20 Necromancy skill test and twelve hours. On a successful test, the Soulsnare extends across a number of kilometers equal to fifty times the character's degrees of success. Black souls who die within this range are trapped within the Soul Urn, where they swirl and clatter until transferred to a soul gem.

If characters wish to avoid being trapped in a Soulsnare, there are some defensive options available. In most cases, staying true to a divine being's teachings, and performing all their sacraments, will help guide one to the appropriate afterlife. Also, ground can be consecrated to repel the net, thereby protecting the soul. As a last resort, particularly skilled spiritual guides may be able to reach out and direct a lost soul, but this would require a complex ritual and utmost quickness.



ALCHEMY

Alchemy is the mixing of ingredients, natural and unnatural, in a way that produces a potion magically infused with a particular effect. Alchemists take advantage of magicka stored within the ingredients in order to create potions that can replicate many of the same effects that can be achieved via spellcasting, or deadly poisons to quickly bring their enemies to their knees.

POTIONS are one-use vials of alchemically prepared mixtures, created from alchemical ingredients, that can grant particular magical effects to characters. A list of common potions is provided in [Chapter 7](#). Potions have an ENC of 0.

Alchemical Ingredients

The potential power of any potion is limited by the strength of the ingredients used to create it. **ALCHEMICAL INGREDIENTS** have three primary attributes: their school, strength, and depth.

The **SCHOOL** of an ingredient determines which types of effects it can be used to produce. For each effect a character wishes to include within a potion they must use an ingredient corresponding to the school of that effect.

The **STRENGTH** of an ingredient determines the amount of stored magicka within it. The cost of the effect an alchemist wishes to create with those ingredients is limited by the strength of those ingredients. Higher quality ingredients have higher strength values, allowing for more powerful effects to be stored.

The **DEPTH** of an ingredient determines the complexity and power of effects it can be used to produce. Effects created with this ingredient may not have a spell level above this value.



Ingredient Quality

Higher quality ingredients have higher Strength and Depth, allowing for more powerful effects. The following table lists the various quality levels and costs of alchemical ingredients of any given type and their corresponding strength and depth values:

Alchemical Ingredients (any school)			
Type	Strength	Depth	Price
Ubiquitous	2	1	1
Plentiful	5	2	5
Common	10	3	10
Uncommon	15	4	35
Rare	25	5	100
Very Rare	50	6	250
Extremely Rare	100	7	500
Legendary	200	8	1000

Gathering Ingredients

Anyone with a cursory knowledge of Alchemy can identify the most common ingredients, but more skilled alchemists know where to look for higher quality ingredients. To search for ingredients of any type, a character must make an Alchemy skill test for every four hours they spend searching (a maximum of 2 tests per day of downtime spent gathering). Compare their degrees of success to the table below to determine what they find. Characters may choose any school they wish for any ingredients that they gather.

Ingredient Gathering (Quality)	
DoS	Maximum Result (any school)
1-4	8 Ubiquitous Ingredients OR
	4 Plentiful Ingredients OR
	2 Common Ingredients
5-6	1 Uncommon Ingredients
7	1 Rare Ingredient
8	1 Very Rare Ingredient
9	1 Extremely Rare Ingredient
10	1 Legendary Ingredient

A character may also choose to “downgrade” a result to a lower roll. **If a character rolls a critical success when gathering ingredients, they count as having rolled the highest possible degrees of success for their target number plus one** (for example, 8 DoS for a TN 74).

Creating Potions

This section contains the rules for creating potions. Alchemy can only be performed if one has an Alchemy Lab, which can be found in [Tools \(page 181\)](#).

The Basics

Unlike spells, potions do not have forms. Creating a potion is simply a matter of choosing the desired effects, setting the parameters of that effect to determine a final cost, and then writing down the effects of the potion for reference.

Multi Effect Potions

Characters can create potions that impart multiple effects when consumed. Creating these sorts of potions can prove more difficult for the character but is not much more complicated than creating a normal potion.

Learning Effects

A character can use any effect from any school when creating potions, but attempting to use effects of a higher level than the character's rank in the Alchemy skill can be difficult.

Reference Materials

A complete list of effects can be found in the Appendix.



Step 1: Choose Ingredients

First, decide on which ingredients you will use for the potion. Each ingredient included allows for a single effect to be added to the potion, and no more than three ingredients (and thus three effects, **which must be unique**) can be used in a single potion.

Step 2: Pick Effects & Determine Parameters

Next, pick the effect(s) (maximum 3) that the potion will produce, and decide on their parameters. **Only effects with the potion attribute may be used.**

The school(s) from which effects are chosen are limited to the school and number of ingredients used in the potion (for example, one destruction and one alteration ingredient would allow for one destruction and one alteration effect). Each effect has an associated value, called spell level, that determines its strength. The chosen spell level may not be higher than the depth of the chosen ingredient.

Step 3: Determine Spell Cost

Next, simply “plug in” your chosen spell level values to the effect cost formula provided for your chosen effect(s). If the cost of an effect is higher than the strength of the corresponding ingredient, then you must reduce the spell level of that effect or use a stronger ingredient.

Step 4: Create Potion

To create a potion a character must pass an Alchemy skill test. **This test suffers a -10 penalty for each level by which the potion's highest spell level effect exceeds the Alchemy skill rank of the character and an additional -10 for potions with more than one effect.** Creating a potion takes a number of hours equal to the total of the spell levels of its effects, and requires a set of alchemical tools. Ingredients are lost on failure.

Important Note:

It's easy to miss, but calculating penalties for an Alchemy test is distinct from that of a Spellcasting test. Here, there is no concept of a Spellcasting Level; so, for example, a Novice (0) level alchemist attempting to create a potion with a level 1 spell effect will suffer a -10 penalty to their Alchemy test.

If a character critically fails this test, or fails normally when creating a potion that either includes multiple effects **or** an effect with a level above their Alchemy skill rank, the potion backfires. Roll a d4 on the creation backfire table and add the highest spell level included in the potion to the result.

Step 5: Finalize Potion

Write down the details of the new potion's effects somewhere you can reference it, and then add it to your character's gear list!

Duration: If you choose an effect with the upkeep attribute, then the base duration of that effect is multiplied by an amount equal to the strength of the effect's ingredient divided by the cost of the effect (rounded down to the nearest whole number).

Example: If the duration of an effect is normally 1 round, and the effect costs 3 magicka at the chosen spell level, then that effect would last for 3 rounds if created using an ingredient with a strength of 10.

Creating Poisons

Alchemists can also create poisons which can be applied to weapons in order to give one's weapon an extra bite. This requires a single unit of destruction ingredients, 1 hour, and an Alchemy test to create. This test suffers a -10 penalty for each level by which the poison exceeds the character's Alchemy skill rank. Poisons can be applied to weapons or ammo using the Ready Weapon action and last for 1 minute (10 rounds). Characters who take damage from a poisoned weapon/ammo must make an Endurance test or suffer poison damage that ignores armor.

Poisons

Level	Ingredients Used	Damage
1	Ubiquitous	1d4
2	Plentiful	1d6
3	Common	1d8
4	Uncommon	1d10
5	Rare	1d12
6	Very Rare	2d8
7	Extremely Rare	2d10
8	Legendary	2d12

Toxins

Creating a poison with non-damaging effects, called a toxin, does not follow the rules for normal poisons. They're brewed like a normal potion except only spell effects with the toxin attribute can be used when brewing the toxin in question.

However, these more complicated compounds lose their bite much more quickly than their simpler counterparts when applied to weapons or ammo, lasting for 1 minute (10 rounds) or 3 successful hits with the weapon/ammo, whichever comes first.

Characters that take damage from a weapon poisoned with a toxin use Endurance for any characteristic tests required by the toxin's magical effects.



MAGICAL MISHAPS

Magic has the potential to be dangerous not only to its target, but to its user as well. When a magical process **BACKFIRES** on the one directing the process, refer to the next section to determine what happens. Alchemical backfires work differently and are handled later. The GM is free to invent their own backfire effects.

Spell Backfire Tables

Backfire effects are divided by the school of magic of the effect that backfired. **By default you should roll a d4 on the appropriate table to determine the effect.** You will typically be called to add the spell level of the backfiring spell to this result. The exact amount will be specified in the relevant section.

Alteration Backfire Effects

Result	Effect
1-2	Breeze A light wind whips up within a few dozen meters of the caster.
3	Magicka Leak The caster loses 2d8 magicka. Who knows where it went?
4	Swap The caster and another random character within 30 meters switch places instantly.
5	Crushing Weight All characters within 30 meters (including the caster) feel weighed down. They suffer a -10 penalty to all tests for 1d4 rounds.
6	Lurch The world seems to stretch for a few seconds before hurling people and objects to new locations. Each character within 10 meters (including the caster) is thrown 2d10 meters in a random horizontal direction.
7	Slip and Slide The area within 20 meters of the caster becomes an extreme low friction zone for 1d4 rounds. Characters in the zone must make an Agility test each round to not fall prone.
8	Chronological Disturbance For the next 1d4 minutes, all spells cast by the caster take effect 1d4 rounds after they are cast. A Perception test is required to notice the sudden appearance of a spell or else characters cannot react to them.
9	Uncontrollable Levitation The caster suddenly hovers towards the sky. They levitate 1d12 meters above the ground and floats there for 1d4 rounds before falling. They are at a -20 penalty to all actions as they spin uncontrollably.
10	Gravity Unbound All characters, the caster included, within 10 meters of the caster fall upwards 3d8 meters before falling down again.
11+	Force The caster must test Willpower or be killed instantly as incredible forces tear them apart.

Conjuration Backfire Effects

Result	Effect
1-2	Otherworldly Voice All characters within a few dozen meters of the caster hear strange voices whispering.
3	Magicka Leak The caster loses 2d8 magicka. Who knows where it went?
4	What's That? An item of alien origin falls through a hole in reality nearby. The item can be any item of the GM's choosing, but it appears to be made of strange, otherworldly material. Whatever it is, it doesn't agree with Mundus and only survives 1d4 rounds before vanishing.
5-7	Unbound If the spell would have summoned or bound an entity of some kind, it works but they enter the world without the Bound trait or quality (as appropriate), meaning they are free to do as they wish. If this does not apply, use the result below.
-	Backlash The entity the caster is attempting to contact mentally lashes out against them. They lose 3d10 magicka.
8	Mental Visitor A strange entity slips into the mind of the caster unbidden. It remains there for 1d6 rounds, impeding their actions. They are at a -10 to all tests while it is present.
9	Suddenly Scamps! There is a flash of light and 2d6 Scamps appear from a rift in reality. They instantly scatter, intent on causing as much mischief as possible.
10	Rift A strange rift opens in reality at a random point within 10 meters of the caster. Gravity shifts, slowly pulling all characters within 2d8 meters towards the rift as if they were falling. Hanging onto a nearby object or the ground requires a successful Strength test. The rift persists for 1d4 rounds. Those who pass through are sent... somewhere else...
11+	Schloop! The character must make a Willpower test or be sucked into another realm with a sudden squelching sound, never to be seen again.

Destruction Backfire Effects

Result	Effect
1-2	Mysterious Pain All characters within a few dozen meters feel a strange prickling pain.
3	Magicka Leak The caster loses 2d8 magicka. Who knows where it went?
4	Drained The caster loses 1 Stamina point.
5	Energy Burst A wave of energy issues from the caster, knocking everyone (not including the caster) within 20 meters prone unless they pass a Strength test.
6	Hoarfrost In a sudden surge of cold, all non-living matter within 30 meters is covered in ice. Characters moving within the frozen area must make an Agility test or fall prone.
7	Weary The caster loses 1d4 Stamina points.
8	Lightning Rod Lightning strikes from above, hitting a random target within 10 meters of the caster (they are a viable target too) and dealing 2d8 shock damage to the body location.
9	Redirected If the magic that backfired is a spell with a target, it is redirected and resolved against the caster. Otherwise, use the result above.
10	Power Overwhelming Caster must make a Willpower test or die instantly as they burn up from force of the power they have summoned.
11+	Boom! The caster must test Willpower or explode, killing them instantly and dealing 4d10 fire damage to all characters within 2d8 meters.



Illusion Backfire Effects

Result	Effect
1-2	Ewww! The magic does nothing except leave behind a terrible smell in the area.
3	That Totally Worked The caster believes that they were successful in casting the spell, but in reality they were not.
4	Thick Tongue The caster cannot speak for 1d4 rounds as their tongue feels thick and heavy in their mouth.
5	Darkness All lights within 100 meters go out for the next 1d4 rounds.
6	Bang! There is a flash of light, and the caster and all characters within 20 meters suffer from the Blinded and Deafened conditions for 1d4 rounds.
7	Scherioussshly I'am Soobear The caster loses 2 SP. They feel extremely intoxicated for the next 1d12 minutes.
8	My Own Worst Enemy Any character who makes eye contact with the caster will be seen by them as an enemy.
9	Seeing Double A double of the caster appears in front of them and seeks to destroy them for 1d6 rounds before vanishing.
10	Mental Prison The character is trapped within their own mind for 1d4 days. During this time they are unconscious and helpless.
11+	Just Gone Caster must make a Willpower test, or their mind becomes a "blank slate." This character must be retired from play.

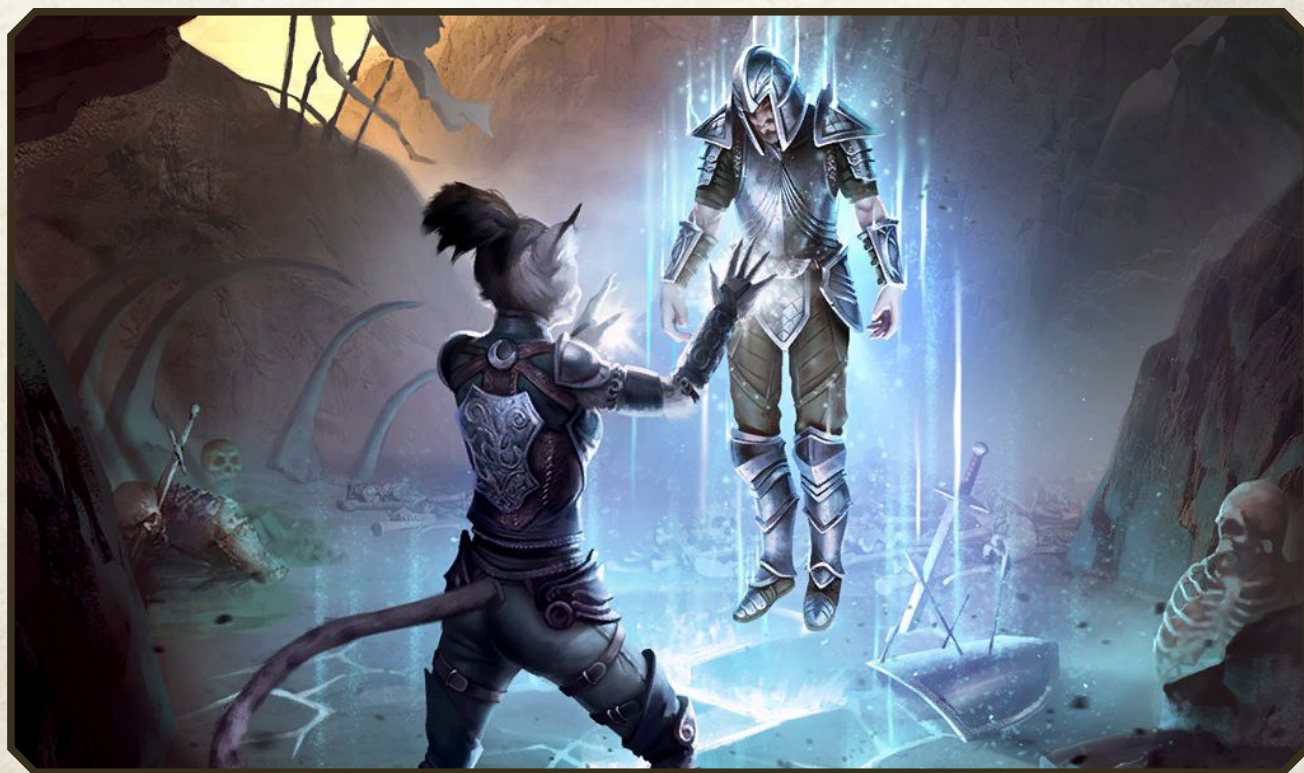
"That was only part of it. Magic as we know it today comes from Vanus Galerion. He restructured the schools to be understandable by the masses. He invented the tools of alchemy and enchanting so everyone could concoct whatever they wanted, whatever their skills and purse would allow them to, without fears of magical backfire. Well, eventually he created that."

Feyfolken

Necromancy Backfire Effects

Result	Effect
1-2	Visions... You see faint outlines of ghosts and other apparitions. They look at you and they whisper. A chill runs down your spine, then they disappear
3	Too much death on the mind For a brief moment you feel the souls of those that have been affected by this dark magic tearing at your mind, trying to stop you from calling them. The caster loses 2d8 Magicka Points.
4	Accelerated decay The flesh of corpses wither to dust; only bones remain. All inanimate corpses within 10 meters of the target are stripped of their flesh and muscles leaving just the skeleton.
5	Body rot Your flesh darkens in spots. For the next 1d4 rounds, take 1d4 Magic damage at the start of your Turn. Healing received from either a potion or a spell ends the effect early.
6	...Of grave danger! A Ghost appears and gives everyone chills. The Ghost appears in a random location (GM choice) within 10 meters and follows the caster, pulling pranks on the living. All characters in the encounter must test Panic at -10. The Ghost is non-hostile unless provoked and persists for 2d6 rounds before vanishing into thin air.
7	This heals me...right? The life around you starts to wither. Characters within 20 meters, including the caster takes 2d6 Magic damage.

Result	Effect
8	Rigor mortis came a little late All undead within 10 meters of the caster and target must make a Willpower test at -10 or be paralyzed for 2d4 rounds.
9	Necromancy at its finest...sort of Any inanimate corpses, bones, or other materials that can be used for necromancy rituals within 10 meters are reanimated. They are unbound, are hostile to the living, and last for 1d4 rounds. What counts for materials and what is exactly created is up to GM discretion.
10	They seem angry... The vengeful dead have broken their bonds and turned on their hated master. All undead within one of the following ranges receive the associated effects for 2d4 rounds: • 10m: Unbound • 5m: Frenzied, only targeting living creatures • 2m: Frenzied, but specifically target the caster.
11+	One of us! One of us! You feel all of the energy start to sap from your body. The caster must make a Willpower test or be drained of their life and become an undead monstrosity using the character's profile. This character becomes an NPC controlled by the GM.



Mysticism Backfire Effects

Result	Effect
1-2	Sight All characters within a few dozen meters see glimpses of random events.
3	Magicka Siphon The caster loses 1d8 magicka, and a random character within 30 meters gains the amount lost.
4	Forgetful The next time the caster attempts to cast a spell within 1 minute, they find they have forgotten how to use it and cannot remember it until the duration is up.
5	Twister The character perceives time in a non-linear fashion for 1d4 rounds and must make a Perception test to successfully take any actions.
6	Endless Sight The caster can see multiple planes of reality and cannot process the information at once. They gain the blinded condition for 1d4 rounds.
7	Warp The caster vanishes and reappears at a random location within 300 meters.
8	Involuntary Chat The caster is telepathically linked with a random character within 100 meters. They can each hear the other's thoughts for the next 1d4 minutes. Each must make a Willpower test each round to act during this time, as it is difficult to focus.
9	Spell Reversal For the next 1d6 rounds, spells that the caster casts have the opposite of their usual effect. Exactly what this entails is left to the GM's imagination.
10	Anti-Magic Zone Creates a zone of anti-magicka within 25 meters of the caster. All characters within lose all their current magicka, all constant enchantments stop working until they leave the zone, all other enchantments lose all charge, and all potions lose their effects permanently. The zone lasts for 1d4 minutes.
11+	Soul Fire The caster must make a Willpower test or their soul is destroyed, rent apart by magical forces. This kills them instantly.

Restoration Backfire Effects

Result	Effect
1-2	Flinch All characters within a few dozen meters twitch slightly.
3	Magicka Leak The caster loses 2d8 magicka. Who knows where it went?
4	Blight Plants around the caster wither and die within 50 meters.
5	Out of Breath The caster loses 1d4 SP.
6	Localized Aging One of the caster's limbs, chosen at random, becomes crippled for 1d8 rounds.
7	Newfound Strength For the next minute the character gains 50 Strength, but if they do anything except stand still, they must make an Agility test at a -40 penalty. On a failure, the character falls prone as they are unable to control their body.
8	Not Right... The caster's characteristics are switched around as their body morphs and warps. Roll 1d10 for each characteristic once. On a six or higher, the characteristic score switches places with the next score that rolls a six or higher. This happens every hour for 1d4 hours, after which the character returns to normal.
9	Contortions The caster's muscles begin to spasm uncontrollably; they are rendered entirely helpless for 1d4 rounds.
10	Overgrowth One of the caster's limbs, chosen at random, begins to grow uncontrollably. The first round it becomes crippled for 1d4 minutes, and the character must make an Endurance test with a -20 penalty. If they fail, the limb is lost the next round as it explodes in a burst of gore, and they take 3d8 damage that ignores all armor and mitigation. After the duration it returns to normal.
11+	Adrenaline The caster's vital systems kick into overdrive, and they must make an Endurance test or die within seconds.

Alchemical Backfires

Backfire effects for potions are divided into two types: creation backfires and potion backfires. **By default you should roll a d4 on the appropriate table to determine the effect.** You will typically be called to add the level of the backfiring effect to this result. The exact amount will be specified in the relevant section.

Creation Backfire Effects

Result	Effect
1-2	Nothing! The potion seems to be fizzling with no sign of stopping but is otherwise fine and can be used normally.
3	Nothing! The potion is created, and apart from being thick, brown, and smelly, it appears fine. The potion counts as backfired.
4	Poof! The potion suddenly erupts into a semi-solid pillar of foam, making a huge mess. The potion is lost.
5	Whoops! The potion has congealed into a solid, rubbery mass and has potentially ruined the tools used to make it. The potion is lost, and the character must make a Luck test or the toolset used to make it is completely destroyed.
6	Yuck! The potion smells awful and seems to be slightly chunky. The potion counts as backfired.
7	*Fizz* The potions begins boiling uncontrollably, filling the air with terrible smelling fumes. The potion is lost, and everyone in the area must pass a Willpower test or begin vomiting.
8	Poison! The potion begins giving off toxic fumes and is now obviously poison. Everyone who breathes the fumes takes 1d8 poison damage to the body (ignores armor). Anyone who drinks the potion takes 3d8 poison damage to the body (ignores armor).
9	It Burns! The potion has turned to a boiling acid and burned through its container onto whatever lies below. The character must pass an Agility test or take 1d6 damage to a random hit location. The potion and the tools used to create it are lost.
10	Wh-What? The potion has turned black, is bubbling uncontrollably, and is giving off steam in a way that sounds like inhuman screaming. The potion counts as backfired.
11+	Boom! The potion explodes, dealing 2d8 fire damage to anyone within 5 meters. The potion, tools, and a fair amount of hair are all lost.

Potion Backfire Effects

Some results on the above table indicate that the potion itself has backfired. This means that the potion has gained some additional (typically negative) effect beyond what the alchemist intended. Mark the potion as "backfired" on the character's sheet and roll 1d10 on the potion backfire table below when it is consumed:

Potion Backfire Effects

Result	Effect
1-3	Could be Worse! Roll 2d8 on the minor effects table below and apply the result along with the normal ones.
4	Nothing! Nothing happens.
5	Yuck! The potion applies its effects as usual, but it tastes terrible! The character must pass a Willpower test with a -20 penalty or vomit uncontrollably, rendering them helpless for 1 round.
6	Poison! When a character consumes the potion they take 2d10 poison damage to the body (ignores armor) in addition to the usual effects.
7	I can't See! When a character consumes the potion, they gain the blinded condition for 1d5 hours in addition to the usual effects as their vision goes dark.
8	It Burns! When a character consumes the potion they burst into flames, gaining the burning (1) condition on the body in addition to the usual effects.
9	Paralysis! When a character consumes the potion, they are also instantly paralyzed for 1d5 rounds.
10+	Lethal Poison! When a character consumes the potion, they take 3d8 poison damage to the body (ignoring armor) in addition to the usual effects.

Minor Effects

Result	Effect
2	Character's eyes turn blue for 1d5 hours.
3	Character's breath is minty fresh for 1d5 hours.
4	Character gains a strange scar at random.
5	Character is invisible to themselves.
6	Character's hair turns green for 1d5 hours.
7	Character's skin turns transparent for 1d5 minutes.
8	Character's breath stinks for 1d5 hours.
9	Character smells smoke for the next 1d5 hours.
10	Character sweats profusely for 1d5 minutes.
11	Character becomes extremely thirsty.
12	Character begins to itch all over for 1d5 minutes.
13	Character experiences a strange aftertaste.
14	Character's voice grows deeper for 1d5 hours.
15	Character smells great for the next 1d5 minutes.
16	Character's hair grows rapidly for the next week.

ENCHANTING

Enchanting is the act of endowing objects with magical properties through the use of the trapped energy of a soul with a number of arcane rituals.

Souls & Soul Gems

Every being in the Elder Scrolls has a soul. The soul of a being is their essence: it animates their physical being. There are two types of souls: black and white souls. **BLACK SOULS** are the more powerful souls of higher beings, such as men or mer. **WHITE SOULS** are the souls of lesser beings, such as animals or Daedra.

Powering an enchantment with a soul first requires that the soul be trapped within a **SOUL GEM**, a naturally occurring magical crystal. This is accomplished through the use of the Soul Trap spell, which binds the target to a soul gem. If the target dies while under this effect, their soul is captured within the soul gem and converted to soul energy.

SOUL ENERGY reflects the amount of magicka stored within the soul that can be used for enchanting. Once a soul gem has been filled with any amount of soul energy, it cannot have any more added to it. **Black souls always have a soul energy of 1500, and using a Black Soul Gem in an enchantment limits any associated Enchanting tests by the enchanter's Necromancy Skill.**

There are a number of different soul gems, each of which has its own maximum soul energy and can only hold certain types of souls. A soul may not be trapped within a soul gem whose maximum soul energy is less than the soul energy of that soul.



Types of Soul Gems

Type	Soul Types	Max. Soul Energy	Price
Petty	White	100	25
Lesser	White	250	100
Common	White	500	250
Greater	White	1000	1000
Grand	White	1500	2500
Black	Any	1500	5000

Item & Material Enchantment Level

The soul energy stored within a soul gem is not the only limiting factor on the strength of an enchantment: different items can all support enchantments of different strengths. Enchantable items have an assigned **ENCHANTMENT LEVEL** (EL), or the maximum soul energy that may be used to enchant that item. Any excess is simply ignored and lost at the end of the process.

Treat all items without a listed enchantment level as having an EL of 10. See [Chapter 7](#) for details.

Enchanting Weapons and Armor

Any weapon or piece of armor that is enchanted gains the Magic Quality in addition to the listed effect of any enchantment added to it.

Wearing Enchanted Gear

Any single character can only wear 1 enchanted item per hit location (left/right arm, left/right leg, body, head) or 1 set of clothes/robes, 1 necklace and 2 rings, and one wielded item (weapon/shield) in each of their hands.

Spell Restraint and Spell Attributes

When applying or using spell effects on enchantments, Spell Restraint, Overload, and Reinforce do not apply.

"Dangerous knowledge is still knowledge and therefore useful. Usually turns out to be the most useful, in my experience."

Mage Lord Neloth, Master of Sadriith Mora

Cast Enchantments

This section contains rules for using/creating cast enchantments.

The Basics

Cast enchantments are spells “stored” within an item. **A character wielding such an item can invoke this magic through the use of the Cast Magic Primary Action, which allows them to cast the stored spell exactly as if they had cast it themselves (but with no casting test).** The spell stored in the item can be either conventional or unconventional. Instead of being paid from the user’s magicka pool, the cost of the spell is drawn from the item’s soul energy pool. **Upkeep spells can be maintained by paying their cost from this pool, but there can only be one upkeep spell effect from a single enchantment at a time.**

A cast enchantment’s **BINDING STRENGTH** represents how well the enchantment was woven: stronger enchantments are more responsive to their users, and enable them to more easily shape the spell to their will. The Binding Strength of the enchantment is calculated when the enchantment is finalized in the last step of its creation.

When a spell is cast using a Cast Enchantment, the user counts as having passed the casting test with a number of degrees of success equal to the Binding Strength of the enchantment.

Soul Energy Pool & Recharging

Cast enchantments do not last forever! Each cast with the item pays its cost in soul energy from the item’s **SOUL ENERGY POOL**, which is calculated when the enchantment is finalized in the last step of its creation. If this would reduce the size of the pool to below zero, then the enchantment can no longer be cast and must be recharged.

Recharging an item requires that the character be trained in the Enchant skill (though no test is required), and that they have a soul gem with energy stored within it. A simple minute long ritual is required: on completion the soul energy inside the gem is transferred to the item’s pool. Any energy that would exceed the pool’s maximum size is lost and the gem is destroyed.

Multi-Spell Enchantments

Characters can create cast enchantments that have more than one spell stored (to a maximum of 3). These enchantments are more difficult to create, and characters **require the Manifold Enchanter (page 77) talent** to attempt it. When used, these function like normal cast enchantments, but the user simply chooses which spell to cast and pays the appropriate soul energy cost from the item’s pool.

Learning Effects & Forms

A character does not need to know a particular spell in order to imbue an item with it. Enchanters can also use any combination of effects and forms available during the spell making process, and they do not need to be trained in a particular school to use effects from that school. Note that using a spell with a level above the character’s Enchant skill rank may be more difficult!

Mindlock

For enchantments with effects with the Mindlock attribute, the AP cost must be paid by the wielder of the enchantment.

Conjure Weapon/Armor Enchantments

A summoned item of any type cannot take up the same space as the Enchanted item previously did or the character risks the binding magicks becoming unstable as the item phases in and out of oblivion.

Likewise, should one enchanted item that is generating a Bound item be replaced by another bound item, it will provoke the same effect as the item fails spectacularly in a cascade-failure of enchantments.

Mechanically, this means that should a summoned item coexist on the same location as the enchanted item (an enchanted chestpiece conjuring a bound one, or a character with boots conjuring a bound chest plate on top of the chest plate generating a bound helmet), the character must roll a 1d100 at the beginning of every Turn, on a result of 20 or lower, the character takes a wound to that location instantly.

Reference Materials

A list of effects and forms can be found in the Appendix. Follow these steps to imbue items with cast enchantments:

Step 1: Choose Item

First the enchanter must pick an item to enchant. Cast enchantments can be applied to any item, but only some items will have an enchantment level high enough to reasonably support more powerful enchantments. Items without a listed enchantment level have an EL of 10.

Step 2: Choose Soul Gem

Next the enchanter must pick the soul gem they will use for the enchantment. This gem must contain stored soul energy. Once a soul gem has been used to create an enchantment, it is destroyed and any excess energy is lost.

Step 3: Choose Enchantment Spell(s)

Cast enchantments can be used to store either conventional or unconventional spells. In the case of conventional spells, simply pick from the list in this chapter. Unconventional spells will

need to be built using the effects and forms provided in the appendix as normal (though the enchanter does not actually need to spend the time or money to create the spell, and no test is needed).

Once the enchanter has chosen the spell they will use for the cast enchantment, note its spell level and casting cost for the next step. If the enchanter is imbuing multiple spells into the cast enchantment, note the details for each one.

Step 4: Create the Enchantment

Now the enchanter can attempt to create the enchantment. This requires a ritual that lasts approximately eight hours and consumes materials worth approximately 100 drakes.

The enchanter then makes an enchant skill test with a -10 penalty for each level by which the chosen spell level exceeds their enchant skill rank (if applicable). Test again for any additional spells being added, if necessary. Failing a test means that spell is not successfully enchanted.

Important Note:

It's easy to miss, but calculating penalties for an Enchanting test is distinct from that of a Spellcasting test. Here, there is no concept of a Spellcasting Level; so, for example, a Novice (0) level enchanter attempting to create an enchantment with a level 1 spell effect will suffer a -10 penalty to their Enchanting test.

Step 5: Finalize Enchantment

Regardless of the outcome of the tests, the soul gem is destroyed and its energy is lost. If the enchanter passes a test, then they successfully create the enchanted item. Write down the following details somewhere you can reference them:

- **Spells:** Add the details of any spells included in the cast enchantment, including their cost, spell level, and effects.
- **Binding Strength:** The binding strength of the enchantment is equal to the DoS of the Enchanting test or, on a critical success, the maximum achievable DoS plus one.
- **Soul Energy Pool Max:** The item's soul energy pool max is equal to the soul energy in the gem, capped at the item's EL.



Strike Enchantments

This section contains rules for creating/using strike enchantments.

The Basics

Strike enchantments are augmentations applied to weapons that grant some sort of offensive effect when the weapon is used in combat. **The effects of strike enchantments are applied on any successful hit with the weapon.** Strike enchantments do not need to be recharged like cast enchantments and have no soul energy pool. Ammo enchanted this way only works once.

Learning Effects

Strike enchantments use a unique set of effects drawn from the table below.

Step 1: Choose Item

First the enchanter must pick an item to enchant. Strike enchantments can be applied to any ranged or melee weapon, but only some weapons will have an enchantment level high enough to reasonably support more powerful enchantments. Ammunition can be enchanted in “batches” of 25 shots (use the EL of one shot). Items without a listed enchantment level have an EL of 10.

Step 2: Choose Soul Gem

Next the enchanter must pick the soul gem they will use for the enchantment. This gem must contain stored soul energy. Once a soul gem has been used to create an enchantment it is destroyed, and any excess energy is lost.

Step 3: Choose Enchantment Effect

Strike enchantments use a unique set of effects drawn from the table Strike Enchantments table at the end of this section: choose the desired effect (at most one, unless the character has the Manifold Enchanter (page 77) talent and spell level. The total cost of the effects chosen must be equal to or lower than the soul energy contained in the chosen gem and, by extension, the EL of the item.

Step 4: Create the Enchantment

Now the enchanter can attempt to create the enchantment. This requires a ritual that lasts approximately eight hours and consumes materials worth approximately 100 drakes. The enchanter then makes an enchant skill test with a -10 penalty for each level by which the total spell levels of all chosen effects exceed their enchant skill rank (if applicable). Failing the test means that effect is not successfully enchanted.

Step 5: Finalize Enchantment

Regardless of the outcome of the tests, the soul gem is destroyed and its energy is lost. If the enchanter passes a test, then they successfully create the enchanted item. Write down the details somewhere you can reference them later.

Optional Rule - Strike Enchantment Charges

If you want strike enchantments to function like cast enchantments, divide the final cost by ten and use the Soul Energy and Enchant Levels (page 165) rules.

Strike Enchantments

Name	Effect (SL = Spell Level)	Cost
[Fire, Frost, Shock, Poison]	Weapon deals SL additional [Type] damage.	300 x SL
Fatigue	Weapon causes the target to test Endurance with a (30-[10 x SL]) modifier or lose 1 SP.	200 x SL
Sunlight	Weapon deals SL additional fire damage. Counts as sunlight.	400 x SL
Drain Magicka	Weapon causes the target to lose 4 x SL MP.	200 x SL
Elemental Weakness [fire, frost, shock, poison]	Weapon causes the target to gain Weakness ([Type], SL) trait for Y rounds.	200 x SL x Y
Weakness to Magic	Weapon causes the target to gain Weakness (magic, SL) trait for Y rounds.	300 x SL x Y
Paralyze	Target tests Willpower at a (30-[10 x SL]) modifier or is Paralyzed for Y rounds.	300 x SL x Y
Soul Trap (counts as SL 2)	If a target struck by this weapon dies within 1 minute, its soul is trapped within an appropriate soul gem of the wielder's choice (soul energy cannot exceed the max size of the gem).	500
Absorb Life	The wielder regenerates SL HP, capped at the damage dealt for that hit (after mitigation).	375 x SL
Absorb Magicka	Weapon causes the target to lose 4 x SL MP; wielder regains MP equal to the amount lost.	300 x SL
Dispel	Dispels magical effects of SL or lower. Constant enchants return after 1d4 rounds.	300 x SL
Disintegrate	Weapon applies Damaged (SL) to armor struck, or weapons used to parry or counter it.	500 x SL
Turn Undead	Target w/Undead trait tests Willpower with a (30-[10 x SL]) modifier or flees for Y rounds.	150 x SL x Y
Silence	Target tests Willpower at a (30-[10 x SL]) modifier or is Silenced for Y rounds.	200 x SL x Y

Constant Enchantments

This section contains rules for creating and using constant enchantments.

The Basics

Constant enchantments are passive enchantments that can be applied to any sort of item, and that constantly affect the wearer or wielder of that item. **In game terms, constant enchantments apply their effects to the character wearing/wielding them at the start of each round (regardless of their normal duration).** If the effect is dispelled, it returns to full functionality after 1d4 rounds. Constant enchantments do not need to be recharged like cast enchantments and have no soul energy pool. The wearer or wielder of a constant enchantment can willingly disable or re-enable its effects at any time.

Learning Effects & Forms

A character may attempt to create a constant enchantment using any effect from any school as long as that effect has the Upkeep Attribute and a listed duration. It is not dependent on their knowledge of any spells.

Multi Effect Enchantments

Characters can create constant enchantments that have more than one effect (to a maximum of 3). These enchantments are more difficult to create, and characters **require the Manifold Enchanter (page 77)** talent to attempt it.

Reference Materials

A complete list of effects can be found in the Appendix.

Step 1: Choose Item

First the enchanter must pick an item to enchant. Constant enchantments can be applied to any item, but only some items will have an enchantment level high enough to reasonably support more powerful enchantments. Items without a listed enchantment level have an EL of 10.

Step 2: Choose Soul Gem

Next the enchanter must pick the soul gem they will use for the enchantment. This gem must contain stored soul energy. Once a soul gem has been used to create an enchantment, it is destroyed and any excess energy is lost.

Step 3: Choose Constant Effect(s)

Constant enchantments are not created using the normal spell making rules. Instead, the enchanter simply picks the effect(s) they want and compares the combined spell level(s) of their chosen effects to the table below.

Soul Energy and Enchant Levels

Total Spell Level(s)	Minimum Soul Energy
1	500
2	600
3	800
4	1000
5	1200
6	1400
7+	1500

The chosen effects must have the upkeep attribute, and must have a specific listed duration.

The Become Ethereal effect or any effects from the Conjuration or Necromancy cannot be chosen.

If the soul gem has enough energy to power the enchantment, then they can attempt to create it; otherwise it is impossible as the enchantment cannot sustain itself on so little energy.

Step 4: Create the Enchantment

Now the enchanter can attempt to create the enchantment. This requires a ritual that lasts approximately eight hours and consumes materials worth approximately 100 drakes.

The enchanter then makes an enchant skill test with a -10 penalty for each level by which the **total** level of the chosen effect(s) exceeds their enchant skill rank (if applicable).

Step 5: Finalize Enchantment

Regardless of the outcome of the tests, the soul gem is destroyed and its energy is lost. If the enchanter passes a test, then they successfully create the enchanted item. Be sure to write down the effect(s) of the enchantment for reference.

Optional Rule - Cursed Constant Enchantments

Some groups may like the idea of Cursed Enchantments. If you're using this optional rule, then the following Spell Effect can also be added to an enchantment:

Name: Curse

Rules: This enchantment cannot be disabled by its wearer. To remove the enchanted item, the wearer can test Willpower immediately after equipping it, removing the item on a success.

After the initial equipping, the SL determines the frequency at which the test can be retried:

1	2	3	4	5	6	7
1/min	1/hr	1/day	1/wk	1/mth	1/yr	never

This effect can only be applied to Constant Enchantments.



Spell Scrolls

Spell scrolls are another form of magic item that can be created with enchanting. Spell scrolls are a hybrid of the spellcasting and enchanting arts, allowing mages to store their spells in an easily accessible form: a scroll enchanted with magic runes that reproduce the effect of the spell when read.

The Basics

Spell scrolls are single use items that a character can activate by using the Cast Magic action. This allows them to cast the stored spell at no magicka cost automatically: they count as having passed the casting test with a number of degrees of success equal to the **BINDING STRENGTH** of the scroll. This represents how effectively the magic of the spell was imprinted on the scroll. The scroll reproduces the effects of the spell exactly as decided by the creator, including whether or not the spell is overloaded or extended via upkeep (if applicable).

Learning Spells

A character can only create a spell scroll for a conventional or unconventional spell that they themselves know. Using a spell with a level higher than the character's enchant skill rank can be difficult.

Follow these steps to create a spell scroll:

Step 1: Gather Materials

Creating a spell scroll consumes materials worth approximately 25 drakes and an hour long ritual.

Step 2: Create Spell Scroll

The character picks one of the spells they know and makes an enchant skill test penalized by -10 for each level by which the spell level exceeds their enchant skill rank. They must pay the cost of the spell as if they had cast it, either from their own magicka pool or by subtracting the cost from the soul energy of a soul gem in their possession (this does not destroy the gem). The character must choose if they wish to overload the spell (use their Willpower bonus for the scroll's effect) or extend the duration via upkeep, if applicable, and must pay the appropriate associated costs.

Step 3: Finalize Scroll

On success, the character creates the spell scroll. The binding strength of the enchantment is equal to the DoS of the Enchanting test. Write down the effects of the spell somewhere you can reference it, and add the scroll to the character's gear list.

Chapter 7: Economics & Equipment

"So many people simply buy the items they need at the price they are given. It's a very sad state of affairs, when the game is really open to all, you don't need an invitation. And it is a game, the game of bargaining, to be played seriously and, I hasten to add, politely."

"The Buying Game"



In a normal day, a plethora of goods flows through Tamriel's markets. Tamriel's many thriving economies have resulted in a continent linked through trade and commerce. There are a vast number of goods and services produced by these systems that characters might need to survive, or might encounter, during their adventures. This chapter is concerned with the economics of the Elder Scrolls setting, as well as detailing the various items players use or buy.

Currency

The main currency of Tamriel in the time during and after the Septim Empire is the Septim, a golden coin around the size of a quarter. Named after the dynasty that ruled the Septim Empire, it features a bust of Tiber Septim and a depiction of Akatosh. The inscription on the front reads, "The Empire is Law. The Law is Sacred." And the reverse reads, "Praise be, Akatosh and all the Divines." Although many provinces issue their own provincial currencies these can all be converted to Septims. If you are running a campaign in an era before the Septim Empire, simply use an alternative name (such as "Remans"). And while we have no information on the way that the Empire handles its monetary policy, the authors are making the assumption that there are different types or denominations of currency in existence within the empire. In game terms, this means a few things:

- This Chapter will use the more Era-neutral word "Drakes" for currency. "Gold" is an acceptable substitute, though the authors would prefer not to assume that every coin actually contains gold.
- Coins have no in-game weight unless the GM decides a character is simply carrying too much money to ignore. This is done for simplicity.
- Rather than making players keep track of the different kinds of coins they have, it should be assumed that characters can carry as much money as they want, simply making use of more and more valuable denominations.
- Likewise, it should be assumed that there are enough coins of the various denominations floating around that individuals can always complete transactions accurately and receive change.

In short, don't worry about how many of which types of coins you're carrying. Just keep track of how many Drakes you have. This is to save time and accounting for both the players and the GM.

For groups that enjoy this sort of thing, it is easy to convert the system into one based around different types of coins. Simply use the value of a single Drake as the base for the lowest value coin and scale things up by multiples of ten for more valuable coins as you see fit.

PRICING & ACQUISITION

Not all prices for one item are going to be the same: regional price variations are to be expected. Some things are simply harder to get a hold of in some places and easier in others. Additionally, item price will vary drastically with the quality of the item itself. **We have intentionally left item rarity up to the Game Master for the majority of items in this section.** These guidelines should help the GM produce prices that are acceptable for game-play purposes.

A Note on Rounding

If an item ever ends up with a fractional price for any reason, simply round up to the nearest whole number.

Availability & Cost Modifiers

In order to locate an item for sale, a character must make a Commerce or Investigate test. The difficulty of the test should be determined by the specific item the character is looking for. The GM should use their judgment and lore knowledge in equal measure when making their decision. The following table can provide some guidelines:

Availability Modifiers

Item Availability	Modifier
Extremely Rare	-40
Rare	-30
Scarce	-20
Uncommon	-10
Average	-
Ordinary	+10
Common	+20
Plentiful	+30
Ubiquitous	+40

Item Quality Level

Items can also vary drastically in quality based on how well they were made or some feature inherent to the item. This will modify their price and their availability. There are three quality levels for most items: inferior, common, and superior. Exactly what measurable impact this has on the item (if any) will be explained in the appropriate section (Utility Weapons (page 174) and Armor & Shield Quality (page 176) sections later in this chapter).

Item Quality Level

Quality	Availability	Price
Inferior	2 steps more common	-50%
Common	No change	-
Superior	2 steps rarer	+100%

Location Modifiers

While Tamriel has a flourishing international market due to the many merchant guilds dotting the continent, certain objects must be imported or accessed through more illegitimate means. The following table can provides some guidelines for any such availability and pricing modifiers:

Circumstance	Availability Mod	Price
Illegal ware	Increased 1 step	+25%
Stolen goods	Increased 2 steps	-20%
Local wares (Chitin in Morrowind)	Decreased 1 step	N/A
Imported from nearby region (Adamantium outside High Rock)	Increased 1 step	+25%
Rare/limited import (Dwemer artifacts, Dragon remains.)	Increased 2 steps	+50%

Haggling for a Bargain

Bargaining is a part of everyday life and almost expected amongst professional merchants.

Should a character wish to bargain with a merchant for the price of their wares, roll an opposed Commerce Test against the merchant. For every Degree of Success the character scores above the merchant, a 5% discount is gained. If the merchant wins the Commerce test, increase the price by 5% per Degree of Success instead.

A character can always choose to not accept a bad bargain, but a local market is a living, breathing thing and word travels fast about bad customers.

Should a character deny a 'bargain' and go elsewhere, the GM can choose to apply a penalty equal to the % of the bargain that was denied.

Unscrupulous Traders

Certain merchants can be particularly unscrupulous in their bargaining, either due to holding a monopoly on a certain ware or being a position that allows them to press their hapless victim for an extra fee like a fence giving less for stolen goods, well knowing that the prospective seller has nowhere else to go. When bargaining with such unscrupulous types, the GM can choose to apply a penalty ranging from -10 to -40 to the characters Commerce Test when bargaining for a better price on their goods.

Appraising an Item

Not knowing the current market value of certain goods has been the bane of many a haggler.

If a character wishes to assert the price of an object of interest before going for the bargain, roll a Commerce Test with a modifier equal to the items rarity (see Availability Modifiers on page 108) to see if they can learn the current rates.

On a success, the character gains a +10 bonus to their attempt at haggling.

On a failure however, add a -5 penalty per Degree of Failure to their attempt at haggling, as they have misinterpreted the current trend of the market.



WEAPONS

Conflict and danger are constants in Tamriel, and it is wise for adventurers to arm themselves. Weapons in UESRPG are divided in a number of different ways. First, there are two classes of weapons: melee and ranged. All weapons are defined by a **WEAPON PROFILE**, which contains all the information necessary to use the weapon.

Weapon Qualities

Many weapons possess special rules, known as **WEAPON QUALITIES**, that represent factors that set them apart from other weapons in some fashion.

“The Big Three”

Below are the three most important weapon qualities. Most weapons possess one of these qualities, which are critical to their identity. Their effects can stack on instances of themselves or with one another.

Crushing (X)

Weapons with this quality can crush metal and bone alike. They deal bonus damage equal to the wielder's Strength bonus (or X, if another value is given), capped at the AR of the hit location or BR of a shield used to block it.

Splitting (X)

Weapons with this quality can deal savage wounds when properly brought to bear. They deal bonus damage equal to the wielder's Strength bonus (or X, if another value is given), but only if the initial damage result causes the target to lose 1 or more HP.

Slashing (X)

Weapons with this quality tear flesh with ease, dealing bonus damage equal to the wielder's Strength bonus (or X, if another value is given) against unarmored hit locations.

Other Weapon Qualities

Listed below are many of the other qualities weapons may have. It is important to be familiar with the qualities your weapons possess and how they interact with one another!

Complex

A character cannot move on a Turn that they are reloading this weapon.

Concussive

The weapon causes heavy impacts and can send opponents sprawling. When a character triggers the bash Special Action after gaining advantage with this weapon, they gain a +20 bonus to the opposed test.

Damaged (X)

Weapons with this quality deal X less damage. If this would ever render a character incapable of dealing damage with the weapon, even with the maximum possible roll, then the weapon is destroyed. Natural Weapons cannot receive this Quality. All instances of this quality stack.

Dueling Weapon

Weapons with this quality add an additional degree of success to successful tests made to parry or Counter-Attack with them.

Entangling

Attacks with this weapon cannot be parried or blocked. Instead of dealing damage, a successful attack with this weapon forces the opponent to make a Strength or Agility test. If they fail, they gain the Entangled (page 111) condition. They can spend 1 AP as a Secondary Action to repeat the test, freeing themselves and removing the condition on a success.

If this effect was applied by a melee attack, then should the target character leave the melee range of the Entangling weapon, the character wielding the weapon must choose to either let go of their weapon (maintaining the effect on the target) or keep their weapon (removing the effect from the target).

Focus

Character treats the hand holding the weapon as a free hand for the purposes of casting spells. The weapon does not increase the range of any spell as a result of its reach.

Exploit Weakness

These weapons are small and able to slip into gaps in a target's defenses. Attacks with this weapon treat full armor as partial armor and partial armor as unarmored (but do not actually reduce the location's AR). This can be used to trigger effects, such as Slashing, that interact with the level of armor the target is wearing.

Flail

Weapons of this type are able to strike unpredictably. These weapons cannot be parried or countered, but cannot be used to parry or Counter-Attack either. If an attacker with this weapon and a defender blocking with a shield both pass their respective tests and the attacker's degrees of success exceed those of the defender, then the defender does **not** block the attack as they normally would, and the attack is resolved as if the attacker had won. If a character critically fails an attack with a flail they hit themselves.

Impaling

If this weapon is used to make an attack of opportunity against a character who is approaching the wielder, and that attack causes the target to lose HP, the target does not advance and instead halts their movement for the Turn.

Hand to Hand

This weapon can be used with Unarmed Combat Style and counts as Unarmed for the purposes of resolving damage. Additionally, the wielder can perform actions that require an open hand while wielding these weapons at a -10 penalty.

Hooked

This weapon has a hook that can be used to trip and yank opponents and their weapons. Attempts to defend against the character's Disarm, Take Weapon & Trip Special Actions is done at a -10 penalty.

Magic

Weapons with this quality are able to harm targets that would otherwise resist or be impervious to damage from normal weapons, such as ghosts.

Mounted

Weapons with this quality can only be used while mounted due to their weight and balance and only if the character moves.

Primitive

Roll twice and use the lower value for this weapon's damage.

Proven

Roll twice and use the higher value for this weapon's damage.

Reload (X)

After attacking with this weapon, characters must spend X AP using a Ready Secondary Action in order to reload this weapon before they can attack with it again.

Shield Splitter

Attacks from this weapon halve the BR of shields used to block them (round up).

Sling

This weapon does not use conventional ammunition; instead, it uses small rocks and other similarly-sized and shaped objects. Ammunition can be specifically purchased or crafted for this weapon but the material's damage bonus is not applied.

Small

This weapon cannot be used to Parry or Counter attacks from 2 handed weapons. Readying it does not cost an AP. The wielder may make a Subterfuge skill test to conceal the weapon. Enemies with normal weapons can make opportunity attacks against characters with this weapon who enter their range.

Snare

This weapon can be used to perform the Bash and Trip Special Actions while ignoring the 2 meter range limitation. Doing so always uses the attacker's Combat Style skill against the defender's Athletics or Evade skill.

Thrown (X/Y/Z)

This weapon can be thrown as a ranged attack against a target within X/Y/Z meters. Resolve this like a normal ranged attack (though Strength can be a base for the test), dealing the weapon's normal damage and ignoring Slashing/Crushing/Splitting.

Unwieldy

Attempts to parry or Counter-Attack using this weapon suffer a -20 penalty.



Ranged & Melee Weapons

Weapon Attributes

All weapons have most of these attributes associated with them:

- **Damage (Dam):** The damage dealt by the weapon. Typically expressed as a die roll to which a value may be added.
- **Handedness:** How many hands the weapon requires.
 - **One Handed:** Weapon can be wielded in one hand.
 - **Hand and a Half:** Weapon may be used with one or two hands (cannot be dual wielded). When using it in two hands, use the larger damage value (in parenthesis).
 - **Two Handed:** Weapon requires the use of two hands.
- **Reach:** A melee weapon's range in meters. Represents effective threat range and not merely the length of the weapon. Weapons with a minimum range (such as 2-3m) cannot attack targets below their minimum range.
- **Range:** A ranged weapon's short, medium, and long ranges. **Attacking targets in close range provides a +10 bonus to attack tests with the weapon, while attacking targets at long range imposes a -20 penalty.**
- **ENC:** The weapon's Encumbrance value.
- **Qualities:** Any Weapon Qualities the weapon has.
- **Price:** The base price of the weapon in Drakes.

Weapon Materials

Every weapon is made of something, and the material of a weapon can dramatically improve its effectiveness. **When picking a weapon from either the ranged or melee weapon tables, you must pick a material for that weapon as well from the appropriate table below.**

A weapon's material determines...

- **Enchant Level:** The maximum soul energy of any enchantment that can be placed on the weapon.
- **Price Modifier:** Modifies the base price of the weapon to determine the final cost (quality modifies this value).
- Any **modifiers to damage or range** the weapon receives.
- Any **additional qualities** the weapon has.

Weapon Quality Level

The overall quality with which a weapon is crafted can have a dramatic impact on how effective it is in combat. The following table details what each quality level does to the weapon profile.

Weapon Quality Level		
Item Quality	Profile Changes	Price
Inferior	Weapon gains Primitive quality	-50%
Common	No change	-
Superior	Weapon gains Proven quality	+200%



Melee Weapons

Type	Dam	H	Reach	Qualities	ENC	Price
Great Sword	1d12	2H	3m	Slashing , Concussive	4	300
Longsword	1d8 (1d10)	1.5H	2m	Slashing	2	175
Broadsword	1d8	1H	2m	Slashing	1	100
Sabre	1d8	1H	2m	Slashing , Dueling Weapon	1	125
Scimitar	1d8	1H	2m	Slashing , Concussive, Unwieldy	3	135
Shortsword	1d6	1H	1m	Slashing , Exploit Weakness	1	75
Rapier	1d6	1H	2m	Slashing , Dueling Weapon, Exploit Weakness	1	105
Dagger	1d4	1H	1m	Slashing , Exploit Weakness, Thrown (5/10/15), Small	1	45
Great Axe	1d12	2H	3m	Splitting , Unwieldy, Shield Splitter, Concussive	4	300
Battle Axe	1d8 (1d10)	1.5H	2m	Splitting , Unwieldy	2	175
War Axe	1d8	1H	2m	Splitting , Unwieldy	1	120
Hand Axe	1d6	1H	1m	Splitting , Thrown (5/10/15), Small	1	75
Great Flail	1d12	2H	3m	Crushing , Flail, Shield Splitter, Concussive	3	300
Maul	1d12	2H	2m	Crushing , Unwieldy, Shield Splitter, Concussive	4	250
Warhammer	1d8 (1d10)	1.5H	2m	Crushing , Unwieldy	2	175
Mace	1d8	1H	2m	Crushing , Unwieldy	1	120
Flail	1d8	1H	2m	Crushing , Flail	1	180
Halberd	1d12	2H	2-3m	Splitting , Impaling, Unwieldy	3	175
Pike	1d12	2H	2-4m	Impaling, Unwieldy	4	80
Lance	1d12	1H	2-3m	Splitting , Crushing (3) , Mounted, Unwieldy	3	140
Spear	1d8 (1d10)	1.5H	2-3m	Impaling, Unwieldy	2	40
Trident	1d6 (1d8)	1.5H	2m	Impaling, Unwieldy	3	75
Quarterstaff	1d6 (1d8)	1.5H	2m	Concussive	2	35
Javelin	1d8	1H	2m	Thrown (5/15/25), Unwieldy	2	40
Parrying Dagger	1d4	1H	1m	Slashing (2) , Exploit Weakness, Dueling Weapon, Small	1	50
Exotic Weapons						
Dai-Katana	1d12	2H	3m	Slashing , Shield-Splitter	4	350
Tanto	1d4	1H	1m	Slashing , Exploit Weakness, Dueling Weapon, Small	1	75
Katana	1d6 (1d8)	1.5H	2m	Slashing , Exploit Weakness	2	200
Wakizashi	1d4 (1d6)	1.5H	1m	Slashing , Exploit Weakness	1	90
Punch Dagger/ War Talons	Uses Nat. Weapon	1H	1m	Slashing(1) , Exploit Weakness, Hand to Hand, Small	1	45
Cestus	Uses Nat. Weapon	1H	1m	Crushing(1) , Hand to Hand, Small	1	45
Hook Sword	1d6	1H	1m	Slashing(1) , Dueling Weapon, Hooked	1	85
Bill Hook	1d10	2H	2-3m	Splitting , Hooked, Unwieldy	3	120

Melee Weapon Materials

Name	Dam Mod	Qualities	ENC	Enchant Lvl	Price Mod
Chitin	-	-	-	100	0.8 x Price
Iron	-	-	-	200	0.8 x Price
Silver	+1	Silvered	-	550	1.3 x Price
Steel	+1	-	-	300	1.0 x Price
Dwemer	+2	Magic	-	400	6.0 x Price
Moonstone	+2	Magic	-	500	5.0 x Price
Orichalcum	+2	-	-	400	4.0 x Price
Adamantium	+3	-	-	1000	8.0 x Price
Malachite	+3	Magic	-	200	7.0 x Price
Stalhrim	+3	Magic	-	1000	12.0 x Price
Daedric	+4	Magic	+1	1500	15.0 x Price
Ebony	+4	Magic	+1	1250	10.0 x Price
Dragonbone	+5	Magic	+1	1500	30.0 x Price

Special Melee Weapon Materials

- **Wood (0.5 x price, 100 EL):** No modifier for Quarterstaves and Maces. Halves damage of all other weapons.
- **Bone (0.5 x price, 0 EL):** Weapon deals half damage.

Special Melee Weapon Qualities

Certain extra qualities that can be used to enhance an existing weapon. Often only provided by skilled craftsmen. Price modifiers are based on the final price of the weapon after material modifiers.

- **Runed (+20% Price):** Gains Magic.
- **Silvered (+30% Price):** Gains Magic, counts as silver for damage purposes.
- **Spell Focus (+50% Price):** Gains Focus.

Utility Weapons

Type	Dam	H	Reach/Range	Qualities	ENC	Price
Net	-	1H	2m	Entangling, Thrown (3/4/5)	1	10
Bola	-	1H	-	Thrown (5/10/15), Snare	1	30
Sling	1d4	1H	5/25/50	Reload(1), Small, Sling	0	15

Sling Materials

Name	Dam Mod	Enchant Lvl	Price Mod
Cloth	-	50	1.0 x Price
Hemp	+1	100	2.0 x Price
Leather Straps	+2	150	3.0 x Price
Netch L. Straps	+3	200	5.0 x Price
Silk	+4	250	10.0 x Price
Dreugh Hide	+5	300	15.0 x Price



Ranged Weapons

Type	Dam	H	Range	Qualities	ENC	Price
Arbalest	1d12	2H	20/150/300	Complex, Reload (4, min 1), Crushing (6)	2	700
Crossbow	1d10	2H	20/100/250	Complex, Reload (2, min 1), Crushing (4)	1	500
Longbow	1d8	2H	10/250/350	Reload (2), Unwieldy	2	200
Shortbow	1d6	2H	20/100/200	Reload (1)	1	100
Throwing Star/Dart	1d4	1H	5/10/15	Thrown, Small	0	10

Ranged Weapon Materials

Name	Range Mod	EL	ENC	Price Mod
Wood	-	100	-	1.0 x P
Bonemold	+5m all ranges	300	-	1.5 x P
Chitin	+5m all ranges	200	-	1.25 x P
Dwemer	+5m all ranges	800	-	6.0 x P
Orichalcum	+5m all ranges	400	-	4.0 x P
Moonstone	+10m all ranges	500	-	5.0 x P
Daedric	+15m all ranges	1500	+1	15.0 x P
Ebony	+15m all ranges	1250	+1	10.0 x P
Malachite	+15m all ranges	200	-	7.0 x P
Dragonbone	+20m all ranges	1500	+1	30.0 x P

Ammunition Materials

Name	Dam Mod	Qualities	EL	Price per 10 shots
Chitin	-	-	200	16
Iron	-	-	200	16
Silver	+1	Silvered	550	26
Steel	+1	-	300	20
Dwemer	+2	Magic	400	120
Moonstone	+2	Magic	500	100
Orichalcum	+2	-	400	80
Adamantium	+3	-	1000	160
Malachite	+3	Magic	200	140
Stalhrim	+3	Magic	1000	240
Daedric	+4	Magic	1500	300
Ebony	+4	Magic	1250	200
Dragonbone	+5	Magic	1500	600

Special Ranged Weapon Qualities

Certain extra qualities that can be used to enhance an existing weapon. Often only provided by skilled craftsmen.

- **Spell Focus (100 drakes):** Gains Focus.

Thrown Ranged Weapons

Ranged weapons with the Thrown quality count as melee weapons for the purposes of determining weapon material.

Ammunition

Most ranged weapons use ammunition to reload: either arrows (bows) or bolts (crossbows). The material of the ammunition modifies the damage of the weapon on the shot it's used for. The material of the ammunition can also impart certain qualities to the attack and determines the enchantment level of the ammunition. Ammunition is priced per 10 shots, and each shot is ENC 0 (so 10 shots is ENC 1).

Bolts have no unique rules associated with them, and their rules are built into the profile of the crossbows above. Arrows, on the other hand, come in one of two different types, each corresponding with the way that type inflicts damage. There are no cost differences between these types:

Arrow Types

- **Slashing Arrows:** The shot gains the Slashing quality (uses the firing character's Strength bonus as normal).
- **Splitting Arrows:** The shot gains the Splitting quality (uses the firing character's Strength bonus as normal).

ARMOR

There are many styles and types of armor that the people of Tamriel use to defend themselves. This section provides rules for the use of both worn armor and shields.

On the battlefield, a soldier's armor should reflect his principal duties. Scouts, light cavalry, archers, and raiding skirmishers should wear light armor. Mobility and speed is of paramount importance to these troops.

- Manual of Armor

Armor & Shield Quality

The overall quality with which a piece of armor is crafted can have a dramatic impact on how effective it is in combat. The following table details what each quality level does to the profile.

Armor/Shield Quality		
Item Quality	Profile Changes	Price
Inferior	Increases weight class by one step.	-25%
Common	No change	-
Superior	Decreases weight class by one step.	+100%

Special Armor Qualities

Certain extra qualities that can be used to enhance existing armor. Often only provided by skilled craftsmen.

- **Runed (+25% price):** Gains Magic and 1 magic AR.

Armor Qualities

Many armor pieces and shields possess special rules, known as **ARMOR QUALITIES**, that represent specific effects or certain differences between armor types.

Magic

Armor with this quality is magical and provides protection against certain attacks, such as those of incorporeal beings. Shields with this quality can be used to block such attacks.

Damaged (X)

A piece of Armor or a shield with this quality has its all of its Armor Ratings (AR, MR, etc) or BR reduced by X. If this would reduce AR or BR to 0, then the item is destroyed. Natural Armor cannot receive this Quality. All instances of this quality stack.

Weight Classes

Most armors and shields have a weight class, reflected by one of the qualities below, that represents how heavy and restrictive that armor is. When wearing multiple different types of armor and/or carrying a shield, the character always uses the effects of their heaviest armor piece.

(No listed class)

The armor is light enough it imposes no penalties on its user.

Light

Light armor imposes a minor penalty on a character's mobility: The character suffers a -10 penalty to Acrobatics skill tests.

Medium

Medium armor imposes a moderate penalty on a character's mobility: the character suffers a -10 penalty to Agility based tests (except Combat Style skill tests) and reduces their Speed by 1.

Heavy

Heavy armor imposes a substantial penalty on a character's mobility: the character suffers a -20 penalty to Agility based tests (except Combat Style skill tests) and reduces their Speed by 2.

Super-Heavy

Super-Heavy armor imposes a staggering penalty on a character's mobility: the character suffers a -30 penalty to Agility based tests (except Combat Style skill tests) and reduces their Speed by 3.

(Crippling)

Character cannot move, and suffers a -40 to all tests.





Worn Armor

Worn armor encompasses anything that a character wears to protect their body from harm.

Armor Rating & Hit Locations

A given piece of armor protects a single hit location on a character's body. The standard uniform of the Imperial Legionnaire, for example, is a steel breastplate (body), helmet (head), pauldrons/bracers (arms), and greaves/boots (legs).

A piece of armor's **ARMOR RATING (AR)** is a measure of how much protection it offers to that hit location: **any physical attacks that strike that hit location have their damage reduced by its AR**. Some armors also have additional AR values that protect against other damage types (such as magic AR).

Armor Classes

Instead of trying to keep track of the myriad styles of armor that exist, all armor in the UESRPG is divided into one of two classes: partial and full armor.

PARTIAL ARMOR is any piece of armor that does not entirely cover the hit location it is protecting. As a result it typically offers lower protection than full armor but weighs much less.

FULL ARMOR is any piece of armor that almost entirely covers the hit location it is protecting. As a result it typically offers improved protection at the cost of increased weight.

The combination of an armor's class and material are what make up its complete profile. It is these combinations that characters choose from when picking armor. Unlike the weapon tables on the previous pages, **the armor tables on the next page have already factored in the effects of an armor's material**. Simply pick the one you want, and you're ready to go!

Example: The Imperial Legion armor described above would be classified as partial steel armor given its material and level of coverage whereas a suit of plate armor would be classified as full steel armor instead. These classes were designed to be somewhat abstract.

Armor Attributes

All armor pieces have these attributes associated with them:

- **Armor Rating (AR):** Any ARs the armor piece grants to the hit location that it covers.
- **Qualities:** Any armor qualities the armor has.
- **ENC:** The Encumbrance value for a given piece of armor. ENC is halved when armor is worn (but not for carried shields).
- **Enchant Level (EL):** The maximum soul energy of any enchantment that can be placed on the piece of armor.
- **Price:** The price of the armor piece in Drakes both for an individual piece (for one hit location) and the full suit.

Partial Armor Types

Type	AR	Magic AR	Qualities	ENC/Piece (Suit)	EL	Price/Location (Suit)
Partial Chitin	1	1 fire	-	1 (6)	200	30 limb / 60 body (210)
Partial Leather	1	1 fire	Light	2 (12)	150	25 limb / 50 body (175)
Partial Fur	1	1 frost	Light	2 (12)	100	20 limb / 40 body (140)
Partial Netch Leather	1	1 shock	Light	2 (12)	200	30 limb / 60 body (210)
Partial Bone	2	-	Medium	3 (18)	100	25 limb / 50 body (175)
Partial Bonemold	2	-	Light	2 (12)	300	50 limb / 100 body (350)
Partial Iron	3	-	Medium	3 (18)	200	50 limb / 100 body (350)
Partial Moonstone	3	1 magic	Light, Magic	2 (12)	500	90 limb / 180 body (630)
Partial Dreugh Hide	4	1 magic	Medium, Magic	3 (18)	300	100 limb / 200 body (700)
Partial Steel	4	-	Medium	3 (18)	300	75 limb / 150 body (525)
Partial Mithril	4	1 magic	Magic	1 (6)	900	300 limb / 600 body (2100)
Partial Dwemer	5	1 magic	Medium, Magic	4 (24)	400	150 limb / 300 body (1050)
Partial Orichalcum	5	-	Medium	4 (24)	400	100 limb / 200 body (700)
Partial Adamantium	5	2 magic	Medium	4 (24)	1000	500 limb / 1000 body (3500)
Partial Dragonscale	5	2 magic	Light, Magic	2 (12)	1250	2500 limb / 5000 body (17500)
Partial Malachite	5	2 magic	Magic	1 (6)	200	750 limb / 1500 body (5250)
Partial Ebony	6	3 magic	Heavy, Magic	5 (30)	1250	1500 limb / 3000 body (10500)
Partial Stalhrim	6	6 frost	Medium, Magic	4 (24)	1000	2000 limb / 4000 body (14000)
Partial Daedric	6	6 magic	Heavy, Magic	5 (30)	1500	3000 limb / 6000 body (21000)
Partial Dragonbone	7	7 magic	Heavy, Magic	5 (30)	1500	5000 limb / 10000 body (35000)

Full Armor Types

Type	AR	Magic AR	Qualities	ENC/Piece (Suit)	EL	Price/Location (Suit)
Full Padded	2	-	Medium	3 (18)	50	20 limb / 40 body (140)
Full Hide	2	2 frost	Medium	3 (18)	50	30 limb / 60 body (210)
Full Chitin	3	1 fire	Light	2 (12)	200	60 limb / 120 body (420)
Full Leather	3	1 fire	Medium	3 (18)	150	50 limb / 100 body (350)
Full Netch Leather	3	1 shock	Medium	3 (18)	200	60 limb / 120 body (420)
Full Fur	3	1 frost	Medium	3 (18)	100	40 limb / 80 body (280)
Full Bone	4	-	Heavy	4 (24)	100	50 limb / 100 body (350)
Full Bonemold	4	-	Medium	3 (18)	300	100 limb / 200 body (700)
Full Iron	5	-	Heavy	4 (24)	200	100 limb / 200 body (700)
Full Moonstone	5	2 magic	Medium, Magic	3 (18)	500	180 limb / 360 body (1260)
Full Dreugh Hide	6	2 magic	Heavy, Magic	4 (24)	300	200 limb / 400 body (1400)
Full Steel	6	-	Heavy	4 (24)	300	150 limb / 300 body (1050)
Full Mithril	6	2 magic	Light, Magic	2 (12)	900	600 limb / 1200 body (4200)
Full Dwemer	7	2 magic	Heavy, Magic	5 (30)	400	300 limb / 600 body (2100)
Full Orichalcum	7	-	Heavy	5 (30)	400	200 limb / 400 body (1400)
Full Adamantium	7	3 magic	Heavy	5 (30)	1000	1000 limb / 2000 body (7000)
Full Malachite	7	3 magic	Light, Magic	2 (12)	200	1500 limb / 3000 body (10500)
Full Dragonscale	7	5 magic	Medium, Magic	3 (18)	1250	5000 limb / 10000 body (35000)
Full Ebony	8	4 magic	Super-Heavy, Magic	6 (36)	1250	3000 limb / 6000 body (21000)
Full Stalhrim	8	8 frost	Heavy, Magic	5 (30)	1000	4000 limb / 8000 body (28000)
Full Daedric	8	8 magic	Super-Heavy, Magic	6 (36)	1500	6000 limb / 12000 body (42000)
Full Dragonbone	9	9 magic	Super-Heavy, Magic	6 (36)	1500	10000 limb / 20000 body (70000)

Shields

Shields are defensive weapons used to protect their wielders from enemy attack. They are considered a type of armor in this system but do not follow the normal rules for armor.

Block Rating

Instead of an AR, shields have a **BLOCK RATING** (BR), which reflects a combination of the shield's coverage and toughness. If a character blocks an attack with a shield, then the attacker rolls damage with the attacking weapon. If the damage result is less than or equal to the shield's BR, nothing happens. If the damage result exceeds the shield's BR, then the character takes that damage on their shield arm. **Shields count their BR as being half as much (round up) against attacks that deal magic damage unless they have a unique BR listed for magical attacks.**

This reflects the way that, while a shield can protect its user from harm, using a shield to block repeated heavy hits can quickly drain a defender's energy even if they are still able to avoid direct harm. Eventually they will find themselves tiring and unable to maintain their defense.

Shield Types

Tower Shield

All shields can be purchased as a tower shield instead. Tower shields are 1 weight class heavier (to a maximum of super-heavy) than a normal shield of their type, have 1 higher ENC, and cost 25% more. Tower shields grant the wielder a +10 bonus to tests made to block attacks, but carrying one reduces a character's Speed by 1.

Target

All shields can be purchased as a target instead. Targets are 1 weight class lower than normal shields of their type and cost 25% less. Targets halve their BR (rounding up) and count as a free hand, but only for wielding Small weapons or when grappling.

Buckler

All shields can be purchased as a buckler instead. Bucklers are 1 weight class lower than a normal shield of their type, have 1 lower ENC, and cost 25% less. Bucklers can not block. Instead, they add an extra degree of success to all successful Parry tests. Additionally, when the defender wins an opposed Parry test they always gain Advantage, but they must pay the AP cost if picking the Special Action Advantage.

Shields

Type	BR	Magic BR (1/2 value base)	Qualities	ENC	Enchant Lvl	Price
Hide Shield	6	(3) 4 vs frost	Light	2	50	40
Chitin Shield	7	(4) 5 vs fire	-	1	200	70
Leather Shield	7	(4) 5 vs fire	Light	2	150	60
Fur Shield	7	(4) 5 vs frost	Light	2	100	50
Netch Leather Shield	7	(4) 5 vs shock	Light	2	200	70
Bonemold Shield	8	(4)	Light	2	300	120
Iron Shield	9	(5)	Medium	3	200	120
Moonstone Shield	9	6	Light, Magic	2	500	200
Dreugh Shield	10	6	Medium, Magic	3	300	220
Steel Shield	10	(5)	Medium	3	300	170
Dwemer Shield	10	6	Medium, Magic	3	800	330
Mithril Shield	10	6	Magic	1	900	650
Orichalcum Shield	11	(6)	Medium	3	400	240
Adamantium Shield	11	8	Medium	3	1000	1100
Malachite Shield	11	8	Magic	1	200	1700
Dragonscale Shield	11	11	Medium, Magic	3	1250	7000
Ebony Shield	12	9	Heavy, Magic	4	1250	3500
Daedric Shield	12	12	Heavy, Magic	4	1500	6500
Stalhrim Shield	12	(6) 12 vs frost	Medium, Magic	3	1000	4500
Dragonbone Shield	13	13	Heavy, Magic	4	1500	12000

GOODS & SERVICES

This section contains prices for all the common, everyday things that characters need to survive, the luxuries that separate the rich from the poor, and all the various properties and services that adventurers might need on their journey.

Lifestyle Expenses

Lifestyle expenses are a simple, average number players can use to track their spending during downtime and reflect the average amount a character spends on a daily basis to maintain a lifestyle of a certain comfort level. More comfortable lifestyles are typically more expensive but bring potential advantages in one's status and perception.

These expenses include housing, food, entertainment, and all the other costs a character might accrue during normal daily life.

Lifestyle Expenses	
Type	Total
Squalid	2
Poor	5
Modest	10
Comfortable	25
Wealthy	50
Aristocratic	100

Food & Drink

The various cultures of Tamriel eat many different foods. For convenience, simply assume that food purchased reflects the food of the local culture unless the character goes out of their way to find something else. Superior quality food tastes better, but otherwise there are no game effects.

When consuming alcohol, every drink a character consumes in excess of their Endurance bonus causes them to lose 1 SP.

Food & Drink		
Type	ENC	Price
Ale (mug)	0	1
Ale (gallon)	1	3
Meat (serving)	0	4
Wine (common, pitcher)	1	2
Wine (fine, bottle)	1	100
Bread (loaf)	0	1
Cheese (hunk)	0	2

Lodging

Often on the road an adventurer won't have the option of choosing where to spend the night. But when they do, they'll quickly discover that luxury is expensive. This section contains prices for a single night of lodging in an inn or other temporary accommodations, with more comfortable lodgings costing more while offering their own advantages.

Lodging Prices

Type	Price Per Day
Squalid	Free
Poor	3
Modest	6
Comfortable	10
Wealthy	25
Aristocratic	50

Common Services

This section contains rules for basic services a character may need, including transportation and message delivery.

Common Services

Type	Price
Errand Runner (per task)	1
Courier (per 5 kilometers)	2
Post (letter/province crossed)	1
Post (box/province crossed)	5
Uncomfortable Transport (land or sea, w/food)	10/day
Comfortable Transport (land or sea, w/food)	40/day

Hirelings

This section contains prices for hiring NPCs to perform particular tasks. This can range from legions of hired mercenaries and servants to the services of a single skilled enchanter or smith.

Hirelings

Type	Price per Day
Slave (food/upkeep)	3
Laborers	5
Servants	7
Thugs (enforcers, thieves)	8
Guard (sentries, town militia)	10
Ranger (scout, guide)	20
Craftsmen (smith, tailor, jeweler)	25
Apprentice (spellcaster, alchemist, enchanter)	30
Mercenary (professional soldier)	50
Scribe/Clerk (lawyer, bureaucrat)	75
Mage (spellcaster, alchemist, enchanter)	100

Adventuring Gear

Between tools and supplies there are plenty of things that an adventurer might find themselves needing on the road. A superior quality item provides a +10 bonus to any tests associated with it, while an inferior quality one imposes a -10 penalty.

Containers like the sack, backpack, or chest hold the listed amount of ENC, but halve the total effective value of the ENC contained within them as long as the objects could reasonably fit.

Adventuring Gear

Type	ENC	Price
Abacus	1	10
Backpack (small) (holds 10 ENC)	1	20
Backpack (large) (holds 20 ENC)	2	30
Bedroll	1	20
Blanket	1	10
Bottle (glass)	0	20
Caltrops (bag of 20)	0	10
Candle	0	1
Case (map/scroll)	1	10
Chain (3 meters)	1	50
Chalk (piece)	0	1
Chest (holds 20 ENC)	6	75
Climber's Kit	2	150
Crowbar	1	35
Flask	1	5
Grappling Hook	0	25
Hammer/Saw/Mallet/Chisel	1	15
Healer's Kit	1	75
Holy Symbol	0	40
Hourglass	0	250
Hunting Trap (small cage)	4	40
Hunting Trap (large jaws)	6	80
Ink (bottle)	0	50
Ink Pen	0	1
Iron Spike	0	1
Jug	1	1
Ladder (rope, 3 meters)	3	20
Lantern (bullseye)	1	120
Lantern (hooded)	1	60
Lock (per success threshold)	0	25
Magnifying Glass	0	800
Manacles	1	30
Mirror (small)	0	45

Type	ENC	Price
Oil (flask)	1	1
Paper (10 sheets)	0	3
Parchment (10 sheets)	0	2
Pick (miner)	1	20
Pole (3 meter)	1	1
Pot	2	30
Pouch (holds 5 ENC)	0	10
Quiver (holds 30 arrows/bolts)	1	15
Rations (2 days)	1	40
Rope (hempen, 20 meters)	2	10
Rope (silk, 20 meters)	2	100
Sack (holds 30 ENC, must be carried in at least one hand)	1	1
Scale (merchant's)	1	65
Shovel	1	20
Spyglass	1	1000
Survival Kit (tinderbox, knife, etc)	1	50
Tent (per person)	1	35
Torch (includes oil)	1	2
Vial (1 potion)	0	2
Water-skin (2 liters)	1	3
Whistle	0	1

Tools

Some characters need specialized tools for their profession. Some of these can be easily carried, while others cannot. A superior quality tool set provides a +10 bonus to any tests associated with it, while an inferior quality one imposes a -10 penalty.

Tools

Type	ENC	Price
Alchemist (Field) (max depth 4 ingredients)	1	500
Alchemist (Lab)	*	500
Smithy	*	200
Delicate Craft (jeweler, cartographer, etc)	1	300
Simple Craft (potter, carpenter, etc)	5	100
Thief (lockpicks, probes, etc)	0	25
Cooking (travel)	3	30

*This tool set is too large for one person to carry and instead requires a small space of its own.

Entertainment & Recreation

The prices here are for books, games, and other assorted recreational or entertainment items. Most of these have no game effect, though the GM might rule that characters can learn certain things by reading books or by giving them bonuses on tests for referencing them. Superior quality might reflect nicer looking materials, or in the case of books, that the book itself is a rare edition.

Entertainment & Recreation

Type	ENC	Price
Dice	0	1
Game Set	1	10
Deck of Cards	0	5
Tickets to local Event	0	15
Book	1	100
Lute/Harp	1	80
Drum	2	30
Flute	1	50
Horn	2	100

Clothing & Jewelry

As with food, clothing varies drastically across Tamriel. As such the items in this section are meant to be generic and apply regardless of culture. Superior quality clothing or jewelry looks better or is more durable, depending on the item. Clothing items have an ENC of 1 (0 when worn) and jewelry an ENC of 0.

Clothing & Jewelry

Type	Price
Common Clothes (EL 100)	20
Fine Clothes (EL 400)	100
Traveler's Clothes (EL 100)	80
Robes (EL 400)	40
Gemstone	50
Gemstone (Flawless)	200
Ring (simple, EL 250)	100
Ring (fine, EL 500)	300
Ring (jeweled, EL 1000)	1000
Ring (extravagant, EL 1500)	5000
Necklace/Amulet (simple, EL 250)	200
Necklace/Amulet (fine, EL 500)	600
Necklace/Amulet (jeweled, EL 1000)	1500
Necklace/Amulet (extravagant, EL 1500)	7500

Livestock & Pets

Livestock is critical to the survival of many communities. The cost to maintain livestock (grazing is usually free, but it is important to have food stockpiled) for a week is roughly a twentieth of the animal's price.

Livestock

Type	Price
Cow	500
Horse (draft)	600
Horse (riding)	500
Horse (war)	1000
Guar	450
Guar (war)	900
Chicken	10
Pig	300
Sheep	150
Slave	400

Property & Transportation

Some adventurers are not wanderers and own property of their own. For some this takes the form of a small home, while others own and operate entire ships! Maintaining a property or means of transportation costs 1% of its total price every month.

Property & Transport

Type	Price
Hovel/Shack	100
Cabin/Cottage	1000
Apartment	1000
Small House	2500
Large House	5000
Villa/Mansion	10000
Estate	50000
Cart (small)	60
Cart (large)	120
Wagon	250
Rowboat	100
Sailboat	500
Silt Strider	10000
Ship (small)	30000
Ship (large)	60000
Warship (small)	50000
Warship (large)	100000

ARCANE ITEMS

Tamriel is a land of innumerable magical wonders, many of which find their way into the markets and guild halls of average Tamrielic cities. This section contains prices for those items.

Soul Gems

Soul gems are gems that can be used to capture the souls of men and beasts. There are a number of different soul gems, each of which has its own maximum soul energy and can only hold certain types of souls. Black souls are the souls of men, mer, and the beast races. All other creatures have white souls. Soul gems have an ENC of 0.

Types of Soul Gems

Type	Soul Types	Max. Soul Energy	Price
Petty	White	100	25
Lesser	White	250	100
Common	White	500	250
Greater	White	1000	1000
Grand	White	1500	2500
Black	Any	1500	5000

Characters can also purchase soul gems that are completely, or only partially, full. The price of filled soul gems can be determined with the following formula:

Filled Soul Gem Price:

$$\text{Gem Price} + (\text{Gem Price} * [\% \text{ full, as decimal}])$$

Enchanted Items

Finding an enchanted item for sale can be difficult, and when they are for sale they are often extraordinarily expensive due to how rare skilled enchanters are. Only mages regularly traffic in these items, and they know their true value. The price of the item should incorporate the price of the base item and the strength of the enchantment. The GM should feel free to select from the prices below based on what they feel is appropriate, **but note that these prices are just estimates and are not as accurate as pricing the items using the rules in the next section.**

Enchanted Items

Spell Level	Rough Cost
1	100-250
2	250-1000
3	1000-2500
4	2500-5000
5	5000-10000
6	10000-25000
7+	25000+

Enchantment Services

Enchanted items can be extremely powerful and extremely expensive. Characters can hire enchanters to create items with enchantments of all types. Their cost is determined by the following formula:

$$\text{Enchanted Item Price: Soul Gem} + \text{Item} + \text{Fee}$$

The formula above assumes the character is paying for the soul gem, the base item, and the enchanting service. If the character is providing either the soul gem, the base item, or both, then ignore that portion of the cost. The fee the enchanter charges should be based on the total spell level of the enchantment. The table below provides a guideline for the GM's use:

Enchanter Fee

Spell Level	Cost
1	100
2	250
3	500
4	1000
5	2500
6	5000
7+	10000

All of these prices assume a Binding Strength of 3 for the purposes of cast enchantments. Higher/lower binding strengths require more/less skilled enchanters, which increase/decrease the total price by 20% for each step (max 5).

Spell Scrolls

Spell scrolls are single use items that have had a particular spell bound to them through the use of enchanting. By reading the magical inscription on the scroll the character can invoke the stored magic without the difficulty of casting it themselves.

Spell Scroll

Spell Level	Cost
1	30
2	45
3	90
4	150
5	300
6	600
7+	1500

All of these prices assume a Binding Strength of 3. Higher/lower binding strengths require more/less skilled enchanters, which increase/decrease the total price by 20% for each step (max 5).

Spell Tomes & Training

Spell tomes are one of the ways that characters can learn conventional spells. Spell tomes are books (despite their name, they can be fairly small) that contain the knowledge necessary to use a given spell. They not only contain practical instructions for using the spell, but a history of the evolution of the spell, alternative forms of casting, mnemonic devices, and other information that can help a character attain a full understanding of the magic they are learning to use.

Learning a spell from a tome takes a number of days equal to the spell level. This time must be spent in practice and study.

Spell Tomes	
Spell Level	Cost
1	25
2	50
3	100
4	250
5	500
6	1000
7+	5000

Alternatively, a character can be taught a spell. This takes one less day (to a minimum of 1 hour) than it would take to learn the spell from a tome but also requires a teacher. Use the costs above as the training cost.

Alchemical Ingredients

Potions are created using alchemical ingredients. Higher quality ingredients have higher strength, allowing for more powerful effects. The following table lists the various quality levels and costs of alchemical ingredients of any given type and their corresponding strength and depth values:

Alchemical Ingredients (any school)			
Type	Strength	Depth	Price
Ubiquitous	2	1	1
Plentiful	5	2	5
Common	10	3	10
Uncommon	15	4	35
Rare	25	5	100
Very Rare	50	6	250
Extremely Rare	100	7	500
Legendary	200	8	1000



Alchemist Services

Potions can be quite useful when employed correctly. Characters can hire alchemists to create potions or poisons with effects of all types. Their cost is determined by the following formula:

Potion/Poison Price: Ingredient + Fee

Determine the effects of the created potion using the normal potion or poison creation rules found in the [Alchemy](#) section. The formula above assumes the character is paying for the ingredient and the alchemy service. If the character is providing the ingredients, then ignore that portion of the cost. The fee the alchemist charges should be based on the total spell level of the potion. The table below provides a guideline for the GM's use:

Alchemist Fee	
Spell Level/Duration Mod	Cost
1	5
2	10
3	25
4	50
5	100
6	250
7+	500

Common Potions

This section includes a list of commonly used potions, their effects, and approximate prices for your convenience. The potions on this page all have a single effect: simply pick the desired spell level and use the listed price below in combination with the listed effect strength (which is only listed up to spell level 7) or duration (if the spell does not have a scaling level). Potions have an ENC of 0.

Potion of Healing

Character regains [Spell Strength] HP.

Level:	1	2	3	4	5	6	7
Price:	6	15	35	75	200	500	1000
[Spell Str.]	2	4	6	8	10	12	14

Potion of Replenishment

Character regains [Spell Strength] MP.

Level:	1	2	3	4	5	6	7
Price:	10	20	35	75	200	500	1000
[Spell Str.]	2	4	6	8	10	12	14

Potion of Armor or Potion of Magic Armor

Character gains [Spell Strength] standard or magic AR for 1 minute.

Level:	1	2	3	4	5	6	7
Cost:	15	35	125	150	350	500	1000
[Spell Str.]	1	2	3	4	5	6	7

Potion of Levitation

The character gains the Flyer ([Spell Strength]) trait for 1 minute.

Level:	1	2	3	4	5	6	7
Cost:	15	35	125	150	350	500	1000
[Spell Str.]	3	6	9	12	15	18	21

Potion of Rejuvenate

Spell Level 3, Cost 50 drakes

The character regains 1 SP **or** removes 1 level of fatigue if they have any.



CRAFTING

The variety of items found in this Chapter do not simply make themselves: someone has to gather the materials and create the item. This section contains rules for characters wishing to create items of all types.

Step 1: Determine Item

First, the character must choose the item they wish to create. Some items cannot be created, such as those that only occur naturally, so the GM should use discretion when determining if a character can craft an item. The character must also choose the quality of the item, if applicable, which when combined with the item's base price will allow them to determine the approximate market value of the item.

Step 2: Gather Raw Materials

Next the character must gather the raw materials necessary to create the item. Exactly what this entails will vary from item to item, but **as a general rule of thumb if the character wishes to purchase all the raw materials it will cost roughly one third of the item's standard price.**

Step 3: Determine Test Difficulty

Third the character determines the difficulty of the crafting test. The difficulty of the crafting test for most items is based solely on the quality of the item, and modified further as the GM sees fit. When creating weapons or armor the material also provides a modifier. See the tables below for test difficulties.

Crafting Difficulty	
Quality	Difficulty
Inferior	+30
Common	+0
Superior	-30

Material Difficulty (Smithing)

Material	Difficulty	Material	Difficulty
Adamantium	-20	Leather	+10
Bonemold	-5	Malachite	-20
Bone	+0	Mithril	-10
Chitin	+0	Moonstone	-10
Dragonbone/ Dragonscale	-40	Orichalcum	-10
Dreugh Hide	-10	Padded	+30
Dwemer	-10	Silver	-5
Ebony	-30	Stahlrim	-10
Fur	+10	Steel	+0
Iron	+20	Wood	+20

Step 4: Make Crafting Test

Next the character makes the actual crafting test using the difficulty determined in the previous step. The skill that the character tests is based on the item they wish to craft. Creating weapons or armor uses the Profession [Smithing] skill, while other items will usually use some other variation of the Profession [Field] skill as appropriate. Failure produces no item, while critical success halves the time required.

Creating any item requires the appropriate craft tools. In the case of smithing, the character will also need access to a forge (along with the related facilities and tools) in order to complete the product. The actual act of crafting can take anywhere from a few hours to a few days (and sometimes even longer). During this time the character must be focused on creating the item. The duration required is left to the GM and should be based on the complexity of the item in question.

Runed Weapons & Armor

Characters with knowledge of Enchanting can imbue weapons and armor with magic runes that make them effective against certain types of enemies. The character must pass an Enchant test **when creating the item**. On success, add the Magic quality to the armor or weapon and, if creating armor, add 1 Magic AR. On failure, the item is created without the Magic quality and the test cannot be repeated for this item.

Repairing Weapons & Armor

Much like people, gear does not always survive combat. In the event that a weapon or piece of armor is damaged, a character can attempt to repair it with a Profession [Smithing] skill test. This takes about an hour and requires raw materials worth five percent of the price of the item. Given a successful skill test, the character can reduce the X value of the Damaged (X) weapon/armor quality on the damaged item by their degrees of success.

Daedric Weapons & Armor

The Daedra are undisputed masters of craftsmanship, and it is possible for mortals to utilize many of their secret ritual techniques to create Daedric armor and weaponry, which draw power from a Daedric soul consumed during the creation of the item itself. However, detailed knowledge of the specifics of this process can be hard to come across.

Daedric equipment is made by binding Daedric essence to ebony.

As such, the process for creating Daedric armor or weaponry is mostly the same as it would be for the ebony equivalent but with a -40 penalty to the crafting test rather than the usual -30. Additionally, the character may only work at night and must have a Soul Gem containing the captured soul of a Daedra.

Halfway through the process the character must make a -10 Enchant skill test. On failure they are unable to bind the soul properly and the only thing that they can salvage from their efforts is the ebony version of the item. On success, the soul is bound to the item and its power begins to twist the item into its Daedric form. The Willpower of the captured Daedra caps the item's quality as specified below. Either way, the soul gem is destroyed and the energy within is lost.

Daedra Willpower Requirements

Quality	Daedra's Willpower
Inferior	<40
Common	40-64
Superior	65+



Chapter 8: Elite Advances

"You should have acted -- they're already here. The Elder Scrolls told of their return. Their defeat was merely a delay, 'Til the time after Oblivion opened. When the sons of Skyrim would spill their own blood. But no one wanted to believe -- believe they even existed. And when the truth finally dawns, it dawns in fire!"

Esbern



Within this chapter lies the path to incredible power and legendary prowess, where characters transcend the peak of their natural abilities. These Elite Advances are not simply steps in a character's journey; they are leaps into realms of almost mythic capabilities.

It is important to note that Elite Advances are not intended for character creation except for in high XP starts. They represent a level of power and knowledge that is typically beyond the reach of novice or even intermediate adventurers. These advanced paths are optional and are best introduced with great consideration. Game Masters and players should work together to choose -- or create -- the right elite advance for their character, ensuring that it aligns well with the character's development, the narrative, and the overall balance of the campaign.

Some Game Masters may prefer to simply provide the player open access to purchase of the chosen Elite Advance and its abilities -- however, others might find it more rewarding to introduce them naturally during play. GMs should consider weaving these opportunities into their story, allowing characters to discover and pursue them through their in-game actions and choices. This approach not only enhances the immersion but also maintains the organic flow of the story.

Elite Advances are significant milestones in a character's journey. Whether it's uncovering ancient secrets, undergoing rigorous training, or being chosen by the gods, the path to these powers are often as memorable as the abilities themselves.

WHITE-GOLD ARTIFICER

The character is privy to the ancient lores and starlight-forges of the Ayleidoon.

250 XP if an Ayleid, 500 XP if not an Ayleid.

The character is able to learn new Ayleid crafting talents, and when they use a Welkynd Stone to replenish Magicka, can test Willpower to only drain the Stone instead of destroy it. When using a Welkynd or Varla Stone, the character can test Enchanting at +0. If successful, the Welkynd or Varla Stone is not consumed by the character, only drained of its power.

Talents

Patterns of the Ayleids

Adept (Intelligence)

Requires Adept Profession [Smithing], Adept Lore, White-Gold Artificer

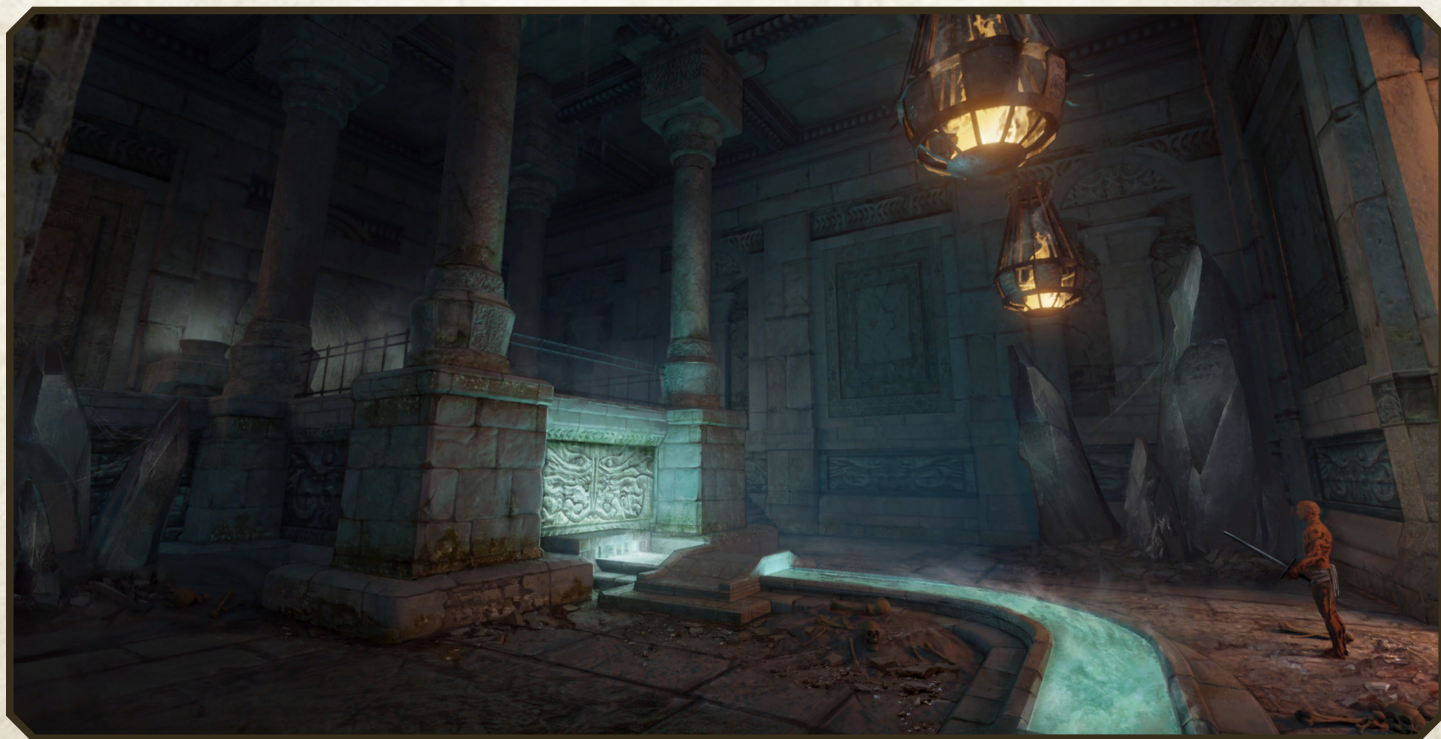
The character has learned the secrets of forging the weapons and armour used by the ancient Ayleids, which are blessed by starlight. The character can create Welkynd Moonstone and Varla Malachite Armour and Weapons.

Ancient Secrets

Master (Intelligence)

Requires Patterns of the Ayleids

The character has unlocked the secrets of starlight and, with the right materials and timing, can restore power to and create Welkynd and Varla stones. The character learns the Siphon Starlight and Create Ayleid Stone rituals.



Ayleid Equipment

Welkynd Equipment

When forging Moonstone armour or weapons, a character who has the Patterns of the Ayleids talent can imbue the magicka-containing powers of Welkynd Stone into the piece by catalyzing an intact Welkynd Stone or by using 10 Pinches of Welkynd Stone Dust (see Welkynd Stones entry). The character crafts the piece as normal, but limits the Profession[Smithing] test by the character's choice of Lore or Mysticism. If the test would normally pass for Blacksmithing but fails due to the limiting skill, the armour is created as Moonstone, and is not successfully imbued with the power of the Ayleids.

If successful, the weapon or armour piece is imbued with the power of Welkynd Stones. It is treated exactly as Moonstone, Though it gains one of the following Armor or Weapon Qualities as appropriate.

Welkynd Armor Quality

If you are targeted by a spell, roll a d10. On a roll of 3 or lower, the spell effect does not resolve and the Magicka spent on the spell is conducted through the powdered and lacquered Welkynd dust woven into the armour and added to the character's Magicka Points.

Welkynd Weapon Quality

The weapon also gains the Focus quality, and gains one charge of Starlight. The character can spend a charge of Starlight to gain a +20 bonus to the casting test of a spell while wielding this weapon. The weapon, if left under starlight for at least 4 hours, regains one spent charge. It can only hold up to three charges at a time. Additionally, Welkynd weapons can cast up to 10m of bright light as a Free Action.

Varla Equipment

When forging Malachite armour, a character can imbue the magicka-containing powers of a Varla Stone into the piece by catalyzing an intact Varla Stone, or by using 10 Pinches of Varla Stone Dust (see Varla Stones entry). The character crafts the piece as normal, but limits the Blacksmithing test by their Lore and Mysticism skills. If failed, if the test would normally pass for Blacksmithing, the armour is created as Malachite and is not successfully imbued with the power of the Ayleids.

If successful, the weapon or armour piece is imbued with the power of Varla Stones. It is treated exactly as Malachite, though it gains one of the following properties

Varla Armor Quality

If you are targeted by a spell, roll a d10. On a roll of 5 or lower, the spell effect does not resolve and the Magicka spent on the spell is conducted through the powdered and lacquered varla dust woven into the armour and added to the character's Magicka Points.

Varla Weapon Quality

The weapon also gains the Focus quality, and gains two charges of Starlight. The character can spend a charge of Starlight to gain a +30 bonus to the casting test of a spell while wielding this weapon. The weapon, if left under starlight for at least 4 hours, regains one spent charge. It can only hold up to five charges at a time. Additionally, varla weapons can cast up to 15m of bright light as a Free Action.

Welkynd Lanterns

A Welkynd lantern runs not on oil or candle, but by magicka using a harvested and refined Welkynd crystal. Easily used and operated and requiring only a modest amount of magicka, a Welkynd lantern can cast great light in a staggeringly large radius, or be used to quietly and dimly light an area.

A Welkynd lantern is a light source that weighs 1 ENC. Because it is magical, it stays lit even while underwater, in Oblivion, or anywhere else that might prevent conventional fires from being lit, and also does not give off an odor, sound, or smoke.

As a Secondary Action, a character can light a Welkynd lantern by touching it. Doing so, they can expend up to 10 Magicka Points. Each point of magicka spent allows it to cast bright light for up to 10m × (magicka spent) for 4 hours. The character can touch the lantern to extinguish it, but relighting it will cost the full MP cost again if they chose to do so.

The Welkynd Lantern's light effect is treated as Spell Level 3 for the purpose of being magically dispelled.

Welkynd Stones

Welkynd Stones are aquamarine stones commonly found in ayleid cities, with meteoric iron bases. A character can harness the power of a Welkynd Stone with a Secondary Cast Magic Action, after which the character drains the stone of its power and is restored to full Magicka points. The stone then crumbles away into a Pinch of Welkynd Stone Dust.

Dark Welkynd Stones

Small crystals of black-light, an inversion of their aqueous-blue cousins, Dark Welkynd Stones are imbued with sorcerous power and are left suspended by magic to act as simple sentinels.

A character with an inert Dark Welkynd Stone can power it with a successful -20 Mysticism test as a Cast Magic Secondary Action. While activated, the Dark Welkynd Stone will float about a meter off the ground and can be moved by pushing or carrying it around. The character can then nominate either targets to be attacked or targets to be ignored. The character can then cast a Destruction spell up to spell level 2 into the Dark Welkynd Stone causing the crystal to imbue with this spell. A Dark Welkynd Stone can only be imbued with 1 spell at any given time.

The Dark Welkynd Stone will, once per round, cast this spell as a Bolt at the nearest eligible target (always succeeds with 1 DoS) until the character passes a +20 Mysticism test as a Cast Magic Secondary Action to make it stop, or it runs out of Magicka. The character must manually charge it with their own Magicka as an Action, transferring as much of their own available Magicka into it as they wish as a +0 Mysticism test. The Dark Welkynd Stone holds up to 100 Magicka.

Varla Stones

Varla Stones are white, luminescent stones created from enchanted shards of meteoric glass. They are quite rare, even for Ayleid ruins, as they have been mostly picked clean due to their powerful ability to recharge magic items.

A character can harness the power of a Varla Stone by using a Secondary Cast Magic Action and choosing an Enchanted Item, after which the character drains the stone of its power and restores up to 1000 of the chosen item's Soul Energy. The stone then crumbles away into a Pinch of Varla Stone Dust.

Imbuing Equipment

When forging equipment with Moonstone or Malachite, a character possessing the Patterns of the Ayleids talent can imbue it with the magicka-containing powers of Ayleid Stones. For Moonstone equipment, use Welkynd Stones, and for Malachite, use Varla Stones. This is achieved by catalyzing an intact stone or using 10 Pinches of the respective Stone's Dust.

The crafting process follows the normal procedure, but the Profession[Smithing] test is limited by the character's Lore or Mysticism skills. Should the test fail due to these limiting skills while it would normally pass for Blacksmithing, the item is created as standard Moonstone or Malachite without the Ayleidic powers. On a success, the item gains one of the appropriate weapon or armor qualities for the type (Varla or Welkynd).

Ayleid Rituals

The creation of Welkynd and Varla stones was a secret closely guarded by the Ayleid people. With time and very meticulous research, few individuals outside the Ayleids have uncovered the secret rituals known to fabricate them.

Create Welkynd Stone

To create a Welkynd stone, the character must accrue approximately 150 drakes worth of materials and any valuable gemstone with exception of a Diamond. Then the character may make a -10 Profession[Smithing] test followed by a -10 Enchanting test to create the stone. If the gemstone used to make the Welkynd stone is one of those listed below, activating it grants one of the following effects **until the character's next long rest** in addition to the standard effect. These effects do not stack with themselves.

- **Amethyst:** Character gains Resistance (Magic, 2)
- **Emerald:** Character increases their SP max by 1.
- **Garnet:** Character increases their Wound Threshold by 1.
- **Ruby:** Character increases their max HP by 3.
- **Sapphire:** Character gains Power Well (10).

If any of these gemstones happen to be flawless, both of the tests made to create the stone become -30, and the effects of each stone are doubled.

Create Varla Stone

To create a Varla stone, the character must accrue approximately 250 drakes worth of materials and a diamond gemstone. Then the character must make a +0 Profession [Smithing] test followed by a +0 Enchanting test to create the stone. Once created, this stone functions the same as any other Varla stone. If the Diamond is flawless, then the tests become -20 and the resulting Varla stone can be used to fully recharge an enchanted item 3 times before it crumbles into dust.

Siphon Starlight

This ritual allows a character to draw energy from the stars to recharge Welkynd and Varla stones, either newly crafted or those that have lost their charge. To perform this ritual, the character must first prepare a designated area outdoors under the night sky using materials costing approximately 100 drakes. Following this, they undertake a Lore test with a -20 penalty to initiate the ritual. Once the test is successful, the character places the stone at the center of this ritually prepared area. The stone must then be left undisturbed overnight. By morning, if the ritual is uninterrupted, the stone will have regained its charge and will function as intended.

LICHDOM

Liches are necromancers who have embraced undeath: they have used an object known as a Phylactery to transfer their soul out of their body so that it might be bound to them again at the moment of their death, thus rendering themselves immortal, undead beings. Liches are resistant to several elements, and able to harness more magicka for spells (a side effect of the transformation process).

The character has completed the Rite of Unlife Ritual successfully and has become a Lich.

Requires 500 XP The Rite of Unlife having been successfully completed.

The Rite of Unlife

This ritual can be purchased outside of having the Lichdom Elite Advance, being a prerequisite of it.

Lichdom is achieved through the Rite of Unlife, an advanced ritual known only to a select few. Becoming a Lich is not a simple task, and simply learning the details of the Rite of Unlife is a difficult task. If a character manages to discover the secret (such as by finding a copy of the forbidden Tome of Unlife) then they can perform it themselves using the following steps:

Becoming a Lich essentially requires enchanting one's corpse with one's own soul. This is a three step process, and takes roughly two weeks. First, a number of minor rituals are performed which result in the character's soul being bound to a temporary storage vessel, known as a Phylactery. Second, the character must remain near the Phylactery for several days as the transfer of their soul completes.

Finally, a third ritual is performed, ending at the exact moment the transfer completes. During this phase, the character dies, and their soul is re-bound to their corpse, granting them full Lichdom.

In game terms, the first stage requires a week long set of rituals to prepare the Phylactery, and the character's body, for the transition to undeath. Successfully completing these rites requires passing a single -20 Necromancy skill test. The GM should make this test for the character in secret, and note the results. The rites themselves will vary depending on the source from which the character learns of them, but they invariably require a number of gruesome components (the details of which are left to the GM).

The character must also choose an object to be their Phylactery. After the Phylactery is chosen and the preparatory rites are complete, the character is then bound to the Phylactery. If this object passes further than 3 meters away from them while they

are bound to it, then the character is killed instantly and their soul destroyed.

The second stage simply requires that the character remain bound to the Phylactery for one week. The third and final stage is a ritual, completed on the last day of the second stage. Completing this ritual requires a Necromancy skill test with a -30 penalty, and several hours. The ritual culminates at the precise moment that the transfer of the character's soul to and from the Phylactery completes: the character is simultaneously killed and their soul is re-bound to their body. They are now a Lich and are no longer bound to the Phylactery in any way. Apply the appropriate effects.

If the character fails the test, failed the test for the rites in the first stage, or the ritual is interrupted somehow, then the Lich is killed instantly and their soul destroyed.

If a Lich does not preserve its body with the Rite of Mortal Transcendence, when it reaches its natural age of death, its body will die, though its spirit will continue to inhabit it, and it will begin to rot away over about a month, and have its Personality reduced to 5, and gain the Skeletal trait.

Lich Traits

- **Dark Sight**
- **Immune to Frost.**
- **Resistance (Shock, Normal Weapons, 3).**
- **Power Well (25)**
- **Skeletal Claws:** 1d8 Slashing, Reach 1m
- **Undead:** The Lich does not eat, breathe, or require organs to function. The Lich is immune to disease, poison, passive wound effects, aging, Fatigue, Dazed, Deafened, and Organ Damage. Liches cannot take actions that would cause them fatigue.

Special Abilities

Dark Ceremony

Cost: 1 SP + [15 x corpse] Magicka

As a Primary Cast Magic Action, the Lich can immediately raise a number of nearby corpses up to their WB for 1 minute, using the profile of Zombies. They will attack any living beings nearby, and are not bound to the will of the Lich, but they will not be hostile to them either. This is not spell :)



PAIN SORCERER

The Ayleids were a very cruel race, and their love of pain and torture, as well as their worship of Daedra led them to create a very sick and twisted magic based on manipulating the flesh of their enemies, and even sometimes themselves.

Disclaimer: The rules for this elite advance play with some heavy themes of torture and pain in general.

The character is studied in the arts of dark flesh-magic, and is fuelled by the pain and torment of others.

1000 XP if an Ayleid or is being trained, otherwise 1500XP.

The character has access to the Flesh Magic skill, and generates a **PAIN POINT (PP)** any time a **living creature or character capable of experiencing pain** within their Perception in metres is slain, Wounded, Burning, Bleeding, or fails a Fear or Horror test, or otherwise suffers excruciating pain and torture.

An event that causes multiple of these effects to a single target only grants a single Pain Point. For a target to be considered eligible, they must be living and sentient. The Flesh Shaper can store a number of Pain Points equal to half their Willpower score. All Pain Points are lost after a Long Rest.

New Skill: Flesh Magic (Int, Wp)

Wielded by ancient Ayleid sorcerers, Flesh Magic is used to twist, gnarl, warp, and change the living form. Fueled by agonies and foul murder, Flesh Magic is potent, cruel, and terrible. The GM may ask you to test Flesh Magic when:

- Casting a Flesh Magic Spell.
- Identifying the effects of a Flesh Magic Spell.
- Performing Flesh Magic Rituals.

Ayleid Flesh Magic

Unlike conventional magic, Flesh Magic is fuelled by Pain Points (PP), which are gained from the Pain Sorcerer Elite Advance. The caster should declare their target or targets and test the Flesh Magic Skill to successfully cast the spell. If failed, the caster loses a number of Pain Points equal to the number of targets selected and the base cost of the spell, and gains +1 **CORRUPTION SCORE**.

If successful, the caster then chooses how many Pain Points to invest in the spell. Pain Points “purchase” one additional spell d10. Additionally, the caster can pay one Pain Point per additional target beyond the first. **The caster then rolls all d10s and applies the effects based on whether or not the total exceeds the target(s)’ Endurance score.** After the effects of a Flesh Magic spell wear off, **the target immediately loses a Stamina Point.** Flesh Magic spells have a range of the user’s Perception in meters.

Example: A pain sorcerer with a +30 in Flesh Magic casts Harden Flesh on himself, and commits 4 Pain Points to it. They successfully cast, and now must roll 4 d10, one for every PP spent. The Pain Sorcerer has an Endurance score of 31, and therefore on their 4d10 roll must meet or beat 31. They roll their 4d10 pool and the total comes out to 28. Just shy! Instead of gaining Natural Toughness 3 for 1 minute, they instead gain Natural Toughness (1) for 1 minute.

Corruption

Each time a character’s Corruption Score exceeds their Endurance Bonus, they must roll a d20 on the table in Corruption Effects on page 196 and reset their Corruption Score back to 0.

Corruption Effects represent malignancies, addiction to pain, and pathos that develop in the character absent the indulgences of agony. Whenever the character has less total Pain Points stored than they have total number of Corruptions Effects, they suffer their Corruption Effects. Corruption Effects are permanent. This means that a character immediately suffers from their Corruption Effects after a Long Rest.



Pain Sorcery Spells

Pain Sorcery Spells count as Attacks and require the use of a Primary Cast Magic Action.

Harden Flesh

A classic spell cast by Pain Sorcerer to toughen themselves or their allies, this spell gnarls and scales the flesh of their target to better withstand the blade and the axe.

Cost: 100 XP

1 PP per d10

If the result meets or exceeds the target's Endurance score, they gain the Natural Toughness (EB) trait for 1 minute. If it falls short of the target's Endurance score, they gain the Natural Toughness (1) trait for 1 minute instead.

Ayleid Bondage

Used by Ayleid slave-wardens to punish or bind prisoners or captives, this spell fuses the target's hands together at the forearm, making their hands and arms unusable.

Cost: 125 XP

2 PP per d10

If the result meets or exceeds the target's Endurance score, both (or all) of the target's arms are treated as Crippled for a number of minutes equal to the caster's WB.

If the spell falls short of the target's Endurance score, one of the target's arms (randomly determined) is treated as Crippled for 1 round instead due to swelling and bloating, but does not gravitate towards or fuse with the target's other arm.

Mutate

The Ayleid Pain Sorcerers changed their own forms, and the forms of their slaves to better suit their roles and tasks.

Cost: 125 XP

2 PP per d10

If Mutate meets or exceeds the target's Endurance score, the target gains the traits from one of the below Mutations of the caster's choice for one minute:

- Amphibious*
- Natural Weapons(Beak, d6 Splitting, 1m), Strong Jaws
- Climber (Speed)
- Crawler*
- Dark Sight*
- Flyer (Speed)
- From Beyond
- Natural Weapons (Talons [hands or feet], d6 Slashing, 1m)
- Quadruped
- Savage
- Swimmer*
- Thick Skull
- Unrelenting Talent
- Vicious (SB + 1)
- Undying
- Catfall (Talent)*

* If the spell falls short of the target's Endurance score, only an effect marked with an asterisk can be selected.

Flesh Blade

A common spell used by Ayleid Pain Sorcerers and their cohorts, it causes the target's chosen arm to morph into a fleshy blade of magically infused bone and sinew.

Cost: 100 XP

1 PP per d10

If Flesh Blade meets or exceeds the target's Endurance score, one of the target's arms transforms into a bony blade as their forearm bones extend and burst from their wrist, leaving their hand a flopping shredded mass of flesh. The arm cannot be used for any normal purposes, but counts as a Broadsword (d8)+1 with the Magical trait, and gains Slashing (Caster's WB) for one minute, which uses the character's Unarmed or Broadsword skill for attacks and defence.

If the spell falls short of the target's Endurance score, the target's arm instead bloats and calcifies. This arm counts as Crippled and gains the Crushing(SB) and Magical Qualities for one round, after which the arm's swelling returns to normal and the calcification sloughs off. The remains count as a Ubiquitous Alteration Alchemy ingredient.

Fleshmend

Used frequently to heal grievous wounds, Fleshmend is popular among any Pain Sorcerer expecting trouble.

Cost: 125 XP

2 PP per d10

If Fleshmend meets or exceeds the target's Endurance score, all of the target's Wounds are immediately considered treated, and the character regains (EB) HP.

If the spell falls short of the target's Endurance score, the target instead heals for only EB HP. This spell can bring a character to full HP while they have active wounds without maiming them.

Trollblood

Harnessing the power of hypermetabolism and taking inspiration from the trolls that plague Cyrodiil's wilderness, the Trollblood spell is popular for obvious reasons.

Cost: 125 XP

2 PP per d10

If Trollblood meets or exceeds the target's Endurance score, the character gains the Regeneration ([Caster's WB]) trait for one minute. If the spell falls short of the target's Endurance score, the target instead gains the Regeneration (1) trait for one minute.

Painsurge

The Pain Sorcerer harnesses the raw power of agony, and lights their targets' nerves alight.

Cost: 125 XP

2 PP per d10

If Painsurge meets or exceeds the target's Endurance score, the target is wracked with crippling pain, and suffers a -30 on all tests for 1 minute.

If the spell falls short of the target's Endurance score, the target instead suffers a -10 on all tests for one round. This spell does not cause the target to gain Fatigue.

Hemorrhage

Ayleid Pain Sorcerers could use their magics to rupture the organs and blood vessels of their foes.

Cost: 125 XP

2 PP per d10

If Hemorrhage meets or exceeds the target's Endurance score, the target immediately gains the Bleeding (2) condition, and suffers the Organ Damage condition, which must be treated exactly as if it were a wound.

If the spell falls short of the target's Endurance score, the target instead gains the Bleeding (1) condition. This spell does not cause the target to gain Fatigue.

Siphon Life

The Pain Sorcerer strips the flesh and blood off their target to mend their own wounds.

Cost: 150 XP

3 PP per d10

If Siphon Life meets or exceeds the target's Endurance score, the target immediately takes 2d10 Magic damage, and the caster is healed for the amount of damage dealt. This ignores Natural Toughness.

If the spell falls short of the target's Endurance score, the target instead takes 1d10 Magic damage, and the caster heals for half the amount of damage dealt. If a target dies from this spell's damage, they explode into a fine mist of bone and blood, and cause a Horror -10 test for all characters in the immediate vicinity of the unfortunate victim. This spell does not cause the target to gain Fatigue.

Disguise Flesh

The Pain Sorcerer can disguise and shape the flesh of their target to appear as another.

Cost: 100 XP

1 PP per d10

If Disguise Flesh meets or exceeds the target's Endurance score, the target is successfully disguised and can take the form of a specific character or creature the caster personally has seen and memorized the appearance of for one hour.

If the spell falls short of the target's Endurance score, the target instead can be disguised as a member of a different race or species, but no one in particular for one hour.

Blood Frenzy

The Pain Sorcerer drives their target into a furious blood rage.

Cost: 100 XP

1 PP per d10

If Blood Frenzy meets or exceeds the target's Endurance score, the target gains the Frenzy condition and the caster can choose if they maintain their composure or attack the nearest target (friend or foe) for 1 minute.

If the spell falls short of the target's Endurance score, they gain the Frenzy condition for 1 minute.

Corruption Effects

Each time a character's Corruption score exceeds their Endurance Bonus, they must roll a d20 on the Corruption table below, and reset their Corruption back to 0. Corruption represents malignancies, addiction to pain, and pathos that develop in the character absent the indulgences of agony. Whenever the character has less total Pain Points stored than they have total number of Corruptions, they suffer the effects of their Corruptions.

D20	Corruption Effect
1	The character has violent shaking fits, and suffers a -10 on all Agility based tests.
2	The character's eyes go bloodshot and cloudy, forcing a -10 on all Observe tests.
3	The character's skin tightens to their bones like an ancient hag's, giving them a shrivelled appearance and reducing their maximum Stamina by 1.
4	The character is overwhelmingly drowsy and exhausted, and suffers 1 level of Fatigue until their pain-thirst is slaked.
5	The character is wracked with unnerving ticks, and suffers a -10 on all Personality based tests.
6	The character wastes away and their muscles atrophy, and suffers a -10 penalty on all Strength based tests.
7	The character's skin erupts into painful sores, and gains the Bleeding (1) condition any time they take damage.
8	The character's constitution falters and they are sick to their stomach, and suffer a -10 on all Endurance based tests except those to resist Death.
9	The character's eyes become sensitive to bright light, and suffer a -10 penalty on all vision based tests made in daylight or bright torchlight.
10	The character becomes antipathic and withdrawn, and suffers a -20 on all Command, Commerce, and Persuade tests.
11	The character becomes violently ill, and must test Endurance once per day at GM discretion. On failure they lapse into a violent vomiting session for d4 rounds and gain 1 level of Fatigue.
12	The character feels so heavy, and increases their Encumbrance level by 1.
13	The character becomes sluggish and slow, and halves their Speed.
14	The character's fingers shake and quiver, and they lose fine motor skills, suffering a -20 penalty on all Subterfuge tests, relevant Profession tests including Profession[Medicine] tests, and casting tests that require somatic components.
15	The character struggles to pay even the barest attention to things, and suffers a -10 penalty on all Perception tests.
16	The character seems to rot with a blackening pox, and suffers the effects of a random Common Disease.
17	The character is touched by Oblivion and their personality becomes increasingly morbid and filled with zeal. They suffer a -20 penalty on all Personality based tests, but gain a +10 on any Conjuraton, Flesh Magic, and Profession [Medicine] tests.
18	The character is haunted by a reflection of their own visage, their internal ugliness made manifest. The character causes Panic +0 in all characters that behold their visage unmasked by a hood, helm, or shawl, even their allies and close friends.
19	The character's nerve falters under crippling anxiety, and they suffer a -20 on all Willpower based tests.
20	The character's mind bends and buckles under the weight of addiction, and suffers a -20 penalty on all Intelligence tests.

Pain Sorcery Talents

Power From Pain

The character has gained the ability to exchange pain for magicka.

Expert (Willpower, Intelligence)

The character has trained extensively with using the pain and suffering of others, and has developed a way of transforming that into pure magicka. They may now turn every 1 PP they have into 2 MP.

Blood Magic

The character has developed vampiric tendencies and can use their life essence to cast their Flesh Magic spells.

Master (Willpower)

Experimenting with their own body, and taking a bit of inspiration from more vampiric magic, the caster can now expend HP in place of PP at 1:1 ratio.

Red Osmosis

The character can meditate during a rest and sacrifice their power to heal themselves of their injuries at a faster pace.

Master (Intelligence)

Meditating on their own wicked deeds while resting, the caster can now convert leftover PP into HP during a long rest at a 2:1 ratio, and 5:1 during a short rest.

Dark Inspiration

Using their dark power, the character can now make themselves appeal more to others.

Expert (Intelligence)

The character has harnessed the power of pain to boost their mental capacity and charismatic prowess. They may now spend 4 Pain Points for +10 on an Intelligence or Personality test. This can be done multiple times per test.

Dark Vigour

Fueling themselves with the pain they cause upon others, the character can now unnaturally fortify their bodies.

Expert (Willpower)

Using their flesh magic to boost their own physical prowess the caster may now spend 4 Pain Points for a +10 on an Endurance or Strength test. If this is used on a Combat Style (Str) test, the caster also gains a +1 StB on a successful melee attack.

Stuff of Nightmares

The character has developed the ability to draw more power from frightened enemies.

Apprentice (Willpower, Intelligence)

Screams of terror and fleeing enemies fan the flames of your power far beyond what they used to. When the Pain Sorcerer gains a Pain Point from a character or creature failing a Panic or Horror test, they instead gain 2 Pain Points.

Fires of Oblivion

The character can now draw more power from ignited enemies.

Apprentice (Willpower, Intelligence)

Studying fire, the caster has honed their senses to be able to take more power from those under its searing embrace. When the Pain Sorcerer gains a Pain Point from a character or creature Burning, they instead gain 2 Pain Points.

Morbid Curiosity

The character has studied the deceased enough to gain more power from those approaching death's door.

Apprentice (Willpower, Intelligence)

Harnessing the power of death itself, the caster has unlocked secrets that gain them more power from the slain. When the Pain Sorcerer gains a Pain Point from a character or creature being slain or Wounded, they instead gain 2 Pain Points.





Pain Rituals

Rituals involving torture, pain, suffering, and harnessing moonlight. Most revolve in creating a ritually prepared area, and boosting the effectiveness of any Flesh Magic casted within that area.

Rite of Desecration

Cost: 100 XP

This ritual requires a medium sized to large sized room to be prepared with various amounts of different rituals and incantations cast around the room. Preparing this room generally costs 1000 Drakes, takes 1 day, and always requires the Pain Sorcerer to gain a random Corruption Effect from the Corruption Effects table. Depending on the size of the room, it may take a shorter or longer amount of time or Drakes (Up to GM discretion) as well as a -10 Flesh Magic skill test. On failure, repeating this test only requires that the character take the same amount of time to re-prepare the room. Within this sanctum, the Pain Sorcerer has an uncapped amount of Pain Points that are not lost during a Long Rest, but only as long as they reside within the sanctum. If they leave the ritually prepared room, then any Pain Points gained there are kept or if they exceed their maximum, it is reduced to their maximum amount of Pain Points.

This Ritual is normally used by Pain Sorcerers to cast the far more powerful Pain Rituals, otherwise, they wouldn't be able to due to high Pain Point cost.

Rite of Transformation

Cost: 200 XP

This ritual is one of the more basic, but most powerful ritual that a pain sorcerer may undertake. First the character must choose a certain Flesh Magic spell to cast, then cast the ritual. To cast this ritual it costs 100x the Pain Cost of the chosen Flesh Magic spell as well as a -30 Flesh Magic skill test. After successfully casting the chosen spell, the effects of it will become permanent upon the target of the spell. This spell works on most Flesh Magic spells **except:**

- Fleshmend
- Siphon Life
- Hemorrhage
- Trollblood

Rite of Superior Sorcery

Cost: 300 XP

This ritual makes any pain magic spell become more effective and has the potential to negate any negative effects the spell may inflict upon the user. For 50x the Pain Cost of a Flesh Magic spell, the spell does not have to exceed to the target's Endurance score to get the full effect of the spell, and the spell lasts for twice as long as it normally would. To cast this spell the character must make a -20 Flesh Magic skill test.



SWORD-SINGER

The character is a Sword-Singer: they have devoted themselves to Shehai Shen She Ru.

1000 XP if a Redguard or is being trained, otherwise 1500 XP.

The character gains the ability to train the Shehai Shen She Ru skill, learn and use Techniques of Aberrant Swordsmanship, and learn Shehai talents.

Shehai Shen She Ru

The Shehai Shen She Ru, or “Way of the Spirit Sword,” is the culmination of the art of sword-singing, practiced by ancient Redguards in Yokuda known as Sword-Singers. The greatest of the Sword-Singers were known as Ansei, or “Saints of the Sword.” There are several dimensions to the Shehai Shen She Ru, each a step on the path to the title of Ansei.

First is a simple devotion to swordsmanship. This is how every sword singer begins their journey: through intense study, and eventual mastery, of the art of the blade. In game terms, this means that characters can utilize the Shehai Shen She Ru skill (with either Strength or Agility) as if it were the Combat Style[Field] skill whenever wielding any type of sword (larger or smaller weapons, such as daggers and greatswords, also count).

Second is the use of special magic techniques of the blade known as Aberrant Swordsmanship. These techniques are feats of swordsmanship that go far beyond the capabilities of a normal man. The Sword-Singer accomplishes this by using a sword in a way that a sword simply cannot be used, an art that obviously takes extensive practice. The sword singer may perform these techniques with any sword, and they all require the use of the Shehai Shen She Ru skill.

Third, the culmination of the Way of the Spirit Sword, is the Shehai, the spirit sword itself. The Shehai is a literal spirit sword: a part of the soul of the Sword-Singer made manifest. A character who combines the Shehai with the many techniques of Aberrant Swordsmanship has become a true Ansei. Manifesting the Shehai also Requires: the use of the Shehai Shen She Ru skill.

The following sections will deal with the latter two aspects of the Shehai Shen She Ru: Aberrant Swordsmanship, and manifesting the Shehai.

Skill: Shehai Shen She Ru (Str, Ag, Wp)

The core of the Shehai Shen She Ru is a simple devotion to swordsmanship. This is how every Sword-Singer begins their journey: through intense study, and eventual mastery, of the art of the blade.

Characters can utilize the Shehai Shen She Ru skill (with either Strength or Agility) as if it were the Combat Style [Field] skill whenever wielding any type of sword (larger or smaller weapons, such as daggers and greatswords, also count).

“We are the ansu, the greatest warriors that live in men. Our swords sent the Left-Handers into the oceans, whose empire was four times the size of the white king. When we fight, our swords can kill the laws of nature itself. Yokuda is as you see it because our hira-dirge swords can cut the atomos, the uncuttable, and we did.”

-The Hira-Dirge Ansei to Cyrus the Restless

Aberrant Swordsmanship

The abilities that a student of Aberrant Swordsmanship can learn are known simply as Techniques. Some techniques are passive abilities, while others are active. Using a technique requires: a sword of some kind (either a physical one or a Shehai) and, for active techniques, the use of the Shehai Shen She Ru skill.

Techniques count as magic, though they are not spells, and should thus be placed in the appropriate section of your character sheet. Characters may learn techniques with XP. Once a character has learned a technique, they may use it whenever they are able. Techniques each require a certain level of proficiency in the Shehai Shen She Ru skill before they may be learned or used. There are two types of techniques: active techniques and passive techniques. Active techniques are specific abilities that call for a skill test when used. Passive techniques simply apply some kind of bonus or effect to the character once they have been learned, though some of them must be activated as Free Actions at the beginning of a Turn or round in order to provide their effect. A character must be wielding some kind of sword in order to benefit.

During structured time, active techniques may be utilized with a Reaction or a Cast Magic Primary or Secondary Action, depending on the technique in question unless otherwise specified. Any attacks they do win Advantage as normal, and they do not allow for attacks of opportunity. Using an active technique requires that the character follow these steps:

Step 1: Choose Technique

First, the Sword-Singer must choose a technique to utilize. They may only choose a technique that they have learned and meet the requirements for. A character must be wielding a sword of some kind in order to utilize techniques.

Step 2: Make Technique Test

Next, the character makes a Shehai Shen She Ru skill (WP) skill test. This test is modified by the technique's difficulty as specified in the technique's profile.

Step 3: Resolve Technique

If the technique test was successful, apply the effects of the technique as specified in the technique's profile. If the character failed the technique test, they lose X Stamina Points, where X is equal to the 10s digit of the Technique's difficulty (to a minimum of 1 Stamina Point).

Techniques

This section gives an overview of each technique of Aberrant Swordsmanship that a character may learn. A character can only use techniques that they meet the requirements for. Characters who meet these requirements may learn techniques with XP. Remember that techniques count as magic, though they are not spells, and should thus be placed in the appropriate section of your character sheet.

Thirty-Eight Grips

Type: Passive (Free Action)

Requires: Shehai Shen She Ru (Apprentice)

Cost: 200 XP

Effect: At the beginning of a round during combat, the character may choose to have one of the following effects apply until the beginning of the next round:

- The character receives an additional DoS on successful attack tests made with Shehai Shen She Ru.
- The character receives an additional DoS on successful defense tests made with Shehai Shen She Ru.
- Attacks the character makes have the Impaling quality.
- Attacks the character makes have the Splitting (2) quality.
- Attacks the character makes gain Crushing (2) quality.

The Seven Hundred and Fifty Offensive Positions

Type: Passive

Requires: Shehai Shen She Ru (Novice)

Cost: 100 XP

Effect: The sword-singer treats all attack tests made with Shehai Shen She Ru that ties against a defender as having scored an additional degree of success.

The Eighteen Hundred Defensive Positions

Type: Passive

Requires: Shehai Shen She Ru (Novice)

Cost: 100 XP

Effect: The sword-singer treats all defense tests made with Shehai Shen She Ru that ties against an attacker as if the opponent failed their test instead.

The Nearly Nine Thousand Moves

Type: Passive

Requires: Shehai Shen She Ru (Apprentice)

Cost: 200 XP

Effect: Once per round, if the character fails an attack or defense test made with Shehai Shen She Ru, they may reroll the test (but they must accept the new result).

The Ephemeral Feint

"Breathe in and then forget the breath; you cannot replace it until he is down, to fight as if dead: second principle of pneumansu."

Type: Active (Free Action)

Requires: Shehai Shen She Ru (Apprentice)

Cost: 200 XP

Difficulty: +0, with a -10 imposed for each activation of this ability beyond the first per Long Rest.

Effect: The character can activate this technique after being successfully attacked by a melee, ranged, or bolt form spell attack. This technique is activated as a Free Action before the character declares a defensive reaction. The character then immediately makes a Shehai Shen She Ru test with the appropriate difficulty. If successful, the character reduces the DoS of the attacker's attack roll by the DoS on the Shehai Shen She Ru test. If the attacker's DoS are reduced to 0 or less, they count as having failed their attack. The character can then choose to declare a defensive reaction if they wish, as normal.

The Zero-Sum Interrupt

"... I would prefer to imagine that you could. It would mean that I would bleed prior to the cut itself, bypassing all healing; moreso, and this is what pleases me utmost... it would mean that I have indeed helped you."

Type: Active (Primary Action)

Requires: Shehai Shen She Ru (Adept)

Cost: 400 XP

Difficulty: -20

Effect: Before the technique test, the character chooses a target within melee range. On success they may immediately make a standard melee attack against the target as a Free Action, using the results of their technique test in place of their attack test. For the purposes of resolving this attack, the target does not benefit from any Armour, Natural Toughness, or Resistances and the character's weapon gains the Magic quality.

The Havoc Canal

"Cyrus moved to Havoc Canal, and Vivec nodded. 'Better. Your build favors that. But what if I've enchanted my skin to harden at each instance?'"

Type: Active (Free Action)

Requires: Shehai Shen She Ru (Journeyman)

Cost: 300 XP

Difficulty: -20

Effect: This technique is activated as a Free Action before a melee attack. On the character's next successful standard melee attack this Turn they can choose a hit location for the attack. If the attack test succeeds with more than five degrees of success, the character can immediately make another standard melee attack as a Free Action, which is automatically resolved against the chosen hit location. This second attack cannot be defended against but cannot gain advantages. These attacks are resolved simultaneously, so any advantages from the initial attack do not apply when resolving the bonus attack. This bonus attack does not count against the usual limit of attacks per round.

The Tempest Attrition

"Cyrus drew his saber, holding it left-handed in the Tempest Attrition. Vivec was impressed and said so. 'That stance allows you a riposte,' he said. Then he smiled again. 'If you're quick enough.'"

Type: Passive (Free Action)

Requires: Shehai Shen She Ru (Journeyman)

Cost: 300 XP

Effect: This technique must be activated as a Free Action at the beginning of a round and its effect remains until the end of that round. The character takes a -20 penalty to attack tests made with Shehai Shen She Ru for the duration. In exchange they gain a +20 bonus on defense tests (including Counter Attacks) made with Shehai Shen She Ru.



The Fingers-Knife

"The Fingers-Knife serves as five, protecting your cardinal points and your central theory; five thrusts, spaced microseconds apart, like tapping the desk bored, waiting for morning bread."

Type: Active (Primary Action)

Requires: Shehai Shen She Ru (Expert)

Cost: 500 XP

Difficulty: -20

Effect: Before the technique test, character chooses a target within melee range. On success the character may immediately make a standard melee attack against target opponent as a Free Action, using the results of the technique test in place of the attack test. When resolving the attack, roll for damage five times and use the largest result. This does not stack with the Proven Weapon Quality or the Savage Trait. The target of this attack may not attack the character until the beginning of their (the character's) next Turn.

The Gaze of Confusion

"Paint fake eyes all over your face and then hide your real ones among them; the opponent can no longer read where you look."

Type: Passive (Free Action)

Requires: Shehai Shen She Ru (Journeyman)

Cost: 300 XP

Effect: This technique must be activated at the beginning of a round and its effect remains until the end of that round. Other characters must pass a +0 Perception or Observe test in order to be able to perform a defensive reaction in response to the Sword-Singer's attacks.

The Threat of Mirrors

"Using the Math Athlete, you could occur several places during a single duel, illustrious and sure."

Type: Passive (Free Action)

Requires: Shehai Shen She Ru (Adept)

Cost: 400 XP

Effect: This technique must be activated at the beginning of a round and its effect remains until the end of that round. Other characters must pass a Perception or Observe test with a -20 penalty before being allowed make attacks or reactions against the Sword-Singer each time they wish to do so. The Sword-Singer then loses a Stamina Point when the effect ends.

The Vectoring Cygnet

"Arm out, knee down, coal on the teeth to hide your smile."

Type: Active (Free Action)

Requires: Shehai Shen She Ru (Journeyman)

Cost: 300 XP

Difficulty: Variable

Effect: This technique is activated as a Free Action, but only before a standard melee attack. The sword-singer chooses the penalty of the test. The target of the character's next successful melee attack cannot react to that attack unless they pass a Perception or Observe test with a penalty equal to the penalty the sword-singer chose for the technique.

The Bone Shaver

"Bellguard down, over, hold. Strike at 80 grams, any degree but this one."

Type: Active (Primary Action)

Requires: Shehai Shen She Ru (Adept)

Cost: 400 XP

Difficulty: -10 per X

Effect: The sword-singer selects a target in melee range and tests this technique, choosing the penalty of the test. If successful, they can immediately make a melee attack against the target as a Free Action using Shehai Shen She Ru. The sword-singer can choose the hit location freely. The target's wound threshold is reduced by X for the purposes of resolving this attack.



The Sword Tremor

"Vivec spun in midair cross-legged, never moving their swordarm from its initial position. "Fa-Nuit-Hen," the name of an old master, and Cyrus fell from eight wounds that appeared without mortal notice. Point down, blade edge forward, 60 degrees rise-wise from the ground."

Type: Active (Primary Action)

Requires: Shehai Shen She Ru (Master)

Cost: 800 XP

Difficulty: -50

Effect: Before the technique test, the character chooses a target within a number of meters equal to twice their Willpower bonus. The Sword-Singer may immediately make a standard melee attack against that target as a Free Action (even if they are not engaged in melee). The attack may not be defended against, and no characters can make any other type of reaction to this attack.

If the initial attack is successful, the character may make another free attack with the same conditions, although this attack cannot gain advantages and is made at a -20 penalty. These bonus attacks can be repeated (each successful one prompting another) up to a maximum number of bonus attacks equal to the sword-singer's Willpower bonus. Each attack receives an additional, stacking -20 penalty (-20, then -40, then -60, and so forth). None of these attacks, including the first, can win Advantage. These bonus attacks do not count against the maximum attacks per round.

Walled Consequence Stance

"Cyrus merely nodded and lifted up, bandaged across his eight wounds, and the sugarcat hissed at the needless movement. Startled by the sound, the young ansu took a Walled Consequence stance."

Type: Active (Reaction)

Requires: Shehai Shen She Ru (Expert)

Cost: 200 XP

Difficulty: -20

Effect: This technique may be activated as a reaction to another character's use of a Shehai technique directed at the character. On success, the character may attempt a defensive reaction for free against an attack that would otherwise be impossible to defend against as a result of that technique. If the opponent's Shehai Shen She Ru technique allows them to make multiple attacks, the sword-singer can make a defensive reaction to each of them for free. Additionally, every successful defensive reaction made against an enemy Shehai user's techniques forces the attacker to immediately lose one Stamina Point.

Sword Tremor Sense

"We know of you, Surahoon, and motions were multiplied the other morning on this beach, which is sword tremor, which we can feel, and that can only mean you encountered the Ansu-Gurleth."

Type: Passive

Requires: Shehai Shen She Ru (Journeyman)

Cost: 300 XP

Difficulty: -20

Effect: The character gains the Unnatural Senses (Shehai Techniques, X) trait, where X is the character's Willpower bonus multiplied by one thousand.

The Pankratosword

"But this is forbidden. Arc the bones that otherwise cannot bend."

Type: Active

Requires: Shehai Shen She Ru (Master)

Effect: The Pankratosword does not require a test to use: if the character has learned the technique, they may use it. Before the technique is activated, the character chooses any target. This may be something "uncuttable," such as a place, thing, memory, concept, and so forth. There are no practical limits to what may be targeted with the Pankratosword. When the technique is activated the character dies and the target is destroyed. Exactly what this means in practical terms is left to the GM, who should keep in mind that the powers at work in any use of this technique are indescribably vast.

Typically, no effect can allow a character to survive the use of this technique. However it is not impossible given the right mythic circumstances (see the text Tiber Septim's Sword-Meeting with Cyrus the Restless). The GM can, in certain exceptional cases, allow a character to survive at great cost.

Important Note: The Pankratosword is the pinnacle of Aberrant Swordsmanship: it is a forbidden technique that allows a Sword-Singer to draw on pure Creatia, the material of creation. It allows the Sword-Singer to bend the Earth-Bones themselves in order to alter reality, channeling pure energy through themselves as a catalyst, ultimately enabling them to "cut the uncuttable." This technique is forbidden because its use resulted in the destruction of Yokuda, the ancient Redguard homeland, and it has been lost ever since. Rules for the pankratosword are provided here primarily as a guide and reference for the GM. The Pankratosword is not something that should be treated lightly. If either the GM or the players were not familiar with Shehai before reading this section of this supplement, then they shouldn't be using it without first doing further research.

Shehai Talents

These talents enhance the character's use of the abilities granted to them by the Way of the Spirit Sword. In order to purchase or use any of these talents, a character must first possess the Sword-Singer elite advance.

Aberrant Adept

The character is able to attempt the myriad techniques of Aberrant Swordsmanship without tiring as easily.

Expert (Willpower)

The character only ever loses one Stamina Point from failed Technique tests.

Ansei of the First Level (Weapon Type)

The character is able to manifest a barely visible, and relatively weak, spirit sword.

Adept (Willpower)

The character chooses a weapon type when this talent is purchased (must be some kind of sword). The character may manifest a first level Shehai of the chosen weapon type. The character may only ever purchase this talent once.

Ansei of the Second Level (Weapon Type)

The character is able to manifest a spirit sword.

Expert (Willpower)

Requires Ansei of the First Level (Weapon Type)

The character may manifest a second level Shehai of the weapon type specified by the Ansei of the First Level talent. The character may have up to 2 Shehai (Effect) talents. The character may only ever purchase this talent once.

Ansei of the Third Level (Weapon Type)

The character is able to manifest a powerful spirit sword.

Master (Willpower)

Requires Ansei of the Second Level (Weapon Type)

The character may manifest a third level Shehai of the weapon type specified by the Ansei of the Second Level talent. The character may have up to 3 Shehai (Effect) talents. The character may only ever purchase this talent once.

Shehai (Effect)

The character can manifest a Shehai tuned to their own style.

Journeyman (Willpower)

When the character purchases this talent, choose one of the following effects. This talent may be purchased multiple times, but not with the same effect.

- **Aberrant:** Character gains a +10 bonus to technique tests when using the Shehai.
- **Radiant:** The character can, as a Free Action, change the composition of their Shehai. When they do this, hits with the Shehai count as sunlight.
- **Burning:** The character can, as a Secondary Cast Magic action, change the composition of their Shehai. When they do this, hits with the Shehai deal fire damage.
- **Concussive:** Character's Shehai gains the Concussive quality.
- **Electrifying:** The character can, as a Secondary Cast Magic action, change the composition of their Shehai. When they do this, hits with the Shehai deal Shock damage.
- **Freezing:** The character can, as a Secondary Cast Magic action, change the composition of their Shehai. When they do this, hits with the Shehai deal Frost damage.
- **Phasing:** Character's Shehai gains the Shield Splitter quality.
- **Tested:** Character's Shehai uses their WB for the purposes of the Slashing trait.
- **Quicksilver:** Character's Shehai gains the Silvered quality.
- **Reach:** The character wielding the Shehai may, as a Secondary Cast Magic action, increase or decrease its Reach by 1m (though it must remain within one meter of its base Reach).
- **Soul Rending:** Hits with the character's Shehai treat all enemy Wound Thresholds as being one lower than normal.
- **Tearing:** If the character's Shehai deals damage after mitigation, the target gains the Bleeding (1) condition.
- **Thirsting:** Attacks with the character's Shehai have the Proven trait.
- **Venomous:** The character can, as a Free Action, change the composition of their Shehai. When they do this, hits with the Shehai deal poison damage.

The Shehai

The Shehai, or “Spirit Sword,” is at the same time an integral part of sword-singing, and something separate from it. The Shehai is not needed for the techniques of Aberrant Swordsmanship, but the same process used to shape the world through Aberrant Swordsmanship is used to manifest the Shehai. A sword-singer who can manifest the Shehai is known as an Ansei, or “Saint of the Sword.”

The Shehai itself is an incorporeal weapon, ranging from a barely defined misty shape, to a fantastical sword of pure thought. There are a total of three levels at which a Shehai may be manifested, and the form in which it manifests is shaped by its user.

Manifesting the Shehai

In game terms, the Shehai may be manifested in structured time with the use of the Cast Magic Secondary Action and a Shehai Shen She Ru (WP) skill test, the difficulty of which will vary with the desired Shehai level. Characters must have the appropriate talent in order to manifest a Shehai of a given level.

- Manifesting a Shehai of the First Level Requires: a Shehai Shen She Ru (WP) skill test with a -10 penalty. Failing the manifestation roll costs the Swordsinger a Stamina Point.
- Manifesting a Shehai of the Second Level Requires: a Shehai Shen She Ru (WP) skill test with a -30 penalty. Failing the manifestation roll costs the Swordsinger two Stamina Points.
- Manifesting a Shehai of the third Level Requires: a Shehai Shen She Ru (WP) skill test with a -60 penalty. Failing the manifestation roll costs the Swordsinger three Stamina Points. On success, the character manifests the Shehai in an open hand. The weapon type of the manifested Shehai is determined in advance when the character purchases the necessary talent. A Shehai persists until the character dismisses it, or for a number of hours equal to the character's Willpower bonus minus the level of the Shehai.

A Shehai cannot be taken from the character in any way, and it may not be thrown without dissipating, as it is bound by their will. The Shehai is transparent, but is very much capable of interacting with physical objects: it can make attacks, applies all weapon qualities normally, and be defended against normally.

Shehai of the First Level

A Shehai of this level may vaguely resemble a certain weapon, but it is very weak. Use the base weapon profile for the chosen weapon type, but add half the character's unmodified (by spells, enchantments, alchemy, or any other sources) Willpower bonus to the damage, and give the weapon the Magic and Primitive qualities.

Shehai of the Second Level

A Shehai of this level is clearly a weapon, and is quite potent. Use the base weapon profile for the chosen weapon type, but add the character's unmodified (by spells, enchantments, alchemy, or any other sources) Willpower bonus to the damage of the weapon, and give the weapon the Magic quality.

Shehai of the Third Level

A Shehai of this level is a legendary weapon of incredible power. Use the base weapon profile for the chosen weapon type, but add twice the character's unmodified (by spells, enchantments, alchemy, or any other sources) Willpower bonus to the damage of the weapon, and give the weapon the Magic quality.

“Our people once were artisans, poets, and scholars, but the ever evolving strife made the way the sword inevitable - the song of the blade through the air, through flesh and bone, its ring against armor: an answer to our prayers.”
-Redguards, Their History, and Their Heroes



STORM VOICE

The character, through talent and rigorous training, possesses the skill and power necessary to wield the reality shaping powers of the Thu'um.

Costs 1000 XP if a Nord or being trained, otherwise 1500 XP.

The character gains the ability to train the Thu'um skill, learn Words of Power, and use them in Shouts.

The Thu'um, also called the Storm Voice or simply the Voice, is a form of magic inherent in most Nords and some others which uses the words of the language of the Dragons to form "Shouts", the equivalent of spells, of immense power. The word actually means "shout" in the Dragon language. The Nords believe that Kyne, the embodiment of the wind who is viewed as the Nordic aspect of Kynareth, breathed onto the land at the Throat of the World to form them. As such, the Nords believe that their voice and breath is their very essence, and that channeling this life essence is how the Thu'um operates. Those who can wield this power are called Tongues by the Nords.

Skill: Thu'um (Wp)

Example Specializations: Linguistics, War-Shouts, Lore

The Thu'um skill reflects a character's potency of using their Voice, as well as their knowledge of the dragon tongue and their ability to read and decipher draconic runes. Your GM may ask you to test Thu'um when:

- Attempting to understand or translate draconic runes and markings.
- Attempting to write in draconic script.
- Attempting to Shout.

Characters who have Dovahzul as a language alongside the Thu'um skill need not make a thu'um test to speak, write or understand it.

Learning Words of Power

Characters with the Thu'um skill trained may unlock the ability to use a given word of power with XP assuming that they have somehow learned the word of power during their adventures (meaning that the GM has control over which words the character may access at any given time).

This represents the time spent to come to understand the nature of the word, and the practice required to be able to utilize it in a Shout. Learning a given word of power without aid of some kind costs 200 XP times the level of the Word (for example, the first word in a Shout would be 200 XP, the second 400 XP, etc.). Characters who have access to a guide (a teacher, an ancient text, or some other aid) during this process halve the cost.

Using the Thu'um

Using the Thu'um requires two things: the character must be trained in the Thu'um skill, and have knowledge of a Word of Power. Words of power make up Shouts, which are similar to spells.

Characters may use Shouts with the Cast Magic Primary Action. It is important to note, however, that using a Shout as a Cast Magic action does not provoke an Attack of Opportunity.

Additionally, there's more to using the Thu'um than just saying a few words: Shouting requires concentration and power. Each Shout has three words, and while speaking the first word is sufficient to produce an effect, each additional word adds more power to the Shout (but also requires more skill and energy to use).

Once a character uses a Shout, they may not use that Shout again until after a number of rounds equal to the number of words used in the Shout.

Shouting

In structured time, shouts are utilized with the Cast Magic action. The following steps detail exactly how to use shouts:

Step 1: Choose Shout and Target

First, the character must declare the shout being used (specifically the number of words), and the target of the shout (if applicable). A character may only use a shout if they know the first word of that shout, and they may only use further words if they know those as well.

Step 2: Make Thu'um Test

Next, the caster makes a Thu'um skill test, the difficulty of which is determined by the shout the character has chosen. If the character passes the test, they successfully manifest the shout. If they fail, nothing happens. Either way, proceed to step 3.

Step 3: Spend Stamina

Attempting a shout takes a lot of energy, and the character is left drained afterwards. Characters who attempt a shout must spend one Stamina Point for each word used in the shout beyond the first. If a character fails a Shout, regardless of the number of words in the Shout, they lose one Stamina Point.

Step 4: Apply Effects

If the Thu'um test was successful, apply the effects of the shout to the target as specified in the shout profile, and based on the number of words the character used.

Thu'um Talents

Adept of the Voice

The character has gained substantial control over their Thu'um.

Adept (Willpower)

The character is allowed to Test Endurance to not spend a Stamina Point for the second word in a shout, but the third word still costs a Stamina Point to use.

Prudent Voice

The character understands the power of restraint, making them capable of using their Voice in more subtle ways.

Expert (Willpower)

Requires: Adept of the Voice

The character can utilize their voice in subtle ways to affect the world around them. By making a simple +0 Thu'um test, the Tongue can affect something that they can see within their Willpower Bonus in meters with any effect that could be caused by one of the words they know, like igniting something easily flammable by using the word for fire, Yol, or cause something small to move by using the word for force, Fus.

What is possible this talent is up to the GM, but the effect is generally small and innocuous, though it is still apparent to those nearby that the Tongue is using their Voice.

Master of the Voice

The character has gained total control over their Thu'um.

Master (Willpower)

Requires: Adept of the Voice

The character can now use the second word of a shout without spending a Stamina Point. Additionally, they may make a +0 Endurance test to not spend a Stamina Point for the Third Word in a shout.

Voice of the Ancients

The character's speech becomes too powerful for mortals to behold, as the world trembles under the power of their Voice.

Master (Willpower)

Requires: Master of the Voice

Through meditating upon the true meaning of speech, the character's voice has become too powerful for mere mortals. Shouts that inflict damage add the Tongue's WB to the damage inflicted, and any shout that can be resisted adds a -10 penalty to doing so (after any modifiers chosen).

Additionally, the character can speak with their full voice to gain +20 on Intimidation tests made while doing so. In combat, they can use a Secondary Action and 1 SP to force all characters who can hear them clearly to make an Endurance test. Those who fail gain the Dazed condition until the end of their next Turn.





Shouts

This section contains a number of shouts that characters with the Voice may learn. Keep in mind that these are just some of the ways that the Voice may be used, and no single list can capture the true power and flexibility of this ancient art. Players and GMs are encouraged to work together to create their own shouts as they see fit, or to allow characters to utilize the Thu'um skill in more creative ways.

The effects listed here are for the full sequence of words leading up to the “chosen” word, not just that word alone, though for simplicity's sake we will refer to the individual words and not the whole phrase.

All shouts are audible within a 50m radius or the affected radius, whichever is larger.

If the shout is marked with the **Whisper** keyword, the Tongue may choose to make the shout only audible within 1m instead.

The **Attack** keyword indicates that using the shout counts toward the maximum number of attacks per round.

Animal Allegiance

A shout for help from the beasts of the wild, who come to fight in your defense.

Difficulty: -10, -10 for each word beyond the first.

ᑭᑭᑭᑭ **Raan : Animal**

Causes all creatures with the Bestial trait within 25 meters to come fighting for the character for one minute. During this time the character may speak simple commands to the animals and they will understand and obey.

ᑭᑭᑭᑭ **Mir : Alliance**

Same as Raan, except the character may choose to either double the range or duration.

ᑭᑭᑭᑭ **Tah : Pack**

Same as Mir, except the Character may choose to either double the range or duration (they can either quadruple one, or double both) an additional time.

Aura Whisper

Your Voice is not a Shout, but a whisper, revealing any and all creatures in your vicinity.

Whisper

Difficulty: +0, -10 for each word beyond the first.

ᑭᑭᑭᑭ **Laas : Life**

Character gains the Unnatural Senses (Creatures, 25) Trait for four rounds.

ᑭᑭᑭᑭ **Yah : Seek**

Same as Laas, except the character may choose to either double the range or duration.

ᑭᑭᑭᑭ **Nir : Hunt**

Same as Yah, except the Character may choose to either double the range or duration (they can either quadruple one, or double both) an additional time.

Battle Fury

Your Thu'um enchants your nearby allies' weapons, allowing them to attack faster.

Difficulty: +0, -10 for each word beyond the first.

ᑭᑭᑭᑭ **Mid : Loyal**

All Allies within 25 meters of the character, and the character themselves, receive a +5 modifier to Combat Style skill tests for four rounds.

ᑭᑭᑭᑭ **Vur : Valor**

Same as Mid, except the character may choose to either double the modifier or duration.

ᑭᑭᑭᑭ **Shaan : Inspire**

Same as Vur, except the Character may choose to either double the modifier or duration (they can either quadruple one, or double both) an additional time.

Become Ethereal

The Thu'um reaches out to the Void, changing your form to one that cannot harm, or be harmed.

Difficulty: -10, -10 for each word beyond the first.

ᚦᚢᚱᚰᚢ **Feim : Fade**

Character cannot be affected by attacks, spell effects, or other aspects of the physical world for four rounds. Additionally, they can move through the world as if they had the Incorporeal trait. They may end this effect before the duration ends as a Free Action.

ᚦᚢᚱᚰᚢ **Zii : Spirit**

Same as Feim, except the duration is eight rounds.

ᚦᚢᚱᚰᚢ **Gron : Bind**

Same as Feim, except the duration is sixteen rounds.

Clear Skies

The winds themselves yield before the Thu'um, as you clear away fog and inclement weather.

Difficulty: +0, -10 for each word beyond the first.

ᚦᚢᚱᚰᚢ **Lok : Sky**

Clears weather/particle-based environmental effects (fog, dust clouds, clouds, snow, rain) from an area of several miles for up to six hours.

ᚦᚢᚱᚰᚢ **Vah : Spring**

Same as Lok, except the duration is up to a day instead.

ᚦᚢᚱᚰᚢ **Koor : Summer**

Same as Lok, but the duration is up to a week instead.

Cure Disease

Your Thu'um soothes and cures another of their ills.

Difficulty: -10, -10 for each word beyond the first.

ᚦᚢᚱᚰᚢ **Krasaar : Sickness**

Character cures target character (they can choose themselves as well) within five meters of all common diseases.

ᚦᚢᚱᚰᚢ **Kopraan : Body**

Same as Krasaar, except the character is cured of all magical diseases as well.

ᚦᚢᚱᚰᚢ **Govey : Free**

Same as Kopraan, except all magically applied effects are removed from the character as well.

Cyclone

Your Thu'um creates a whirling cyclone that sows chaos among your enemies.

Attack

Difficulty: -20, -10 for each word beyond the first.

ᚦᚢᚱᚰᚢ **Ven : Wind**

Creates a whirling cyclone centered on the character. Characters who come within 1 meter of the character must make a Strength test each round they remain within range. Those that fail the test are knocked to the ground. All ranged attacks that pass through the affected area, including the character's, are made at -10. The cyclone persists for five rounds.

ᚦᚢᚱᚰᚢ **Gaar : Unleash**

Same as Ven, except the cyclone's range is increased to 2m, and picks up enough debris that it causes 1d8 damage with the Crushing (1) quality to all characters within range each round. The Strength test is made at a -10 modifier and the Ranged penalty is increased to -20.

ᚦᚢᚱᚰᚢ **Nos : Strike**

Same as Gaar, except the radius of the Cyclone is increased to fifty meters, and the Cyclone deals 1d12 damage with the Crushing (2) quality instead. The Strength test is made at a -20 modifier and the Ranged penalty is increased to -30 instead.

Decoy

A Shout projects a decoy image to fool your enemies.

Difficulty: +10, -10 for each word beyond the first.

ᚦᚢᚱᚰᚢ **Fiik : Mirror**

Creates an illusory representation of the character at target location within twenty five meters of the character. The double mirrors their exact movements and persists for 1 minute.

ᚦᚢᚱᚰᚢ **Lo : Deceive**

Same as Fiik, except the character may either double the range or the duration.

ᚦᚢᚱᚰᚢ **Sah : Phantom**

Same as Lo, except the character may control the decoy with their mind (they don't need to move) and it may also speak with their voice (it cannot use shouts, however).

Disarm

Shout defies steel, as you rip the weapon from an opponent's grasp.

Difficulty: +0, -10 for each word beyond the first.

ז"ן ז"ן **Zun : Weapon**

Character chooses a direction. All characters within a 15m cone in front of the character must make an Agility test or drop any weapons and/or shields they're holding.

ז"ן ז"ן **Haal : Hand**

Same as Zun, except the character may choose to either double the range or increase the difficulty of the test by -10.

ז"ן ז"ן **Viik : Defeat**

Same as Haal except the character may double the range or increase the difficulty of the test by -10 (they can either quadruple one, or double both) an additional time.

Dismay

And the weak shall fear the Thu'um and flee in terror.

Attack

Difficulty: -10, -10 for each word beyond the first.

ז"ן ז"ן **Faas : Fear**

Characters within 15 meters must make a Panic +0 test.

ז"ן ז"ן **Ru : Run**

Same as Faas, except the character may choose to either double the range or increase the difficulty of the test by -20.

ז"ן ז"ן **Maar : Terror**

Same as Ru, except the character may do both of those things, or one of them twice. Alternatively, they may forfeit the bonus of both Ru and Maar to have the target character make a Horror +0 test instead.

Drain Vitality

Coax both magical and mortal energies from your hapless opponent.

Attack

Difficulty: -10, -10 for each word beyond the first.

ז"ן ז"ן **Gaan : Stamina**

Target being within twenty five meters lose one Stamina Point, and the character regains one of their spent Stamina Points.

ז"ן ז"ן **Lah : Magicka**

Same as Gaan, except the target also loses up to twenty magicka and the character gains that many.

ז"ן ז"ן **Haas : Health**

Same as Lah, except the target also takes 1d10 Magic damage (unmitigated by armor). The character then heals for the damage dealt.

Elemental Fury

The Thu'um imbues your arms with the speed of wind, allowing for faster weapon strikes.

Difficulty: +0, -20 for each word beyond the first.

ז"ן ז"ן **Su : Air**

Attempts to defend against the character's melee attacks for the next five rounds suffer a -10 penalty.

ז"ן ז"ן **Grah : Battle**

Same as Su, except the character may double the duration or the penalty.

ז"ן ז"ן **Dun : Grace**

Same as Grah, except the character doubles the penalty, and can now perform an additional Attack Action beyond the two normally allowed. If the character can already attack three times per round, they instead gain +1 AP for the duration.

Fire Breath

Inhale air, exhale flame. Behold the Thu'um as inferno.

Attack

Difficulty: +0, -10 for each word beyond the first.

ז"ן ז"ן **Yol : Fire**

Character breathes fire, dealing 1d8 fire damage to all targets within a 10m cone in front of them. Counts as a ranged, area of effect attack for the purposes of evasion.

ז"ן ז"ן **Toor : Inferno**

Same as Yol, except deal 2d8 fire damage.

ז"ן ז"ן **Shul : Sun**

Same as Yol, except deal 4d8 fire damage.

Fleshrend

Your Thu'um tears the flesh of another, spilling its blood upon the earth.

Attack

Difficulty: +10, -10 for each word beyond the first.

ז"ן ז"ן **Sosaal : Bleed**

Target being within twenty five meters takes 1d8 Slashing damage that ignores armor and gains the Bleeding(1) Condition.

ז"ן ז"ן **Kopraan : Body**

Target being within twenty five meters takes 1d10 Slashing damage that ignores armor, and gains the Bleeding(2) Condition.

ז"ן ז"ן **Sahquon : Crimson**

Target being within twenty five meters takes 1d12 Slashing damage that ignores armor, and gains the Bleeding(3) Condition.

Frost Breath

Your breath is winter, your Thu'um a blizzard.

Attack

Difficulty: +0, -10 for each word beyond the first.

ᠠ᠋᠋᠋ **Fo : Frost**

Character breathes frost, dealing 1d8 frost damage to all targets within a 10m cone in front of them. Counts as a ranged, area of effect attack for the purposes of evasion.

ᠠ᠋᠋᠋ **Krah : Cold**

Same as Fo, except deal 2d8 frost damage.

ᠠ᠋᠋᠋ **Diin : Freeze**

Same as Krah, except deal 4d8 frost damage.

Ice Form

Your Thu'um freezes an opponent solid.

Attack

Difficulty: -10, -10 for each word beyond the first.

ᠠ᠋᠋᠋ **Liz : Ice**

Character encases all targets within a 20m cone in a thin layer of ice. These targets must roll a -10 Strength Test or gain the Paralyzed condition for the next two rounds.

Counts as a ranged, area of effect attack for the purposes of evasion.

ᠠ᠋᠋᠋ **Slen : Flesh**

Same as Liz, except the Strength Test becomes -20, and the character may choose to double the duration, area, or range.

ᠠ᠋᠋᠋ **Nus : Statue**

Same as Slen, except the Strength Test difficulty increases to -30 and the character may choose to double the duration, area, or range again (double two or quadruple one).

Kyne's Peace

The Voice soothes wild beasts, who lose their desire to fight or flee.

Difficulty: +10, -10 for each word beyond the first.

ᠠ᠋᠋᠋ **Kaan : Kyne**

All characters with the Bestial trait within fifty meters are calmed: they will not fight or flee for the next five minutes.

ᠠ᠋᠋᠋ **Drem : Peace**

Same as Kaan, except the character may choose to double the duration or range.

ᠠ᠋᠋᠋ **Ov : Trust**

Same as Drem, except the Character may choose to double the duration or range again (double both or quadruple one).

Lightning Blast

Your Thu'um calls down the wrath of the sky.

Attack

Difficulty: +10, -10 for each word beyond the first.

ᠠ᠋᠋᠋ **Qo : Lightning**

Target being within thirty meters takes 2d4 shock damage to a random hit location, ignoring 3 AR/MR.

ᠠ᠋᠋᠋ **Ronaaz : Arrow**

Target being within thirty meters takes 3d4 shock damage to a random hit location, ignoring 5 AR/MR.

ᠠ᠋᠋᠋ **Nos : Strike**

Target being within thirty meters takes 5d4 shock damage to a random hit location, ignoring 7 AR/MR.

Marked for Death

Speak, and let your Voice herald doom.

Attack

Difficulty: +0, -10 for each word beyond the first.

ᠠ᠋᠋᠋ **Krii : Kill**

Target being within twenty five meters of the character loses 1 Stamina Point and applies the Damaged (1) quality to all armor and shields that they currently have equipped.

ᠠ᠋᠋᠋ **Lun : Leech**

Same as Krii, except the target loses 2 Stamina and the Damaged quality increases to (2).

ᠠ᠋᠋᠋ **Aus : Suffer**

Same as Krii, except the target loses 3 Stamina and the Damaged quality increases to (4).

Regenerate

Your Thu'um renews your body.

Difficulty: -10, -10 for each word beyond the first.

ᠠ᠋᠋᠋ **Uznahgaar : Unbridled**

Character gains the Regeneration (2) trait for five rounds.

ᠠ᠋᠋᠋ **Unahzaal : Unending**

Same as Uznahgaar except the character gains the Regeneration (4) instead.

ᠠ᠋᠋᠋ **Laas : Life**

Same as Uznahgaar except the character gains the Regeneration (6) instead.



Unrelenting Force

Your Voice is raw power, pushing aside anything - or anyone - who stands in your path.

Attack

Difficulty: -10, -10 for each word beyond the first.

𐌲𐌹𐌿𐌹𐌹𐌹 **Fus : Force**

Character shouts with great force, Dazing all targets within a 3m wide, 15m long beam for one round. Counts as a ranged, area of effect attack for the purposes of evasion.

𐌹𐌹𐌹𐌹 **Ro : Balance**

Same as Fus, except the duration is doubled and the targets are knocked prone.

𐌹𐌹𐌹𐌹 **Dah : Push**

Same as Ro, except the targets take 3d6 damage that ignores armor and also throws them 3d4 meters backwards.

Whirlwind Sprint

The Thu'um rushes forward, carrying you in its wake with the speed of a tempest.

Difficulty: +0, -10 for each word beyond the first.

𐌹𐌹𐌹𐌹𐌹𐌹𐌹𐌹 **Wuld : Whirlwind**

Character moves forward a number of meters equal to two times their Speed.

𐌹𐌹𐌹𐌹 **Nah : Fury**

Same as Wuld, except the character may move up to twice that distance.

𐌹𐌹𐌹𐌹𐌹𐌹𐌹𐌹 **Kest : Tempest**

Same as Wuld, except the character may move up to four times that distance.

Legendary Shouts

Bend Will

Your voice bends the very stones to your will. Animals, people, and even dragons must do your bidding.

Attack

Difficulty: -20, -10 for each word beyond the first.

𐌹𐌹𐌹𐌹𐌹𐌹𐌹𐌹 **Gol : Earth**

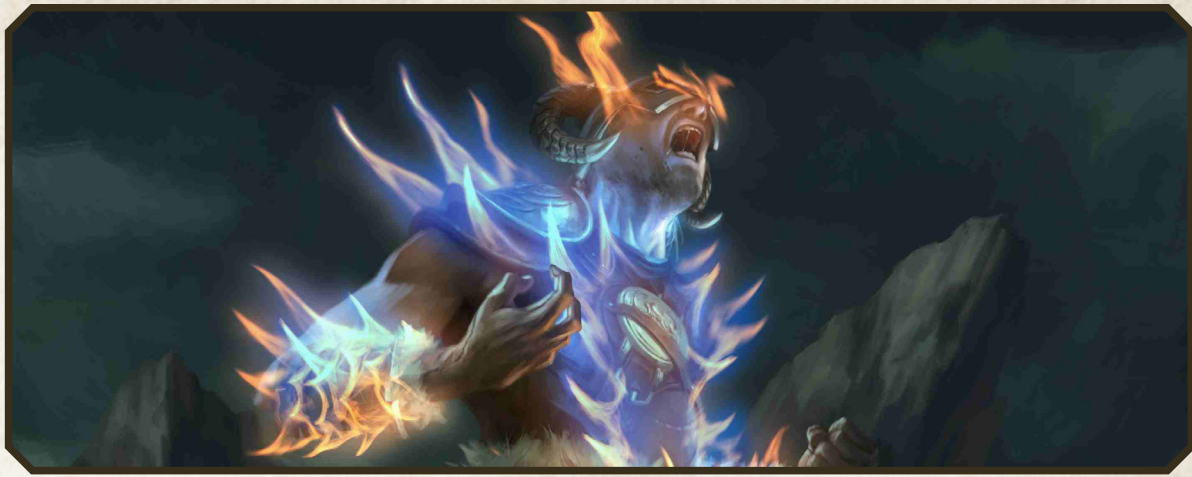
Character may issue a simple, reasonable command to the earth itself. There is no real limit to what can be done with this Shout, but the GM should be careful about what they allow. Some examples: commanding a dense forest to open a clear path, ordering the very dust of the earth to take flight as a cloud to obscure vision, or splitting very thick ice to allow passage.

𐌹𐌹𐌹𐌹𐌹𐌹𐌹𐌹 **Hah : Mind**

Character may issue a simple, reasonable command not only to the earth (as with Gol) but to other beings. Any non-Dragon being who hears the shout must make a +10 Willpower test. Failure means they must obey the stated command to the best of their abilities.

𐌹𐌹𐌹𐌹𐌹𐌹𐌹𐌹 **Dov : Dragon**

Same effects as Hah, except the Willpower Test is made at a -10 modifier and Dragons may now be affected.



Call of Valor

The valiant of Sovngarde hear your Voice, and journey beyond space and time to lend aid.

Difficulty: -10, -20 for each word beyond the first.

ᚠᚢᚱᚦᚢ Hun : Hero

Summons a Hero or Mage of Sovngarde to fight for the character for the rest of the current combat. Must obey the commands of the Summoner. If their Summoner is killed, they are banished back to Sovngarde instantly. Cannot attack Summoner except to defend themselves. If the Hero of Sovngarde is slain, they are instead banished back to Sovngarde. The the tongue has one less max AP while the Hero is summoned in Mundus and can be banished at any time.

ᚠᚢᚱᚦᚢ Kaal : Champion

Same as Hun, but summons a Greater Hero of Sovngarde.

ᚠᚢᚱᚦᚢ Zoor : Legend

Same as Kaal, but summons a Legendary Hero of Sovngarde.

Dragonrend

Your Voice lashes out at a dragon's very soul, forcing the beast to land.

Attack

Difficulty: -20, -10 for each word beyond the first.

ᚠᚢᚱᚦᚢ Joor : Mortal

Target Dragon that the character can see or that can hear the character is compelled to land as soon as possible using however much movement and/or AP required to do so. Then, they must stay grounded for one minute. Additionally, they lose 1 Stamina Point.

ᚠᚢᚱᚦᚢ Zah : Finite

Same as Joor, except they stay grounded for 5 minutes and lose 2 Stamina Points.

ᚠᚢᚱᚦᚢ Frul : Temporary

Same as Zah, except they stay grounded for 10 minutes and lose 3 Stamina Points.

Dragon Aspect

Once a day, take on the mighty aspect of a dragon, delivering colossal blows, with an armored hide, and more powerful shouts.

Difficulty: -20, -10 for each word beyond the first.

ᚠᚢᚱᚦᚢ Mul : Strength

For the duration of five rounds, the character can choose to add the Splitting (4) or Crushing (4) trait to any melee attack they perform, or increase any existing levels of the chosen trait by 4 should the character already have it. **Can only be applied successfully once per Long Rest.**

ᚠᚢᚱᚦᚢ Quah : Armor

Same as Mul, except the Character also increases their Wound Threshold by 3 and gains the Natural Toughness (3) trait for the duration.

ᚠᚢᚱᚦᚢ Diiv : Wyrn

Same as Quah, except the character no longer needs to spend Stamina Points to use shouts, and gain a +10 modifier to all Thu'um tests for the duration.

Form Change

One of two shouts made famous by Bhag the Raider, this Thu'um causes alters the world around the tongue, taking on the characteristics of anyone imaginable.

Whisper

Difficulty: +0, -20 for each word beyond the first.

ᚠᚢᚱᚦᚢ Zul : Voice

Character may perfectly mimic a voice they have heard at least once before, or simply speak with a voice different from their own for WB minutes.

ᚠᚢᚱᚦᚢ Kopraan : Body

Character may take on the appearance of anyone they have seen at least once, or simply take on a generic form of anything that is roughly humanoid for a number of minutes equal to WB.

ᚠᚢᚱᚦᚢ Fiik : Copy

Character may take on the effects of both Zul and Kopraan simultaneously, and extends the duration of both Zul and Kopraan to WB*10 minutes.

Earthen March

Invented by Hoag Merkiller and used during the invasion of Morrowind, this Thu'um causes the Earth itself to rise up and heal your companions.

Difficulty: -20, -20 for each word beyond the first.

𐒃𐒃𐒃 Gol : Earth

A number of targets up to the character's WB is healed 1d6 hp as dirt springs from the ground and covers up any injuries.

𐒃𐒃𐒃𐒃 Gron : Bond

Same as Gol, except the character can choose to either increase the healing to 2d6, or double the number of targets. In addition, the shout removes any non-permanent shock effects from wounds taken.

𐒃𐒃𐒃𐒃 Aav : Unity

Same as Gron, except the character can choose to add an additional die to the amount healed, or double the number of targets again. Additionally, the shout can be used to remove permanent wound effects from wounds taken (even in prior battles), but the new earthen body-parts comes with a cost in the form one or more of the conditions listed below.

- **Earthen Ears:** The character removes the Lost Ear condition, and the Deafened condition, but loses 5 Perception as all sounds are distant and muffled to the character.
- **Earthen Eyes:** The character removes the Lost Eye condition, and the Blinded condition, but loses 5 Perception as the strange blurry vision is never quite in focus.
- **Earthen Foot/Leg:** The character removes the Lost Foot/Leg condition, and the Immobilized condition if both were lost, but retain the Slowed Condition as the replacement seems firmly attached to the ground.
- **Earthen Hand/Arm:** The character removes the Lost Hand/Arm condition but suffers a -5 Strength as it is slightly numb and slow.
- **Earthen Entrails:** The character removes the Organ Damage condition, but must choose whether their SP maximum or WT stays reduced by 1 as no matter how well it functions, the body just never fully recovers.

Songs of Destiny

Made famous by Barfok the Maid of Planes during the invasion of Morrowind, this shout allows a Tongue to decide the outcome of events around them by forcing their will upon mundus by constantly "singing" it in the Voice, forcing the very fates to obey.

Thu'um Chant: This Shout is unique and is a literal song that must be repeated and continuously sung to keep reality bent to the Tongue's will. It uses the same testing functions of normal Shouts, but costs triple the usual Stamina Points. Additionally, while a character is singing the Songs of Destiny Shout, they cannot use any other Shouts or speak normally and have their maximum AP reduced by 1. If the character stops singing the Song for any reason, its effects end immediately.

Difficulty: -20, -20 for each word beyond the first.

𐒃𐒃𐒃𐒃𐒃 Prodah : Unavoidable Fate

Before rolling the Thu'um test, the character must state an event that will come to pass, like "Today, we will taste victory against the Dunmeri". If successful, an area around the Tongue equal to the Tongue's Willpower in meters is bent to their will.

While in this effected area, all those who would oppose the fate prophesied by the Tongue suffer a -10 penalty to all tests, and all those who seek to fulfill this prophecy gain a +10 bonus to all tests. This includes any tests that attempt to effect something inside the area of effect, even if the source of the effect is not in that same area.

𐒃𐒃𐒃𐒃𐒃 Daan : Prophecy

Same as Prodah, except the penalty and bonus to tests both become 20. Additionally, those within the area of effect who oppose the prophecy treat any skill check roll they make that is equal to one of the Tongue's Lucky Numbers as a Critical Failure. Likewise, anyone seeking to fulfill the prophecy treats any skill check roll they make that is equal to one of the Tongue's Lucky Numbers as a Critical Success.

𐒃𐒃𐒃𐒃𐒃 Miiraad : Choice

Same as Daan, except the penalty and bonus both become 30. Additionally, those within area of effect who oppose the prophecy treat any skill check roll they make that is equal to one of the Tongue's Lucky **or** Unlucky Numbers as a Critical Failure. Likewise, anyone seeking to fulfill the prophecy treats any skill check roll they make that is equal to one of the Tongue's Lucky **or** Unlucky Numbers as a Critical Success. Lastly, the Tongue's grasp on destiny becomes so strong that anyone opposing the prophecy loses the ability to Burn Luck for any reason other than to avoid death, and anyone seeking to fulfill the prophecy reduces the permanent reduction of the Luck characteristic by 1 (to a minimum of 1) when burning Luck.

Soul Tear

Your Thu'um cuts through flesh and shatters soul, commanding the will of the fallen.

Attack (2nd and 3rd Word)

Difficulty: -30, -10 for each word beyond the first.

ᑭᑭ Rii : Essence

Character chooses a number of targets equal to the character's WB within 25m. If any of these targets die within 1 minute, their soul is trapped within an appropriate empty soul gem of the character's within 1m of the character.

ᑭᑭᑭ Vaaz : Tear

Same as Rii, except it also halves the targets' max HP for 1 minute. If a target's current HP is higher than their new max HP, their current HP is reduced to the new value and is not restored when the duration ends.

ᑭᑭᑭ Zol : Zombie

Same as Vaaz, except if a target dies during the shout's duration, their corpse rises to fight for the character for 5 minutes. It uses their character profile.

Words of Surety

The second shout made famous by Bhag the Raider, by weaving words of power into mundane sentences, known in the Sermons of Vivec as double-speak, he could convince even his most cunning opponents of his lies.

Whisper

Difficulty: -10, -20 for each word beyond the first.

ᑭᑭ Lo : Deception

The character speaks one sentence that they wish the target to believe as truth or fact, and then rolls an Opposed Willpower test against the target. If the character succeeds, the target will believe what was just said, and not ask any questions that could call into question the belief in the lie.

ᑭᑭᑭ Tinvaak : Conversation

Same as Lo, except the target gains a -20 penalty to the Opposed Willpower Test.

ᑭᑭᑭᑭ Bahlok : Compulsion

As Tinvaak, except the target gains a -40 penalty to the Opposed Willpower Test.



Heroes of Sovngarde

The heroes of Sovngarde, ancient warrior spirits from the past, can be commanded back to Mundus.

Hero of Sovngarde, Spirit, Major Solo, 1500 Black Soul

Char	*	Attributes	*	Proficiencies	*
Str	50	HP	23	Combat	80
End	45	WT	14	Magic	80
Ag	45	MP	35	Evade	55
Int	35	SP	5	Observe	55
Wp	50	IR	+10	Stealth	30
Prc	35	AP	3	Knowledge	30
Prs	40	Speed	13m	Social	50
Luck	-	Size	Med	Physical	80

Weapons and Armor

May have one of:

- **Ancient Nordic War Axe:** 1d8 Splitting; UW, 2m.
- **Ancient Nordic Broadsword:** 1d8 Slashing, 2m.
- **Ancient Nordic Longbow:** 1d8, Reload (2), UW, 10/250/350m. [Includes 24 arrows].
- **Ancient Nordic Greataxe (2H):** 1d12 Splitting, UW, Shield Splitter, Concussive, 3m.

May have any of:

- **Partial Ancient Nordic Armour:** AR 3; 1 Frost, Med.
- **Full Ancient Nordic Armour:** AR 4; 1 frost, Med.
- **Ancient Nordic Shield:** BR 9; (5) 6 vs frost, Med.

Special Abilities

- **Power Attack (1-3 SP, spend after initial roll):** Add an amount of damage to a melee or ranged attack equal to twice the stamina points spent to a maximum of 3 for +6 damage.
- **Power Draw (1 SP):** The Hero of Sovngarde can reduce the reload time of their next shot by 1.
- **Dragon Tongue (1 SP):** The Hero of Sovngarde can use a Primary Action to Shout. The Hero knows the first two words of one of the shouts below:
 - **Battle Fury (-10 Magic Test)**
All Allies within 25 meters of the Hero of Sovngarde, and the Hero himself, receives a +10 modifier to Combat Style skill tests for four rounds.
 - **Fire Breath (-10 Magic Test)**
The Hero breathes fire and flame, dealing 2d8 fire damage to all targets within a 10m cone. Counts as a ranged, area of effect attack
 - **Unrelenting Force (-10 Magic Test)**
The Hero shouts with great force, Dazing and knocking prone all targets within a 3m wide, 15m long beam for two rounds. Counts as a ranged, area of effect attack for the purposes of evasion. Counts as as a ranged, area of effect attack.

Traits

- **From Beyond:** Immune to the effects of disease, fear, toxins, and mind affecting magic.
- **Resistance (Frost, 3)**
- **Undead:** Does not breathe or eat, immune to disease, poison, non-severed wounds, aging, fatigue, dazed, deaf, and organ damage.

Variant: Mage of Sovngarde

- **Power Well (20)**
- **Spellcaster:** Does not wear armor and knows the following spells:
 - **Frost 4 (1d10) Ball 3m (10 MP)**
 - **Frost 3 (1d8) Storm 10m (11 MP)**
 - **Frost 2 (1d6) Bolt (3 MP)**
 - **Ward 3 (8) Self (8 MP)**
 - **Ward 2 (7) Self (5 MP)**

Variant: Greater Hero of Sovngarde

Uses either the Hero or the Mage of Sovngarde as a base. Knows all three shouts and they cost 0 SP to use.

- **Battle-Born:** Has Combat 90 and Magic 90
- **Hardy:** 30 HP, WT 16, SB 6

Variant: Legendary Hero of Sovngarde

It is recommended that players collaborate with their GM to develop their own personal Legendary Hero. Both player and GM should work together to design an appropriate hero from the ground up. It's suggested to make them like a PC, with the roughly the same XP total as the Tongue who commands them.



Thu'um Rituals

The Thu'um is an ancient art, having seen many aspects rise and fall through the ages. While the Words of Power are the most well known advantages of the Thu'um, the Nords have discovered many ways to impose their will upon the world with their Voice.

Listed below is a ritual, detailing how the ancient Tongues could channel their Voice in a manner that has mostly become lost to time.

The Knotted Tongue (𐤊𐤍𐤏𐤍 𐤏𐤍𐤊𐤍)

In the ages of old, Tongues would rip out the tongue of their greatest enemies, weave them into rope and imbue them with Speech. This would result in a sinewy rope, known as a “Gron-Sik”, meaning ‘to bind words’, that would contain a part of the Tongue’s own breath, giving it the power to Speak. Breathing life into the rope would give it strength, and the Tongue would tie knots on it to contain the breath within, unbinding a knot to unleash a part of its power. But breathing life into the rope was costly, requiring a part of the Tongue’s breath in order to stay alive.

The ritual allows the Tongue to imbue a ritually prepared rope of their enemies tongues with a part of their power, allowing them limited use of their Voice, even if otherwise prevented from doing so, like being on the brink of exhaustion or somehow robbed of the ability to speak.

Creating the Rope itself requires no test, but the creator must have the tongues of three powerful and worthy foes, fresh Heartwood from a Spriggan (Extremely Rare Restoration ingredient) for smoking the meat, drying it out while giving it life, and Ice Wraith Essence (Very Rare Restoration / Destruction ingredient) to preserve it from rot.

With the rope created, it must next imbued with one or more words of power from a single non-Legendary shout that the Tongue knows. Choose the desired Word(s) of the Shout and perform the appropriate Thu'um test as if using that shout, but with an added -10 penalty to each word beyond the first. If the test is successful, the raconic runes representing the word(s) of the shout appear on the length of rope, indicating that the ritual was a success. Regardless of the result of the test, all ritual ingredients are consumed except for the tongue itself.

The character then fills out the profile of the Gron-Sik by writing down the following information:

- The chosen name for the Gron-Sik (Usually Gron-Sik of ‘shout name’).
- The word(s) of the chosen shout imbued in the Gron-Sik.
- The amount of DoS scored in the Imbuement, henceforth known as Binding Strength.
- The word “Ties” and a blank space in which to note a number.

The Gron-Sik can be activated with the Cast Magic action, spending one if its Ties to power all words of the shout, which automatically counts as having succeeded with a number of DoS equal to its Binding Strength. If a shout requires an Opposed Roll, use the wielders Willpower Bonus.

To power the Gron-Sik, the Tongue must give it a Stamina Point for each Tie desired. This can be done as part of a Long Rest, but as long as the Stamina Points are Tied to the Gron-Sik, it cannot be recovered by any means, neither ordinary or magical.

Example

Gron-Sik of Fire Breath
(Yol; Binding Strength 2; Ties [2])

The above is a tongue rope that can be activated two times before needing to be recharged, that when used performs the word Yol, the first word of Fire Breath, with 2 automatic DoS.

Whose Tongues are Worthy?

What makes a worthy foe is subjective. The best course of action is simply to ask the GM if an opponent would be considered a worthy foe for the purpose of making a Gron-Sik, but as a general rule of Thu'um, a worthy foe is a challenging opponent, often one that has served as a minor antagonist or worse, such as the lieutenants of an enemy army, great monsters such as giants or goblin kings, or most potently: other Tongues.

WARDEN

The character has become a Warden after devoting themselves to the will of Y'ffre.

Costs 750 XP if a Bosmer or being trained, otherwise 1000 XP.

The character gains the ability to train Conte Y'ffre & Frostfall skills, learn and use Warden Spells and Talents.

The Tales of Y'ffre

The character gains the ability to train Conte Y'ffre & Frostfall skills, learn and use Warden Spells and Talents.

Skill: Conte Y'ffre (Willpower, Personality)

Example Specializations: Bears, Cliff Racers, Familiar

Striking pacts with beasts and plants alike, the Warden tells tales of nature's warmth and compassion, its capacity for growth, or the wrath of nature scorned.

Your GM may ask you to test Conte Y'ffre when:

- Attempting to convey your intent to an animal.
- Attempting to gauge the state of nature around you.
- Attempting to use Conte Y'ffre spells or talents.

Skill: Conte Frostfall (Willpower, Personality)

Example Specializations: Same as Spell origin schools

Embodying the Frostfall, the Warden's tale unleashes the wrath of harsh winter; frost, blizzards and decay upon foes. Characters can utilize the Conte Frostfall (using Willpower or Personality) as if it were the relevant Magic School skill when casting or purchasing Conventional Spells with the [Frost] Attribute, or which deals Frost based damage.

Any talent that can affect the original spell still functions as if it was cast with the original School.

Warden Talents

These talents enhance the character's use of the abilities granted to them by the Conte. In order to purchase or use any of these talents, a character must first possess the Warden Elite Advance.

Tale of Tongues

The Warden knows the ancient tales of the secret tongues of birds and words of wolves.

Apprentice (Willpower, Personality)

By spending 5 Magicka, the Character can use the Beast Tongue Racial Ability of the Bosmer for a number of minutes equal to their Prs Bonus. If the character is a Bosmer they can use this talent at the same cost to ignore the Perception test to speak with unfamiliar animals entirely. The talent can be used this way before or after the test.

Tales of Kinship

The Warden knows the secret stories of Y'ffre's creatures, and can weave themselves to become a part of them.

Journeyman (Willpower, Personality)

Requires: Tale of Tongues

Any creature from the list in the Call of Nature spell that has been sufficiently calmed by the use of the Profession[Animal Training] skill or through the use of Beast Tongue can, over the course of a Long Rest, become the target of a ritual. This ritual requires 50 drakes worth of ritual ingredients and 30 Magicka Points to strike a bargain with the spirits of Y'ffre's sacred beasts.

At the conclusion of the ritual, the Warden and the target make an Opposed Willpower test. The Warden may spend an additional 30 Magicka Points to gain an additional Degree of Success on their test as many times as they are able. If the Warden wins this opposed test they can learn the Call of Nature(X) spell, where X is the target's creature type.

Tales of Brotherhood (X)

The Warden knows the ancient tales of Men, Mer and Beastfolk that befriended the fiercest beasts of Y'ffre.

Expert (Willpower, Personality)

Requires: Tales of Kinship

The Character deepens the bond between one of their oath-bound Beasts and themselves, turning it into a familiar. When this Talent is purchased, choose one creature type (X) that you have a bargain with. When the Warden summons this creature, they can choose to temporarily reduce their Maximum Magicka Pool by the Spell Cost for a number of days equal to their Personality Bonus. The familiar is summoned for as long as the Warden's Magicka Pool is reduced in this way.

If the familiar dies before this effect ends, the Warden's Magicka Pool is restored. Only one familiar can be summoned at any given time.

This talent can be purchased multiple times for each creature type (X).

Tales of the Wild Hunt

The Warden has been bestowed the tale of ancient times where monsters were truly wild, unconstrained by the Green Pact, and can empower their familiar with this power.

Master (Willpower, Personality)

Requires: Tales of Brotherhood (X)

The Character's Familiar summoned with the Tales of Brotherhood may gain the Wild Shape Racial Ability of the Bosmer: Unglamoured on page 38, the effects of which are chosen upon the summoning of the Familiar. Additionally, the familiar gains the Magic quality on all attacks with its natural weapons. Lastly, if the familiar perishes from injury, the Warden can spend a Stamina Point and pay the cost of summoning the Familiar to magically restore it to full health. This can only be done once for each time the familiar is summoned.

Frozen Gate

The Warden tells the tales of people who went into the raging snow of the Frostfall, never to be seen again.

Journeyman (Willpower, Personality)

The Warden can test Conte Frostfall(+0) and spend 20 Magicka using a Cast Magic Secondary Action to create a portal of ice underneath a target character within 25 meters, causing the target to immediately appear on the ground before the caster within 3 meters. If a valid location is unavailable the effect fails automatically. On a successful cast, the Warden rolls Willpower opposed by the Target's Evade or Athletics skill if they want to avoid it. This counts as a 4th Level Spell.

Secluded Grove

Through Y'ffre, nature provides a sanctuary in which the Warden and their allies can rest deeply or in safety.

Adept (Willpower, Personality)

The Warden can choose to invoke the nature's spirits to provide comfort or safety, within the confines of a small natural area. Calling upon this boon costs 5 Magicka for a Short rest and 15 Magicka for a long rest, spent upon completion of the rest.

Choose one of the following:

- **Comfort:** The Warden and their allies double the effects gained from a Long or Short rest taken in the defined area. A character can choose to forgo this benefit to instead treat a single Wound of the character's choice.
- **Safety:** The Warden and their allies will not be disturbed by any wildlife with the Bestial trait during their sleep. Additionally, they count as if they had the Light Sleeper Talent. If they already have this talent, they instead gain a +20 bonus to their Observe test for the purposes of noticing potential threats.

Conte Y'ffre Spells

This section contains a number of spells for the Conte Y'ffre skill that Wardens may learn through their innate connection with Y'ffre, Lord of the Wild.

These spells have no associated individual spell effects and, as such, cannot be used for enchantments, unconventional spells, or alchemy. Otherwise, casting Conte Y'ffre spells follows the same rules for standard spellcasting.

New Spell Attribute: Natural

Only targets standing on a surface that could sustain natural life in some capacity, such as a forest floor, a dirt road, or a riverbed, can be affected by this spell.

Call of Nature

"... they surged forth, the savage wolves making short work of the poachers and bring peace once more!"

Upkeep, Mindlock (Spell Strength)

Summoned Creature	Level	Cost	Spell Strength
Mudcrab	1	3	1
Cave Rat	1	4	1
Slaughterfish	1	4	1
Dog	2	6	1
Horker	2	8	1
Wolf	2	8	1
Giant Bat	3	10	1
Giant Snake	3	10	1
Horse	3	11	1
Durzog	3	11	1
Giant Spider	4	12	1
Lion	4	12	1
Crocodile	5	14	2
Dreugh / Land Dreugh	5	15	2
Bear	6	17	2
Ogre	6	18	2
Cave Troll	6	22	2
Giant	7	30	3

Summons a creature with the Summoned and Bound traits, which appears within five meters of the caster. The summoned creature persists for 1 round.

Keeping the animal apparition manifested in the world imposes [Spell Str] Mindlock on the caster. Roll initiative for the creature when it's summoned as it acts on its own Turn. If the spell ends because the caster chooses not to upkeep this spell, the creature loses the Summoned and Bound traits and returns to their plane of origin.

If this spell is restrained, the summoned creature's Maximum AP is reduced by 1.

For each time the spell is purchased, pick one spell profile from the table above.

Fungal Growth

“... and the spores invigorated the defenders to fight once more, for the glory of Y’ffre!”

AoE (5m, Cone), Reinforce, Natural

Level:	1	2	3	4	5	6	7
Cost:	11	13	15	17	19	21	23
[Spell Str.]	2	4	6	8	10	12	14

A patch of mushroom rapidly grows and spew spores at all targets within a 5m cone, healing [Spell Strength] to all of the Warden chooses within, leaving the rest untouched.

Budding Seeds

“... with the coming of spring, all life new and old would once again be spurred to life!”

Upkeep, Reinforce, Natural

Level:	3	6
Cost:	10	20
[Spell Str.]	1	2

Plants burst forth only to fade out of reality moments later around the caster for 1 Round, granting the Regeneration ([Spell Strength]) trait to all targets who the Warden chooses within 10 meters, leaving the rest untouched.

Leeching Vines

“... but not all plants were defenseless against the woodsman, and soon he was felled like the many trees.”

Overload (+WB to Dmg), Upkeep

Level:	1	2	3	4	5	6	7
Cost:	9	12	15	19	21	24	27
[Spell Str.]	1	1	1	2	2	2	3

Carnivorous vines sprout from the caster's body, swiping at anything that dares attack them. The Vines last for one round, have a 3m reach, and have [Spell Strength] AP that it can use to Counter Attack against melee attacks that target the Caster. It uses the Caster's Willpower Score as the Combat Style Target Number, and can only defend against attacks that the Warden has not already attempted to defend against. A successful Counter Attack inflicts [Spell Level] Poison damage, healing the Caster for half the amount of damage dealt (round up). Counter Attacks made by these vines do not count toward the caster's Attacks per round.

Lotus Flower

“... who refuses to serve nature, shall serve as sustenance when the earth claims their corpse.”

Reinforce

Level:	3
Cost:	7
[Spell Str.]	3

Beautiful blossoms spring forth, wrapping around the melee weapon currently in the Casters hand. For the next [Spell Strength] hits, successfully Inflicting damage with this weapon restores 1 HP to the wielder, in addition to its normal effects. This effect can only be applied once per weapon and expires after a Long Rest.

Nature's Grasp

“... gardeners are gathered, in more ways than one by their commitment to nurturing nature.”

Direct, Overload (+10 to Spell Str), Natural

Level:	3
Cost:	10
[Spell Str.]	15

Successfully casting this spell counts as performing a Disengage action, except the caster is pulled by plants, trees and roots to safety near a chosen ally within [Spell Strength] meters, without having expended any movement.



CHILD OF THE NIGHT

The character has embraced their vampiric nature, succumbing to the thirst and accepting their new life as a creature of the night.

Requires that the character be a vampire

Costs 750 XP if taken under a master's wing, otherwise 1000 XP.

Characters who take this elite advance gain access to the talents and other character options included in this section. They also immediately gain the following traits, overwriting as applicable:

- Sun-Scarred (3)
- Dawn-Cursed (2)
- Resist Normal Weapons (3)
- Natural Weapons (Fangs, 1d8 Splitting, Magic)

According to their vampiric bloodline, they also gain access to one of the following Powers which can be activated once per day:

Cyrodilic: Vampiric Seduction

As a Secondary Action, the vampire can charm a non-hostile target within 10m. The target makes a +0 Wp test to resist the effect. If this test is successful, they become aware that they've been affected by some kind of magic. If they fail, they become affected by a level 4 Charm Spell Effect.

Aundae: Dark Magic of the Mind

The gaze of the Aundae can invoke a primal fear and madness from their enemies. As a Primary Attack Action, the vampire can cause a target within 15m to either make a +0 Horror test. Alternatively, they can cause the target to test Wp, gaining the Frenzied Trait on a failure.

Quarra: Might of the Grave

As a Secondary Action, the vampire may spend 1 SP to gain +2 to their strength bonus and increase the damage die of their natural weapons by one dice step for 10 minutes.

Berne: Embrace of Shadows

While in Dim light or Darkness, the vampire may turn invisible until they attack, cast a spell, or come within 3m of a bright light source.

Volkihar: Freezing Breath

While grappling a target, the vampire may breathe into them as a Primary Attack Action, freezing them from within. The target takes 1d6 Frost damage and must make a +10 Endurance test, becoming Paralyzed on failure. On a success, they are only affected by the Slowed trait for 1 hour. Either effect is ended after 1 hour or until they take any amount of Fire damage.





Child of the Night Talents

Vampiric Domination

"Do as I command, and you will reap the rewards. Defy me, and I can offer you only pain and suffering."

Expert (Personality), Requires the Cyrodilic Bloodline

The vampire's Vampiric Seduction power now applies a level 7 Charm Spell Effect. Additionally, the target suffers a -20 to the Wp test to resist. The vampire may also select a single target for this ability to affect indefinitely until the vampire releases them at will. Each time the indefinite target of the power is damaged they can re-test their roll to resist.

Darkness of the Subconscious

"Your mind is naked to me! I can taste your fear! You are fertile ground for the seeds of eternal torment!"

Expert (Willpower), Requires the Aundae Bloodline

The vampire can read the deepest thoughts of any target affected by their "Dark Magic of the Mind" power. Additionally, when they use the power to apply the Frenzied condition, they may choose the target of the frenzied character's attacks.

Savagery of the Grave

"Draw upon the wrath of the lord of domination and tear their flesh from bone!"

Expert (Strength), Requires the Quarra Bloodline

The vampire gains the Savage trait. Additionally, they add an additional point of damage for each stamina point spent to Power Attack. Lastly, when making unarmed attacks, they can choose between the Splitting or Slashing weapon qualities.

One with the Shadow

"Blend into the shadows and feast upon sanguine bliss!"

Expert (Agility), Requires the Berne Bloodline

The vampire's Embrace of Shadows power can be used even in bright light as long as there is some level of shadow they can hide in. While invisible from the use of this power, their movement makes no sound.

Volkihar Necromancy

"Even the dead must answer to the will of the Volkihar!"

Expert (Willpower), Requires the Volkihar Bloodline

The vampire may spend 1 SP and 2 AP to reanimate the corpse of a large or smaller creature within 10m for 3 rounds, as if it were affected by a Reanimation spell effect. Doing so imposes Mindlock(1) for as long as the corpse remains animated or until the vampire chooses to end the effect. If the duration would end, the vampire may spend 1 SP and 1 AP to instead maintain it for another 3 rounds. When the effect ends or the reanimated corpse dies, they dissipate into a pile of ash.

Supernatural Reflexes

"You have unlocked the ability to move at such a speed and with such precision that few can act before your fangs are sunken in their throats."

Master (Agility)

The vampire improves their Initiative Rating by 2, gains a +10 bonus to all Evade tests, and increases their movement speed by 2.

Undead Fortitude

"You have come to realize that your organs are little more than a relic from older days."

Adept (Endurance)

The vampire either gains the Tough (1) trait or increases their existing Tough trait by 1. Additionally, they either gain the Resilient (2) trait or increase their Resilient trait by 2.

Vampiric Secrets

The rules contained within this section represent secrets held by powerful vampires. They cannot be purchased with XP – instead, they must be learned from the few people or tomes who contain this forbidden knowledge.

Rituals

Enthralling Rite

Vampires who practice this rite are able to turn unwilling prey into devout servants through the power of profane blood magic. This ritual requires no components except for a cutting implement and knowledge of the rite itself.

First, the target of the ritual must be restrained in some fashion for the duration of the 10 minute ritual. Then, using a cutting implement of their choice, the vampire must slice themselves, dealing the appropriate damage from the item used to make the cut, which bypasses AR.

Then they must forcefully feed their blood to the target over the course of the remainder of the ritual. For the next ten minutes, the vampire and their potential thrall are locked in a battle of wills as the vampire chants daedric rites of domination and subservience. The two must each make an extended Willpower test, making each individual test simultaneously. The first character to reach 15 DoS wins this battle of wills. If the vampire wins the test, the target of the ritual successfully becomes the vampire's thrall; otherwise, the target becomes immune to this ritual for 1 week. A vampire can keep a number of thralls in their service equal to their WB.

A vampire thrall willingly and enthusiastically follows the commands of their master. However, for as long as they are enthralled, their Intelligence is halved and the vampire should give them direct and specific instructions lest they misinterpret the intent of their master's words. A thrall is freed from the will of their master by being targeted by a successful level 4 or higher Dispel effect or through the death of their master.

Rite of Sanguine Preservation

Vampires proficient in this process can create blood potions to sustain themselves when fresh prey is scarce. Creating a potion of blood requires a clean phial made of pure crystal, a cutting implement, a rare Restoration ingredient, a creature with a black soul as a source for blood, and the knowledge of the procedure itself.

The target must either be helpless or a willing participant for the duration of this 5 minute process. The vampire first must extract the blood from the victim into the crystal phial, dealing the chosen cutting implement's base damage which bypasses any AR and reduces the target's Endurance by 10 until after their

next Long Rest. Then, the rare restoration ingredient must be skillfully mixed with the blood by passing an alchemy test as if this were a level 4 potion. See Step 4 for creating potions on page 148. If the test fails, then the blood spoils and the phial must be cleaned before making another attempt. In either case, the used restoration ingredient is consumed.

When consumed, the blood within this phial sates the vampire's thirst for a day.

Rite of Undeath: Death Hound

Vampires who are proficient in necromancy can uncover the secret of the creation of the Death Hound. This ritual follows the base rules for the Rite of Undeath on page 150, with the following rules for specifically the Death Hound:

Death Hounds require 75 Magicka to raise, and require 30 minutes of ritual time. A Death Hound requires a wolf sized body though it doesn't necessarily need to be a wolf. A large cat or other hound will work just fine. A Death hound must have its body intact, cannot have died with an unhealed wound, and must be properly prepared. Then, the blood of a vampire must be somehow introduced into the corpse's body.

A character can raise multiple Death Hounds at once as a pack, adding +25 Magicka and requiring a fully prepared corpse for each additional Death Hound. Every five Death Hounds added in this way imposes a -10 on the Necromancy test to perform the ritual.

Vampiric Spellcasting

There are two forms of vampiric spellcasting; Nox Arcana and Hemomancy. They do not follow the same rules as standard spellcasting, but are still activated using Cast Magic actions. Only vampires have a connection to the daedric energies required to cast these spells.

To learn the skill associated with either requires that the character have the Child of the Night Elite Advance and gain the knowledge from a tome or vampire who has knowledge of them, which grants them the skill at rank 0 (Novice). From there, the skill can be advanced as normal with XP - however, **only one may be advanced to rank 5 (Master)**.

Learning a legendary spell from either doctrine requires that the vampire has the associated skill trained to rank 5 (Master).

Nox Arcana (Wp)

Commonly called "night magic", Nox Arcana is an ancient power that few vampires still have in recent generations.

Gaining one of the Nox Arcana spells below requires that the vampire feed on the blood of another vampire and spend 100 XP. Using a Nox Arcana spell requires that the vampire pass a Nox Arcana skill test. Any associated SP cost is not spent on a failure.

Shrouding Mist

To Cast: 1 SP, 5 minutes

The vampire calls upon the eternal darkness to cause the surrounding area in a 2 kilometer radius to be consumed by a heavy fog. This imposes a -10 penalty to all Observe tests and any vampire within the area has their Dawn-Cursed trait value reduced by 1 for as long as the fog remains. The fog lasts for 5 hours and cannot be ended early unless affected by a more powerful magic.

Bat Form

To Cast: 1 SP, Secondary Action

The Vampire becomes a swarm of bats. They gain the Flyer (10) trait, change their size to Tiny (-20 to hit by larger characters or at range), and reduce their max HP to 5. The effect ends after 3 rounds unless the character spends 1 SP, which refreshes the effect for another 3 rounds. The spell ends immediately and the vampire reverts to their true form if the HP is reduced to 0.

Night Cloak

To Cast: 1 SP, Extended Action (2 AP)

The vampire summons a swarm of bats which inflicts 1d6 Poison damage to all hostile creatures in a 2m radius at the end of each of the vampire's next 3 turns, starting on the current turn. The vampire then regains an amount of health equal to the total damage dealt after mitigation.

Eclipse

Legendary

To Cast: 3 SP, 30 minutes

Over the course of 30 minutes, the vampire calls upon the powers of domination to eclipse the sun, limiting exposure to its searing light. The surrounding area within 8 km of the vampire is shaded from the sun, and vampires within it are unaffected by their Dawn-Cursed trait for the next 2 hours.

Black Shadow

Legendary

To Cast: 2 SP, Primary Action

The vampire's shadow becomes disconnected from them while this spell is active. The detached shadow gains the stats of a Gloom Wraith and acts as a summoned creature, doing the vampire's bidding. The Gloom Wraith stays summoned for 5 rounds, which can be refreshed for 2 SP. It also rolls its own initiative and acts independently in combat. If the Gloom Wraith's HP is reduced to 0 or becomes unsummoned, it is reattached to the vampire as their shadow.

Hemomancy (Wp)

Blood magic is a profane art known only to the most vile vampiric sorcerers.

Using a Hemomancy spell requires that the vampire pass a Hemomancy skill test. Regardless of the result, the full MP and AP cost is spent. Hemomancy spells cannot benefit from spell restraint.

Vampiric Drain

To Cast: 11 MP, Primary Action (Attack)

The vampire drains 2d6 magic damage to a target within 4m, restoring their own HP by the amount of damage successfully dealt (after any reduction). If this kills the target, the vampire's thirst is sated for the day. If this spell is affected by a reflect spell or effect, it has no net effect.

Blood Grasp

To Cast: 10 MP, Primary Action (Attack)

The vampire forces a target within a 15m range to make a -10 Str test. On a failure, the vampire can force the target to move up to 10m closer to them. This forced movement can trigger Attacks of Opportunity.

Sanguine Shield

To Cast: 15 MP, Extended Action (2 AP)

The vampire creates a sanguine dome with a 3m radius centered on themself, protecting any character encompassed within. The dome has 30 HP and any source of damage targeting a character within it damages the dome instead. The dome has the Sun-Scarred (5) trait and cannot regain health by any means.

Crimson Sphere

Legendary

To Cast: 20 MP, Extended Action (3 AP)

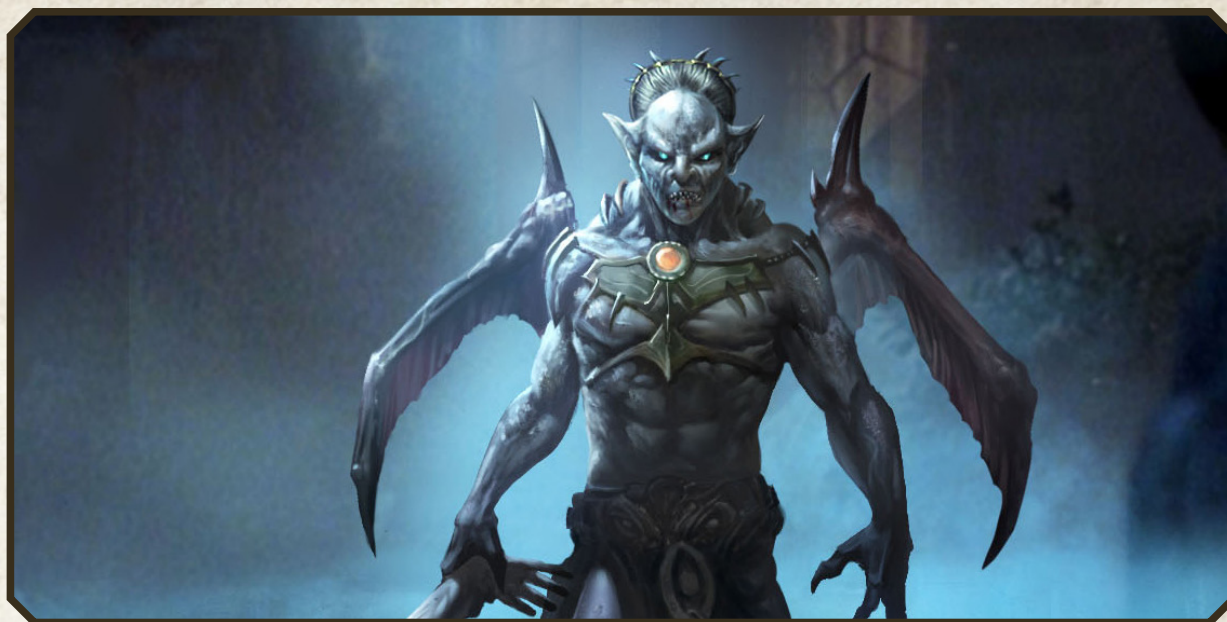
The vampire creates a 2m radius sphere made of blood which envelopes them, restoring 2d8 HP each round that they remain in the sphere. The sphere lasts for 3 rounds, has 50 HP, and takes all damage which targets the sphere or a character within it. If the sphere comes into contact with Sunlight or is dealt damage which counts as sunlight, it is immediately destroyed.

Consuming Blast

Legendary

Cost: 16 MP, Primary Action

The vampire launches a bolt of vampiric energy to a point within 20m which explodes in a 3m radius, dealing 2d8 magic damage to those caught in the Area of Effect. The vampire regains HP equal to the damage dealt (after any reduction). If a target is killed as a result, the vampire's thirst is sated for the day.



VAMPIRE LORD

“Your blood is pure; whether you were sired by Molag Bal himself or consumed the blood of an existing Vampire lord matters not. All that matters now is that you are a god among mortals.”

Requires that the character be a vampire and either feed on a vampire lord or receive Molag Bal’s blessing directly.

Costs 1000 XP

Characters who take this elite advance gain the following traits, overwriting where applicable:

- Dawn-Cursed (3)
- Immunity (Normal Weapons)
- Weakness (Fire, 4)
- Mantle of the Lord

Mantle of the Lord

The vampire spends 2 AP to assume the mantle of the vampire lord. Their body morphs and strengthens; sprouting wings and twisting the face into the visage of a monstrous humanoid bat. When they assume this mantle, all who see the grotesque transformation must make a Panic test. The vampire can revert back to their normal form at will.

The Vampire Lord Form

While in their mantled form, the character gains the following:

- Natural Weapons (Fangs, 1d12 Splitting, Magic)
- Flyer (3)
- +1 max SP
- Regain 10 HP and increase max HP by 10
- Unarmed and Bite attacks gain the Exploit Weakness Quality
- Natural Toughness (4)

Vampire Lord Talents

Characters with the Vampire Lord elite advance may purchase the talents in this section.

Evolved Wings

“Your membranous wings evolve beyond the sad vestigial limbs to allow a full flight.”

Expert (Agility)

When in their mantle form, the vampire replaces the gained Flyer trait with Flyer (Movement Speed) trait instead.

Venemous Talons

“Your mantled talons now sting with the venom of Bal’s otherworldly hatred.”

Expert (Strength, Agility)

While in their Vampire Lord form, the vampire’s claws deal an additional +2 Poison Damage. Additionally, attacks with their claws force the target to make a +0 Endurance test, gaining the Paralyzed condition for 1 round on a failure.

Blood of Bal

“You have learned that your pure blood carries with it the dominating power of Molag Bal.”

Master (Willpower)

When the vampire executes the Enthralling Rite, their DoS threshold for their extended test is reduced to 10. Additionally, the requirement for a dispel effect to free their thralls is increased to a 6+ level Dispel effect.

The vampire can now see through the eyes and hear through the ears of their thralls whenever they wish, and their thralls no longer suffer the Int penalty involved with their enthrallment.



BEAST WITHIN

"You have given in to the beast who lurks within, seeing it more as a blessing than a curse. This pleases Hircine."

Must be a Lycanthrope

Costs 750 XP if you've been taken under an experienced lycanthrope's wing, otherwise 1000 XP

Lycanthropes who take this elite advance immediately gain the following benefits:

- +10 to Wp tests related to transforming into and out of beast form
- Savage trait in beast form
- Increase Bestial Instinct Skill by 1

Depending on the character's lycanthropy strain, they also gain one of the following:

- Werewolf: Unnatural Senses (Smell, 3) in normal form, and Unnatural Senses (Smell, 6) in beast form
- Wereboar: Tough (3) in both forms
- Werebear: Vicious (SB + 2) in both forms

Talents

Lycanthropes who take the Beast Within Elite Advance have access to purchase the talents in this section.

Gorging Feast

"Do not allow a single morsel of flesh to go wasted on your kills. Strip the flesh off of their tendons and crack their bones for the marrow!"

Journeyman (Endurance)

When the lycanthrope feeds, they double the HP gained.

As Sharp as My Spear

"Your master is pleased, I grant you this boon to aid you in your hunt. Your claws are now as sharp as the edge of my spear. Let all who would stand before you feel their edge."

Adept (Strength, Agility)

The lycanthrope's claws gain the Exploit Weakness and Magic Qualities.

Thrill of the Chase

"Run them down, flood them out, and strike them true. Swift must be the kill, so we show our honor to the prey."

Adept (Strength, Agility)

Once per round, the lycanthrope can use the Dash action for no AP cost to move toward an enemy.

One with the Beast

"Embrace the beast within you. Work with it, not against it, and gain control over your bestial counterpart!"

Expert (Willpower)

The lycanthrope gains a +10 bonus to tests associated with transformation into and out of their beast form. Additionally, they can test Wp as normal with a -10 penalty to resist going feral when forced into their beast form during the full moon.

Hide of the Boar

"Walk with my blessing, beast. Show your prey how meaningless their attempts at fighting back truly are."

Adept (Any)

Must be a Wereboar

The lycanthrope can reroll tests made to resist magic once per test while in both forms. They must use the new result. Additionally, they gain the Thick Skull trait in beast form and increase their Bestial Instinct by 1 skill rank.

Might of the Bear

"Your claws are your greatest weapon. Tear their armor apart and upon their flesh!"

Adept (Any)

Must be a Werebear

When the werebear makes an attack with their claws, they apply Damaged (1) to the hit location if the die result (before bonuses) is 11, or Damaged (2) if the die result is 12. Additionally, their Bestial Instinct is increased by 1 skill rank.

Call of the Wolf

"Strike fear into the hearts and minds of your prey. Use my gift of the call to freeze their hearts with terror!"

Adept (Any)

Must be a Werewolf

Once per day, the lycantrape can spend 1 AP to howl in their beast form. All who hear their howl within 20m must make a +10 panic test. Additionally, their Bestial Instinct is increased by 1 skill rank.

Sharpened Tooth and Claw

"The weapons of your inner beast have become honed and razor sharp. Use them to tear into the flesh of your prey!"

Expert (Strength)

The lycantrape's Natural Weapons gain +2 damage in beast form. This functions like weapon material damage bonuses.

Enhanced Instinct

"Your allegiance to your inner beast is admirable, child. Your bestial prowess ever increases."

Expert (Any)

The lycantrape's Bestial Instinct is increased by 1 skill rank.

Bestial Dominance

"You have fully unleashed the prowess of the beast within. Now rip and tear, until you have had your fill!"

Master (Any)

The lycantrape's Bestial Instinct is increased by 1 skill rank.

Aspect of Strength

"The ability to cut down your prey; one of the three aspects of the Hunter."

Master (Strength)

Cannot have Aspect of Guile or Aspect of Tenacity

When the lycantrape uses power attack while in beast form, they add 4 damage for each Stamina Point spent to a maximum of 12. Additionally, their Bestial Instinct skill rank is increased by 1.

Aspect of Guile

"The ability to outrun and outsmart your prey; one of the three aspects of the Hunter."

Master (Agility, Perception)

Cannot have Aspect of Strength or Aspect of Tenacity

The lycantrape gains the Unnatural Senses (Sight, Hearing, and Smell, 30) trait while in beast form. Additionally, they double their Agility Bonus for the purposes of calculating their speed while in beast form. Lastly, their Bestial Instinct is increased by 1 skill rank.

Aspect of Tenacity

"The ability to outlast and wear down your prey; one of the three aspects of the hunter."

Master (Endurance)

Cannot have Aspect of Strength or Aspect of Guile

The lycantrape Increases the Natural Toughness gained from their beast form by 1, they gain Natural Toughness (2) when not in beast form, and the penalties from passive wound effects are halved. They also increase their current HP by 10 when they transform into their beast form. Lastly, their Bestial Instinct is increased by 1 skill rank.





SHADOW MAGIC

The character has learned the secrets of the shadows and may wield Shadow Magic.

400 XP, and must complete a rite which grants the elite advance.

An obscure but powerful form of magic, Shadow Magic was discovered by Azra Nightwielder: the first mage to realize that shadow was not simply an absence of light, but a reflection of possible worlds created by forces in conflict.

Shadow Magic involves the manipulation of shadows in order to affect the forces creating it. Shadow mages can potentially change the past, present, and future in this way. Shadow Magic is most common around the border of Hammerfell, Skyrim and High Rock, and is rarely seen elsewhere.

Becoming a Shadow Mage

In order to purchase any Shadow Magic talents, have a Convergence Rating, or utilize Congruence Powers or Rituals, a character must have the Shadow Mage elite advance. Becoming a Shadow Mage is a difficult and grueling endeavor, but once this journey is completed, the character gains access to possibilities that exist beyond the ordinary understanding of magic—to wield the power of shadows and transcend the boundaries of light and darkness.

The path to becoming a Shadow Mage requires completing a ritual that binds the character to the shadows. This ritual not only opens their soul to shadow magic but also shapes the way they wield it, tying their power to one of three governing attributes: Intelligence, Perception, or Personality. These attributes reflect the unique approach and philosophy the character adopts in their mastery of shadow magic. These rituals are extremely rare and difficult to find. They are not common knowledge, and are generally only known to those who have undertaken the rituals themselves. Once found, learning and comprehending these rituals requires that the character pass a -20 lore test which, if failed, can be reattempted the following day.

Each of these rituals asks the character to make a test against themselves. This is achieved by the player making their own test while the GM makes a test using the same target number in secret. The two results are compared and resolved as a normal opposed test, and the opposed test is rerolled in the case of a tie. This test represents the struggle between the character and their alternate selves to complete the goal of the specific ritual. Once a ritual is successfully completed, the character gains the Convergence Rating (1) trait.

The Rite of Secret Knowledge

The Rite of Secret Knowledge demands both intellectual rigor and a willingness to endure isolation from a prospective shadow mage. They must withdraw from all distractions, entering a state of solitary contemplation for one uninterrupted week. During this time, they create a unique book—a vessel for their understanding of shadow magic.

In order to begin this ritual, the character must craft an obsidian tome with meticulous care. Doing so requires the use of paper, polished obsidian for the cover, and the hair of a creature with a black soul to bind the pages to the cover. Then, the prospective shadow mage must mix a small amount of their own blood into a pot of ink, a process that deals 1 damage to the character, to create the ink required to continue with this ritual. The material costs for these items are difficult to calculate, as some of these components are not commonly available and may need to be harvested or found out in the world. However, once these items have been acquired, binding the pages onto the cover to create the book is not complex, but it is rather time-consuming. From start to finish, the process takes 8 hours of active work for the first time. For any subsequent times the character crafts this book, the duration required to complete this task is halved.

Contrary to the process of bookbinding, conducting the ritual itself is far from straightforward. While the prospective shadow mage crafts their book, so do their shadows in an unknowable number. As such, the book is not a static creation—it is a conduit linking the character to alternate versions of their prospective

selves linked by the shadows. Over the course of this ritual's duration, the character must scribe their knowledge into the book - an offering to their shadows - while obfuscating it and attempting to glean additional knowledge from the dark sanguine ink that appears magically on the obsidian tome's pages. Each shadow attempts to obfuscate their own knowledge while solving the riddles and overly-complex formulas entered into these pages by their alternates.

At the culmination of seven gruelling days of competitive study, the character must make an Opposed Intelligence test against themselves. If the character fails, the book is claimed by a shadow and is lost by the character completely.

Failure is not without its lessons, however; the prospective shadow mage gains a cumulative +10 bonus (only applied to the player's character) to the opposed test of their next attempt. Once the character succeeds, they triumph over their alternates and can finally claim the book for themselves. By doing so, they complete the Rite of Secret Knowledge and gain the Shadow Magic Elite Advance using Intelligence as its governing characteristic once they spend the required XP.

Rite of Penumbraic Insight

Prospective Shadow Mages seeking to wield the power of the shadows through the use of their Perception must find a site of great conflict. This place must be the epicenter of some great calamity, turmoil, or tragedy. Before they begin this ritual, the character must ritually prepare their body by receiving a permanent marking of an eye with obsidian dust as the main material. This eye must be at least the size of the character's own eyes. They must also come prepared with some sort of mind-altering substance which would alter or expand their perception of reality. Once the prospective Shadow Mage arrives at their chosen location with the required materials for this ritual, they must choose a serene location at the site, imbibe the hallucinogen, and remain within the chosen location for the next 7 harrowing days. Over the course of this duration, the character will witness occurrences surrounding and leading up to the event associated with this site. The character must peer into and beyond these occurrences with the aid of the hallucinogen, attempting to witness alternate versions thereof. For example, at the site of a betrayal, the character might witness cooperation against a common foe instead. During this time, the character eats and takes rests as normal.

At the culmination of this seven day ritual, the character must make an opposed Perception test against themselves. On a failure, the marking of the eye which the character used for this ritual is still visible, but permanently closes. However, failure improves the character's ability to peer into the shadows of this place. They can begin the next attempt at this ritual with a cumulative +10 bonus (which only applies to the player character's test) for the opposed test on the next attempt.

Once they succeed, the character has gained the ability to peer into the shadows beyond those of their own realm without alchemical assistance. As a result, they gain the Shadow Magic Elite Advance using Perception as its governing characteristic once they spend the required XP.

Rite of Dark Conspiracy

The Rite of Dark Conspiracy asks much of the prospective Shadow Mage's force of character. Completing it requires that the character choose and bring with them an object, character, or creature of great importance to them as a tribute. Additionally, they must prepare the ritual space, which must be a place of total isolation, by setting up a circle of obsidian mirrors.

When the character is ready to begin the ritual, they must sit at the center of this circle and perform a sacrifice of their chosen tribute. Deep within the reflections of the obsidian mirrors, the character witnesses the same and similar events occurring nearly infinitely before them. Then, over the course of 8 hours, the character and their shadows enter into intense negotiations to determine which of them deserves the power granted by this ritual.

At the culmination of this 8 hours, the character must make an opposed Personality test against themselves. On a failure, the mirrors fade to black, returning the character to total isolation without having achieved their goal. However, this failure improves the character's ability to reason with themselves, which grants them a cumulative +10 bonus (which only applies to the player character's test) for the opposed test on their next attempt.

On a success, each of the infinite shadows that participated in this ritual grants them an inconsequential portion of themselves, combining to great effect. This grants the character the Shadow Magic Elite Advance with Personality as their Governing Characteristic once they spend the required XP.

New Trait: Convergence Rating (X)

A character with this trait has the ability to converge alternate realities to change their own world through the use of Shadow Magic. The X value of the trait, which ranges from 1-10, represents their raw ability to do so.

Convergence Rating (CR) is the measure of a character's raw ability to manipulate shadow: the higher their CR the more powerful they will be. CR is measured on a scale of 1-10, and is represented by the Convergence Rating (X) trait. CR plays an important role in the use of Congruence Powers and Congruence Rituals, both abilities that manipulate shadows in order to produce certain effects.

Congruence Abilities

Congruence Powers are the result of a shadow mage twisting shadows in order to affect the forces that created them.

Congruence Rituals are similar to Congruence Powers, but they require more preparation and focus to utilize. Neither Powers or Rituals require magicka.

Shadow Magic is based entirely within the character's governing characteristic, which was FGdetermined by which ritual granted them the ability. Shadow mages who use their Intelligence can intellectually deduce reality down to the circumstances they want to occur with such pristine precision that the shadows have no choice but to obey. Those who use their Perception have the ability to perceive between the cracks of their own universe and use or pull out the shadows and alternate occurrences that they desire. Lastly, those who use their Personality have the guile to convince the shadows to do their bidding.

Using Congruence Abilities

When utilizing either Congruence Powers or Rituals, the shadow magician will partition their raw ability to dedicate a portion of their power to the power or ritual.

To cast a power or perform a ritual, first, the character must decide how much of their Convergence Rating they are committing (a whole number above 0), then they will roll the Governing Characteristic (GC) granted by their initiation ritual with a certain bonus or penalty specified by the power or ritual.

For each point lower the chosen CR is than their maximum CR, the character receives a +10 bonus to their GC test. For each point higher the chosen CR is than their max CR, the character receives a -10 penalty to their GC test.

If the character uses less CR than their maximum and passes the test, then the power or ritual succeeds. If, under the same circumstance, they fail the test, then the power or ritual fails

and the character suffers a Minor Disharmony. If the character uses more CR than their maximum, and passes the test, then the power or ritual succeeds and they automatically trigger a Minor Disharmony. If, under the same circumstance, they fail the test, then the power or ritual fails and they automatically trigger a Major Disharmony.

If the character critically succeeds while making their shadow casting test, no disharmonies are triggered regardless of CR expenditure. However, if they critically fail, they trigger a major disharmony.

If the character is using a congruence power or performing a congruence ritual by thought alone, the congruence test suffers a -20 penalty. Using a congruence power or performing a congruence ritual with only one hand imposes a -10 penalty on the power or ritual test. If the character is performing the power or ritual without any hand motions, the power or ritual test suffers a -20 penalty.

Congruence Powers

A character can only use Congruence Powers that they have learned. Any character with a Convergence Rating of one or higher can learn powers by spending the XP listed with the power.

While Congruence Powers are considered magic, they do not count as spells when considered by other effects, including traits or talents. Activating Congruence Powers follow special rules that are similar to the rules for casting Spells in combat:

- The test for activating the Congruence Power is also the attack test, and the caster's degrees of success are compared to the defender's.
- Congruence Power tests **can** suffer from circumstantial modifiers that the GM rules are appropriate.
- Congruence Powers **cannot** gain or benefit from advantages.
- Congruence Powers **cannot** be parried or countered, only blocked/evaded.
- Congruence Powers **cannot** benefit from the use of Stamina Point abilities.

Each power has a default difficulty associated with it. This bonus/penalty is used on top of the character's bonus when committing CR. For some powers, the default difficulty is also a formula based on the duration of the power, which is another variable chosen by the caster when the power is used.

Activating a Congruence power requires the use of the listed Action type and that the character have both hands free. For each hand that is not free, the character suffers a -20 penalty to the GC test. Talents which lower these requirements for spellcasting apply to activating congruence powers as well.

Blink

The character reaches into the shadows, using them to speed their journey through their currents.

Cost: 100 XP

Difficulty: +0

Secondary Action

Effect: The character vanishes and reappears at a target location within up to (CR*5) meters of their starting location. The character must be able to see their target location.

Foreboding

The character is connected to the shadows around them, allowing them to see danger coming.

Cost: 75 XP

Difficulty: -20

Secondary Action

Effect: When the character uses this power, the next successful attack made against them has its DoS reduced by the CR committed when this power was used. If this would reduce the attacker's degrees of success to zero or lower, the attacker counts as having failed the attack test. This effect lasts until the character's next long rest.

Vanish

The character hides themselves in the shadows.

Cost: 50 XP

Difficulty: +10

Secondary Action

Effect: The character gains the Invisible condition for a number of rounds equal to the CR of the power. The condition is lost if the character attacks, casts a spell, or activates a power.

Mirror Image

The character twists the shadows around them, presenting multiple images of themselves to others.

Cost: 100 XP

Difficulty: +10 - (10 * X)

Primary Action

Effect: The character creates an illusory duplicate of themselves. The duplicate emerges from within the character, persists for X minutes, and may be controlled as a Free Action, though it moves as normal. It may not move more than CR kilometers away from the character and cannot attack targets or interact physically with objects or the environment. Other characters must pass a Perception test with a -5 penalty for each CR in order to determine which of the two images is real (they must only make this test when first encountering the duplicate and the original together). The character can see through the duplicate's eyes, hear through its ears, and speak using its mouth.

Shadow Armor

The character cloaks themselves with the myriad possibilities of the shadow, making it more difficult to land a substantial hit on them.

Cost: 75 XP

Difficulty: -10 - (5*X)

Secondary Action

Effect: The character chooses a duration X. During this time, attack tests made against the character suffer a -5*CR penalty. This effect lasts for X rounds.

Shadow Drain

The character uses translocation techniques to siphon essence from the target into themselves.

Cost: 75 XP

Difficulty: +0 - (5 * X)

Primary Action, Attack

Effect: Character chooses a range X. Target character within up to (X * 5) meters takes 2 * CR Shadow damage instantly, and the character heals for the same amount.

Shadow Meld

The character merges themselves with pieces of themselves from another reality, enhancing some of their abilities.

Cost: 75 XP

Difficulty: -20

Primary Action

Effect: The character increases a chosen characteristic score by X, where X is five times the CR of the power. This effect lasts for 1 round.

Shadow Sight

The character opens their eyes to the secrets of the shadows around them, augmenting their perception.

Cost: 50 XP

Difficulty: +20 - (5 * X)

Secondary Action

Effect: The character chooses a duration of X minutes. They can see through shadows, effectively meaning they can see through solid objects for the duration. They also gain the Unnatural Senses (Life, Y) trait where Y is equal to the CR of the power times 10 until the duration ends.

Shadow Weapon

The character bends the shadows to their will, forming a fearsome dark weapon.

Cost: 100 XP

Difficulty: -10 - (5 * X)

Secondary Action

Effect: Character chooses a duration X. Summons a weapon with the type of the caster's choice, using the Penumbic weapon material specified below to complete the profile. If the weapon leaves the character's reach, it vanishes. The weapon may be dismissed by the character at will. The item persists for X minutes, or until the character who summoned it is killed. Weapons summoned using this power always count as being part of the character's combat style.

The penumbic weapon material has a +3 Material Bonus. When resolving Slashing, Splitting, or Crushing with a penumbic weapon the CR of the power is used instead of the character's Str bonus. The bonus damage granted from these weapon qualities and from the material bonus is resolved as Shadow damage.

Summon Shadow Horror

The character brings forth a creature that lives in the shadows, born from the myriad forces that shape them.

Cost: 75 XP

Difficulty: +0

Primary Action

Effect: A Shadow Horror ([page 238](#)) appears within five meters of the caster with the Summoned trait. It must obey the commands of the character while it is in this plane. The creature persists for 1 minute, or until the character who summoned it dies, and then vanishes.

The Shadow Horror immediately makes an Opposed Willpower test with the caster. If the caster wins the test, the Shadow Horror has the Bound trait. If the Shadow Horror wins the test, they are not Bound to the caster. During the Opposed Willpower test, the caster gains a 5*CR bonus to the roll. Keeping the Shadow Horror in line imposes Mindlock (3).

Alternatively, the character can choose to simply unleash the Shadow Horror. In this case, it does not obey the character's commands and is hostile to all characters.

Twist Fortune

The character turns the shadows against their target, and they work subtly to foil their every action.

Cost: 50 XP

Difficulty: +10

Secondary Action

Effect: The character chooses a single target within (20 times CR) meters. If the target fails the opposed test, they are plagued by misfortune for CR rounds: constantly tripping over themselves, and generally fumbling in everything they do. The exact effects are left to the GM.

Congruence Rituals

A character can only use Congruence Rituals that they have learned. Any character with a Convergence Rating of one or higher can learn rituals by spending XP. While Congruence Rituals may be magic, they do not count as rituals for the purposes of other effects.

Each ritual has a Default Difficulty associated with it. This bonus/penalty is used on top of the character's bonus when committing CR.

Bind Shadow Weapon (30 Minutes)

The character bends the shadows to their will, transforming a weapon into a fearsome dark implement and binding it to their shadows.

Cost: 75 XP

Difficulty: -30

Effect: The character binds a physical weapon to their shadow. They target a specific physical (not summoned) weapon and either themselves or a willing creature, binding the weapon to the target character. When the ritual is completed, the physical form of the weapon slips into the target character's shadow, no longer existing in its physical form. The target character can now summon and unsummon this weapon as a Free Action at will. While summoned, the weapon has the same profile it had before it was bound to the character including any modifications and enchantments; however, damage from weapon qualities and the material bonus is applied as Shadow damage. A character cannot have more than one weapon bound to them in this way. If the target character already has a weapon bound to them, then that weapon ceases to exist and is replaced by the new weapon from this ritual.

Precognition (30 Minutes)

The character can see the reflection of future events amongst the forces that shape the shadows around them.

Cost: 50 XP

Difficulty: +0

Effect: The character sees a vision of their own future hidden within the shadows. This vision lasts a number of seconds equal to twice the CR of the ritual. The character can look up to CR days into their own future while this effect is active. The higher the CR, the more the character is able to control what these visions focus on (up to GM discretion).

Shadow Gate (1 Hour)

The character binds the shadows, securing an object from prying eyes and the fingers of thieves.

Cost: 75 XP

Difficulty: -20

Effect: The character creates an impenetrable shadow gate which secures a target door, chest, or other container or portal. This shadow gate lasts forever, and can only be opened by a shadow key or by the character that created it (with a Free Action). CR cannot be dedicated to this ritual.

A Shadowkey is an exceedingly rare and priceless arcane relic, which can be used to bypass shadow gates. It has also been recorded as having other, more esoteric uses, stemming from its ability to unlock possibilities in the shadows.]

Shadow Double (8 Hours)

The character forcibly moves an alternate version of someone from another reality to this one. The party in question is usually not happy with this arrangement.

Cost: 300 XP

Difficulty: -30, with an additional -20 penalty if the target is another character.

Effect: The character being doubled must be chosen as the ritual focus, and thus must take part in the ritual. The character performing the ritual can choose to double themselves. Forcibly pulls an alternate version of the target character into this reality with none of their belongings or equipment,. The higher the CR, the less divergent from this reality's version of the character the alternate version will be. The exact nature of this character is left entirely to the GM. The GM has complete control over their actions, unless they deem that the character is an exact or near exact duplicate of one of the PCs, in which case the player in question may control themselves and their double.

The double enters the world in a pure black "shadow" state (though they are fully physical) and slowly gains color and detail over an hour as they adapt to this plane. Characters exposed to alternate versions of themselves must make a fear test with a +20 bonus, and an additional -5 penalty for each CR above 4:

the more exact the duplicate, the more Traumatizing the effect. If the character performing the ritual is duplicating themselves, they are exempt from this requirement. If the alternate version of the character dies, they return to their realm "reset" to the state they were in when they were removed from it.

Shadow Portal (10 Hours)

The character shapes the shadows so that they may pass through their realms in an instant to cross great distances.

Cost: 75 XP

Difficulty: -20, with an additional -20 penalty if the desired destination is in another plane or dimension.

Effect: Creates a portal, within 5 meters of the character, which tunnels through the shadows to target location (the location can be anywhere the character has visited before, as long as they can clearly picture it in their mind).

When the first character passes through the portal, the character who created it must make an Intelligence test, the difficulty of which is determined by the GM based on how long it has been since the character was at the target location, how far away the location is, their state of mind when the portal was created, other circumstances, and so forth. If they pass this test, then the character (and any subsequent ones) who passes through this portal arrives at the desired destination instantly. On failure, the GM may choose an alternate destination (the nature of which is left to their discretion). The character makes this test at a +5 bonus for each CR.

Anyone passing through the portal must make a Willpower test with a -20 penalty or suffer a minor disharmony when they emerge (adding their degrees of failure to the result on the table). The portal persists for 5 minutes, or until the character who created it closes it (which may be done at will, instantly).

Shadow Scry (5 Minutes)

The character peers through the shadows themselves, casting their gaze across the world.

Cost: 50 XP

Difficulty: -10

Effect: The character sees events currently happening somewhere else: the higher the CR the more the character can control what the vision centers on, and the more detail they receive from the vision. The vision lasts a number of seconds equal to three times the CR of the ritual. This counts as "visiting" a location for the purposes of choosing a target for the Shadow Portal power.

Shadow Walk (10 Minutes)

The character walks through the myriad alternate realities that exist within the shadows, entering one of them.

Cost: 100 XP

Difficulty: -20, with an additional -20 penalty to send another character.

Effect: The character performing the ritual is the focus for this ritual. The target character shadow walks to an alternate reality. Their physical body vanishes from this world, and appears in another. Given the infinite number of possible realities, choosing one specifically is quite rather, as most are indistinguishable. The character using the ritual may specify the nature of the target reality, and the higher the CR of the ritual the more accurately they're able to choose the reality they enter.

If the character fails the test with degrees of failure less than or equal to their Willpower bonus, the ritual still manifests: the GM should adjust the effective CR of the ritual (-1 for each degree of failure) and then determine the effects based on this new CR. The character does not know that they erred in any way. Failure with degrees of failure in excess of their Willpower bonus means the ritual simply does not manifest its effects.

The only way for a character to return to their original reality is to use this ritual to get back, though a CR of 4 is sufficient to send the character home due to their connection to their original realm.

If this ritual is targeting a character other than the caster, the target character must be either willing or helpless.

Talents

Shadow Magic talents improve a character's ability to manipulate the shadows through the use of shadow magic.

Sublime Congruence

The character improves their connection to the shadows around them, manipulating them for their own gain.

Varies (EA Governing Char.)

The character increases the X value of their Convergence Rating (X) trait by one. The character can purchase this talent more than once. This talent begins at the Novice level, and gains a level each time a character purchases it, to a maximum of Master. This talent can be purchased more than once at the master level, to a maximum Convergence Rating value of ten.

Shadow Sense

The character has picked up the habit of monitoring the currents of the shadows around them, and is able to detect when they're being manipulated.

Journeyman (Prc)

The character can make an Observe skill test in order to detect when other characters use congruence powers or rituals within a number of kilometers equal to the X value of their Convergence Rating (X) trait. On success, their degrees of success determine how accurately they can place the location of the other shadow mage and determine the nature of the power used.

Harmonic Safeguards

The character is able to fetter their power in such a way as to entirely protect himself from Disharmony.

Adept (EA Governing Char.)

If the character dedicates less than or equal to half their maximum CR (round up), then they cannot trigger Disharmonies in any way.



Minor Disharmonies

Result	Effect
1-3	For the next 10 minutes, all characters seem to see figures, resembling people, lurking in the shadows in the area around the character.
4-5	For the briefest of moments, all shadows within 50 meters disappear completely, only to return a few seconds later.
6-8	A shadow bends around the character, coiling around them like a snake, for 1d4 minutes.
9-11	All people within 50 meters feel a shiver run down their spine.
12-14	All animals within 100 meters take on a sinister look and begin to behave erratically for 1d4 minutes as shadows flock to them.
15-17	A single random object within 2d10 meters of the character disappears only to be replaced with something from another reality. The trade is completely random, and left to the GM to determine.
18-20	All people within line of sight of the character have a trivial memory torn from them forever.
21-23	Food and plants within 25 meters begin to rapidly rot away.
24-26	All lights within 50 meters go out, smothered by shadows.
27-29	For a brief moment (one round), it seems to everyone within 30 meters of the character that night has fallen, plunging the area into total darkness.
30-32	Mirrors and windows within 25 meters of the character show strange, rippling visions of alternate worlds.
33-35	Everyone in sight, including the character, feels a terrible pain in their chest. They gain the stunned condition for 1 round.
36-38	The character's features take on a dark appearance, as the shadows contort their visage into that of a monster. They gain the Frightening (-10) trait until the end of the next round.
39-41	The character vanishes, only to reappear moments later (at the end of the next round) from within a random shadow within 50 meters of their starting position.
42-44	Everyone within sight, including the character, loses a Stamina point and notices that their bodies seem to be casting more shadows than they should for the next minute.
45-47	Shadows begin to bleed from the walls and well up from the ground within 15 meters of the character. If there are paintings or statues of people, they appear to be crying shadows. All who witness this must make a Panic test.
48-50	The shadows lash out against the disharmony, and all people within sight of the character, including the character himself, must pass an Agility test or be knocked prone.
51-53	Smothering shadows fill the air, cloaking the area within 30 meters in total darkness for 1d4 rounds. The character is thrown 1d10 meters into the air in a random direction by tendrils of shadow.
54-56	Shadowing apparitions fill the air within 15 meters of the character, wailing as if tormented. All people witnessing this must make a Panic test with a -10 penalty.
57-59	Pitch black rifts open in the air within 10 meters of the character, lifting everyone into the air and threatening to swallow them into whatever dark dimension they lead to, only to vanish seconds later. Everyone affected falls 1d10 meters.
60-62	Shadows contort violently around the character, releasing a deafening shriek that can be heard up to a kilometer away. This shriek shatters glass, and forces everyone to make an Endurance test or become deafened for 1d10 rounds.
63-65	The character's own shadow grabs them and thrashes them around violently for 1d4 rounds, they must make an Endurance test or lose 1d4 Stamina Points.
66-68	For a split second the world changes appearance, and everyone within 50 meters gets a glimpse of the countless terrifying realities that lie beyond the veil of shadows. All affected characters must make a Panic test with a -20 penalty.
69-71	All light sources, magical or otherwise, within 50 meters go out. No light can penetrate the area within 15 meters of the character for 1d10 rounds.
72-74	All characters within 20 meters, excluding the character, gain the Frenzied condition as their alternate selves bleed through from beyond the veil of shadows.
75+	The character causes a major disharmony: roll on the major-disharmony table (adding the CR of the power).

Major Disharmonies

Result	Effect
1-6	The character's shadow begins to scream as visions of uncountable realities flash before the character's eyes only to be forgotten a moment later. The character must make a Panic (-20) test.
7-10	Baleful shadows course through the character, inflicting torment upon them. The character must make an Endurance test or gain the stunned condition for DoF rounds.
11-14	Visions of alternate realities bleed through into this one. The character's friends and foes appear to them to be terrible monsters of shadow. The effect lasts 1d4 rounds and they must make a Panic test with a -30 penalty.
15-19	A specter of darkness appears, cursing the character for their hubris, and strikes them down with ice cold tendrils of shadow. They take 1d10 frost damage to a random hit location.
20-25	The character completely loses control of the shadows around them, and they lash out at their mind. They cannot use any other congruence powers for the next 1d4 hours.
26-31	The character's mind is whisked away to another reality, leaving them unconscious. At the beginning of each round they may test Willpower to attempt to return to reality, but if they fail with degrees of failure beyond their Willpower bonus, their mind is lost forever.
32-39	The character winks out of this reality and re-appears 2d4 minutes later. Where did they go? Nobody knows!
40-47	The shadows strike back at the character, and turn their power against them. Redirect the power that caused this Disharmony against the character. If such a thing isn't possible, the character takes 1d8 damage to a random hit location, bypassing armor, natural toughness, and resistances.
48-56	Dark beings appear from all shadows within 20 meters, whispering the unfathomable secrets of other realities to anyone unlucky enough to hear them. Everyone affected must make a Horror (+0) test.
57-62	A random person within 50 meters is suddenly swapped with another version of themselves from an alternate reality. This effect only ends when the intruder is slain, or after five minutes when the original returns (though the double might still be around!). The character returns with the dazed condition for 1d10 rounds.
63-68	A wild and dangerous Shadow Horror (page 238) pops into existence within 15 meters of the character, and persists for 1 minute or until it is slain. It detests the character, and will attack them whenever possible.
69-73	All characters within 50 meters take 2d6 damage that ignores armor, natural toughness, and resistances as they are assaulted by their own shadows.
74-79	All shadows within 25 meters reveal their true forms, showing the myriad possibilities of other realities. All characters witnessing this must make a Horror (-20) test. This effect lasts 1d4 rounds, and characters must make the test each round they are exposed until they fail one (though they can close their eyes to avoid it). All shadow magic powers used in the area automatically cause a minor disharmony.
80-83	The character blinks out of existence for 1 round, returning with none of their belongings, and a broken mess of a body. They take 2d6 damage that ignores armor, and appear to have suffered years of torture. They are mentally and physically scarred by the ordeal.
84-87	Each character within 100 meters suffers from a distorted perception of reality, as shadows shift and present false visions, or visions of another world, to them. Each round for 2d10 rounds, everyone affected must make a Willpower test or succumb to this new reality. What this entails is left to the GM.
88-91	A Sliver of Umbra'Keth (page 239) appears within 30 meters of the character. Its sole purpose is to kill the character or be destroyed in the attempt.
92-97	The character sinks into the darkness of their own shadow until they are completely gone. Once inside whatever alternate reality they have been pulled into, they must make a test using their shadow magic Governing Characteristic with a -50 penalty. On success, they have a chance to find their way back, though this takes time (either play a short session for the player later, or simply rule that they return after 3d10 days, battered and bruised). On failure they are lost forever.
98-99	The character's own shadow is destroyed, and the shock from losing their link in the middle of manipulating the innumerable shadow realms kills them instantly.
100	A Sliver of Umbra'Keth (page 239) appears where the character once was, destroying them instantly as it explodes from their shadow. It will attack all characters around it until it is brought down.

Shadow Horror

Beings native to the spaces between realities and born of the interplay between Light and Darkness. Their shadowy forms resemble four-legged eldritch abominations.

Shadow, Beast; Major

Char	*	Attributes	*	Proficiencies	*
Str	55	Hit Points	100	Combat	75
End	55	WT	15	Magic	-
Ag	50	MP	-	Evade	50
Int	30	SP	4	Observe	55
Wp	50	IR	+11	Stealth	80
Prc	35	AP	3	Knowledge	-
Prs	5	Speed	15m	Social	-
Morale	100	Size	Std.	Physical	70

Weapons and Armor

- **Penumbic Tendrils:** 1d10; Crushing or Slashing, Exploit Weakness, Snare, Magic; Reach 3m
- **Grasping Tendrils:** -; Entangling, Magic; Reach 3m
- **Natural Toughness (3)**

Special Abilities

- **Constrict (1 SP):** If an enemy is Grappled, the Shadow Horror can cause them to lose 2 SP.
- **Shadow Caster (1 AP):** This creature can activate the listed Congruence Power through the use of the Cast Magic action and treats their Wp as their Governing Characteristic for the test.

Traits

- **Convergence Rating (5)**
- **Creature of the Dark:** This creature can never trigger Disharmonies and does not have Magicka. It is immune to the effects of Shadow Magic used against it.
- **Dark Sight**
- **Frightening:** At the start of an encounter with a Shadow Horror, all characters must test Panic at +20.
- **Immunity (Disease, Poison, Panic, Horror, Illusion Spell Effects, Normal Weapons)**
- **Quadruped:** The creature moves up to twice their speed when they use the Dash action and three times their speed when they use the Sprint stamina ability.
- **Shadow Sense:** This creature can test Observe to detect characters using Shadow Magic within 5 km.
- **Sun Scarred (2):** If this character is exposed to normal sunlight they lose 1 SP each hour. Cloud cover or other such weather halves the rate of SP loss. The character must spend an hour in a dark place before they can remove levels of fatigue/regain SP lost in this manner.
- **Unrelenting:** Targets cannot Disengage while in Reach of a Shadow Horror.

Congruence Powers

- **Blink**
- **Shadow Armor**
- **Shadow Drain**
- **Shadow Sight**
- **Shadow Weapon**

Encounter Shadow Horrors

Eldritch Beasts which reside in the spaces between realities, these shadows-made-flesh are relentlessly aggressive and horrifyingly cunning in their own twisted way. They are not of the Mundus, or even of the Aurbis, and bring with them a cold malice whenever they are brought forth into this world. No two Shadow Horrors appear completely identical, often appearing as a horrific mixture of monstrous traits melded together into a shadowy, almost incorporeal form. No matter their exact form, they are truly dangerous abominations that can kill even the most experienced Shadow Magicians.

Shadow Horrors do not appear naturally on Tamriel and GMs should consider whether-or-not they truly belong at their table before introducing them. If there is no connection between your campaign and Shadow Magic, it is likely best to leave them out of things. These creatures can only enter the Mundus via two ways; as a summon for a Shadow Magician or as part of some accident caused by a Shadow Magician. They are strong and have access to powerful abilities, meaning that only well-equipped and experienced parties can deal with them effectively.

Loot

- Upon defeat the Shadow Horror is banished back to the realm-between-realms from whence it came, leaving behind a viscous inky-black residue where it fell. On a +0 Alchemy test a character with a Vial can attempt to collect a single dose of this Shadow Residue, which is an Extremely Rare Mysticism and Illusion ingredient. On failure the Shadow Residue is contaminated and unusable.

Sliver of Umbra'Keth

Umbra'Keth, the Shadow of Conflict, was an entity created by the War of Bend'r-mahk. Upon it's destruction by an unknown hero it was shattered, each fragment possessing some small essence of it's power. These Slivers now stalk the spaces-between-realms, both past and future, preying upon those unfortunate enough to attract their attention.

Shadow; Extreme

Char	*	Attributes	*	Proficiencies	*
Str	80	Hit Points	160	Combat	110
End	80	WT	20	Magic	-
Ag	45	MP	-	Evade	55
Int	80	SP	7	Observe	80
Wp	100	IR	+10	Stealth	110
Prc	60	AP	4	Knowledge	80
Prs	5	Speed	12m	Social	-
Morale	100	Size	Large	Physical	100

Weapons and Armor

- **Penumbic Tendrils:** 2d6; Crushing or Slashing, Exploit Weakness, Snare, Magic, Proven; Reach 3m
- **Grasping Tendrils:** -; Entangling, Magic; Reach 3m
- **Penumbic Claws:** 2d8; Splitting, Concussive, Hooked, Shield Splitter, Magic, Proven; Reach 2m
- **Natural Toughness (8)**

Special Abilities

- **Shadows from Beyond (1 AP + 1 SP):** The Silver of Umbra'Keth can blanket the area around it in shadow. An inky-black cloud forms in a radius of 50m around the Sliver. Natural forms of light are instantly snuffed-out and all creatures have their vision reduced to 2m when within this radius. While in this radius, all creatures with the Sun Scarred trait do not suffer it's negative effects.
- **Master of Shadows (1 AP):** The Sliver of Umbra'Keth uses a Congruence Power. It knows all Congruence Powers and may use them as part of the Cast Magic action.

Traits

- **Cacophony of Worlds:** Characters attempting to use Shadow Magic within 100 meters of this creature suffer a -10 penalty and add an additional 10 to any Disharmony rolls they make.
- **Convergence Rating (8)**
- **Creature of the Dark:** This creature can never trigger Disharmonies and does not have Magicka. It is immune to the effects of Shadow Magic used against it.
- **Fear of the Shadows:** The sight of a Sliver of Umbra'Keth invokes a primal fear in any creature. The first time a creature sees it causes them to make a +10 Horror test. Any subsequent sightings invoke a +10 Panic test.
- **Immunity (Disease, Poison, Panic, Horror, Illusion Spell Effects, Normal Weapons)**
- **Magic Resistant:** Re-rolls failed tests to resist Magic.
- **Thick Skull:** Immune to Stun and Dazed.
- **Resistance (All Damage, 2)**
- **Shadow Sense:** This creature can test Observe to detect characters using Shadow Magic within 5 km.
- **Spell Reflect (2):** Whenever this creature would be affected by a magic spell, roll a d10. On a 2 or less, the creature is unaffected and the spell is resolved against the caster instead.
- **Sun Scarred (3):** If this character is exposed to normal sunlight they lose 1 SP each hour. Cloud cover or other such weather halves the rate of SP loss. The character must spend an hour in a dark place before they can remove levels of fatigue/regain SP lost in this manner.

Congruence Powers

Knows all Congruence Powers.

Encountering a Sliver of Umbra'Keth

Umbra'Keth was an eldritch horror spawned into the Aurbis by the collective suffering caused by the War of Bend'r-mahk during the 3rd Era. It took the form of a tall, bipedal, tentacled creature with a trunk like a mammoth. Referring to itself as the Shadow of Conflict, it was ultimately defeated by a hero remembered as the Soul of Conflict by utilizing the legendary Star Teeth. Its ultimate goals were unknown, but its influence cast a dark shadow over parts of Hammerfell, Skyrim, and High Rock.

When it was defeated, it was shattered into many "Slivers," each possessing a fragment of Umbra'Keth's vast power. These slivers now haunt the realms-between-realms, preying upon any shadow mages powerful enough to attract their attention.

A Sliver of Umbra'Keth is one of the most powerful creatures this system provides for; only Dragons are more deadly. Caution should be taken by any GM looking to use these eldritch horrors. A Sliver of Umbra'Keth should only be encountered when a Shadow Mage suffers the appropriate Major Disharmony or as a final, greatest foe in a campaign as their powerful abilities can make short work of even the most powerful adventurers.

Loot

- Upon defeat the Sliver of Umbra'Keth is banished back to the realm-between-realms from whence it came, leaving behind a viscous inky-black residue where it fell. On a +0 Alchemy test a character with a Vial can attempt to collect this residue and form it into a Skein of Conflict, which is a Legendary Mysticism and Illusion ingredient. On failure the Shadow Residue is contaminated and unusable.



Appendix



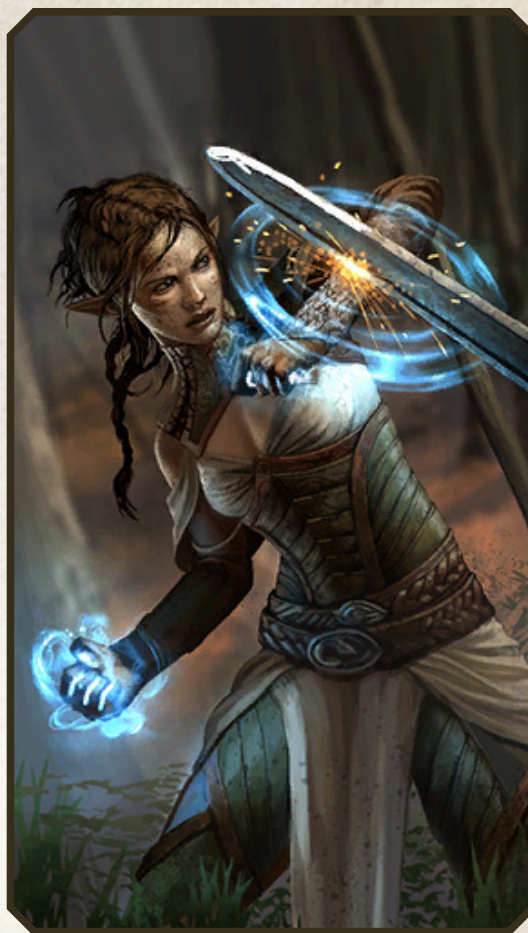
SPELL MAKING REFERENCE

The reference materials in this section are for players to use to create their own spells. See [Unconventional Spells](#) (page 145) for more details on spell creation.

Spell Attributes

Many spells have attributes listed in their profiles that modify their rules or clarify how they function in game terms. The rules for spell attributes apply to all types of spells but are included in this section for convenience:

- **Attack:** Using this effect is considered an Attack for the purposes of determining Attacks per round. Requires a Primary Cast Magic action to cast.
- **Instant:** This spell can be cast using a Secondary Action, permitting the caster to either cast the spell on their Turn or as a Reaction outside of their Turn.
- **Potion:** A potion can be created with this spell effect.
- **Toxin:** A toxin can be created with this spell effect.
- **Upkeep:** The caster can, as a Free Action, refresh the effect (including any required tests or rolls, not including the casting test, using the original target(s)) and duration of this spell when it ends by paying the original cost that they paid for the spell as long as the requirements for the spell (like range) are still met. If the spell has no listed duration, then the character cannot upkeep the spell if they have cast a different spell since the original cast. If a spell has the Attack attribute, then upkeeping the spell counts toward the maximum attacks per round limit.
- **Overload:** The caster benefits from an extra effect (as specified) if not restraining this spell.
- **Reinforce:** By default, spells with this attribute have no extra effects. When a character takes the Mage Guard and the Arcane Defender talents, they benefit from a bonus to the spell effect if not restraining the spell.
- **Ranged (range):** Spell can affect a target within the listed range.
- **Melee (range):** Spell counts as melee with the listed range. Does not provoke attacks of opportunity.
- **Direct:** This spell has a target or targets. Spells with this attribute cannot do damage and cannot be defended against by normal means.
- **AoE (range, form):** This spell counts as a ranged area of effect of the given form/radius.
- **Mindlock (X):** Reduces the caster's max AP by X to a minimum of zero.
- **[Variation]:** This spell has multiple variations, each corresponding to one of the listed items. Each variation is its own spell that must be learned separately.



Spell Forms

This page contains a list of spell forms. A **FORM** is the “shape” of the spell. Some spells are cast across wide areas (like a fireball, which uses the “ball” form) while others are cast only on the caster themselves (the “self” form). Most spell form have a base cost associated with them and a single parameter (which is represented by the variable Z) to determine their “size.” **Many also have attributes associated with them: these are imparted to the final spell.**

Self

Potion

Cost: 1

Affects the caster.

Touch

Ranged (1m)

Cost: 1

Affects a single target character within 1m of the caster.

Bolt

Ranged (100m)

Cost: 2

Affects a single target character within 100m of the caster.

Target

Direct

Cost: 4

Affects a single target character within 50m of the caster. If this spell would alter the Target's mind or harm them in any way, this form becomes a Direct Attack.

Ball

Ranged, AoE (1 + Zm, sphere)

Cost: 5 + Z

Affects all targets within 1 + Z meters of target point within 100m of the caster.

Beam

Ranged, AoE (10 + 10*Zm, beam)

Cost: 5 + Z

Affects all targets within a 1m wide line 10 + (10 x Z) meters in chosen direction from the caster.

Chain

Ranged (50m)

Cost: 5 + Z

Affects a single target within 50m of the caster. Then affects up to Z additional targets of the caster's choice, each within 10m of the previous target.

Cloak

Upkeep

Cost: 4

Affects all targets within 1m at the end of each of the caster's turns. This Form ignores the Attack attribute at GM discretion.

Cone

AoE (3 + Zm, cone)

Cost: 5 + Z

Affects all targets within a 3 + Z meter cone (a cone with a length of 3 + Z meters, and the same width).

Pulse

AoE (1 + Zm, sphere)

Cost: 4 + Z

Affects all targets within 1 + Z meters of the caster.

Rune

Cost: 5 + Z

Creates a magical rune that takes up 1 square meter on a surface within 1 meter. After a 1 round delay the rune becomes barely visible (-20 to any vision based tests to spot it). The caster chooses one or more conditions upon which the rune detonates. The rune persists indefinitely.

- **Proximity:** The rune detonates whenever a character comes within a certain distance (chosen by the caster).
- **Time:** The rune detonates after a set amount of time.
- **Manual:** The caster can detonate the rune manually from any distance by using the Cast Magic action.

When the rune detonates it affects all targets within 1 + Z meters. This counts as an area of effect attack and can be evaded, but only if a character is aware of the rune. This Form ignores the Attack attribute at GM discretion.

Storm

Upkeep, AoE (1 + (3 x Z), sphere), (loses the Overload attribute)

Cost: 5 + Z

Affects all targets within 1 + (3 x Z) meters of target point within 100m. Leaves behind a persistent zone in this area for 1 round that causes the same effect to any characters who pass through it (or end their Turn in it if they started there). Upkeeping the spell does not let the caster move the storm, it merely refreshes the effect and duration.

Wall

Upkeep, AoE (X, wall)

Cost: 5 + Z

Creates a wall 1m wide and X meters long, where X equals 1 + (2 x Z). This wall can be created within 100m, with an orientation chosen by the caster. Affects all targets within the area of the wall. Leaves behind a persistent zone in this area for 1 round that causes the same effect to any characters who enter it (or end their Turn in it if they started there). Upkeeping the spell does not let the caster move the wall, it merely refreshes the effect and duration.

Spell Effects

The following pages lists available spell effects. An **EFFECT** is the rules content of a spell. Most spell effects have a cost determined by a static multiplier times the chosen spell level (SL). **Many also have attributes associated with them: these are imparted to the final spell.**

Unless otherwise specified, spell effects do not stack with themselves (multiple fortify spells do not stack on top of one another, for example).

If the character is casting a multi-part spell, then resolve each part of the spell simultaneously (meaning that none of the parts benefit from the effects of any of the other parts).

Alteration Spell Effects

Effect	Rules	Attributes	Cost
Elemental Armor	Affected target gains SL AR of the chosen [type] for 1 minute.	[Fire, Frost, Shock, Poison], Upkeep, Potion, Reinforce, Instant	4 x SL
Magic Armor	Affected target gains SL magic AR for 1 minute.	Upkeep, Potion, Reinforce, Instant	6 x SL
Armor	Affected target gains SL AR for 1 minute.	Upkeep, Potion, Reinforce, Instant	5 x SL
Burden	Affected target must make a Strength test with a 30 - (10 x SL) modifier or raise its Encumbrance level by one for 1 round. This spell effect can stack and each instance of this spell is upkept separately.	Upkeep, Toxin	3 x SL
Feather	Affected target lowers its Encumbrance level by one for 1 round and treats its armor as being one weight class lighter (target counts as being trained to wear this type of armor even if they normally would not be).	Upkeep, Potion, Instant	10
<i>Note: This effect always counts as being Spell Level 3.</i>			
	Affected target gains a magical barrier with SL HP that envelopes them and protects against physical damage for 1 round. Any damage the target takes from this damage type reduces the barrier's HP first.		
Shield	This barrier's HP does not belong to the target, but rather is the HP of the barrier before it breaks. If any of the barrier's HP remains at the end of the duration, then the spell does not cost MP to upkeep and the barrier's HP refreshes entirely. Otherwise, if all the HP of the barrier is lost at the end of the duration, then the spell cannot be refreshed via upkeep and must be cast again.	Reinforce, Upkeep, Potion, Instant	2 x SL
	Affected target gains a magical barrier with SL HP that envelopes them and protects against magical damage for 1 round. Any damage the target takes from this damage type reduces the barrier's HP first.		
Magic Shield	This barrier's HP does not belong to the target, but rather is the HP of the barrier before it breaks. If any of the barrier's HP remains at the end of the duration, then the spell does not cost MP to upkeep and the barrier's HP refreshes entirely. Otherwise, if all the HP of the barrier is lost at the end of the duration, then the spell cannot be refreshed via upkeep and must be cast again.	Reinforce, Upkeep, Potion, Instant	2 x SL

Effect	Rules	Attributes	Cost
[Type] Shield	Affected target gains a magical barrier with SL HP that envelopes them and protects against [Type] damage for 1 round. Any damage the target takes from this damage type reduces the barrier's HP first.		
	This barrier's HP does not belong to the target, but rather is the HP of the barrier before it breaks. If any of the barrier's HP remains at the end of the duration, then the spell does not cost MP to upkeep and the barrier's HP refreshes entirely. Otherwise, if all the HP of the barrier is lost at the end of the duration, then the spell cannot be refreshed via upkeep and must be cast again.	Reinforce, [Fire, Frost, Shock, Poison], Upkeep, Potion, Instant	1 x SL
Jump	The next time the affected target jumps within 1 minute it may jump SL meters higher or further.	Potion, Instant	SL
Levitate	Affected target gains the Flyer (3 x SL) trait for 1 minute.	Upkeep, Potion	6 x SL
Lock	Affected door or container locks itself. Defeating this lock requires an extended Subterfuge test with a success threshold equal to 2 x SL.	Instant	3 x SL
Open	Affected door or container within 1 meter unlocks itself if the extended test threshold to unlock it is 2 x SL or lower.	Instant	3 x SL
Repair	Removes SL levels of the Damaged (X) quality from affected piece of armor, shield, or weapon.	Upkeep, Instant	3 x SL
Slowfall	The next time affected target falls within 1 minute it may ignore up to the first 2 * SL meters when calculating fall damage. May be cast as a reaction if a character falls.	Upkeep, Potion, Instant	1 x SL
Water Breathing	Character can breathe water as if it were air for SL minutes.	Potion, Upkeep, Instant	1 x SL
Water Walking	Character can walk on water as if it were land for SL minutes.	Potion, Upkeep, Instant	1 x SL
Ward	May be cast as a reaction to an attack in place of the character's normal defense and does not provoke Attacks of Opportunity. Caster generates a magical ward that acts as a shield for all damage, gaining [5 + SL] Magical and Physical BR. Power Block is incompatible with this shield.	Instant, Reinforce	2 x SL

Conjuration Spell Effects

When summoning anything in unconventional spellcasting, regardless of spell form only 1 creature/object is summoned per every instance of the effect. For example, a Summon Scamp Ball will only summon 1 scamp unless the Summon Scamp Ball has 2 or more Summon Scamp effects.

A summoned creature will appear at a target point determined by the form of this spell.

- Any AoE form: creature is summoned anywhere within that area.
- Cloak/Self forms: creature is summoned 5 meters near the caster.
- Target/Bolt/Touch: creature is summoned 5 meters near the target or target area the spell is hit

A summoned object will appear on a target character determined by the form of this spell.

- Any AoE form: object is summoned on a target of the caster's choosing within the area of the AoE.
- Cloak/Self forms: object is summoned on the caster.
- Target/Bolt/Touch: object is summoned on the target of the form.

Effect	Rules	Attributes	Cost
	Summons one of the following sets of Bound Daedric armour (Both Arms; Both Legs, Body; or Head;) that follows the profile determined by its SL. The armour slots this spell summons must be determined when the spell is learned.		
Conjure [Armor]	This piece of armor magically replaces whatever armor a willing target is currently wearing on that location for one minute. The armor piece counts as one weight class lighter for the purpose of armor penalties, and does not need to be among the target's trained armor classes in its combat style. The armour has the Bound and Summoned traits. SL 2: Inferior Partial Daedric SL 3: Inferior Full Daedric SL 4: Partial Daedric SL 5: Full Daedric SL 6: Superior Partial Daedric SL 7: Superior Full Daedric <i>Notes:</i> • <i>This effect cannot be used at Spell level 1</i> • <i>Adding more than 1 instance of this effect causes the cost of all instances of this effect after the first to be 4 x SL, but only if used in the self form.</i>	Upkeep, Instant	7 x SL
	Summons a Bound Daedric weapon or shield of casters choice that follows the profile determined by its [Spell Level]. The weapon type must be determined when the spell is learned. SL 2: Primitive Quality SL 4: Standard SL 6: Proven Quality		
Conjure [Weapon]	This weapon appears in a willing target's hand(s) for the duration of the spell or until the weapon leaves the target's hands. The target gains a [Spell Strength] weapon (with ammo) with the Bound and Summoned traits of the chosen type for 1 minute. Weapons with the reload quality are not loaded when they are summoned; however, the value of the first Reload action is reduced by 1. If the weapon is not in any of the target's Combat Styles, they count it as being Trained (+0). <i>Notes:</i> • <i>This effect can only be used at Spell Levels 2, 4, and 6.</i>	Upkeep, Instant	7 x SL

Effect	Rules	Attributes	Cost
Sunder Binding	The caster picks a target with the Summoned trait that must make an opposed Willpower test vs the caster with a 30 - (10 x SL) modifier or be sent back to the place from whence it came. This is also a Mysticism effect.		1 x SL
Summon Construct	Summons a construct with the Summoned trait, which appears within five meters of the caster. Immediately after being summoned, the Construct must make a Willpower test against the DoS of the Conjurament test. If the Conjurer wins the test, the Construct gains the Bound trait and persists for 1 round, If the Construct wins the Opposed test, it is not Bound and can act as it pleases, typically murdering its summoner. The unbound Construct can test Willpower at the end of each round to maintain itself in Mundus. Keeping the Construct in line imposes [Spell Str] Mindlock on the caster. If the spell ends because the caster chooses not to upkeep this spell and the summoned creature has the Bound trait, the creature loses the Summoned trait and returns to their plane of origin. Roll initiative for the Construct when it's summoned, as it acts on its own Turn. If this spell is restrained, the summoned creature's Maximum AP is reduced by 1 while they have the Bound trait. For each time the spell is bought, pick one spell profile from the table below and mark it on your sheet. Note: Spell Strength depends on the construct summoned, which can be found in its profile on the page below.	Upkeep, Mindlock(Spell Strength)	See Profile Table
Summon Daedra	Summons a Daedra with the Summoned trait, which appears within five meters of the caster. Immediately after being summoned, the Daedra must make a Willpower test against the DoS of the Conjurament test. If the Conjurer wins the test, the Daedra gains the Bound trait and persists for 1 round, If the Daedra wins the Opposed test, it is not Bound and can act as it pleases, typically murdering its summoner. The unbound Daedra can test Willpower at the end of each round to maintain itself in Mundus. Keeping the Daedra in line imposes [Spell Str] Mindlock on the caster. If the spell ends because the caster chooses not to upkeep this spell and the summoned creature has the Bound trait, the creature loses the Summoned trait and returns to their plane of origin. Roll initiative for the Daedra when it's summoned, as it acts on its own Turn. If this spell is restrained, the summoned creature's Maximum AP is reduced by 1 while they have the Bound trait. For each time the spell is bought, pick one spell profile from the table below and mark it on your sheet. Note: Spell Strength depends on the construct summoned, which can be found in its profile on the page below.	Upkeep, Mindlock(Spell Strength)	See Profile Table

Summoned Creature Profile Tables

To find the stats for the Daedra or Construct you want to summon, go to Inhabitants of Tamriel.

Summoned Daedra

Daedra	Level	Cost	Spell Str.
Daedrat	1	7	1
Scamp	1	8	1
Banekin	1	9	1
Hell Hound	2	12	1
Clannfear	2	13	1
Hunger	3	16	1
Dremora Churl	3	16	1
Flame Atronach	3	17	2
Spider Daedra	4	18	2
Dremora Caitiff	4	19	1
Ogrim	4	20	2
Frost Atronach	4	20	2
Auroran	5	22	2
Storm Atronach	5	23	3
Dremora Kynmarcher	5	24	2
Winged Twilight	6	27	3
Aureal (Golden Saint)	6	28	3
Mazken (Dark Seducer)	6	28	3
Dremora Lord	7	32	3
Xivilai	7	33	3
Daedroth	7	34	3

Summoned Daedra

Construct	Level	Cost	Spell Str.
Flesh Atronach	4	21	2
Hulking Flesh Atronach	6	29	3

Destruction Spell Effects

Effect	Rules	Attributes	Cost
Disintegrate Armor	Armor piece on affected hit location gains Damaged (SL)	Attack	4 x SL
Disintegrate Weapon	Weapons held by affected character(s) gain Damaged (SL)	Attack	4 x SL
Drain Magicka	Affected target must make a Willpower test or lose 4 x SL MP. When included in a Toxin, this spell effect is not considered to have the Upkeep Attribute.	Upkeep, Toxin	2 x SL
Fatigue	Affected target must make an Endurance test with a 30 - (10 x SL) modifier or lose 1 SP. When included in a Toxin, this spell effect is not considered to have the Upkeep Attribute.	Toxin, Attack, Upkeep	2 x SL
Fire	Affected target takes [die] fire damage. <i>Note: The SL determines the size of the die used, starting with a 1d4 and stepping up one size for each SL beyond the first (1d6, 1d8, 1d10, 2d6, 2d8, 2d10).</i>	Overload (+WB to Dmg), Attack	2 x SL
Frost	Affected target takes [die] frost damage. <i>Note: The SL determines the size of the die used, starting with a 1d4 and stepping up one size for each SL beyond the first (1d6, 1d8, 1d10, 2d6, 2d8, 2d10).</i>	Overload (+WB to Dmg), Attack	2 x SL
Shock	Affected target takes [die] shock damage. <i>Note: The SL determines the size of the die used, starting with a 1d4 and stepping up one size for each SL beyond the first (1d6, 1d8, 1d10, 2d6, 2d8, 2d10).</i>	Overload (+WB to Dmg), Attack	2 x SL
Poison	Affected target takes [die] poison damage. <i>Note: The SL determines the size of the die used, starting with a 1d4 and stepping up one size for each SL beyond the first (1d6, 1d8, 1d10, 2d6, 2d8, 2d10).</i>	Overload (+WB to Dmg), Attack	2 x SL
Sunlight	Affected target takes [die] fire damage. Damage dealt counts as sunlight. <i>Note: The SL determines the size of the die used, starting with a 1d4 and stepping up one size for each SL beyond the first (1d6, 1d8, 1d10, 2d6, 2d8, 2d10).</i>	Overload (+WB to Dmg), Attack	3 x SL
Elemental Weakness	Affected target gains Weakness ([type], SL) trait for 1 round.	[Fire, Frost, Shock, Poison], Upkeep	1 x SL
Weakness to Magic	Affected target gains Weakness (magic, SL) trait for 1 round.	Upkeep	3 x SL

Illusion Spell Effects

Effect	Rules	Attributes	Cost
Blind	Affected target must make a Willpower test with a 30 - (10 x SL) modifier or be Blinded for 1 round.	Upkeep, Toxin	3 x SL
Calm	Affected target must make a Willpower test with a 30 - (10 x SL) modifier or be calmed for 1 minute. A calmed character loses the will to fight. While calmed, they cannot willingly attack any character unless that character attacks them first, at which point they snap out of the effect. If a character while under this spell's effect is struck by a Frenzy effect, then this spell effect is immediately nullified	Toxin	3 x SL
Chameleon	Affected target gains the Chameleon (-5 x SL) condition for 1 minute.	Upkeep, Potion, Instant	3 x SL
Charm	Affected target becomes receptive to others, and the next character to attempt a Persuade or Deceive test on them within 1 minute receives a +5 x SL bonus.	Upkeep, Toxin, Instant	2 x SL
Courage	Willing affected target receives a +5 x SL bonus to any Fear tests within 1 minute. Targets under the effects of fear can make a Willpower test with the same bonus to snap out of the effects.	Upkeep, Instant	2 x SL
Panic	Affected target must make a Panic (30 - (10 x SL)) test.	-	2 x SL
Horror	Affected target must make a Horror (30 - (10 x SL)) test.	Attack	8 x SL
Frenzy	Affected target must make a Willpower test with a 30 - (10 x SL) modifier or gain the Frenzied condition. If a character while under this spell's effect is struck by a Calm effect, then this spell effect is immediately nullified.	Toxin	4 x SL
Invisibility	Affected target gains the Invisible condition for 1 round. They lose this condition if they attack or cast another spell during this time. <i>Note: This effect always counts as being Spell Level 5.</i>	Upkeep, Potion	12
Light	Creates a light orbiting affected target that illuminates an area within 10 x SL meters for 1 minute.	Upkeep, Potion, Instant	1 x SL
Muffle	Affected target gains the Muffled (-5 x SL) condition for 1 minute.	Upkeep, Potion, Instant	3 x SL
Night Eye	Affected target gains the ability to see in the dark up to 10 x SL meters for 1 minute.	Upkeep, Potion, Instant	3 x SL
Paralyze	Affected target must make a Willpower test with a 30 - (10 x SL) modifier or be Paralyzed for 1 round.	Upkeep, Toxin	7 x SL
Sanctuary	Affected target gains SL additional degrees of success on successful defense tests for 1 round. They can also move 1 meter further than normal to avoid AoE attacks on successful evade tests.	Upkeep, Potion, Instant	7 x SL
Silence	Affected target must make a Willpower test with a 30 - (10 x SL) modifier or be Silenced for 1 round.	Upkeep, Toxin	3 x SL

Mysticism Spell Effects

Effect	Rules	Attributes	Cost
Absorb [Characteristic]	Choose Characteristic at purchase. Affected target takes a 5 x SL penalty to all tests that rely on the affected Characteristic for one round, and grants the caster a bonus to tests using the same Characteristic for one round. If this spell is affected by a Reflect spell or effect, it has no net effect.	Upkeep	8 x SL
Absorb Life	Affected target takes [die] magic damage. Caster regenerates HP equal to half (round up) of the damage dealt (after reduction). If this spell is affected by a Reflect spell or effect, it has no net effect. <i>Note: The SL determines the size of the die used, starting with a 1d4 and stepping up one size for each SL beyond the first (1d6, 1d8, 1d10, 2d6, 2d8, 2d10).</i>	Overload (+WB to Dmg), Attack	3 x SL
Absorb Magicka	Affected target must make a Willpower test or lose [die] magicka. Caster regenerates MP equal to the magicka lost. If this spell is affected by a Reflect spell or effect, it has no net effect. <i>Note: The SL determines the size of the die used, starting with a 1d4 and stepping up one size for each SL beyond the first (1d6, 1d8, 1d10, 2d6, 2d8, 2d10).</i>		3 x SL
Detect [type]	Affected target gains the ability to see objects/effects of the chosen [type] within 10 x SL meters as a faint, shimmering outline even in the dark and through objects, even if blind, for 1 minute.	[Life, Magic, Undead, (other)], Upkeep, Potion, Instant	5 x SL
Dispel	Removes all magical effects of SL level (either potion, spell, or enchant level) or lower from the affected target. Constant enchantments reactivate after 1d4 rounds.	Potion	4 x SL
Ethereal Form	Affected target gains the Incorporeal trait for 1 round. <i>Note: This effect always counts as being Spell Level 5.</i>	Upkeep, Potion	10
Mark	Places an invisible, magic mark at the affected target's current location. The amount of marks a character can keep track of is equal to their Intelligence Bonus. <i>Note: This effect always counts as being Spell Level 2, and can only be used with the Self form.</i>	Potion, Instant	5
Recall	Instantly transports willing affected target to the location of one of the caster's magic marks placed with the Mark spell. Cannot be used to travel between planes. <i>Note: This effect always counts as being Spell Level 3.</i>	Potion, Instant	15
Reflect	Any time affected target would be hit by a spell (after any defense, but before resolving effects), roll a d10. If the result is a roll of SL or lower, instead resolve the spell against its original caster. Lasts for 1 round.	Upkeep, Potion, Instant	3 x SL
Soul Trap	Affected target within 50m has their soul magically tethered to an appropriate empty soul gem (only black soul gems can hold the souls of men, mer, and the beast races) of the caster's choice within 1m of the caster. If the target dies within 1 minute, then their soul is trapped within the gem and it gains soul energy equal to the size of their soul. <i>Note: This effect always counts as being Spell Level 2.</i>	Upkeep	12
Spell Absorption	Affected target gains the Spell Absorption (SL) trait for 1 round.	Upkeep, Potion, Instant	3 x SL

Effect	Rules	Attributes	Cost
Sunder Binding	The caster picks a target with the Summoned trait that must make an opposed Willpower test vs the caster with a 30 - (10 x SL) modifier or be sent back to the place from whence it came. This is also a Conjuraction effect.	-	1 x SL
Telekinesis	Affected target gains the Telekinesis (SL) trait for 1 minute.	Upkeep, Potion, Instant	3 x SL
Telepathy	Affected target gains the Telepathy (SL) trait for 1 minute.	Upkeep, Potion, Instant	3 x SL

Necromancy Spell Effects

Effect	Rules	Attributes	Cost
	Target corpse of [Spell Strength] size is reanimated for one minute, using the profile it had in life. The target must immediately test an Opposed Willpower with the caster. If the caster wins the test, the target also has the Bound trait. If the target wins the test, they are reanimated but are not Bound to the caster.		
	The target is reanimated with full HP, Stamina Points, Action Points, Magicka, and any uses of limited use abilities.		
Reanimate	The spell imbues the body with the spirit of a lesser daedra, and has no shred of the character's consciousness, soul, or any knowledge of their past life except for skills, talents, traits, and spells. They do not retain powers gained from their race. After the reanimated creature dies again or if the spell ends (due to unpaid upkeep or any other reason), the reanimated creature turns to a pile of ash and cannot be reanimated. <i>Note: The SL determines the size of the creature that can be reanimated, starting with "Puny" and stepping up one size for each SL beyond the first (Tiny, Small, Standard, Large, Huge, Massive).</i>	Upkeep, Direct, Mindlock(1)	5 x SL
Summon Ghost	The caster summons a Ghost (SL 2) or an Ancient Ghost (SL 3) into Mundus for one round. The caster and the Ghost must immediately roll an Opposed Willpower test; if the caster succeeds, the Ghost has the Bound trait for the duration.	Upkeep, Mindlock(1)	SL 2 = 12 SL 3 = 19
Summon Wraith	The caster summons a Wraith (SL 4) or a Gloom Wraith (SL 5) into Mundus for one round. The caster and the Wraith must immediately roll an Opposed Willpower test; if the caster succeeds, the Wraith has the Bound trait for the duration.	Upkeep, Mindlock(2)	SL 4 = 18 SL 5 = 22

Restoration Spell Effects

Effect	Rules	Attributes	Cost
Cure Disease	Affected target removes the Diseased SL Condition Spell Level 2 = Common Spell Level 4 = Magical	Potion, Instant	3 x SL
	Note: This effect always counts as being either Spell Level 2 or Spell Level 4		
Cure Paralysis	Affected target loses the Paralyzed condition. <i>Note: This effect always counts as being Spell Level 2.</i>	Potion, Instant	8
Fortify [Characteristic]	Affected target increases their [characteristic] score by 5*SL for 1 round.	Upkeep, Potion, [Strength, Endurance, Agility, Intelligence, Willpower, Perception, Personality]	8 x SL
Heal	Affected target regains 2 x SL HP.	Potion, Instant	2 x SL
Rejuvenate	Affected target regains 1 SP OR removes 1 level of fatigue if they have any. <i>Note: This effect always counts as being Spell Level 3.</i>	Potion, Instant	16
Replenish	Target character within 1 meter regains [2 x SL] MP or [Casting Cost] MP, whichever is lower. <i>Note: This effect cannot be used with the self form.</i>	Potion, Instant	3 x SL
Elemental Resistance	Affected target gains the Resistance ([type], SL) trait for 1 round.	[Fire, Frost, Shock, Poison], Upkeep, Potion, Instant	2 x SL
Resistance to Magic	Affected target gains the Resistance (magic, SL) trait for 1 round.	Upkeep, Potion, Instant	4 x SL
Stabilize	Affected target is stabilized if they were dying. <i>Note: This effect always counts as being Spell Level 1.</i>	Potion, Instant	1
Turn Undead	Affected target with the Undead trait must make a Willpower test with a 30 - (10 x SL). On a failure, the target must spend any AP, SP, or any other resources necessary on their next Turn to attempt to flee from the caster until they are at least 40m away from them.	Upkeep, Toxin	3 x SL
Ward	May be cast as a reaction to an attack in place of the character's normal defense and does not provoke Attacks of Opportunity. Caster generates a magical ward that acts as a shield for all damage, gaining [5 + SL] Magical and Physical BR. Power Block is incompatible with this shield.	Instant, Reinforce	2 x SL

PHYSICAL DAMAGE DICE STEPS

1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d8 > 2d10 > 2d12

SUPPLEMENTAL RESOURCES

The UESRPG Discord Community

It is highly recommended that GMs and players alike join the UESRPG Discord Community. We often refer to the discord server as a core supplement to this game. There are many active veterans of this system available at all times of day in the server's various chat channels who are happy to answer any questions that arise from reading or play. An invite to the server can be found at discord.gg/HWZVw2qTE5.

The UESRPG Subreddit

While the UESRPG Subreddit is not nearly as active as the Discord Community, it can serve as a suitable alternative to those who prefer not to use discord. If the above Discord link is broken, an updated link can usually be found on the subreddit as well. The subreddit can be visited at www.reddit.com/r/UESRPG/.

Homebrew Content

A valued community member and contributor to this book, TutorialTuna, has a veritable treasure trove of homebrew content that can be found in his Google Drive by following this link: drive.google.com/drive/folders/1OEyIGpNO5dL7USX7ASp4-Ls195QDge0l.

Additional homebrew content can be found pinned and being discussed in the #homebrew-channel in the discord community.

Lore and Inspiration

Outside of resources specific to this system, there are a number of communities that do great work cataloging Elder Scrolls lore and materials.

The **Unofficial Elder Scrolls Pages (UESP)**, a community respected lore wiki community dedicated to scribing lore and other in-game information, can be found at [UESP.net](https://uesp.net).

The **Imperial Library** is a website dedicated to the archival of in-game and out-of-game lore books alike. It also archives non-canon lore posts by both official and respected unofficial sources, great for inspiration when canon lore doesn't quite do the trick. It can be found at imperial-library.info.

The **Elder Scrolls Fandom Wiki**, while often admonished for its somewhat imprecise approach to verifying sources and edits to its articles, is a resource similar to UESP. In the context of TTRPGs, it can be a useful tool for inspiring creativity for many of the very same reasons it does not serve as a reliable source for canon lore. It can be found at elderscrolls.fandom.com.

