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| Race Starting Attribute Table | | | | | | | | | | |
| Race | Altmer | Argonian | Bosmer | Breton | Dunmer | Imperial | Khajiit | Nord | Orc | Redguard |
| Strength | 30 | 40 | 30 | 35 | 40 | 40 | 35 | 50 | 45 | 45 |
| Intelligence | 50 | 45 | 40 | 50 | 40 | 40 | 40 | 30 | 35 | 30 |
| Willpower | 40 | 35 | 30 | 50 | 30 | 35 | 30 | 35 | 45 | 30 |
| Agility | 40 | 45 | 50 | 30 | 40 | 30 | 50 | 40 | 35 | 40 |
| Speed | 35 | 45 | 50 | 35 | 50 | 35 | 40 | 40 | 30 | 40 |
| Endurance | 35 | 30 | 35 | 30 | 35 | 40 | 35 | 45 | 50 | 50 |
| Personality | 40 | 30 | 35 | 40 | 35 | 50 | 40 | 30 | 30 | 35 |
| Luck | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 |

Racial descriptions:

Argonian: This reptilian race, well-suited for the swamps of their homeland, has developed natural immunities to diseases and poisons. They can breathe water and are good at picking locks.

Breton: In addition to their quick and perceptive grasp of spellcraft, even the humblest of Bretons can boast a resistance to magical energies. They are particularly skilled at summoning and healing magic.

Dark Elf: Also known as “Dunmer” in their homeland of Morrowind, the Dark Elves are noted for their skilled and balanced integration of the sword, the bow and destruction magic. They are resistant to fire and can summon an ancestral ghost for aid.

High Elf: Also known as “Altmer” in their homeland of Summerset Isle, the High Elves are the most strongly gifted in the arcane arts of all the races. However, they are also somewhat vulnerable to fire, frost and shock.

Imperial: Natives of the civilized, cosmopolitan province of Cyrodiil, they have proved to be shrewd diplomats and traders. They are skilled with heavy armor and tend to favor the warrior classes.

Khajiit: Hailing from the province of Elsweyr, they are intelligent, quick and agile. They make excellent thieves due to their natural agility and unmatched acrobatics skill. All Khajiit can see in the dark.

Nord: Citizens of Skyrim, they are a tall and fair-haired people. Strong and hardy, Nords are famous for their resistance to cold. They are highly talented warriors.

Orc: The people of the Wrothgarian and Dragontail Mountains, Orcish armorers are prized for their craftsmanship. Orc troops in heavy armor are among the finest in the Empire, and are fearsome when using their berserker rage.

Redguard: The most naturally talented warriors in Tamriel. In addition to their cultural affinities for many weapon and armor styles, they have a hardy constitution and a natural resistance to disease and poison.

Wood Elf: The clanfolk of the Western Valenwood forests, also known as “Bosmer.” Wood Elves are nimble and quick, making them good scouts and thieves, and there are no finer archers in all Tamriel. Their ability to command simple creatures is well-known.

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| Skills by Specialization and Governing Attribute | | | | | | | |
|  | Strength | Intelligence | Willpower | Agility | Speed | Endurance | Personality |
| Combat | Blade, Blunt, Hand-To-Hand |  |  |  | Athletics | Armorer, Block, Heavy Armor |  |
| Magic |  | Alchemy, Conjuration, Mysticism | Alteration, Destruction, Restoration |  |  |  | Illusion |
| Stealth |  |  |  | Security, Sneak, Marksman | Acrobatics, Light Armor |  | Mercantile, Speechcraft |

Health = 2 \* Endurance

Magicka = 1/5 of Intelligence

Stamina = 1/5 of Endurance

Magicka Regen = 1/10 of Willpower after each encounter

Stamina Regen = 1/10 of Endurance after each encounter

Strength determines melee damage bonus

Agility determines marksman damage bonus

Personality determines NPC affinity (Normal, hard or extreme level for speechcraft checks)

Willpower determines Magicka recovery rate

Leveling up

* Max health increases by 10% of your Endurance
* 10 points to distribute amongst major skills, no more than 5 in any one skill
* Improvement checks for minor skills, 1d4 points if successful
* Raise 3 attributes. +1 if you raised no governed skills, +2 if you raised them by 1-3 points, +3 if you raised them 4-5 points.

Combat maneuvers

* Regular power attack (action, 3 stamina): Make a melee attack roll. Attack damage is doubled. If the enemy successfully blocks, they lose their action on their next turn.
* Standing power attack (action, 3 stamina): Forego your movement this round and make a melee attack roll. Attack damage is tripled. If the enemy successfully blocks, they lose their action on their next turn.
* Flurry of blows (action, 3 stamina): 2 attacks with a medium weapon or 3 with a light weapon.
* Block (reaction, 1 stamina): Roll against block. If your success level exceeds the attacker’s success level, you do not take damage. If you are blocking with a shield, you need only tie the attacker’s success level to negate damage.
* Disarm (action, 3 stamina): Make an attack roll. force enemy to drop weapon(s)
* Sprint (action, 1 stamina): You may move up to your MOV in any direction.

Skills

* Blade: Determines hit chance with bladed weapons
* Blunt: Determines hit chance with blunt weapons
* Hand-to-hand: Determines hit chance with bare hands
* Alchemy: for potion/poison crafting
* Magic schools: for spellcasting
* Security: lockpicking
* Sneak: moving undetected
* Marksman: determines hit chance with ranged weapons
* Athletics: for performing athletic feats, such as racing, climbing, swimming etc
* Acrobatics: for jumping, dodging, precise body movement
* Light armor: determines damage reduction of light armor, movement speed reduction
* Armorer: for weapon/armor crafting/repair/improvement
* Block: for blocking attacks
* Heavy armor: determines damage reduction of heavy armor, movement speed reduction
* Mercantile: determines favorable pricing
* Speechcraft: determines success at persuasion attempts

Weapons:

Rules for weaponry:

1. Heavier weapons fare better against heavily armored opponents while light weapons are better against poorly armored opponents.
2. Blunt weapons have more consistent damage output because of their armor reduction, but bladed weapons have better critical damage, making them more deadly in the hands of highly skilled wielders.
3. Smaller bows are faster, allowing them to be drawn multiple times a round in the hands of a skilled archer. However, larger bows put more force into their arrows, resulting in greater effective range and damage.
4. Add 4% of the relevant weapon skill to damage rolls.
5. Tiers add damage modifier. (e.g. iron shortsword is 1d6+DB, steel shortsword is 1d6+1+DB.)
   1. Tier system goes: Iron, Steel, Dwarven/Mithril, Elven/Orcish, Ebony/Glass, Daedric)
6. You can wield two one-handed weapons at once and attack with both of them on your turn. However, you cannot make non-dodge acrobatics checks or make use of any non-combat skills that require the use of a free hand. You also cannot power attack or flurry with both weapons; you must choose one.

*Hand-to-hand*

* Fists (1d3+DB) (Light)

*Blade (use the impale mechanic)*

* Greatsword (1d10+DB) (Two-handed, heavy)
* Bastard Sword (1d8+1+DB) (Two-handed, heavy)
* Longsword (1d8+DB) (Medium)
* Shortsword (1d6+DB) (Light)
* Dagger (1d4+1+DB) (Light)

*Blunt (ignore 5 armor)*

* War Axe (1d8+DB) (Medium)
* Battleaxe (1d10+DB) (Two-handed, heavy)
* Blackjack (1d6+DB) (Light)
* Mace (1d8+DB) (Heavy)
* Quarterstaff (1d8+1+DB) (Two-handed, medium)

*Marksman (use the rules for ranged combat modifiers instead of skill contest)*

* Throwing Knives (1d4+1+DB) (Light, 30 ft)
* Shortbow (1d6+DB) (Light, 80 ft)
* Longbow (1d8+DB) (Medium, 150 ft)
* Sniper Bow (1d10+DB) (Heavy, 200 ft)

Armor:

Armor provides resistance to physical damage. Heavy armor protects better than light armor of the same tier, but it also restricts movement. Tiers gradually increase protection but also impose greater movement costs.

*Light Armor (freedom of movement with little speed penalty at the cost of less protection)*

* Hide Armor (10 armor, -5 ft)
* Leather Armor (15 armor, -5 ft)
* Chainmail Armor (20 armor, -5 ft)
* Mithril Armor (25 armor, -10 ft)
* Elven Armor (30 armor, -10 ft)
* Glass Armor (35 armor, -10 ft)

*Heavy Armor (better protection, but penalties to movement, Acrobatics, Sneak, Marksman and Security)*

* Iron Armor (25 armor, -10 ft)
* Steel Armor (30 armor, -10 ft)
* Dwarven Armor (35 armor, -15 ft)
* Orcish Armor (40 armor, -15 ft)
* Ebony Armor (45 armor, -20 ft)
* Daedric Armor (50 armor, -20 ft)

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| Attribute Perk Table | | | | | |
| Attribute | 1-24 | 25-49 | 50-74 | 75-99 | 100 |
| Strength | DB: -1d4 | DB: 0 | DB: 1d4 | DB: 2d4 | DB: 3d4 |
| Intelligence |  |  |  |  |  |
| Willpower | DB: -1d4 | DB: 0 | DB: 1d4 | DB: 2d4 | DB: 3d4 |
| Agility | DB: -1d4 | DB: 0 | DB: 1d4 | DB: 2d4 | DB: 3d4 |
| Speed | Speed: 20 ft | Speed: 30 ft | Speed: 40 ft | Speed: 50 ft | Speed: 60 ft |
| Endurance |  |  |  |  |  |
| Personality | Speechcraft and Mercantile checks increase by one difficulty level. | Normal difficulty levels for Speechcraft and Mercantile checks. |  |  |  |

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| Skill Perk Chart | | | | | |
| Skill | Novice (5-24) | Apprentice (25-49) | Journeyman (50-74) | Expert (75-99) | Master (100) |
| Acrobatics | You can jump and climb onto things. You can also attempt to dodge attacks in combat for 1 stamina. | Dodge checks are now free. | Can make a non-dodge acrobatics check instead of a move action during combat. | Can make a non-dodge acrobatics check for free once per encounter. | Penalty dice due to consecutive dodges are only imposed beginning on the third dodge of the round. |
| Alchemy | Can create potions. | Can create potions with 2 effects | 3 effects | 4 effects | Single-ingredient potions |
| Alteration | Novice spells | Apprentice spells | Journeyman spells | Expert spells | Master spells |
| Armorer | You can create tier 1 weapons and armor. | You can create tier 2 weapons and armor. | You can create tier 3 weapons and armor. | You can create tier 4 weapons and armor. | You can create tier 5 weapons and armor. |
| Athletics | You can run, swim, etc. You can move double your movement in combat for 1 stamina point. | You can take the sprint action while swimming. | All stamina points spent on sprinting will be refunded at the end of the encounter in addition to normal stamina regen. |  | Combat sprinting is free. |
| Blade | Maneuver: Power attack (double damage, if enemy is blocking, they lose their action) | Maneuver: Standing power attack (as before, but triple damage at the cost of not moving) | Maneuver: Strafing power attack (double damage, 5% disarm chance) | Maneuver: Backwards power attack (double damage, 5% chance of knockdown) | Maneuver: Charging power attack (must move full distance, double damage, 5% chance of 1-round paralysis) |
| Block | Blocking costs 1 stamina. | Blocking is free. | On an extreme success, your attacker is staggered. | On an extreme success, you may counterattack with a bash (damage is DB). | Penalty dice due to consecutive blocks are only imposed on starting on your third block of the round. |
| Blunt | Maneuver: Power attack (double damage, if enemy is blocking, they lose their action) | Maneuver: Standing power attack (as before, but triple damage at the cost of not moving) | Maneuver: Strafing power attack (double damage, 5% disarm chance) | Maneuver: Backwards power attack (double damage, 5% chance of knockdown) | Maneuver: Charging power attack (must move full distance, double damage, 5% chance of 1-round paralysis) |
| Conjuration | Novice spells | Apprentice spells | Journeyman spells | Expert spells | Master spells |
| Destruction | Novice spells | Apprentice spells | Journeyman spells | Expert spells | Master spells |
| Hand-to-Hand | Maneuver: Power attack (double damage, if enemy is blocking, they lose their action) | Maneuver: Standing power attack (as before, but triple damage at the cost of not moving) | Maneuver: Strafing power attack (double damage, 5% disarm chance); can attack enemies invulnerable to normal weapons | Maneuver: Backwards power attack (double damage, 5% chance of knockdown) | Maneuver: Charging power attack (must move full distance, double damage, 5% chance of 1-round paralysis) |
| Heavy Armor | You can wear heavy armor. | Heavy armor no longer imposes penalty on Marksman checks. | Movement speed reduction is 5 ft less than listed value. | Movement speed reduction is 10 feet less than listed value. | Movement speed is not reduced in heavy armor. |
| Illusion | Novice spells | Apprentice spells | Journeyman spells | Expert spells | Master spells |
| Light Armor | You can wear light armor. | Movement speed reduction does not factor into sneak speed reduction. | Light armor movement penalty is reduced by 5 ft. | Light armor imposes no movement penalty. | Armor rating increased by 25%. |
| Marksman | Maneuver: Aim (spend a round staying still and not taking damage to gain a bonus die and +20 ft base range on your next shot.) | Maneuver: Volley (can attack more than once; 3 times for light bows, twice for medium bows.) | Maneuver: Vital Shot (can attack for double damage, ignores 5% armor.) | Maneuver: Trick Shot (can attack for double damage, ignores penalty imposed by cover.) | Maneuver: Snipe (can attack for triple damage with +25% base range. Range bonus overrules that of Aim.) |
| Mercantile |  |  |  |  |  |
| Mysticism | Novice spells | Apprentice spells | Journeyman spells | Expert spells | Master spells |
| Restoration | Novice spells | Apprentice spells | Journeyman spells | Expert spells | Master spells |
| Security | You can pick locks. If you take your time, you get a bonus die on Very Easy locks. | Bonus die on Easy locks when not threatened. | Bonus die on Average locks when not threatened. | Bonus die on Hard locks when not threatened. | Bonus die on Very Hard locks when not threatened. |
| Sneak | Sneak attack 4x melee, 2x ranged. | Sneak attack 6x melee, 3x ranged. |  | Can move full distance while sneaking. | Armor rating ignored for sneak attacks. |
| Speechcraft |  |  |  |  |  |