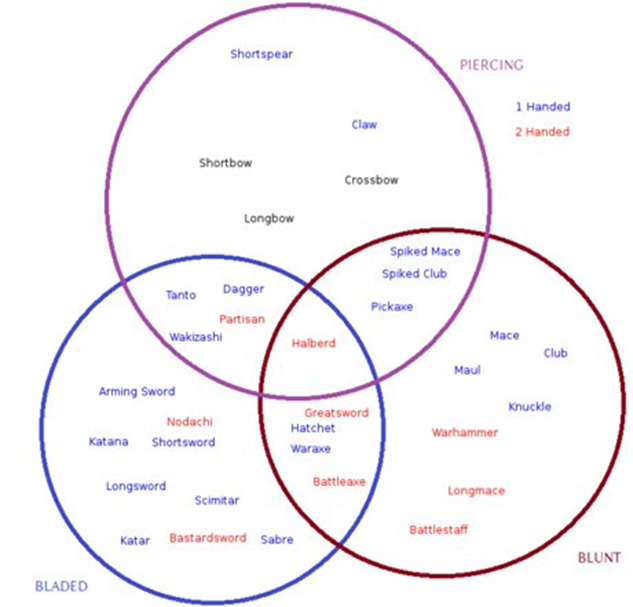
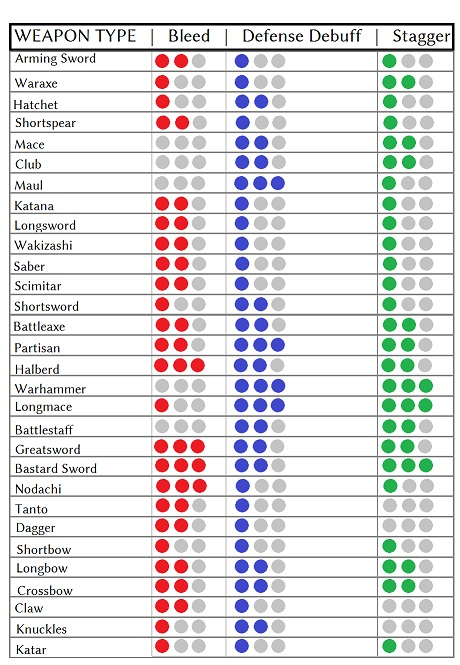
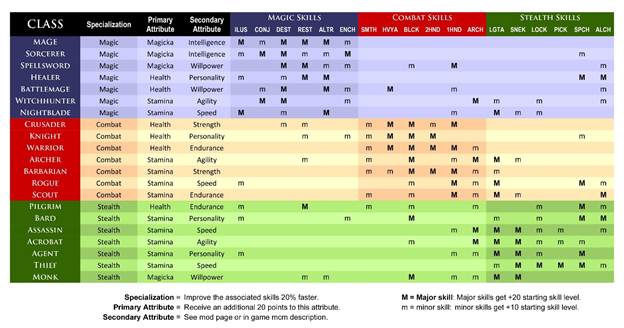
The Mage The Warrior The Thief   
Alteration Light Weaponry Sneak  
Conjuration Heavy Weaponry Light Armor   
Destruction Ranged Weaponry Speechcraft   
Illusion Heavy Weaponry Dexterity   
Restoration Block Wayfarer   
Enchanting Blacksmith Alchemy   
   
The Mage  
  
  
  
  
"Focus" perks  
  
•Each spell school contains two "Focus" perks (Enchanting has one)  
•Focus perks require skill level 95 and the tree's "Studies: Master XXX" perk to be selectable  
•Focus perks are mutually exclusive across trees; each character may only choose one, and the selection persists even through respecs.  
•Exception: Alteration has a special perk called "Architect of Magic". Selecting this perk raises the maximum number of selectable "Focus" perks by 1.  
•Focus perks may grant passive boosts, spells, abilities, and any combination. None of them grant only passive boosts.  
•Spells granted by "Focus" perks are strong, but are a lot more expensive to cast than regular master level spells, and they may carry downsides.  
  
Alteration  
  
•New archetypes: Teleportation, kinetics and weapon enhancements, and various new spells for utility.  
•Metamagic perks: Cast spells with health instead of Magicka, cast spells as you swing your weapon, and reap benefits for all schools of magic.  
•Create a fake sun in the air and let enemies gravitate right in, sharpen your weapon with a spell, multiply projectile spells...  
  
Conjuration  
  
•New archetypes: Unbound Daedra summoning, "delayed disease reanimation", reanimation power boosters.  
•Harvest the bones and guts of fallen enemies, turn them into skeletons and craft an army of undead followers.  
•Kill an enemy with a slow disease and teach him your spells as he rises again, duplicate corpses of powerful foes, and open an uncontrollable Oblivion gate for a steady stream of visitors...  
  
Destruction  
  
•New archetypes: Mixed elemental spells and one-time-use, self-triggering buffs.  
•Invest in perks to add new effects to spells - let fire detonate any target it kills, let frost pierce through resistance with physical damage, and let shock punish heavily armored enemies.  
•Trap targets in a shock cage while roasting them, cast a cloak that retaliates with lightning bolts at range, use a certain spell who empowers you as if it were a piece of gear...  
  
Illusion  
  
•Choose the path of the direct manipulator or the phantom summoner... or both. As soon as you have enemies under your influence, combo with special spells to increase the havoc.  
•Phantoms are back from SkyRe with all new mechanics, completely decoupled from regular summons. Summon them right next to enemies and force enemies into combat, causing negative effects as they get taken out.  
•Charm people to make them fight for, either temporary or as follower, extract information about your targets, and force them into suicide...  
  
Restoration  
  
•Plagues, curses, auras, and much more.  
•Unlike vanilla, ParMa's Restoration is about direct life manipulation in general. Don't expect the direct killing power Destruction has, but do expect spells that bring down hurt in various ways. And also expect more elaborate ways to protect you from harm.  
•Kill an enemy with poison damage and watch as spiders spawn from its corpse, support summons and followers with beneficial auras, and use special wards to mirror spells and send unaware attackers flying...  
  
Enchanting  
  
•Boring, huh? All perks here boost the enchantment strength by a bit, but only one perk has no proper primary effect.  
•Craft scrolls and staves for all spells from mods you have installed, and unlock special boni for staff usage.  
•Animate your weapons to fight for you as invincible allies, tie magic to arrows you fire, and unlock extremely powerful enchantments that demand dragon souls to keep running...  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
The warrior   
  
Overview  
  
Covers all warrior skills and combat mechanics.  
  
Skyrim combat is very simplistic, even though most of the game seems to revolve around it. The following tweaks have been made to add some depth and tactic. All changes apply to both the player and all NPCs.  
  
  
•In general: Weapons hurt more, and armor blocks more of that hurt. Not gonna get into details here, but it's all configurable with the patcher of you don't like it.  
•Weapons not only carry a specific type and their type's stats, they also are divided in the "classes" blade, blunt and piercing. Most perks work based off weapon class, not type. A weapon may belong to multiple classes. The following venn diagram shows default weapon class assignments. Note that this is actually configurable with Patchus Maximus, should you disagree.  
 

•Weapon types convey additional stats - bleed, debuff and stagger rank. Bleed rank determines bleeding damage on unblocked hits, debuff rank determines an armor and resistance debuff on unblocked hits, and stagger rank determines how often unblocked hits stagger the target. The following table shows the default ranks per type. Again, this is configurable in Patchus Maximus.  
 

•Worn armor affects spell casting cost, movement and attack speed, in a way that relates to its type. Heavy gauntlets hurt movement speed more than light gauntlets, and a heavy cuirass hurts most  
•Wearing armor levels the related skill.  
•Block just in time to perform a "timed block" and stagger the attacker  
•Tempering and melting stuff down levels Smithing.  
•Critical hit damage scales with skills and any other damage boosting effect. All weapons have an innate chance to cause critical hits.  
•Even without perks, bear traps may be collected and dropped again to use them. Perks make trap handling better.  
  
"Mastery" perks  
  
•Each Warrior perk tree has exactly one, and most of them are high level.  
•Mutually exclusive. Each character may select only one, and the choice persists through respecs.  
•They either bring abilities or, in the case of Smithing, very fancy new recipes.  
  
Light Weaponry (was One-Handed)  
  
•Use Long Swords, Short Swords, Katanas, Tantos, Hatchets, Hammers, Mauls and more to bash heads in and slice enemies up.  
•Turn the tide of battle by utilizing well-timed attacks, and gain advantages from good positioning.  
•Enter a battle frenzy by landing multiple hits in quick succession, or strike anyone without protective headgear down.  
  
Heavy Weaponry (was Two-Handed)  
  
Use power attacks to shatter shields and execute weakened enemies right away.  
•Pierce all forms of defense and attack your foe's maximum health directly.  
•Slow time during forward power attacks to snipe with full precision, and scar enemies for everyone to exploit their weakness.  
  
Ranged Weaponry (was Marksman)  
  
•Invest in Short Bows to stay agile, reward flanking and short-range attacks.  
•Specialize in Longbows to make every hit count - the most difficult shots are the deadliest.  
•Master crossbows to enhance them with additional functionality at the forge. Make them silent, allow them to pierce past shields, or optimize them for minimum weight and raw damage.  
  
Heavy Armor  
  
•Become a walking wall as you deflect regular attacks, reduce incoming power attacks to regular attacks, and even punish your enemy for direct hits.  
•Use the armor's weight to boost attack power, balance, and to ram nearby beings.  
•Watch as your training lightens the burden. Grow stronger as the number of people you fight increases, and partially overcome the speed and spellcasting malus untrained warriors suffer from.   
  
Block  
  
•Improve your timed blocking by making it easier to pull off, and by adding additional benefits to it.  
•Learn to use the shield as a safe harbor to rest behind, and as a wall that punishes attackers.  
•Turn shields into defensive weapons by enhancing the effects of bashing and power-bashing.  
  
Smithing  
  
•Follow the light or heavy material paths to specialize as a blacksmith.  
•Reforge all gear to enhance their stats beyond simple tempering. Master smithing to create devastating weapons and impenetrable armor that can not be enchanted anymore.  
•Apply smithing knowledge to create Dwemer automaton, traps, or jewelry, and melt down gear you don't need to recover resources.  
  
  
  
The Thief  
Overview  
Covers all thief skill tree and stealth mechanics. Main aim here was to add a smoother curve on sneak damage and enable certain mechanics.  
  
•Sneak damage scales with skill, and the scaling speed depends on the weapon type.  
•Spells can sneak attack, though remember that they make sound. As a beginner, only silent spells work well.  
•Shouting levels Speechcraft, and shout strength/duration scales with Speechcraft skill.  
•Gold and lockpicks have weight.  
•Potions work over time and do not stack with itself.  
•Sneak attacks are weaker on enemies that wear armor protecting vital parts, and undead have even higher sneak attack resistance.  
  
"Prodigy" perks  
  
•Each Thief perk tree has exactly one, and all of them are very low level. They can be chosen shortly after starting the game, and only connect to the tree's root.  
•Mutually exclusive. Each character may select only one, and the choice persists through respecs.  
•A "Prodigy" perk is essentially a perk shortcut. Investing in it instantly unlocks two other perks from that tree (that are of considerably higher skill level).  
•If at least one of the perks unlocked by a "Prodigy" perk was already chosen via normal means, the "Prodigy" perk may not be chosen anymore.  
  
Sneak  
  
•Choose perks that help you beyond simple sneak boosts - for example, reduce enemy view cones, and specifically move better in light or burdened.  
•Thanks to Sneak Tools integration, craft arrows that modify light sources or spawn ropes, knock enemies out and drag their bodies around.  
•Unlock secondary effects such as slowed time and paralysis for sneak attacks with certain weapon types - and spells.  
  
Light Armor  
  
•No longer "lighter heavy armor" - settle for a mixture of protection and speed, and feel the difference from start to finish.  
•Get rewarded for staying on your toes in combat. Reduce negative secondary effects from weapon attacks and enjoy additional protection against repeated hits.  
•When the time is right, abandon all armor to get additional offensive benefits.  
  
Speechcraft (was Speech)  
  
•Enjoy all vanilla functionality in a streamlined manner, and more.  
•Pay for generic hirelings that accompany you when needed, and turn NPCs that like you into followers.  
•Empower shouts with speechcraft, and level speechcraft using shouts.  
  
Dexterity (was Pickpocket)  
  
•Carries all benefits from vanilla's Pickpocket and Lockpicking trees.  
•Craft gadgets to reverse-pickpocket into enemy inventories to decide the battle before it even started, and reduce the weight of items every thief should have with him.  
•Use the all-new Katars, Claws and Knuckles to steal gear mid-combat.  
  
Wayfarer (was Lockpicking)  
  
•Select so-called "Lore" perks that represent knowledge about Skyrim's inhabitants, and that have no function by themselves.  
•Then use secondary perks that draw their power from "Lore" perks and grow stronger as you unlock them - befriend creatures you know, summon animal followers you know, or just fight what you know better.  
•Use perks to skin animals and work leather better, to improve outdoor movement, or to melt with your surroundings.  
  
Alchemy  
  
•Apply various poisons and explosions to the traps and missiles you either find in the world or craft with perks from other trees; Alchemy has heavy crafting synergy with other trees and modules. Perks not only grant recipes, but also make existing recipes better.  
•Create venomous phials you can use to poison your armor, retaliating when attacked at close range.  
•Boost potions and poisons in multiple ways, and learn to mix them in the field with an alembic you can carry around.  
  
  
The Class System  
  
Specialization: Act as a boost to the skill learning by 20%  
Magic Combat Stealth  
Alteration Light Weaponry Sneak  
Conjuration Heavy Weaponry Light Armor   
Destruction Ranged Weaponry Speechcraft   
Illusion Heavy Weaponry Dexterity   
Restoration Block Wayfarer   
Enchanting Blacksmith Alchemy   
   
  
Primary Attribute: A single attribute gets plus 20 to its original pool (Magicka, Health, Stamina)   
Secondary Attribute:  
 Each Class has one of seven Attributes:   
•Strength: +20 Carry Weight, +5 Unarmed Damage, Melee attacks do 5% more damage  
•Endurance: Power Attacks require 10% less stamina, Stamina Regen increased by 10%, Block 5% more damage  
•Intelligence: Spell cost reduced by 5%, Magicka Regen increased by 10%, Spells are 5% stronger  
•Willpower: Power Attacks require 10% less stamina, Magicka Regen increased by 5%, Stamina Regen increased by 5%, Resist 5% Magicka  
•Agility: Resist Stagger 10%, Critical hit chance increased by 5%, Ranged attacks deal 5% more damage  
•Speed: Movement speed increased 10%, 5% chance to dodge incoming damage, Attack speed increased by 5%  
•Personality: Persuasion and intimidation chance increased by 10%, Buying & Selling prices improved by 5%, Bribe costs are 10% lower  
  
SKILL POINTS   
Each class receives 100 skill points which are distributed as a combination of Major and Minor skills. This reflects your character's skill proficiencies. These values are in addition to any racial bonuses. You may choose to customize any of the skill values. By default, the skill points will be added to your starting skill level, but you can also choose to apply the points as Fortify Skill effects or as a bonus to your skill progression (XP Rate).  
  
The Core Classes (Not permanently set stats)   
Magic (Mages) Physical (Combat) Tactical (Stealth)   
Mage Crusader Pilgrim   
Sorcerer Knight Bard   
Spell-sword Warrior Assassin  
Healer Archer Acrobat  
Battle-Mage Barbarian Agent  
Witch-hunter Rogue Thief  
Night-blade Scout Monk   
   
  
RACIAL SKILLS & ABILITIES(Static, Cannot Change)  
  
  
**RACIAL SKILLS**    
  
•Altmer = 10 Illusion, 10 Destruction, 10 Enchant, 5 Alteration, 5 Restoration, 5 Conjuration   
•Argonian = 10 Light Armor, 10 Dexterity, 5 Alchemy, 5 Illusion, 5 Alteration,10 Dexterity •Bosmer = 15 Ranged weaponry, 10 Alchemy, 10 Light Armor. 5 Sneak, 5 Wayfarer   
•Breton = 10 Conjuration, 10 Restoration, 10 Alteration, 5 Illusion, 5 Alchemy, 5 Speech   
•Dunmer = 10 Destruction, 10 Light weaponry, 5 Enchant, 5 Illusion, 5 Light Armor, 5 Ranged weaponry, 5 Sneak   
•Imperial = 15 Speech, 10 Heavy Armor, 5 Block, 5 Light weaponry, 5 Restoration, 5 Enchanting   
•Khajiit = 15 Sneak, 15 Dexterity, 10 Wayfarer, 10 Light Armor,   
•Nord = 10 Heavy weaponry, 10 Heavy Armor, 10 Block, 5 Light weaponry, 5 Smithing, 5 Speech   
•Orc = 15 Heavy Armor, 10 Smithing, 10 Block, 5 Light weaponry, 5 Heavy weaponry   
•Redguard = 15 Light weaponry, 10 Heavy weaponry, 5 Light Armor, 5 Block, 5 Smithing, 5 Ranged weaponry

>Aldmeris = 15 Enchanting, 10 speechCraft, 10 Restoration, 5 Block, 5 Light weaponry, 5 Heavy Armor,  
  
  
**RACIAL ABILITIES**

Altmer: Fortify Magicka +50; Elven Blood: magicka regenerates up to 50% faster at the expense of stamina regeneration. The higher your stamina, the faster your magicka regenerates (and the slower your stamina regeneration is). As your stamina is depleted, more "energy" goes into regenerating stamina and your magicka regen bonus decreases.  
   
Argonian: Generate an additional 0.5% health per second; Water Breathing; Swim 30% faster; 50% Resist Poison & Disease; Scales (base armor +50).  
   
Bosmer: Resist Disease (50%); Draw bow 10% faster, Tame any animal to make it a permanent follower (uses animal follower slot)   
   
Breton: Resist Magic 15%, Absorb 10% of magic from hostile spells  
   
Dunmer: Resist Fire: 50%, Ancestral Guardian: cast automatically in combat when health is less than 35%. Fire magic has a 5% chance to heal you for 10% of max health   
   
Imperial: Bribes cost 25% less, Prices are 10% better, Call to Arms: when in combat nearby Allies receive +10 points to their combat skills and to their health, stamina, and magicka.   
   
Khajiit: Night Vision (now permanent/toggleable), Claws (increased unarmed damage), and Tread Softly (constant 50% muffle effect).   
   
Nord: Increased Armor Rating 5%, Resist Frost 50%.   
   
Orc: Fortify Health +50, Melee damage increased by 5%, Berserk: auto casts at start of combat when not sneaking and lasts for 20 seconds (increases melee damage by 20% for 20sec, reduces incoming damage by 20%, and resist magic 10%).   
   
Redguard: Resist Poison 25%, Weapon speed +10% faster, Adrenaline Rush: triggers in combat when health is below 25% (stamina regenerates 100% faster for 30 sec).

Aldmeris: Sun’s Frozen Knight: Empowers any ice based magic by a magic 10%, Sun/ Restoration magic is boosted by 10% for the price of 10% of the chosen Attribute max pool. Ice resistance is increased by 65%, -10% fire resistance. Winters Last Stand: When health is at 15% auto cast a frost cloak that will slowly expand around caster for each point of missing health (1m) capping at 15 meter radius , slowing movement and attack rate of all within by 1\*.5(per level)+missing health bellow 15%..

Standing Stones

NEW BLESSINGS

* The Apprentice: Regenerate Magicka (100%), Weakness to Magicka (50%)
* The Atronach: Fortify Magicka (+150), Spell Absorption (50%), No Magicka Regeneration
* The Lady: Regenerate Health (15%), Regenerate Stamina (25%), Regenerate Magicka (25%)
* The Lord: Armor Rating (+75), Resist Magic (15%)
* The Lover: Fortify Speech (+20), Critical Hit Chance (+10%), Absorb Stamina from combat targets
* The Mage: Spells are 10% more effective.
* The Ritual: Ritual power changed to Lesser Power, duration decreased, and it now costs 15 health to cast per body.
* The Serpent: Resist Poison (50%), Created poisons are 10% stronger, and Poisons applied to weapons last for 1 additional hit.
* The Shadow: 10% harder to detect when sneaking, Muffle 10%, plus original once daily invisibility power.
* The Steed: Movement speed (10%), Carry weight (+100)
* The Tower: Reduce stagger (20%), automatically unlock all Novice or Apprentice locks, once daily unlock one Expert or Adept lock.
* The Warrior: Physical damage increased by 10%.
* The Thief: Luck (10%)\*\*

\*The Thief stone grants you an increased chance to find more gold, gems, and special loot. It also adds a 10% chance to receive a 10% bonus in various situations. On any of the below actions, you have a 10% chance that:

* attack damage is increased by 10%
* critical hit chance increased by 10%
* 10% greater pickpocket chance
* 10% chance to deflect arrows with shield
* block 10% more damage
* increase bashing damage by 10%
* Enemy spell duration is decreased by 10%
* arrow recovery chance increased by 10%
* lockpick sweet spot increased
* enemy critical hit chance decrease by 10%
* incoming spell magnitude decreased by 10%
* bribe amount decreased by 10%
* receive 10% less falling damage
* incoming damage decreased by 10%

**The Attributes**

Strength

Carry Weight (15 x strength)

melee weapon damage

unarmed damage

Endurance

Health (5 x endurance)

1/2 stamina (2.5 x endurance)

1/4 stamina regeneration

Agility

Jump Height

1/2 stamina (2.5 x endurance)

1/4 stamina regeneration

ranged weapon damage

lockpicking

sneaking

Speed

walking and running speed

1/4 stamina regeneration

melee weapon speed

ranged weapon draw speed

pickpocketing

willpower

Magicka regeneration

1/4 stamina regeneration

spell durations

potion effect durations

Intelligence

Magicka (5 x intelligence)

enchantment potency

potion potency

personality

persuasion success

intimidation success

vendor prices

player reputation

bribery cost

luck

critical hit chances of weapons

critical hit damage

to be added later: loot chance

The Perks

**Smith Perks**

Perks [Smithing]

===============-------

Craftsman (0/50)

1- Tempering is 25% better.

2- Tempering is x% better, where x is SMITHING\_SKILL \* 0.5.

Material: Leather (20)

1- Unlocks leather armor crafting and tempering recipes. While wearing full leather armor,

gain 15% fire and frost resistance.

Material: Moonstone (35)

1- Unlocks moonstone armor and weapon crafting and tempering recipes. While wearing full

moonstone armor, all spells are 5% cheaper to cast.

Material: Corundum (50)

1- Unlocks corundum armor and weapon crafting and tempering recipes. While wearing full

corundum armor, Health and Stamina regenerate 20% faster.

Material: Malachite (70)

1- Unlocks malachite armor and weapon crafting and tempering recipes. While wearing

full malachite armor, 10% of all incoming spells are absorbed.

Material: Dragons (90)

1- Unlocks dragonbone and dragonscale armor and weapon crafting and tempering recipes.

While wearing full dragonplate or dragonscale armor, move 5% faster and deal 10%

more damage with frost and fire.

Basic Smithing (20)

1- Unlocks steel armor and weapon crafting and tempering recipes. While wearing full steel

armor, incoming bow damage is reduced by 10%, and incoming crossbow damage is reduced

by 20%.

Material: Dwarven Metal (35)

1- Unlocks dwarven metal armor and weapon crafting and tempering recipes. While wearing

full dwarven armor, take 15% less damage from Falmer and dwemer machines.

Material: Orichalcum (50)

1- Unlocks orichalcum armor and weapon crafting and tempering recipes. While wearing full

orichalcum armor, orichalcum weapons deal 15% more damage.

Material: Ebony (70)

1- Unlocks ebony armor and weapon crafting and tempering recipes. While wearing full

ebony armor, magic resistance is increased by 10%.

Material: Daedra (90)

1- Unlocks daedric armor and weapon crafting and tempering . While wearing full daedric

armor, incoming blae weapon attacks 10% armor and daedra summoning spells last 25% longer.

Material: Gold and Silver (30)

1- Unlocks crafting and tempering recipes for silver weapons and various jewelry.

Material: Refined Silver (45)

1- Unlocks crafting and tempering recipes for refined silver weapons.

Copycat (55) (X)

1- Unlocks various crafting recipes for "Artifact Essence" and for unenchanted copies of various daedric artifacts

you have in your inventory.

"Artifact Essence" is crafted at the smelter and requires a Daedra Heart and three soul gem fragments of one of

various combinations. Its sole use lies in the creation of artifact replicas. Crafting recipes for "Artifact

Essence" only show up if you have a Daedric Heart in your inventory.

Deadric artifact replicas require one Artifact Essence as well as three pieces of the material you'd use

when tempering the artifact to be crafted. The recipes only show up if you have the original artifact in

your inventory.

Meltdown (25) (X)

1- Unlocks meltdown recipes for all armor and weapons whose material perk you have at

the smelter (metal) or tanning rack (leather/clothing)

Armorer (40) (X)

1- Can re-forge any craftable armor whose material perk you have into a more

lightweight version with slightly better stats.

Reforged armor has -30% weight and +15% armor value.

Weaponsmith (40) (X)

1- Can re-forge any craftable weapon whose material perk you have into a more

lightweight version with slightly better stats.

Reforged weapons have -30% weight, +10% attack speed and +10% damage.

Reforging takes place at the forge and requires two units of the ingredient you'd need

when tempering the weapon. Reforging recipes don't show up unless you actually

have a reforgable weapon in your inventory.

Animunculi (35/55/80) (X)

1- Unlocks crafting recipe for Container - Dwarven Spider.

Ingredients: 1 lesser soul gem, 2 dwarven cogs, 2 dwarven oil, 3 dwarven metal ingot

2- Unlocks crafting recipes for Container - Dwarven Sphere and Container - Dwarven

Ballista.

Ingredients [Container - Dwarven Sphere]: 1 common soul gem, 2 dwarven cogs,

3 dwarven oil, 4 dwarven metal ingot

Ingredients [Container - Dwarven Ballista]: 1 common soul gem, 4 dwarven cogs,

1 Large Dwemer Strut, 4 dwarven metal ingot

3- Unlocks crafting recipes for Container - Frost Centurion, Container - Fire Centurion

and Container - Steam Centurion.

Ingredients [Container - Frost Centurion]: 1 grand soul gem, 1 dwarven centurion core,

3 frost salt, 12 dwarven metal ingot

Ingredients [Container - Fire Centurion]: 1 grand soul gem, 1 dwarven centurion core,

4 fire salt, 12 dwarven metal ingot

Ingredients [Container - Steam Centurion]: 1 grand soul gem, 1 dwarven centurion core,

6 dwarven gyro, 12 dwarven metal ingot

When dropped from the inventory, these items spawn a permanent Dwarven companion.

When activated, you can collect the companion again again.

Mass Prodution (70) (X)

1- Reduces the weight of all "Container" items by 80%.

Repair Unit (45) (X)

1- Unlocks recipe for "Container - Dwarven Medi Spider". Dwarven Medi Spiders are bulkier

and larger than regulat Dwarven Spiders, and heal mechanical allies automatically

while they're nearby.

Hunting Grounds (30/55) (X)

1- Unlocks "Bear Trap" crafting recipe at forges. Grants lesser power "Place Trap".

"Place Trap" opens up a menu that allows you to select a trap to be placed at the point you aimed at. Has

a range of 10 feet. If you prefer to manually place traps by droping them from your inventory - that's

still possible.

2- Unlocks "Spikes" crafting recipe at forges.

Spikes can be triggered multiple times, but they cannot be collected again after they were placed.

Bear trap base damage is 60. Spikes base damage is 30.

Both traps' damage is affected by the target's armor value.

Inexorable Grip (40/70)

1- Physical trap damage is increased by 40%.

2- Physical trap damage is increased by 80%.

Legcutter (70)

1- Physical trap damage ignores the target's armor rating.

Mastery: Warforged (50)

- Allows you to craft reforged gear into warforged gear at the forge. Warforged gear has considerably better stats than regular gear, but can not be enchanted. While using a warforged weapon, attacks consume no stamina. While wearing at least four pieces of warforged armor of any material combination, you gain all armor bonuses from all material perks you know.

Block Perks

Perks [Block]

===============-------

Safeguard (0/40)

1- Shield armor rating is increased by 15%. Blocking is 15% more effective.

2- Shield armor rating is increased by 30%. Blocking is 30% more effective.

Exhaust (35/55/75)

1- After blocking a melee attack, the attacker's melee weapon skills are 25% worse for 4 seconds.

2- After blocking a melee attack, the attacker's melee weapon skills are 30% worse for 6 seconds.

3- After blocking a melee attack, the attacker's melee weapon skills are 35% worse for 8 seconds.

Quick Reflexes (25/55)

1- The timed blocking time interval increases to 0.5 seconds.

2- The timed blocking time interval increases to 0.6 seconds.

Replenish (35/70)

1- Performing a timed block restores 20 points of Stamina per second for 1 second.

2- Performing a timed block restores 20 points of Stamina per second for 2 second.

Shatter (50)

1- Heavy shield timed blocking has a 50% chance to disarm the attacker.

Shove (55) (X)

1- When power bashing with a heavy shield, the target is ragdolled, as long as your stamina is above 60%.

When bashing with a heavy shield, the target is ragdolled, as long as your stamina is above 75%.

Does not work on ghosts, mammoths and dragons

[BASHING SPELL priority 2]

Dispel (50)

1- While timed blocking with a light shield, incoming bow, arrow and Destruction spell

damage is reduced by 80%.

Overwhelm (55) (X)

1- When power bashing with a light shield, your melee weapon damage increases by 25% and your attack speed increases by 15% for 2 seconds, as long as your stamina is above 50%.

When bashing with a light shield, your melee weapon damage increases by 25% and your attack speed increases by 15% for 2 seconds, as long as your stamina is above 70%.

[BASHING SPELL priority 2]

Sanctuary (20/40)

1- While blocking, Health and Magicka regenerate 20% faster. Blocking a spell only consumes 15% of its base cost as Stamina.

1- While blocking, Health and Magicka regenerate 20% faster. While not moving, the bonus doubles. Blocking a spell only consumes 10% of its base cost as Stamina.

Blade Barrier (45/75)

1- Blocking with a blade weapon reduces the attacker's Health by 4%

2- Blocking with a blade weapon reduces the attacker's Health by 7%

Blunt Supremacy (60)

1- Power bashes with blunt weapons hit all targets in front of you.

Debilitating Bash (20/50)

1- Regular bashes reduces the target's Health regeneration, Magicka regeneration and Stamina regeneration by 300% for 8 seconds.

2- All bashes do 300% more damage.

[BASHING SPELL priority 3]

Power Bash (40)

1- Can perform power bashes.

Block Runner (65)

1- Can move fast while having a shield raised.

Shield Charge (80)

1- While having a shield raised, sprinting consumes 10 Stamina per second and knocks every non-Dragon non-Giant down. Also deals 4 damage per second.

Last Stand (95)

1- Grants lesser power "Last Stand", usable once after resting. When activated, reduces all incoming damage to zero while blocking for 20 seconds. Reduces stamina to zero once it wears off.

Heavy Armor Perks

Perks [Heavy Armor]

===============-------

Conditioning (0/30/60)

1- Worn heavy armor is 20% lighter.

2- Worn heavy armor is 25% lighter. Negate movement speed penalty from heavy cuirass.

3- Worn heavy armor is 30% lighter. Negate movement speed penalty from heavy cuirass

and attack speed penalty from heavy gauntlets.

Exploit Weakness: Heavy (30)

1- Against enemies wearing at least one piece of heavy armor and no light armor,

ignore 20% armor and deal 10% more weapon damage.

Deflective Cage (20/35)

1- While wearing Heavy arm, head, chest, and leg armor, incoming shock magic is 20%

weaker. Works on top of magic resistance.

2- While wearing Heavy arm, head, chest, and leg armor, incoming shock magic is 25%

weaker, and all incoming hits from bladed and piercing weapons are

10% weaker. Works on top of magic resistance and armor value.

Against All Odds (40/55)

1- While wearing Heavy arm, head, chest, and leg armor, each enemy within 8 feet range

increases your armor rating by 40(for first round of combat)

2- While wearing Heavy arm, head, chest, and leg armor, each enemy within 16 feet range

increases your armor rating by 40.(for first round of combat)

Unbreakable (60)

1- While wearing Heavy arm, head, chest, and leg armor, negate the effect of any enemy

perk that reduces armor.

Monolith (80)

1- While wearing Heavy arm, head, chest, and leg armor, incoming unblocked hits stagger

the attacker.

Stalwart Defense (20/35)

1- While wearing Heavy arm, head, chest, leg armor and shield, incoming power attacks

are 30% weaker.

2- While wearing Heavy arm, head, chest, and leg armor incoming power attacks

are 50% weaker.

Just Rage (40/55) (X)

1- While wearing Heavy arm, head, chest, and leg armor and while your Health is below

30%, time slows down by 10% and melee attacks are 10% stronger.

2- While wearing Heavy arm, head, chest, and leg armor and while your Health is below

45%, time slows down by 10% and melee attacks and Destruction spells are 10%

stronger.

Unshakeable (60)

1- While wearing Heavy arm, head, chest, and leg armor, negate incoming stagger.

Bull's Charge (80)

1- While wearing Heavy arm, head, chest, and leg armor and while not blocking, run

into enemies to strike them down. Does not work on ghosts, dragons and giants.

Stone Wall(30)

1- While blocking with a heavy shield, incoming Destruction spell magnitude is decreased

by 10%. Works on top of magic resistance. Negate movement speed malus from heavy

shields.

Ancient Bulwark (50)

1- While blocking with a heavy shield, incoming shout magnitude is decreased by 50%.

Works on top of magic resistance. Negate attack speed malus from heavy shields.

Heavy Lifting (40/75)

1- While wearing heavy gauntlets, power attacks are 15% stronger.

1- While wearing heavy gauntlets, power attacks are 20% stronger and cost

10% less Stamina.

Juggernaut(40/75)

1- While wearing heavy legguards and moving, all melee attacks are 8% stronger.

2- While wearing heavy legguards and moving, all melee attacks are 15% stronger.

Secure Shell (65)

1- While wearing a heavy cuirass, bleed and debuff rank of incoming attacks is reduced

by 1.

Mind Cage (65)

1- If you're using PerMa\_Thief as well, negates spellcasting malus from heavy armor.

While wearing a heavy armor helmet, incoming spells increase your magic resistance

by 10% for 4 seconds.

Mastery: Unyielding Tower (95)

- Grants toggleable ability "Unyielding Tower".

While active, move 30% slower, and all incoming weapon and spell damage is

reduced by 50%. May be toggled on a total of 4 times after resting.

TODO

=======

- finish "Unbreakable"

Heavy Weapons Perks

Perks [Heavy Weaponry]

===============-------

Heavy Weapon Combat (0/40)

1- Weapons covered by "Heavy Weaponry" deal 20% more damage. Weapons covered by "Light Weaponry" deal 5% more damage.

2- Weapons covered by "Heavy Weaponry" deal 40% more damage. Weapons covered by "Light Weaponry" deal 15% more damage.

Heavy Weapon Handling (20)

1- Power attacks with weapons covered by "Heavy Weaponry" deal 20% more damage. Unlocks "decapitation" kill moves.

Great Critical Charge (30)

1- Unlocks running power attack for weapons covered by "Heavy Weaponry". Running power attacks gain a 100% chance to cause a critical hit with +50% critical damage.

Savage Strikes (45)

1- When performing power attacks, the debuff rank of any weapon covered by "Heavy Weaponry" is increased by 1.

Beatdown (60)

1- When performing power attacks, the stagger rank of any weapon covered by "Heavy Weaponry" is increased by 1.

Sweep (35)

1- Sideways "Heavy Weaponry" weapon power attacks hit all targets in front of you.

Warbringer (50)

1- Backwards "Heavy Weaponry" weapon power attacks strike the target down to the ground. Works once per target. Additionally, backwards "Heay Weaponry" power attacks against targets below 30% Health deal 300% more damage.

Perfect Precision (55)

1- While performing forward "Heavy Weaponry" weapon power attacks, time is slowed down by 50%.

Wallbreaker (85)

1- All "Heavy Weaponry" weapon power attacks destroy the target's shield if it is blocking.

Crushing Impact (20/45)

1- All blunt weapons ignore 30% armor.

2- All blunt weapons ignore 40% armor. Against targets wearing no body armor, all blunt

weapons ignore 100% armor.

Open Wound (25)

1- All bladed weapons have their bleed rank increased by 1 on all attacks.

Heart Seeker (20/45)

1- All piercing weapons reduce the target's Health by 3% of their current Health with

every unblocked hit.

2- All piercing weapons reduce the target's Health by 6% of their current Health with

every unblocked hit.

Boiling Point (60)

1- While wielding a blade or blunt "Heavy Weaponry" weapon each incoming hit has a 10%

chance to trigger a 50% Heavy Weaponry weapon damage buff that lasts for 12 seconds.

Scarred (60)

1- Blade and piercing "Heavy Weaponry" weapon power attacks mark the target as "scarred".

Scarred targets take 10% more damage from everyone and deal 10% less damage to

everyone.

Reaper's Verdict (60)

1- Piercing and blunt Heavy Weaponry weapons' power attacks boost your attack speed by 4%

and attack damage by 6% for 5 seconds if they connect. This bonus stacks.

Great Cleave (80)

1- Blade "Heavy Weaponry" weapon regular attacks hit all targets in front of you.

Final Breaker (80)

1- Enemies below 70% Health take 25% more damage from blunt "Heavy Weaponry" weapons. Enemies below 50%

Health take 40% more damage from blunt "Heavy Weaponry" weapons.

Reaper's Gambit (80/90)

1- Piercing heavy weaponry weapons' power atacks are 10% weaker and cost 25% less Stamina

2- Piercing heavy weaponry weapons' power atacks are 15% weaker and cost 40% less Stamina

Mastery: Warrior Heart (95)

1- Grants the lesser power "Warrior Heart", usable once after resting. When activated,

weapon damage dealt grows inverse proportionally to the users remaining

Health, up to a maximum factor of 2 at 0-5% Health. Additionally, attack speed

grows inverse propertionally to the user's remaining Health.

99% - 80% Health: +10% attack speed

79% - 50% Health: +15% attack speed

49% - 20% Health: +20% attack speed

19% - 0% Health: +25% attack speed

Lasts 20 seconds. Reduces Stamina to zero once it wears off.

Alchemy Perks

Alchemy Perks

Perks [Alchemy]

===============-------

Alchemist (0/30/60)

1- Potions and poisons you mix are x% better, where x is 10 + (alchemy skill level)\*0.2. Can combine tier 2 "Restore Health/Magicka/Stamina" potions to create tier 3 potions. Learn one more effect when eating an ingredient.

2- Potions and poisons you mix are x% better, where x is 20 + (alchemy skill level)\*0.4. Can combine tier 3 "Restore Health/Magicka/Stamina" potions to create tier 4 potions. Learn one more effect when eating an ingredient.

2- Potions and poisons you mix are x% better, where x is 30 + (alchemy skill level)\*0.6. Can combine tier 4 "Restore Health/Magicka/Stamina" potions to create tier 5 potions.

Prodigy: The Tinkerer(20)

1- Instantly grants "Field Alchemy" and "Skilled Enhancer" rank 1

Adhesive Explosives (35)

1- Unlocks "Adhesive Explosive" recipe at the cooking pot. "Adhesive Explosives" act as

poison that deals 1 damage per second over 15 seconds. Once the effect finishes, one

of three effects occur:

1) If the target is not engaged in combat, it instantly dies.

2) If the target is engaged in combat and not a dragon, it takes 25% of its base

Health as damage.

3) If the target ie engaged in combat and a dragon, it takes 10% of its base Health

as damage.

Additionally, a non-elemental explosion triggers around the target. The explosion

deals 30 damage within a 20 feet radius and ragdolls.

When a target is knocked out by "Blackjack" (see Sneak tree), the player may sneak and activate it to use Adhesive Explosives on it. If done, the target detonates and dies ten seconds later. If the target wakes up before the explosion is triggered, the explosion will not fire.

Ingredients for 1 Adhesive Explosive: 1 Ale, 1 Dwarven Oil, 1 Fire Salt, 2 Death Bell

Fuse (60)

1- Unlocks the "Explosive" missile enhancement at the forge. Arrows and Bolts enhanced

with explosives cause anexplosion on impact that deals 60 non-elemental damage

within a 150 unit radius and ragdolls.

Advanced Eplosives (75)

1- Unlocks the "Timebomb" missile enhancement at the forge. Arrows and Bolts enhanced

with timebombs cause a non-elemental explosion 4 seconds after their impact on a

non-living surface that deals 120 non-elemental damage within a 150 unit radius and

ragdolls.

Unlocks the "Explosive" bear trap enhancement at the forge. Explosive bear traps

detonate when triggered and are destroyed. They deal 60 non-elemental damage within

a 30 feet radius and ragdoll.

Ingredients for a "Bear Trap - Explosive": 1 Bear Trap, 2 Ale, 3 Firefly Thorax

Elemental Burst (35)

1- Unlocks the "Fire", "Frost" and "Shock" bear trap enhancements at the forge. Unlocks

recipes for "Chill Paste", "Thunder Paste" and "Flame Paste" at the cooking pot.

Bear traps enhanced with elements deal 5 points of elemental damage per second

for 5 second to every target within a 25 feet radius. Elemental traps have a 30%

chance to break when triggered.

Paste items act as poisons that deal elemental damage. Flame Paste deals 5 fire

damage per second for 6 seconds, Chill Paste deals 5 frost damage to Health and

Stamina per second for 6 seconds, and Thunder Paste deals 5 shock damage to

Health and Magicka per second for 6 seconds.

Ingredients for a "Bear Trap - Fire": 1 Bear Trap, 1 Ale, 2 Fire Salts,

4 Firefly Thorax

Ingredients for a "Bear Trap - Frost": 1 Bear Trap, 1 Ale, 2 Frost Salts,

4 Firefly Thorax

Ingredients for a "Bear Trap - Shock": 1 Bear Trap, 1 Ale, 2 Void Salts,

4 Firefly Thorax

Ingredients for 2 "Flame Paste": 2 Fire salts, 1 Ale, 2 Bone Meal, 1 Silverside

Perch

Ingredients for 2 "Chill Paste": 2 Frost salts, 1 Ale, 2 Bone Meal, 1 Abecean Longfin

Ingredients for 2 "Thunder Paste": 2 Void salts, 1 Ale, 2 Bone Meal, 1 River Betty

Elemental Bombard (60)

1- Unlocks the "Fire", "Frost" and "Shock" missile enhancements at the forge. Arrows and

bolts enhanced with elements deal 30 points of elemental damage on impact within

a 20 feet radius.

Skilled Enhancer (80/95)

1- Flasks may enhance 3 traps instead of 2. Recipes for missile enhancements

(alchemy or not) generate 20% more output. Paste recipes generate one additional

paste.

2- Flasks may enhance 4 traps instead of 3. Recipes for missile enhancements

(alchemy or not) generate 40% more output. Paste recipes generate two additional

pastes.

Distillation (25/65)

1- Poisons applied to weapons last for one additional hit.

2- Poisons applied to weapons last for two additional hits.

Poison Burst (40)

1- Unlocks the "Poisoned" missile enhancement at the forge. Poisoned arrows deal 3 damage

per second over 20 seconds to all targets within a 150 unit radius.

Unlocks the recipes for "Bear Trap Paralysis Flask", "Bear Trap Poison Flask" and

"Spikes Poison Flask" at the cooking pot. These items may be used from the inventory

to modify at least two (before "Skilled Enhancer") traps per use. If you have

less traps than the maximum number of traps you may poison at once, all poisonable

traps will be poisoned.

"Bear Trap Paralysis Flask" turns regular Bear Traps into "Bear Trap - Paralysis".

When triggered, this traps staggers all targets within a 18 feet radius and

paralyses everyone within a 12 feet radius for 4 seconds.

"Bear Trap Poison Flask" turns regular Bear Traps into "Bear Trap - Poison". When

triggered, this trap deals poison damage to everyone within a 25 feet radius. The

poison damage dealt is 10 \* (1+(ALCHEMY\_SKILL/100)) per second for 1 seconds.

"Spikes Poison Flask" turns regular Spikes into "Spikes - Poison". When triggered,

this spike deals just the same amout of damage as "Bear Trap - Poison", but it

has no area of effect. However, spike traps can be triggered multiple times.

When picked up, poisoned traps lose their poison and turn into regular traps.

Ingredients for "Bear Trap Poison Flask": 1 Ale, 1 Torch, 2 Firefly Thorax, 2 Death Bell

Ingredients for "Bear Trap Paralysis Flask": 1 Ale, 2 Firefly Thorax, 2 Imp Stool, 2 Death

Bell

Ingredients for "Spikes Poison Flask": 1 Ale, 1 Jazbay Grapes, 2 Firefly Thorax,

2 Mora Tapinella

Venomous Coercion (50)

1- Poisons you create that cause fear, fury or calm effects are x% better, where x is

ALCHEMY\_SKILL \* 4.

Poison Armor (35)

1- Unlocks the recipe for "Poison Phial" and grants the toggleable ability "Poison Armor".

While "Poison Armor" is active and while you have Poison Phials in your inventory,

each incoming melee hit, blocked or not, consumes a Poison Phial from your inventory

and deals 10 \* (1+(ALCHEMY\_SKILL/100)) poison damage to the attacker.

Ingredients for 5 "Poison Phial": 1 Ale, 1 Death Bell, 2 Bone Meal, 2 Orange Dartwing

Overdose (70)

1- "Poison Armor" consumes up to two Poison Phials per incoming hit and deals twice as

much damage. The recipe for Poison Phials outputs 8 items instead of 5.

Physician (25/45)

1- Potions that restore Health, Stamina or Magicka last 25% longer when consumed.

2- Potions that restore Health, Stamina or Magicka last 50% longer when consumed.

Overstimulation (50)

1- All beneficial potions last 15% longer when consumed. While under the effect of a

beneficial potion, all skills level 15% faster.

Mutation (40)

1- Beneficial potions that don't restore Health, Magicka or Stamina last twice as long.

Fast Metabolism (50)

1- Potions that restore Health, Magicka or Stamina have doubled magnitude and halfed

duration when consumed.

Field Alchemy (70)

1- You can use crafted or bought alembics from your inventory to do alchemy anywhere.

Unlocks craftable alembics at the forge.

Ingredients for "Alembic": 1 gold ingot, 1 steel ingot, two malachite, two silver ingot

Purity (90)

1- Poisons you mix have no positive effects, and potions you mix have no negative effects. Learn one more effect when eating an ingredient.

Dexterity Perks

Perks [Dexterity]

===============-------

Sleight of Hand (0/40)

1- Picking pockets is 10% easier. When picking locks, start within 45 degrees of the

sweet spot.

1- Picking pockets is 30% easier. When picking locks, start within 25 degrees of the

sweet spot.

Prodigy: The Pilferer (20)

1- Instantly grants "Greed" and "Unarmed"

Unburdened (25/55)

1- Maximum carry weight is increased by 50.

2- Maximum carry weight is increased by 100. Various "clutter" items have their weight

reduced by 50%. This covers a lot of stuff, including ingots, ore, pelts, dwarven

scraps, goblets, and more.

Infest (25)

1- Inverse-pickpocket a poison or adhesive explosive to trigger it at the target.

Inventor (30/45/60)

1- Unlocks recipes for "Finger Trap" and "Semiconductive Device" at the forge.

When a Finger Trap is placed on a NPC via reverse pickpocketing, the NPC hs a 30%

chancer to be staggered once he starts attacking. If this effect kicks in, the

Finger Trap has a 50% chance to break.

When placed on a dwemer machine via reverse pickpocketing, the Semiconductive Device

completely disables the device for 10 seconds once it starts moving, and is consumed

in the process.

Recipe for 1 Finger Trap: 1 lockpick, 1 leather strip, 1 steel ingot

Recipe for 1 Semiconductive Device: 1 iron ingot, 1 void salts

2- Unlocks recipe for "Tripwire Bond" at the tanning rack. Unlocks recipe for "Spike

Powder" at the forge.

When a Tripwire Bond is placed on a NPC via reverse pickpocketing, the NPC will

stumble as soon as he starts moving. Has a 70% chance of breaking when this effect

kicks in.

Whenever the NPC with spike powder in his inventory initiates an attack, he loses

5% of his current Health. The placed spike powder is consumed as soon as the

first attack is initiated. Note that a single Spike Powder lasts until

the target dies.

Recipe for 1 Tripwire Bond: 1 linen wrap, 2 leather strip

Recipe for 1 Spike Powder: 1 iron ingot, 1 bone meal

3- Unlocks recipes for "Spellbomb" and "Oil Container" at the forge.

When a Spellbomb is placed on a NPC via reverse pickpicketing, the NPC will be struck

to the ground and lose half of his current Magicka as soon as he casts a spell.

Consumed when triggered.

As soon as an Oil Container is placed on a NPC via reverse pickpocketing, the NPC

will continuously leave oil puddles behind. Oil puddles explode when hit with fire.

If the NPC dies, the effect finishes. If the NPC is hit with a fire spell or

explosion, the effect terminates and causes an instant explosion.

Consumed instantly when placed.

Recipe for 1 Spellbomb: 1 lesser or common soul gem, 1 ale, 1 torch

Recipe for 1 Oil Container: 1 empty wine bottle, 2 dwarven oil

Rules for all "Inventor" gagdets: Applying multiple ones of one type does not

"stack". Adding five Finger Traps will only count as one when determinig the

stagger chance. If one finger trap breaks, the remaining ones will not have

any effect. You may collect them again and use them on another target.

However, multiple different gadgets placed on one actor do stack.

Utility Belt(40)

1- "Inventor" gadgets, traps, lockpicks and potions/poisons found in the world are

weightless. Also includes "fixed value" potions crafted from Alchemy via perks

such as "Poison Burst" and the Camouflage Tincture from Wayfarer.

Snatch (40)

1- Timed blocking with a fist weapon and no shield equipped steals the attacker's

weapon instantly, with no additional crime being commited.

Monkey Grip (60)

1- Attacking a blocking target that carries a shield with a fist weapon steals the target' shield

with no additional crime being commited.

Removing the Scaffold (80)

1- Attacking a target that carries armor with a fist weapon will steal a piece of

the target's armor with no additional crime being commited if the target did not block

the attack. Can not steal shields.

Armor theft priority: armguards >> helmet >> legguards >> cuirass

Open Sesame (30)

1- Creates a key for every lock you pick that has a key. Makes stealing keys 80% easier.

Secrecy (45)

1- Picking locks does not count as crime.

Nose for Coin (35/50)

1- Find more gold in chests

2- Find more gold in chests and on people. For each person, the amount of additional gold

found is determined by three dice rolls with numbers between 1 and 100 that are

summed up. Additionally, each "7" rolled nets another 777 gold.

Greed (50)

1- Gold has no weight

Treasure Hunter (40/60)

1- Chance to find special treasuere in chests becomes 5% per roll.

2- Chance to find special treasuere in chests becomes 10% per roll.

Unarmed (55)

1- Can steal equipped weapon via Pickpocket.

Ace's Mark (80)

1- Can steal worn armor from targets via Pickpocket.

Conviction (95)

- Allows pickpocketing chance to reach 100%

Wayfarer Perks

Perks [Wayfarer]

===============-------

Traveller (0/30)

1- Grants 5% frost resistance. Grants 4% movements speed while outdoors.

2- Grants 10% frost resistance. Grants 8% movements speed while outdoors.

Prodigy: The Beastmaster (20)

1- Instantly grants "Harmony" and "Lore: Forces of Nature"

Gatherer (25/50)

1- Whenever you loot an animal, there's a chance to get an additional pelt or a quality pelt.

The chance for a regular pelt is 40%, the chance for a quality pelt is 20%. The pelt

you may get depends on the target's race.

Race | Possible Items

==================================

Wolf | Wolf Pelt, Quality Wolf Pelt

Sabre Cat | Sabre Cat Pelt, Quality Sabre Cat Pelt

Snowy Sabre Cat | Sabre Cat Snow Pelt, Quality Sabre Cat Snow Pelt

Deer | Deer Pelt, Quality Deer Pelt

Fox | Fox Pelt, Quality Fox Pelt

Bear | Bear Pelt, Quality Bear Pelt

Black Bear | Black Bear Pelt, Quality Black Bear Pelt

Snow Bear | Snow Bear Pelt, Quality Snow Bear Pelt

Quality pelts can be turned into quality leather at the tanning rack, which may then

be turned into quality leather strips. Everything related to quality leather is more

expensive than regular leather items. The recipes for quality leather and quality leather

strips do not show up if you lack the ingredients.

If you also have Leather Smithing, quality leather and quality leather strips can be used

to create quality variants of all craftable armor that has the material leather. Quality

leather armor variants provide 30% more armor, are 10% lighter and 150% more expensive

than their basic counterparts.

Quality leather armor needs the same crafting materials as the regular variants, with

all regular leather/leather strips replaced by their quality counterparts. The recipe

will only show up if you have the Material: Leather perk, at least one quality leather

(should the recipe need it) and at least one quality leather strip (should the recipe

it need).

2- Doubles the chance to get additional pelts and quality pelts with "Gatherer". Increases

chance to recover used arrows to 66% (from 33%).

Green Thumb (50)

1- Harvesting plants nets one additional ingredient. Does not include Nirnroot and

Crimson Nirnroot.

Lore: Foreign Armor (60)

1- Unlocks secondary effects when wearing full sets of certain armors. The bonuses are

as follows:

Bonemold: 10% less incoming damage from blunt weapons, 20% fire resistance

Chitin (light): -4 incoming weapon damage, and additional -4 damage from bladed

weapons

Chitin (heavy): -4 incoming weapon damage, and additional -4 damage from bladed

weapons

Morag Tong: Sneak attack multiplier increased by 0.5.

Stalhrim: Incoming harmful shouts are 30% weaker. Works on top of any resistance.

Falmer: 50% poison resistance

Nordic (light): 50% frost resistance

Nordic (heavy): 50% frost resistance

Tracking (25/45)

1- Grants the toggleabile ability "Tracking".

While "Tracking" is active, you automatically detect all living creatures whose "Lore" perks

you have invested in within a 100 feet radius.

2- While "Tracking" is active, you automatically detect all creatures whose "Lore" perks

you have invested in within a 200 feet radius.

Camouflage (45)

1- Unlocks recipe for "Camouflage Tincture". While outside, under the effect of "Camouflage Tincture",

not attacking and in an area with light level <= 55, stand still for 2 seconds to turn invisible.

One Camouflage Tincture lasts 10 minutes.

Ingredients for one "Camouflage Tincture": 5 Thistle Branch, 5 Tundra Cotton, 2 Hawk Feathers, 1 Alto Wine

Chosen Fiend (30/50/70)

1- Take 5% less damage from any creature whose "Lore" perk you invested in. Deal 5% more weapon damage to

any creature whose "Lore" perk you invested in. Deal 5% more fire, frost and shock damage to

any creture whose "Lore" perk you invested in.

2- Take 10% less damage from any creature whose "Lore" perk you invested in. Deal 10% more weapon damage to

any creature whose "Lore" perk you invested in. Deal 10% more fire, frost and shock damage to

any creture whose "Lore" perk you invested in.

3- Take 15% less damage from any creature whose "Lore" perk you invested in. Deal 15% more weapon damage to

any creature whose "Lore" perk you invested in. Deal 15% more fire, frost and shock damage to

any creture whose "Lore" perk you invested in.

Harmony (70)

1- Grants the toggleable ability "Harmony".

While active, "Harmony" makes all creatures whose "Lore" perk you invested in non-hostile.

Creatues covered by "Lore: Humanoids" and "Lore: Dragons" are excluded from this effect.

Lore: Lesser Creatures (20)

1- Perks that require you to know a race's lore work with Deer, Elks, Mudcrabs, Foxes,

Hares, Skeever, Venomfang Skeever, Wolves and Slaughterfish.

Lore: Predators (35)

1- Perks that require you to know a race's lore work with Spriggans, Spriggan Matrons,

Sabre Cats, Snowy Sabre Cats and Ice Wraiths.

Lore: Forces of Nature (40)

1- Perks that require you to know a race's lore work with Black Bears, Bears, Snow Bears,

Trolls and Frost Trolls

Lore: Solstheim (55)

1- Perks that require you to know a race's lore work with Ash Hoppers. Rieklings,

Lurkers, Netches and Netch Calves.

Lore: Cavedwellers (60)

1- Perks that require you to know a race's lore work with Chaurus, Chaurus Reapers,

Frozen Chaurus, Chaurus Hunters, Frostbite Spiders, Large Frostbite Spiders

and Giant Frostbite Spiders.

Lore: Mountainous Monsters (80)

1- Perks that require you to know a race's lore work with Mammoths, Giants, Dragons,

Undead Dragons and Alduin.

Lore: Humanoids (90)

1- Perks that require you to know a race's lore work with Bretons, High Elves, Wood Elves,

Dark Elves, Nord, Redguards, Imperials, Khajiit, Argonians, Orcs and Falmer.

Wild Companion (30/50)

1- Grants the "Wild Companion" lesser power. Once after resting, use it to open up a menu

that allows you to select an animal companion that will follow you until it dies.

Each "Lore" perk unlocks a new companion. Animal companions are at 70% of your level.

Lesser Creatures: Three skeever

Predators: Sabre Cat

Forces of Nature: Troll

Solstheim: Bull Netch

Cavedwellers: Chaurus

Mountainous Monsters: Young Mammoth

2- Changes the creatures selectable by "Wild Companion"

Lesser Creatures: Three venomfang skeever

Predators: Snowy Sabre Cat

Forces of Nature: Frost Troll

Solstheim: Betty Netch

Cavedwellers: Chaurus Hunter

Mountainous Monsters: Mammoth

As One (60)

1 - While you are in combat, each non-hostile animal or creature makes you recover

one point of health, stamina or magicka per second at random.

Forerunner (70)

1 - As long as "As One" detects at least one animal or creature, you move and attack

5% faster, and armor is increased by 50.

TODO

====

Shapeshifter (50/80) (X) (ABANDONED)

1- Grants the lesser power "Shapeshifter". When used, opens up a menu that allows you to

select a creature to change into. Each "Lore" perk unlocks a new form. A shapechange

lasts 5 minutes. Can be used 3 times after resting.

Lesser Creatures: Skeever (sneaky)

Predators: Spriggan (Spriggan spells)

Forces of Nature: Bear (sturdy warrior)

Solstheim: Bull Netch (resists shock, deals shock damage)

Cavedwellers: Chaurus Hunter (fast, fragile attacker)

Mountainous Monsters: Young Mammoth (slow, tanky, resist frost)

2- While shapechanged, you regenerate +1 Health per second. You may shapechange

unlimited times. By unlimited, I mean 100 times beforer resting.

- gatherer: + flesh, fat, whatever

Light Armor Perks

Perks [Light Armor]

===============-------

Nimble Warfare(0/30/60)

1- If PerMa\_Warrior is active, reduces all incoming direct hit stagger levels by 1 while

wearing light head, leg, body and arm armor. If not, makes light armor protect 10% more.

2- If PerMa\_Warrior is active, reduces all incoming direct hit bleeding levels by 1 while

wearing light head, leg, body and arm armor. If not, makes light armor protect 20% more.

3- If PerMa\_Warrior is active, reduces all incoming direct hit debuff levels by 1 while

wearing light head, leg, body and arm armor. If not, makes light armor protect 30% more.

Prodigy: The Wind Walker (20)

1- Instantly grants "Adrenaline Rush" and "Agility" rank 1

Avoidance (20/40)

1- While moving and wearing light head, leg, body and arm armor, all incoming melee

attacks are 15% weaker.

2- While moving and wearing light head, leg, body and arm armor, all incoming melee

attacks and Destruction spells are 15% weaker.

Exploit Weakness: Light (30)

1- Against enemies wearing at least one piece of light armor and no heavy armor,

ignore 20% armor and deal 10% more weapon damage.

Thick Padding (30)

1- While wearing a light armor cuirass and at full Health, incoming weapon attacks deal

75% less damage

Clear Mind (45)

1- If PerMa\_Warrior is used as well, negate spellcasting penalties from light armor.

While wearing a light armor helmet, each incoming spell hit increase your magicka

regeneration by 25% for 4 seconds.

Agility (40/75)

1- While wearing light armor legguards, for three second after initiating a sprint,

incoming ranged weapon attacks deal no damage.

2- While wearing light armor legguards and sprinting incoming ranged weapon attacks

deal no damage.

Disjunct Dispersion (45) (X)

1- Grants the toggleable ability "Disjunct Dispersion". When activated, it reduces your

Magicka to zero. While active and while wearing no heavy armor, Magicka does not

regenerate and effects that restore Magicka are 100% weaker, but magic resistance is

increased by 50%.

Swiftness (50)

1- If PerMa\_Warrior is active, negates attack speed maluses in Light Armor. If not,

increases attack speed by 5% while not wearing heavy gauntlets.

Free Movement (55)

1- If PerMa\_Warrior is active, negates movement speed maluses in Light Armor. If not,

increases movement speed by 5% while not wearing any heavy armor.

Endeavor (55/85)

1- After taking an unblocked weapon hit, you take no weapon damage for 1 second.

2- After taking an unblocked weapon hit, you take no weapon damage for 2 seconds.

Reckless Abandon (55/90)

1- Grants lesser power "Reckless Abandon". When used, reduces armor value by 50% and

increases melee weapon damage by x%, where x is 10% of the armor lost. Lasts

for 20 seconds. Can be used once after resting, and only while wearing no heavy armor.

Can not be used while armor spells are active.

2- "Reckless Abandon" uses 15% of the armor lost as damage boost and can be used three

times after resting.

Secure Grip (60)

1- While wearing light armor gauntlets, power attacks consume 10% less stamina and you

can't be disarmed.

Adrenaline Rush(60)

1- Incoming power attacks increase movement speed by 30% for 2 seconds.

Potential (70)

1- If PerMa\_Warrior is active, doubles passive bonuses from Smithing for light material

armors. If not, grants these bonuses.

Adrenaline Overload(75)

1- "Adrenaline Rush" additionally recovers 10 points of Stamina per second and

grants 25% more melee weapon damage for 2 seconds.

Killing Spree (80/95) (X)

1- While wearing no heavy armor, killing an enemy in melee combat range grants a

5% boost to movement speedfor 10 seconds. Stacks.

2- While wearing no heavy armor, killing an enemy in melee combat range grants a

5% boost to movement and attack speed for 10 seconds. Stacks.

Light Weapons Perks

Light Weapon Combat (0/40)

1- Weapons covered by "Light Weaponry" deal 15% more damage. Weapons covered by "Heavy Weaponry" deal 5% more damage.

2- Weapons covered by "Light Weaponry" deal 35% more damage. Weapons covered by "Heavy Weaponry" deal 15% more damage.

Blunt Impact (25/50)

1- Sideways power attacks with blunt weapons disorient the target for 10 seconds.

2- Sideways power attacks with blunt weapons disorient the target for 20 seconds.

[COMBAT HIT SPELL priority 1]

Weapon attacks performed by disoriented targets have a 30% chance to deal 10% damage only.

Clear Cut (25/50)

1- Critical hit chance for blades is increased by 5%, critical hit damage for blades is increased by 40%.

2- Critical hit chance for blades is increased by 10%, critical hit damage for blades is increased by 80%.

Piercing Thrust (25/50)

1- Piercing Weapons ignore 35% armor against targets that don't have a heavy cuirass or shield equipped.

2- Piercing Weapons ignore 50% armor against targets that don't have a heavy cuirass equipped.

Blindside (45/65)

1- Piercing and blade weapons covered by "Light Weaponry" deal 25% more damage when attacking the enemy's back within a 80 degree angle.

2- Piercing and blade weapons covered by "Light Weaponry" deal 35% more damage when attacking the enemy's back within a 120 degree angle.

Penetrate (60)

1- Blocked power attacks with blade and blunt weapons covered by "Light Weaponry" reduce

the target's armor values by 200 for 5 seconds.

Dervish (60)

1- Piercing and blunt weapons covered by "Light Weaponry" cause the attack target to fall to the

ground, if they land a regular (non-power attack) hit while the target is attacking.

[COMBAT HIT SPELL priority 2]

Blood Price (80)

1- Piercing weapons covered by "Light Weaponry" deal 30% more damage against bleeding targets. The

bleed rank of all piercing weapons covered by "Light Weaponry" increases by 1.

To Black (80)

1- Forward power attacks with blunt weapons covered by "Light Weaponry" strike any target not wearing

heavy or light head armor down. If the target is wearing head armor, it is instead disoriented for

60 seconds. Only works while the attacker's stamina is above 50%.

[COMBAT HIT SPELL priority 1]

Rising Wings (80)

1- Unblocked regular attacks with blade weapons covered by "Light Weaponry" increase your attack

and movement speed by 3% for 4 seconds. Stacks with itself.

Mastery: Combat Sense (95)

1- Grants lesser power "Combat Sense", usable once after resting. When activated, time is slowed down by 25% and attack and movement speed are increased by 15% for 20 seconds.

Once it wears off, Stamina is reduced to zero.

Light Weapon Handling (20)

1- Power attacks with weapons covered by "Light Weaponry" consume 20% less Stamina. Unlocks "decapitation" kill moves.

Critical Charge (25)

1- Unlocks running power attack for weapons covered by "Light Weaponry". Running power attacks gain a 100% chance to cause a critical hit with +50% critical damage.

Proficient Strikes (30)

1- When performing power attacks, the debuff rank of any weapon covered by "Light Weaponry" is increased by 1.

Skilled Slashes (45)

1- When performing power attacks, the bleed rank of any weapon covered by "Light Weaponry" is increased by 1.

Dual Wield (20/40)

1- Negates damage malus for dual wielding. (\*)

2- Increases attack speed and damage while dual wielding by 10%.

(\*) In PerMa, dual wielding without this perk reduces damage by 30%.

Elemental Twister (35)

1- While dual wielding, sttack speed is increased by 5% and fire, frost and shock damage is increased by 25%.

Savage Storm (55)

1- While dual wielding, standing power attacks hit all targets in front of you.

Counter (70)

1- While dual wielding, initiating an attack makes you invulnerable to weapon damage for

0.4 seconds.

Ranged Weaponry Perks

Perks [Ranged Weaponry]

===============-------

Eagly Eye (0/30/60) (X)

1- Pressing the block button while aiming with any "Ranged Weaponry" weapon will zoom

the view.

2- Pressing the block button while aiming with any "Ranged Weaponry" weapon will zoom

the view more and slow time by 20%.

3- Pressing the block button while aiming with any "Ranged Weaponry" weapon will zoom

the view moremore and slow time by 30%.

Point Blank (20/45) (X)

1- +15% shortbow damage against targets that are between 30 and 20 feet away. +25%

shortbow damage against targets that are between 20 and 10 feet away. +35% shortbow

damage against targets that are less than 10 feet away.

2- +15% shortbow damage against targets that are between 30 and 20 feet away. +35%

shortbow damage against targets that are between 20 and 10 feet away. +55% shortbow

damage against targets that are less than 10 feet away.

Mobility (40)

1- Move at full speed while having a shortbow drawn.

Flanking (50/70) (X)

1- Shortbow attacks that hit the target's side or back (90 degrees in both directions)

deal 25% more damage.

2- Shortbow attacks that hit the target's side or back (90 degrees in both directions)

deal 40% more damage.

Prominent Flanker (60) (X)

1- Shortbow attacks that hit the target's side or back (90 degrees in both directions)

stagger the target. Only works once per target every 15 seconds. Staggers even targets

that would be on "stagger cooldown" (see combat mechanics).

[COMBAT HIT SPELL priority 2]

Arrowhail (70/95)

1- Shortbow attacks that hit in quick succession deal 10% more damage per successive hit.

The target may change between hits. Stacks up to 30% after four hits. After 4 seconds

without a hit, the counter resets.

2- Shortbow attacks that hit in quick succession deal 10% more damage per successive hit.

The target may change between hits. Stacks up to 50% after six hits. After 4 seconds

without a hit, the counter resets.

[COMBAT HIT SPELL priority 3]

Power Draw (20/40)

1- You can draw a longbow for 3.5 seconds in total for a damage bonus of 30%.

2- You can draw a longbow for 5 seconds in total for a damage bonus of 50%. Delivers the

first rank's effect after 3.5 seconds.

Keene's Lance (30/50) (X)

1- +25% longbow damage against targets that are between 40 and 70 feet away. +40%

longbow damage against targets that are between 70 and 100 feet away. +65% longbow

damage against targets that are more than 100 feet away.

2- +25% longbow damage against targets that are between 40 and 70 feet away. +55%

longbow damage against targets that are between 70 and 100 feet away. +85% longbow

damage against targets that are more than 100 feet away.

Baneful Elan (45/65)

1- Longbow attacks always stagger a moving target.

2- Longbow attacks always stagger a moving target. Once per target, a longbow hit strikes

it to the ground.

[COMBAT HIT SPELL priority 2]

Prey (60) (X)

1- Longbow attacks that hit the target's back (25 degrees in both directions) deal

100% more damage.

Takedown (70/85)

1- Against staggered enemies, longbows have their critical hit chance increased by 50%

and their critical hit damage increased by 100%.

2- Against staggered enemies, longbows have their critical hit chance increased by 50%

and their critical hit damage increased by 150%.

Coup De Grace (90)

1- Ranged weapons deal double damage against enemies below 30% Health.

Advanced Missilecraft (20/35) (X)

1- Unlocks "strong" and "strongest" bolt variants for crafting.

These bolts deal more damage than regular bolts.

2- Unlocks "barbed" bolt enhancement.

"Barbed" bolts deal 5 bleeding damage per second and slow the targets down by 20%

for 6 seconds. Explosion has a 60 unit radius.

Aspiring Engineer (40/55) (X)

1- Unlocks "recurve" crossbow modification. "Recurve" crossbows deal

additional damage. Unlocks crafting recipe for "Crossbow Modification Kit"

at the forge.

Crossbow Modification Kits are used as ingredients for crossbow enhancements.

Ingredients for one Crossbow Modification Kit: 3 iron ingot, 2 steel ingot, 5

lockpick, 1 dwemer cog

2- Unlocks "lightweight" crossbow modification. Lightweight crossbows have their weight

reduced by 30% and fire 10% faster.

Proficient Engineer (50/65) (X)

1- Unlocks "Arbalest" crossbow modification. "Arbalest" crossbows deal

50% more damage against blocking targets and have their weight increased by 20%.

2- Unlocks "silenced" crossbow modification. "Silenced" crossbows have their sneak

damage multiplier increased by 0.5, but fire 15% slower.

Crossbow Technician (80) (X)

1- Can put two crossbow modifications on a single crossbow.

Mastery: Skillshot (95) (X)

- Grants the lesser power "Skillshot". When used, Ranged Weaponry weapons deal 50%

more damage and ragdoll targets at 10 feet range or less when at least half drawn

for 15 seconds. Can be toggled of by using the lesser power again before the

duration expires.May be used twice after resting.

Sneak Perks

Perks [Sneak]

===============-------

Stealth (0/50)

1- Enemy detection view cone is reduced by 25 degrees, sneak 15% better

2- Enemy detection view cone is reduced by 50 degrees, sneak 30% better

Prodigy: The Infiltrator (20)

1- Instantly grants "Thief's Toolbox" rank 1 and "Shadowbound" rank 1

Chameleon (50)

1- Lighting has 30% less influence on sneak success

Thief's Toolbox (50/60)

1- Unlock rope, lightsource, noisemaker arrow creafting recipes at forges

2- Unlock rope, lightsource, noisemaker, oil, fire, water arrow creafting recipes at forges

Blackjack (40)

1- While sneaking and holding a blunt weapon or bare fists, activate a target and knock it out. Only works if the target is not wearing a helmet.

Last Breath (60)

1- Activate a sleeping target to instantly kill it.

Silent Roll (40)

1- Can do silent roll.

Assassinate (95)

1- While sneaking and carrying a dagger, activate a target to instantly kill it.

Note(works only twice a day)

Silent Warmonger (50/80)

1- Sneak attacks against targets currently engaged in combat are 25% stronger.

2- Sneak attacks against targets currently engaged in combat are 40% stronger.

Arcane Assassin (60)

1- Increases sneak damage multiplier with spells to 1.5.

Light Foot (30/60)

1- Don't activate pressure plates.

2- Don't activate pressure plates. Movement speed has 20% reduced influence on sneak detection.

Intruder (45)

1- While trespassing, sneak 30% better and sneak attacks do 15% more damage.

Anatomy (55/75) (3 times a day)

1- Sneak attacks with piercing weapons ignore 45% armor and are 10% stronger .

2- Sneak attacks with piercing weapons ignore 90% armor and are 25% stronger.

Ambush (70/85)

1- After a one-handed sneak attack, time is slowed down by 25% for 2 seconds.

2- After a one-handed sneak attack, time is slowed down by 25% for 4 seconds.

Spinebreaker (65)

1- Blunt weapons ignore armor-specific sneak damage reduction \*

\* In PerMa, targets who wear upper body armor or helmets take reduced sneak attack damage

Malevolent Touch (70/90)

1- Touch spell sneak attack damage multiplier is increased to 2.

2- Touch spell sneak attack damage multiplier is increased to 2. Touch spell sneak attacks paralyze for 1 second.

Muffled Movement (30)

1- Armor noise is reduced by 30%.

Shadowbound (70/95)

1- Once every 5 minutes, entering sneak mode makes you invisible for 2 minutes.

2- Once every 3 minutes, entering sneak mode makes you invisible for 2 minutes.

Vaermina's Refuge (85)

1- While Shadowbound's invisibility is active, health, stamina and magicka regenerate 50% faster, and you move 25% faster.

Speechcraft Perks

Perks [Speechcraft]

===============-------

Linguist (0/30/60)

1- Buying and selling prices are 15% better. Shout cooldown is reduced by 5%.

2- Buying and selling prices are 25% better. Shout cooldown is reduced by 10%.

3- Buying and selling prices are 35% better. Shout cooldown is reduced by 15%.

Prodigy: The Diplomat (20)

1- Instantly grants "Masquerade" and "Leadership"

Eloquence (20)

1- Persuasion is 30% easier. Intimidation is twice as successfull.

Bribery (30)

1- Unlocks dialogue option to bribe guards to make them ignore crimes.

Disarming Charisma (35/55)

1- While wearing clothing only, and while one piece of clothing is expensive, incoming weapon damage is reduced by 25%.

2- While wearing clothing only, and while one piece of clothing is expensive, incoming weapon damage is reduced by x%, where x is SPEECHCRAFT\_SKILL \* 0.5.

These perks demand one piece of expensive clothing, at least two pieces of clothing total, and neither heavy nor light armor.

Clothing classified as "expensive":

- Fine clothes

- Embroidered Garment

- Radiant Raiment Fine Clothes

- Refined Tunic

- Embellished Robes

- Ulfric's Clothes

- Emperor's Robes

- Party Clothes

- Redguard Clothes

- Fine Raiment

- Sheogorath Outfit

- Wedding Dress

- Fur-Trimmed Cloak

- Hammerfell Garb

- Noble Clothes

Masquerade (50)

1- While wearing a faction's full set of armor, you are recognized as a member of that faction.

Faction | Number of armor pieces required

Bandit 4

Cultist 3

Dawnguard 4

Falmer 4

Forsworn 4

Imperial 4

Stormcloak 3

Thalmor 3

Vampire 3

Grand Facade (95)

1- Unlocks "Dark Cowl" crafting recipe at the tanning rack.

When commiting crimes while wearing the "Dark Cowl", the crime gold will not be related to your true identity, unless you are seen equipping or unequipping it. While wearing the "Dark Cowl", one can not initiate conversation.

Affection (40/80)

1- Turns all members of the opposite sex with positive disposition into potential followers, and increases

their disposition to 3 if it is lower than 3.

2- Turns everyone with positive disposition into a potential follower, and increases

their disposition to 3 if it is lower than 3.

Battle Anthem (20)

1- Unlocks lesser power "Battle Anthem". When used, all non-hostile actors within 100

feet ranged deal 25% more melee weapon damage for 2 minutes. May be

used every 5 minutes.

Heroism (30/45)

1- "Battle Anthem" additionally increases armor rating by 100.

2- "Battle Anthem" additionally boosts Destruction spell magnitude and ranged weapon

damage by 15%.

Lasting Impression (70/85)

1- "Battle Anthem" additionally kills any enemy within reach whose combined level

and speechcraft skill are lower than your speechcraft skill.

2- "Battle Anthem" additionally reduces all hostile target's movement and

attack speed by 15%.

Leadership (35)

1- Grants lesser power "Leadership". When used, opens up a dialogue box that allows

you to recruit up to two mooks of different classes. Two recruited mooks

may not share the same class. Recruiting a mook costs 1000 gold.

Only works while not in interior cells. Recuted mooks are at 40% of your level.

- When using Leadership and selecting the mage, "Julian, Elite Wizard" might spawn instead of the

normal mage hireling. Julian has additional Conjuration spells and is at 80% of the player's

level. Spawn chance is 5%.

- When using Leadership and selecting the warrior, "Kaige, Elite Berserker" might spawn instead of the

normal tank hireling. Kaige uses two-handed swords and has additional perks boosting his heavy armor

rating and two-handed weapon damage. He is at 80% of the player's level. Spawn chance is 5%.

Loyalty (45)

1- May recruit up to two mooks of the same class.

Strength in Numbers (60/90)

1- May recruit 3 mooks in total.

2- May recruit 4 mooks in total.

Merchant (40)

1- Can sell any type of item to any kind of merchant.

Investor (50)

1- Can invest 500 gold with a shopkeeper to increase his available gold permanently.

Fence (70)

1- Can barter stolen goods with any merchant you have invested in.

Master Trader (85)

1- Every merchant in the world gains 1000 gold for bartering.

Ingredients for "Dark Cowl": 2 leather, 3 leather strips

Fluent Speaker (35/65)

1- Once every 5 minutes, shouting reduces shout cooldown by 15% for 2 minutes.

2- Once every 5 minutes, shouting reduces shout cooldown by 20% for 3 minutes.

Ancient Magic (50/75)

1- Harmful shout magnitude is x% stronger, where x is DESTRUCTION\_SKILL \* 0.25

2- Harmful shout magnitude is x% stronger, where x is DESTRUCTION\_SKILL \* 0.5. Summoning shout duration is increased by x%, where x is CONJURATION\_SKILL \* 0.5

Enchanting Perks

Perks [Enchanting]

===============-------

Enchanter (0/50)

1- Enchantments you create are x% stronger, where x is (0.5\* ENCHANTING\_SKILL). Caps out

at 25% (skill level 50).

2- Enchantments you create are x% stronger, where x is (0.5\* ENCHANTING\_SKILL). Caps out

at 50% (skill level 100).

Basic Scripture (15)

1- Can use an enchanter's quill from your inventory to craft certain scrolls of Novice and Apprentice

level spells. Crafting a scroll requires ink and paper rolls. Unlocks recipe for "Enchanter's Quill".

All enchantments are 4% stronger.

Enchanter's quill can be crafted at the forge.

Ingredients for one enchanter's quill: 1 quill, 1 empty common soul gem, 2 silver ingot

Advanced Scripture (30)

1- Can use a quill from your inventory to craft certain scrolls of Adept level spells.

All enchantments are 4% stronger.

Crafting a scroll requires ink and paper rolls.

Elaborate Scripture (45)

1- Can use a quill from your inventory to craft certain scrolls of Expert level spells.

All enchantments are 4% stronger.

Crafting a scroll requires ink and paper rolls.

Sage's Scripture (70)

1- Can use a quill from your inventory to craft certain scrolls of Master level spells.

All enchantments are 4% stronger.

Crafting a scroll requires ink and paper rolls.

Split Enchant (40) (X)

1 - Grants the toggleable ability "Split Enchant". While active, you can put two

enchantments on one weapon, and all enchantment are 40% weaker.

All enchantments are 4% stronger.

Soul Siphon (25/50)

1- Killing a non-humanoid enemy automatically traps 10% of its soul and recharges the

killer's weapon with it.

All enchantments are 4% stronger.

2- Killing any enemy automatically traps 15% of its soul and recharges the killer's

weapon with it.

All enchantments are 4% stronger.

Soul Squeezer (40)

1- Soul gems recharge weapons 50% better.

All enchantments are 4% stronger.

Arcane Archery (25)

1- Grants the toggleable abilities "Arcane Archery - Great Fireball", "Arcane Archery

- Thunderstrike" and "Arcane Archery - Winter's Breath". Only one of these can be

active at any given time.

All enchantments are 4% stronger.

When using a bow and releasing fully drawn shots, these abilities simultaneously

cause spells to emit from the archer, as long as the archer has at least 50%

Magicka left. Each spell consumes 30 Magicka. Great Fireball deals 30 fire damage,

Thunderstrike deals 20 shock damage within a 20 feet radius, and Winter's Breath

deals 20 frost damage, as well as a 30% movement speed debuff for 3 seconds.

"Arcane Archery" have their magnitude boosted by everything that boosts the magnitude

of Destruction spells, but do not gain secondary effects from Destruction perks.

Echanted Quiver (40,60,80)

1- "Arcane Archery" spells may be used as long as the user has at least 40% Magicka left.

Each "Arcane Archery" spell consumes 27 Magicka.

All enchantments are 4% stronger.

2- "Arcane Archery" spells may be used as long as the user has at least 30% Magicka left.

Each "Arcane Archery" spell consumes 24 Magicka.

All enchantments are 4% stronger.

3- "Arcane Archery" spells may be used as long as the user has at least 20% Magicka left.

Each "Arcane Archery" spell consumes 21 Magicka.

All enchantments are 4% stronger.

Staffaire (40)

1- Unlocks crafting recipes for staves. Staves need an empty staff of the respective school,

a spell tome of the spell you want on the staff, and need you to already know the

spell. (\*)

All enchantments are 4% stronger.

(\*) In PerMa, I distributed a few staff enchanters across Skyrim.

Channeler (50/70)

1- While a staff's charge is below 50%, it recovers by 5 every 5 seconds automatically.

All enchantments are 4% stronger.

2- While a staff's charge is below 50%, it recovers by 10 every 5 seconds automatically.

All enchantments are 4% stronger.

Animate Weapon (35)

1- Grants the lesser power "Animate Weapon".

All enchantments are 4% stronger.

"Animate Weapon" causes your currently equipped right-hand melee weapon to attack and

move on its own for 15 seconds. It is invincible and has no combat perks or the

like. Once the timer is up, the weapon returns to your inventory. Does work with

two-handed melee weapons.

If the weapon is an artifact, this ability will recharge it. If not, this ability will clear

the enchantment, and restore 10% of the enchantment charge lost as Magicka.

Combat Enchanter (60)

1- If you have multiple weapons or weapon and shield equipped, "Animate Weapon" will

animate both. "Animate Weapon" lasts for 25 seconds.

All enchantments are 4% stronger.

Spell Surge (75/90)

1- If you have both a spell and an enchanted weapon equipped at the same time, the

weapon's charge boosts the spell's duration and magnitude by a factor of x,

where x is (1+(WEAPON\_CHARGE\*0.01)), up to a maximum of 1.1 at a charge of 1000.

All enchantments are 4% stronger.

2- If you have both a spell and an enchanted weapon equipped at the same time, the

weapon's charge boosts the spell's duration and magnitude by a factor of x,

where x is (1+(WEAPON\_CHARGE\*0.01)), up to a maximum of 1.15 at a charge of 1500.

All enchantments are 4% stronger.

Focus: Great Infusion (95) (X)

1- Grants the items "Dragon Sigil - Armor" and "Dragon Sigil - Weapon", and grants

the lesser power "Great Infusion". All enchantments are 10% stronger

"Great Infusion" consumes a dragon soul upon being used, and counts as "active"

for 10 minutes after doing so.

Disenchant the items to learn the "Dragon's Roar" and "Dragon's Wings" enchantments.

"Dragons Roar" can be applied to weapons and adds 10 fire, frost and shock damage

each, as well as 50 points of armor reduction and 20% of magic resistance reduction

each for 5 seconds.

"Dragon's Wings" can be applied to armor and increases armor rating by 40, magic

resistance by 10%, and movement and attack speed by 4%.

Both "Dragon's Roar" and "Dragon's Wings" are only active while "Great Infusion" is

active.

Alteration Perks

Studies: Novice Alteration (0)

1- Grants a random novice level Alteration spell. All Alteration spells are 15% cheaper and last 15% longer.

Studies: Apprentice Alteration (20)

1- Grants a random apprentice level Alteration spell. Each incoming hit restores 3% Magicka.

Studies: Adept Alteration (40)

1- Grants a random adept level Alteration spell. Each known "Mage Armor" spell increases armor by 25 permanently.

Studies: Expert Alteration (65)

1- Grants a random expert level Alteration spell. Each known "Kinetic" and "Shift" spell increases attack and movement speed by 2% permanently.

Studies: Master Alteration (90)

1- Grants a random master level Alteration spell. Unlocks Alteration's "focus" perks. All spells that would normally occupy both hands now only occupy one hand.

Mage's Toolbox (25)

1- "Utility" spells, such as light spells or detection spells, are 50% cheaper to cast.

Mindforge (30)

1- "Enhance Weapon" spells last twice as long.

Mindcutter (60)

1- "Enhance Weapon" spells have no effect on the combat target's armor rating anymore. (\*)

(\*) "Enhance Weapon" spells have very different mechanics than SkyRe's counterparts. They

work on top of enchantments, but cancel out other effects that are based on

combat hit spells, such as vanilla's bleeding damage on axes.

Per default, "Enhance Weapon" spells make the target's armor value count as if it

were 50% higher than it actually is.

Spellweaver (25/45)

1- All spells from all schools of magic are 5% cheaper to cast.

2- All spells from all schools of magic are 10% cheaper to cast.

Spellbinder (40)

1- Grants the togglable ability "Spellbinder". While "Spellbinder" is active, swinging

your right-hand weapon will automatically cast the spell equipped in your left hand,

as long as you have the Magicka necessary to do so. The Magicka cost required to

cast a spell via "Spellbinder" is equal to the cost of regularly casting the spell,

unless the spell has a casting time of more than one second. In that case, the casting

cost is multiplied by the casting time in seconds.

Mage Armor (30/50)

1- While not wearing a regular armor chestpiece, "Armor" spells are 50% stronger.

2- While not wearing a regular armor chestpiece, "Armor" spells are 100% stronger.

Second Skin (60)

1- "Armor" spells are 10% stronger and unlocks secondary effects for "Armor" spells,

as long as the caster is not wearing a regular armor chestpiece. The secondary

effects are as follows:

Oakflesh: 10% less incoming damage from blunt weapons, 20% less power attack stamina

consumption.

Stoneflesh: 20% less incoming damage from weapons that are not blunt.

Ironflesh: All incoming weapon damage is reduced by 5, and all incoming stagger is negated.

Ebonyflesh: All incoming Destruction spells are 10% weaker.

Dragonflesh All Frost and Fire spells are 15% stronger.

Sacrificial Casting (45)

1- Grants the toggleable ability "Sacrificial Casting". While active, "Sacrificial Casting"

splits any spell cost evenly between Magicka and Health, and reduces the magnitude of

healing spells and beneficial potions by 90%. "Sacrificial Casting" needs to be active

for at least 30 seconds before it can be toggled off.

Lifelink (65)

1- Grants the spell "Lifelink". Lifelink can only be cast while "Sacrificial Casting" is

active, and needs a target that is either a summoned creature or a follower, and that

is not a machine. It deals up to 50 damage to the target and heals the caster's

Health by twice that amount. Lifelink is not affected by "Sacrificial Casting".

Flesh to Power (85)

1- When deactivating "Sacrificial Casting", everyone within a 30 feet radius is paralyzed

for 4 seconds, and absorb 5 Health per second from everyone affected for 8 seconds.

Kinetic Crush (50)

1- "Kinetic" spells may be dual cast to double their force. "Kinetic" spells deal their

force as unblockable damage.

Blink (45/75)

1- "Shift" spells have 50% better range.

2- "Shift" spells have 100% better range.

Chronokinesis (80/95)

1- "Shift" and "Kinetic" spells slow down time by 30% for 3 seconds. "Kinetic" spells need

to actually connect to trigger this effect.

2- "Shift" and "Kinetic" spells slow down time by 50% for 4 seconds. "Kinetic" spells need

to actually connect to trigger this effect.

Focus: The Spherebender (95)

1- The cooldown on "Shift" and "Kinetic" spells is reduced by 50%. Grants the spell

"Kinetic Shift".

"Kinetic Shift" is a special teleportation spell that combines the properties of the

"Kinetic" and "Shift" spell branches. When cast, everyone within a 25 feet radius

is pulled towards the starting point, and everyone within a 25 feet radius of the

ending point is pushed away. This spell has a 20 second cooldown that is not linked to the cooldown of

either "Shift" or "Kinetic" spell cooldowns.

Focus: The Creator (95)

1- Grants the spell "Spell Prism"

Places a device at the ground that reacts towards spells thrown at it.

INSERT DESCRIPTION ONCE COMPLETE

Architect of Magic (100/100)

1- Does nothing.

2- May choose a second "Focus" perk.

Conjuration Perks

Studies: Novice Conjuration (0)

1- Grants a random novice level Conjuration spell. All Conjuration spells are 20% cheaper.

Studies: Apprentice Conjuration (20)

1- Grants a random apprentice level Conjuration spell. Conjuration summoning spells last 20% longer. Bound weapons deal x% more damage, where x is CONJURATION\_SKILL \* 0.5.

Studies: Adept Conjuration (40)

1- Grants a random adept level Conjuration spell. When summoned creatures kill someone, get 10% of your maximum base Magicka back. Reanimated zombies do not count as "summoned", with the exception of Draugr raised by "Mark of Decay". Skeletons do count though..

Studies: Expert Conjuration (65)

1- Grants a random expert level Conjuration spell. While below 50% health, summon limit grows by 1, and summoning bound weapons is free.

Studies: Master Conjuration (90)

1- Grants a random master level Conjuration spell. Unlocks Conjuration's "focus" perks. As long as at least one summoned creature is alive, take 10% less damage from spells and weapons. Does only trigger for creatures you actually summon, so it does not cover skeletons.

Advanced Summoning (35)

1- Increases range for summoning spells by 150%

Ancient Rites (50)

1- Increases summon limit for zombies and Daedra by 1.

Harvest (15/40)

1- Enter sneak mode and activate a humanoid carcass for an option to collect bones

and ingredients. Chosing the "Harvest" option will automatically add all harvested

items to the target's inventory and forcefully open it. After closing the inventory,

the body will disappear.

Item | Count | Chance (%)

====================================================

Bone - Foot | 2 | 25

Bone - Arm | 2 | 25

Bone - Leg | 2 | 25

Bone - Hand | 2 | 25

Bone - Ribcage | 1 | 25

Bone - Skull | 1 | 25

(Elven, Human or Beast) Heart | 1 | 15

(Elven, Human or Beast) Flesh | 1 | 30

2- Alters the number of harvestable flesh and increases the chance for all items to be

found on a harvested corpse.

Item | Count | Chance (%)

====================================================

Bone - Foot | 2 | 40

Bone - Arm | 2 | 40

Bone - Leg | 2 | 40

Bone - Hand | 2 | 40

Bone - Ribcage | 1 | 40

Bone - Skull | 1 | 40

(Elven, Human or Beast) Heart | 1 | 23

(Elven, Human or Beast) Flesh | 2 | 45

Bone Mastery (25/45/65)

1- Grants the spell "Conjure Skeleton". This spell opens up a dialogue window that

allows you to select a skeletal minion to summon. With the first rank of Bone

Mastery, only skeleton warriors are selectable.

"Summon Skeleton Warrior" consumes two "Bone - Arm", two "Bone - Leg", two

"Bone - Hand", two "Bone - Foot", one "Bone - Skull", one "Bone - Ribcage"

and one empty soul gem of common or lower quality from your inventory, and spawns

a skeleton warrior next to the caster.

When chosing the soul gem, the spell will prefer lower tiered soul gems.

The skeleton warrior is a permanent follower-like creature that does not

count towards the regular summon limit. It attacks with melee weapons.

If you lack the required components, the spell will fail.

The conjured skeleton is at 85% of your level.

2- Adds the "Skeleton Archer" option to "Conjure Skeleton".

"Summon Skeleton Archer" consumes two "Bone - Arm", two "Bone - Leg", two

"Bone - Hand", two "Bone - Foot", one "Bone - Skull", one "Bone - Ribcage"

and one empty soul gem of common or lower quality from your inventory, and spawns

a skeleton archer next to the caster.

When chosing the soul gem, the spell will prefer lower tiered soul gems.

The skeleton archer is a permanent follower-like creature that does not

count towards the regular summon limit. It attacks with bow and arrow.

If you lack the required components, the spell will fail.

The conjured skeleton is at 85% of your level.

3- Adds the "Skeleton Mage" option to "Conjure Skeleton".

"Summon Skeleton Mage" consumes two "Bone - Arm", two "Bone - Leg", two

"Bone - Hand", two "Bone - Foot", one "Bone - Skull", one "Bone - Ribcage"

and one empty soul gem of common or lower quality from your inventory, and spawns

a skeleton mage next to the caster.

When chosing the soul gem, the spell will prefer lower tiered soul gems.

The skeleton mage is a permanent follower-like creature that does not

count towards the regular summon limit. It attacks with frost spells.

If you lack the required components, the spell will fail.

The conjured skeleton is at 85% of your level.

Bone Conservation (40)

1- The chance to receive each bone back via releasing a skeleton (see "Tongues of Old")

grows to 70%.

Great Bone Mastery (90)

1- Adds the "Skeleton Mage Overlord", "Skeleton Warrior Overlord" and

"Skeleton Archer Overlord" options to "Conjure Skeleton".

Each of these spells consumes two "Bone - Arm", two "Bone - Leg", two

"Bone - Hand", two "Bone - Foot", one "Bone - Skull", one "Bone - Ribcage"

and one empty soul gem of greater or higher quality from your inventory.

Additionally, they consume either a Beast Heart ("Summon Skeleton Archer Overlord"),

a Human Heart ("Summon Skeleton Warrior Overlord"), or an Elven Heart ("Summon

Skeleton Mage Overlord.

Upon being summoned, the skeleton overlord will destroy any other summoned skeleton

you have under control, and gain 100 points of Health, Magicka and Stamina for

each skeleton destroyed. This effect also destroys other skeleton overlords, so

only one may exist at any time.

The spell will fail if there is less than one skeleton destroyed by this effects, or

if you lack any of the required ingredients.

Skeleton Mage Overlords have a wider range of available spells than regular skeleton

mages.

When chosing the soul gem, the spell will prefer lower tiered soul gems.

The skeleton overlord is a permanent follower-like creature that does not

count towards the regular summon limit.

The summoned skeleton overlord is large and at 110% of your own level.

Tongues of Old (50)

1- Grants the lesser power "Call Undead". Granst the option to access your undead

minions' inventories after activating them. Grants the option to release skeletons

created with the "Bone Mastery" series of perks to get back soul gems and bones.

"Call Undead" assembles all controlled zombies and skeletons around the user.

For each bone used to assemble the skeleton minion, there is a 30% chance to

receive it back after releasing the skeleton. Additionally, one also receives

an empty petty soul gem.

Gravebound (45)

1- Reanimation spells that require the target to be at a lower level than you now work

on targets at your level.

Recurring Nightmare (75)

1- Grants the spell "Recurring Nightmare - Recreate". While crouching, activate a humanoid

carcass for a "Store Essence" option.

"Store Essence" destroys and memorizes the target body; only one body may be stored at

any time. If a new body is tored, the old one is forgotten about by "Recurring

Nightmare".

"Recurring Nightmare - Recreate" needs to be cast at a humanoid carcass and turns it

into a copy of the stored body; the copy does not include the original bodies'

inventory.

Elemental Potency (20)

1- Daedra summoning spells may be dual cast to extend their duration. Summoned Daedra

scale with your level with no upper limit. (\*)

(\*) Without this perk, they cap out at level 5 in PerMa.

Oblivion Binding (40)

1- Adds soul trap, turn undead and banish effects to all bound weapons

Chaotic Binding (50/65)

1- Bound weapons absorb 2 points of Health per second for 5 seconds.

2- Bound weapons absorb 2 points of Stamina and Magicka per second for 5 seconds.

Conjurations Perks P2

Reclaim (30/50)

1- Activate a summoned Daedra to get the "Reclaim" option. Chosing this option will

banish the entity and restore some of your Magicka. The amount of Magicka depends

on the type of creature you sent back.

Flame Atronach: 30

Frost Atronach: 50

Storm Atronach: 70

Dremora: 90

2- Chosing "Reclaim" additionaly restores Health, depending on the type of creature you

sent back.

Flame Atronach: 15

Frost Atronach: 25

Storm Atronach: 35

Dremora: 45

Daedric Shell (45)

1- Chosing "Reclaim" additional grants a buff, depending on the creature you sent back

Flame Atronach: 30% fire resistance for 20 seconds

Frost Atronach: 30% frost resistance for 20 seconds

Storm Atronach: 30% fshock resistance for 20 seconds

Dremora: 100 armor for 20 seconds

Promise of Power (60)

1- When summoning Dremora without a Human Heart to sacrifice, the Health damage you

take is reduced to 35%. (\*)

(\*) In PerMa, Dremora spells will consume a Human Heart from your inventory when cast.

If you don't have a Human Heart, they consume 70% of your maximum Health instead.

Elemental Fury (40)

1- Fire Atronachs you summon take 20% less damage from frost and shock, and deal 25%

more damage wih fire. Frost Atronachs you summon take 20% less damage from fire

and shock, and deal 25% more damage wih frost. Storm Atronachs you summon take 20%

less damage from frost and fire, and deal 25% more damage wih shock.

Synergetic Link (60)

1- When summoning atronachs, you gain a buff. The buff depends on the type of creature

summoned. Does not stack with itself.

Flame Atronach: 20% fire damage for 20 seconds

Frost Atronach: 20% frost damage for 20 seconds

Storm Atronach: 20% fshock damage for 20 seconds

Pact (75)

1- Daedra summoning spells last 25% longer and are 15% cheaper to cast.

Focus: The Gatekeeper (95)

1- Grants the spell "Gates of Oblivion".

"Gates of Oblivion" conjures an Oblivion gate. The gate automatically spawns

random Daedra who act on their own. After a while, the stream of Daedra ends,

and the gate needs to be closed by activating it. Only one gate can be open at any

time, and casting this spell counts as crime.

The gate spawns one entity every 4 seconds, a total of 10 times. The chance

for a Strom Atronach is 15%, the chance for a Frost Atronach is 25%, and the

chance for a Flame Atronach is 60%.

Focus: The Necromage (95)

1- Increases spell duration and magnitude against undead. Grants the spell

"Conjure Skeletal Dragon".

"Seven Souls" randomly chooses seven carcasses from a list, assembles them in a

circle around you, and animates them all at once. The spell works by temporarily

boosting your summon limit; summoning and raising zombies while these corpses still

walk will interfere with them.

Zombies spawned with "Seven Souls" are at half your level.

"Seven Souls" may spawn afflicted, warlocks, vampires, bounty hunters, soldiers,

bandits, alik'r, thieves, assassines and forsworn.

Destruction Perks

Studies: Novice Destruction (0)

1- Grants a random novice level Destruction spell. All Destruction spells are 15% cheaper and stronger

Studies: Apprentice Destruction (20)

1- Grants a random apprentice level Destruction spell. When casting a second Destruction spell within 3 seconds of the last one, the second spell is 15% stronger. Does not stack, but can be chained.

Studies: Adept Destruction (40)

1- Grants a random adept level Destruction spell. All area-of-effect destruction spells have their area increased by 30%.

Studies: Expert Destruction (65)

1- Grants a random expert level Destruction spell. Cloak spells boost the strength of their associated element(s) by 15%.

Studies: Master Destruction (90)

1- Grants a random master level Destruction spell. Unlocks Destruction's "focus" perks. Casting a spell with base Magicka Cost of 100 or more triples the strength of the next Destruction spell.

Ambitious Methods ()

1- Increases all Destruction spell damage by 10% and an additional 1% per 4 skill levels.

Geomancy (50/80)

1- Increases maximum rune count to 3 and maximum rune cast range by 100%. (\*)

2- Increases maximum rune count to 4 and maximum rune cast range by 200%. (\*)

(\*) In PerMa, one can initially place 2 runes.

Defiant Concentration (25/55)

1 - While below 20% Magicka, all fire, frost and shock spells are 70% weaker and 80% cheaper to cast.

2 - While below 20% Magicka, all fire, frost and shock spells are 70% weaker and 95% cheaper to cast.

Sigil of Flame

1- All fire spells reduce tha target's armor rating by their magnitude for 5 seconds.

Cradle of Fire

1- Fire spells can be dual cast to increase their magnitude. Once per enemy, a dual-cast

fire spell disarms on hit.

Sigil of Ice

1- Frost spells deal 1/3 of their magnitude as additional physical damage.

Pristine Frost

1- Frost spells may be dual cast to increase their magnitude. Against opponents with at

least 40% frost resistance, frost spells deal 2/3 of their magnitude as additional

physical damage.

Sigil of Thunder

1- Shock spells deal 10% of the target's armor value as additional damage. This damage

can not be resisted.

Primordial Thunder

1- Shock spells may be dual cast to increase their magnitude. Dual casting a shock spell

paralyzes the target for 3 seconds, once per target.

Conflagration

1- If a target is killed while affected by a fire spell, it detonates for 20 fire damage

per second over two seconds within a 15 feet radius.

Pyromancer's Contract

1- Fire spells grow 2% stronger for each perk related to frost or shock magic you didn't

invest in.

Raging Inferno

1- Missile based fire spells are 35% weaker, but spawn a second missile.

Arcane Conduit

1- Increases shock spell Magicka damage by 50%.

Electromancer's Contract

1- Shock spells grow 2% stronger for each perk related to frost or fire magic you didn't

invest in.

Battery

1- Equipping a shock spell boosts Magicka regeneration by 30% and movement

speed by 10%. Does not stack with itself.

Absolute Zero

1- Casting a frost spell causes a small frost explosion around the caster that deals

10 points of frost damage to health and stamina within a ten feet radius.

Cryomancer's Contract

1- Frost spells grow 2% stronger for each perk related to fire or shock magic you didn't

invest in.

Chill of Death

1- All frost spells deals 25% more stamina damage and transfer it to the caster.

Focus: The Elementalist

1- Frost spells reduce the target's shock resistance by 30% for 5 seconds. Shock spells

reduce the target's fire resistance by 30% for 5 seconds. Fire spells reduce the

target's frost resistance by 30% for 5 seconds. This effect does not stack. Grants

the spell "Heavenlapse".

"Heavenlapse" causes fire, frost and shock spells to rain down from the sky in a circle

around the caster. Each projectile deals 40 damage of its respective element.

Focus: The Siege Mage

1- Grants the toggleable ability "Siege Mode". While active, Siege Mode causes the caster

to move slowly, as if overburdened, and increases all Destruction spell magnitude by

a factor propertional to the remaining Magicka percentage. A spell cast from full Magicka

is twice as strong as a spell cast from an empty Magicka pool. The scaling is linear.

Additionally, spells cast from Siege Mode that have special effects when dual cast

trigger these special effects even when cast with one hand.

Siege Mode needs to be active for at least ten seconds before it can be toggled off.

Magicka

is twice as strong as a spell cast from an empty Magicka pool. The scaling is linear.

Additionally, spells cast from Siege Mode that have special effects when dual cast

trigger these special effects even when cast with one hand.

Siege Mode needs to be active for at least ten seconds before it can be toggled off.

Destruction Spells

Spells [Destruction]

============--------

Notes on Archetypes

--------------------

- Fire: Deals fire damage over a small duration, and leaves the target burning for additional damage.

- Frost: Deals frost damage to Health and Stamina, and reduces movement speed by 30% for 3 seconds.

- Shock: Deals shock damage to Health and Magicka.

- Multi-elemental: Combines properties of multiple elements, and is supported by all perks relating to each element that is included.

- Skin: Buff that has a effect that triggers exactly once, then it dispels itself. Has a base duration of 10 days.

Illusion Perks

Studies: Novice Illusion

1- Grants a random novice level Illusion spell. All Illusion spells are 20% cheaper.

Studies: Apprentice Illusion

1- Grants a random apprentice level Illusion spell. For each "influence" spell you know, get a 3% chance to ignore all incoming melee damage. Eligible spells: Calm, Fear, Fury, Frenzy Rune, Anarchy. Stacks multiplcatively.

Studies: Adept Illusion

1- Grants a random adept level Illusion spell. For each "influence" spell you know, get a 3% chance to ignore all incoming Destruction spell damage. Eligible spells: Calm, Fear, Fury, Frenzy Rune, Anarchy. Stacks multiplcatively.

Studies: Expert Illusion

1- Grants a random expert level Illusion spell. Critical hit chance agains anyone affected by influence spells or phantom debuffs grows by 30%. Destruction spell power against anyone effected by influence spells or phantom debuffs increases by 15%.

Studies: Master Illusion

1- Grants a random master level Illusion spell. Unlocks Illusion's "focus" perks. Casting a spell with base cost of 100 or higher makes you ethereal for 5 second.

Deep Analysis

1- Spell "Insight" can be dual cast to affect undead, machines and daedra, and

displays the exact difference to the target, as well as its resistances.

Unknowable Horror

1- Spell "Fear" can be dual cast to affect undead, machines and daedra, and lasts

30% longer.

Debilitating Terror

1- "Spell Fear" absorbs small amounts of stamina and magicka while active.

Invigorate

1- Illusion buffs last 30% longer and can be dual cast to affect Daedra, undead and

machines.

Transcendental Mantle

1- In addition to any other effect, Illusion buffs increase the target's health

and stamina.

Soothing Voice

1- Spell "Calm" can be dual cast to affect undead, machines and daedra, and lasts

30% longer.

Subjugation

1- Spell "Calm" absorbs small amouts of health while active.

Raging Heart

1- Spell "Fury" can be dual cast to affect undead, machines and daedra, and lasts

30% longer.

Maniacal Surge

1- Spell "Fury" additionally increases melee weapon damage and movement speed of its

target.

Quiet Casting

1- Spells are silent to cast and 30% more expensive while sneaking.

Hallucinating Echoes

1- Increases maximum phantom count by 1.(\*) Can dual cast phantom spells to create two

phantoms with one spell.

(\*) In PerMa, phantoms have a separate summon counter, and mechanics that differ from

regular summonable creatures.

Waning Presence

1- After summoning a phantom, the caster turns silent and invisible for 7 seconds. Does

not affect spell casting sound though; just movement.

Retaliating Echoes

1- An enemy that kills a phantom suffers from -30% magic resistance for 15 seconds.

2- An enemy that kills a phantom suffers from -30% magic resistance and -200 armor

for 15 seconds.

Vessel

1- Spells that would normally require a phantom as target now work on everyone affected

by Fear, Fury or Calm as well.

Phantom Host

1- For each living phantom, you deal 4% more weapon damage, take 4% less weapon damage,

and Illusion spells are 4% cheaper to cast. Caps out at 5 phantoms.

Recursive Insanity

1- When casting a phantom spell at a target influenced by Fear, Fury or Calm, an

additional phantom is spawned.(\*)

(\*) Yeah, 3/4 phantom spells require you to target an enemy.

Focus: The Mind dweller

1- Fear, Fury and Calm are 25% cheaper to cast. Grants the spell "Lose Hope". "Lose Hope"

instantly kills a target influenced by Fear, Fury or Calm if it is of lower level than

the caster.

Focus: The Puppetmaster

1- Increases maximum phantom count by 2. Grants the spell "Phantom Army". "Phantom Army"

is the only phantom spell that doesn't need to be targeted at an enemy. It is

caster-centered and spawns as many phantom warriors as your phantom count allows.

So, if max phantom count is at 5 and you have one phantom out, four phantoms will

be spawned.

Restoration Perks

Perks [Restoration]

===============-------

Studies: Novice Restoration (0)

1- Grants a random novice level Restoration spell. All Restoration spells are 20% cheaper.

Studies: Apprentice Restoration (30)

1- Grants a random apprentice level Restoration spell. Standing still decreases ward spell cost by 30%. Whenever a ward absorbs a spell while standing still, recover 10 Magicka instantly.

Studies: Adept Restoration (40)

1- Grants a random adept level Restoration spell. While in combat, each hostile undead within a 15 feet radius gives 5% magic resistance and 30 armor.

Studies: Expert Restoration (65)

1- Grants a random expert level Restoration spell. Casting any non-concentration spell from any school restores 10 health instantly. This effect does not scale with anything.

Studies: Master Restoration (90)

1- Grants a random master level Restoration spell. Unlocks Restoration's "focus" perks. Casting a spell with base cost of 100 or higher increases Magicka regeneration by 100% for 1 minute. Does not stack with itself.

Purification (30)

1- Effects that require "Chastise" to be active on a target and that need certain Health

percentages to trigger their strongest effect have their trigger threshold increased

by 20%. For example, "Prgatory" will instantly kill and detonate the target at 60%

Health or lower, instead of 40% or lower.

Regrowth (20)

1- Healing spells are 25% stronger and may be dual cast to further increase their

magnitude.

Respite (55)

1- Healing spells additionally recover Stamina by 50% of their magnitude.

Auramancer (30/50)

1- Aura range is increased by 35%

2- Aura range is increased by 70%

Life and Death (50/80)

1- In addition to any other scaling bonuses, damaging auras get x% stronger, where x

is your Restoration skill level.

2- In addition to any other scaling bonuses, damaging auras get x% stronger, where x

is your Restoration skill level and your Destruction skill level combined.

Ward Deflect (30/45)

1- While having a ward spell up, take 20% less damage from ranged weapon attacks. Makes "Spell Ward" grant 50 armor while equipped and another 50 while being used

2- While having a ward spell up, take 35% less damage from ranged weapon attacks. Makes "Spell Ward" grant 75 armor while equipped and another 75 while being used, and unlocks timed blocking for "Spell Ward".

Ward Absorb (50)

1- Blocking a spell with a ward will recover your Magicka by 20% of all Magicka that hits them. Lets "Spell Ward" absorb shouts properly.

Carrier (45/65)

1- Plague spread range is increased from roughly 10 feet to roughly 20 feet. Plagues can

be dual cast for a 50% boost in spread range. Take 5% less damage from enemies

affected by plagues.

2- Plague spread range is increased from roughly 20 feet to roughly 30 feet. Plagues can

be dual cast for a 50% boost in spread range. Take 10% less damage from enemies

affected by plagues.

Plaguelord (50/80)

1- Plagues will attempt to infect a new target every 2 seconds, instead of every 3 seconds. (\*)

2- Plagues will attempt to infect a new target every second, instead of every 1 seconds. (\*)

(\*) Plagues spread from the initial target to adjacent targets. They do not spread from secondary

targets. Plagues will not reinfect the initial target.

Malediction (50/75)

1- Curse spread radius grows from roughly 10 feet to roughly 20 feet. Curses will try

to find a new target twice if an old target dies while the curse is active. (\*)

2- Curse spread radius grows from roughly 20 feet to roughly 30 feet. Curses will try

to find a new target three times if an old target dies while the curse is active. (\*)

(\*) When the old target dies, a curse will randomly select a new target within its spread

radius. If the target fulfills a few conditions (not the player, has base actor, not

NONE), the curse jumps over. If this check fails, the curse will either try again or

stop of the maximum number of attempts is reached.

Tortured Soul (70)

1- Spells that would normally be restricted to undead targets now also work on targets

affected by curses.

Meditation (70/80)

1- While your Health is below 40%, Restoration spells are 15% cheaper to cast. While

your Health is below 20%, this bonus increases to 25%.

2- While your Health is below 40%, Restoration spells are 25% cheaper to cast. While

your Health is below 20%, this bonus increases to 35%.

Defy Death (95)

1- If your Health drops below 50%, health regeneration is increased by 50%. If your

Health drops below 25%, this bonus increases to 100%. Once per day, dropping

below 10% Health causes you to automatically recover 250 Health.

Focus: The Idol (95)

1- Healing spells are 20% stronger. Auras are free to toggle. Removes the Health and

Stamina debuffs from auras. Grants the spell "Aura - Aspect of Brilliance".

"Aura - Aspect of Brilliance" is the only Aura that affects both enemies and

allies. Allies deal 15% more damage with Destruction spells and any weapon,

while enemies deals 15% less damage with Destruction spells and any weapon.

Focus: The Defiler (95)

1- Deal 10% more weapon damage against targets affected by curses or plagues. Curses and

plagues are 25% cheaper to cast. Grants the spell "Curse of Binding".

"Curse of Binding" is a curse that may only affect enemies that already are affected

by a plague. As long as a target affected by "Curse of Binding" is alive, this

spell's caster is immune to any damage, but any spell cast is 50% more expensive.

Spell List

Alteration Spells

Spells [Alteration]

============--------

Notes on Archetypes

--------------------

- Kinetic: Spells that push or pull other actors. All Kinetic spells share a cooldown; stronger spells have a longer cooldown than weaker ones.

- Shift: Spells that revolve around teleportation. All Shift spells share a ten-second cooldown.

- Mage Armor: Spells that increase the caster's armor rating for 60 seconds.

- Enhance Weapon: Spells that add magical properties to weapon attacks, at the cost of making the target's armor 50% more effective. Override any other effects that use similar mechanics (combat hit spell). Last 20 seconds.

- Utility: Spells that do various useful things, such as Waterwalking and Detect Life.

Novice

============--------

Spell name | Cost | Decription

------------------------------------------

Oakflesh | 33 | Mage Armor. Increases armor rating by 40.

Candlelight | 21 | Creates a hovering light that follows the caster for 60 seconds.

Leeching Spikes| 42 | Enhance Weapon. Weapon absorbs 2 points of Health, Magicka and Stamina per second for 4 seconds.

Warp | 32 | Utility. Slows time by 50% for 3 seconds. The caster moves 100% faster for 2 seconds.

Waterwalking | 43 | Utility. Makes wather behave like a thick fluid for 60 seconds, allowing the caster to walk on it if he moves fast.

Equilibrium | 1/s | Convert 25 Health into Magicka per second.

Apprentice

============--------

Spell name | Cost | Decription

------------------------------------------

Kinetic Push | 40 | Kinetic (force:10, cooldown: 30s). Pushes the target away from the caster. Works within touch range.

Stoneflesh | 45 | Mage Armor. Increases armor rating by 60.

Magelight | 31 | Places a ball of light at the target location that sticks around for 60 seconds.

Phase Shift | 30 | Shift. Move to a location within 60 feet range.

Rusted Blade | 40 | Enhance Weapon. Weapon deals 1 point of diseases damage per second and one point of poison damage per second for 10 seconds.

Weaken Gravity | 84 | Utility. For 120 seconds, everyone jumps twice as high, and all "Kinetic" spells have their force doubled.

Telekinesis | 25/s | Utility. Pulls objects towards the caster, who may add them to his inventory or throw them.

Waterbreathing | 51 | Utility. Breathe underwater for 60 seconds.

Transmute Mineral Ore | 50 | Utility. Turn iron ore into silver ore, and silver ore into gold ore. Works on items in the caster's inventory.

Arcane Generator | 2 | Utility. Completely restore the caster's Magicka. Usable once every 10 minutes.

Adept

============--------

Spell name | Cost | Decription

------------------------------------------

Combat Shift | 40 | Shift. Move to a location within 40 feet range, then turn by 180 degrees.

Detect Life | 32/s | Utility. Dead creatures within 100(interior)/200(exterior) feet range can be seen through walls.

Ironflesh | 62 | Mage Armor. Increases armor rating by 80.

Transmute Weapon | 100 | Utility. Takes an equipped weapon and improves it to superior quality, as if it was smithed. Ignores smithing perk requirements.

Transmute Skin | 71 | Utility. For 60 seconds, the caster takes 25% less damage from bladed weapons, but 25% more damage from non-bladed weapons.

Spell Eater | 70 | Enhance Weapon. Weapon deals 10% of the target's Magicka as additional unblockable damage.

Kinetic Pull | 40 | Kinetic (force: -18 cooldown: 60s). Pulls the target towards the caster. Works within 50 feet range.

Ash Shell | 80 | Utility. The target is paralyzed for 30 seconds. While this spell is active, the target counts as "ghost" when calculating damage.

Accelerate | 50 | Utility. Move 30% faster until interrupting your motion (stopping, sneaking, picking up an item...)

Expert

============--------

Spell name | Cost | Decription

------------------------------------------

Detect Dead | 50/s | Utility. Dead creatures within 100(interior)/200(exterior) feet range can be seen through walls.

Ebonyflesh | 79 | Mage Armor. Increases armor rating by 100.

Inverse Shift | 55 | Shift. 8 seconds after the spell was cast, the caster is moved back to the location of casting.

Sunlight Blade | 68 | Enhance Weapon. Weapon deals 10 points of sun damage, and 20 more points of sun damage to undead.

Artificial Sun | 80 | Creates a ball of light high up in the sky for 300 seconds. The ball collapses if the caster leaves it behind. This spell has no effect when cast indoors.

Sunburst | 100 | Target actor gravitates towards the artificial sun and disintegrates. This kills the target, destroys its body and its inventory. Has no effect when cast without an artificial sun up. This spell can break quests, so use it with care.

Master

============--------

Spell name | Cost | Decription

------------------------------------------

Kinetic Wave | 100 | Kinetic (force: 0-20 cooldown: 180s). Pushes targets within a 200 feet radius around the caster straight up from the ground. The force depends on the distance to the caster.

Dragonflesh | 88 | Mage Armor. Increases armor rating by 120.

Imprison | 150 | Removes the target from the game. Free it again with "Freedom", or wait until it dies three in-game days after being imprisoned. Only one target may be imprisoned at any time. This spell can break quests, so use it with care.

Freedom | 50 | Frees a target captured by "Imprison" and places it at the target location. Has no effect if there is no imprisoned actor.

Explosive Saliva | 117 | Enhance Weapon. Weapon inflicts an effect that causes an explosion on the target after 15 seconds. The explosion inflicts 15 points of damage within a 500 unit radius.

Rewind | 40 | Utility. After 30 seconds, restore the caster's Health, Magicka and Stamina to the values they were at when casting the spell. Usable every 20 minutes.

Focus

============--------

Spell name | Cost | Decription

------------------------------------------

Kinetic Shift | 50 | Shift, Kinetic (force: -10, 10). Pulls all actors within a 25 feet radius towards the caster, then moves the caster to the target location, then pushes all actors within a 25 feet radius away from the caster. 60 feet range. Has a 20 second cooldown that is not linked to the individual cooldowns of "Shift" or "Kinetic" spells.

Spell Prism | 170 | Creates a device at the ground that reacts towards spells thrown at it, amplifying and/or altering them.

Special (Quest etc)

============--------

Spell name | Cost | Decription

------------------------------------------

-

Planned

============--------

Rewind (expert) - memorize health, magicka, stamina, after 15 seconds restore memorized values

Standstill (master) - 95% slow time concentration spell - might be impossible

Corrode Weapon (adept) - Replaces target's shield and weapon with crappy stuff

Corrode Armor (expert) - Replaces target's armor with crappy stuff.

Transmute armor (expert?) - smithes equipped armor to some mediocre level

Arcane Dynamo (expert) - blocked incoming hit restores % magicka

Hoodwink (expert) - open inventory to steal

- "charge" spell alteration: next spell is free.

- mage armor spell progression sucks.

**Conjuration Spells**

**Spells [Conjuration]**

**============--------**

- Regular Daedra Summoning: Summon lesser Daedra for a 30 seconds. Lesser Daedra scale with you, up to a maximum level of 5.

- Unbound Daedra Summoning: Summon lesser Daedra permanently. Unbound Daedra have no level limit and spawn at twice your level, but attack anyone nearby. They do not count towards your summoning limit.

- Skeleton Summoning: Summon skeletal beings for a set duration. Summoned skeletons scale with you without level limitation, and are at 70% of your level. They last 60 seconds.

- Skeleton Conjuring: Create skeletal beaings from ingredients in your inventory to follow you permanently. They do not count towards your summoning limit and are at 85% or 110% or your level.

- Reanimation: Reanimate dead bodies to follow you permanently.

- Mark: Deal disease damage to a living target, then transform the dying body in some way, before it gets reanimated under your control. Might have level limitations.

- Vein: Apply secondary effects to reanimated zombies, at the cost of making reanimation spells 50% more expensive. Mutually exclusive, free to cast, and toggleable.

- Bound Weapon: Summon weightless weapons for 120 seconds. Sheathe to dispel.

Novice

============--------

Spell name | Cost | Decription

------------------------------------------

Raise Animal | 74 | Reanimation. Raises an animal body to permanently fight for the caster.

Conjure Weak Flame Atronach | 52 | Regular Daedra Summoning. Conjures a weak flame atronach. Weak flame atronachs last 3 minutes, but are fixed at level 1 and don't grow with perk investment.

Bound Dagger | 30 | Bound Weapon. Conjures a dagger.

Bound Sword | 40 | Bound Weapon. Conjures an arming sword.

Vein of Necrosis | 0 | Vein. When a zombie takes a hit, the attacker takes 10 points of disease damage.

Apprentice

============--------

Spell name | Cost | Decription

------------------------------------------

Conjure Flame Atonach | 69 | Regular Daedra Summoning. Conjrues a flame atronach.

Mark of Decay | 41 | Mark. Deals 3 points of disease damage per second for 15 seconds. Turns the target into a Draugr, with only the original weapon and/or shield preserving through the transformation.

Vein of Dark Souls | 0 | Vein. Raised zombies gain 150 armor and 50 Health.

Bound Battleaxe | 50 | Bound Weapon. Conjures a battleaxe.

Summon Boneman | 64 | Skeleton Summoning. Summons a boneman.

Soul Trap | 35 | If the target dies within 60 seconds, it fills a soul gem.

Adept

============--------

Spell name | Cost | Decription

------------------------------------------

Conjure Unbound Flame Atronach | 80 | Unbound Daedra Summoning. Conjures an unbound flame atronach.

Conjure Frost Atronach | 99 | Regular Daedra Summoning. Conjures a frost atronach.

Reanimation |126 | Reanimation. Raises a humanoid body (playable race or falmer) to permanently fight for the caster.

Bound Shortbow | 72 | Bound Weapon. Conjures a shortbow.

Bound Longbow | 72 | Bound Weapon. Conjures a longbow.

Banish Daedra | 54 | Deals 20 points of damage to daedra. Staggers daedra. Banishes summoned daedra.

Conjure Mistman | 68 | Skeleton Summoning. Summons a mistman.

Mark of Bound Spirits | 88 | Mark. Deals 5 points of disease damage per second for 20 seconds. Revives the target as ethereal being with a 300 bonus to armor, but -50% magic resist.

Expert

============--------

Spell name | Cost | Decription

------------------------------------------

Conjure Storm Atronach | 120 | Regular Daedra Summoning. Conjures a storm atronach.

Conjure Unbound Frost Atronach | 110 | Unbound Daedra Summoning. Conjures an unbound frost atronach.

Mark of Power | 138 | Mark. Deals 5 points of disease damage per second for 20 seconds. Revives the target with knowledge of most of the caster's Conjuration and Destruction spells.

Vein of Raging Undead | 0 | Vein. Zombies move 25% faster and deal 25% more melee weapon damage.

Conjure Wrathman | 114 | Skeleton Summoning. Summons a wrathman.

Master

============--------

Spell name | Cost | Decription

------------------------------------------

Conjure Dremora Kynreeve | 133 | Regular Daedra Summoning. Conjures a dremora kynreeve (heavy weaponry expert).

Conjure Dremora Markynaz | 133 | Regular Daedra Summoning. Conjures a dremora markynaz (warlock).

Conjure Dremora Valkynaz | 133 | Regular Daedra Summoning. Conjures a dremora valkynaz (ranged weaponry expert).

Conjure Unbound Storm Atronach | 140 | Unbound Daedra Summoning. Conjures an unbound storm atronach.

Vein of Unliving Magic | 0 | Vein. Zombies' Destruction and Restoration spells are 25% stronger.

Command Daedra | 101 | Staggers daedra and puts summoned daedra under your control.

Seven Souls | 130 | Randomly chooses seven carcasses from a list, assembles them in a circle around the caster, and animates them all at once. The spell works by temporarily boosting the caster's summon limit; summoning and raising zombies while these corpses still walk will interfere with them. Zombies spawned with "Seven Souls" are at half your level. "Seven Souls" may spawn afflicted, warlocks, vampires, bounty hunters, soldiers, bandits, alik'r, thieves, assassines and forsworn.

Focus

============--------

Spell name | Cost | Decription

------------------------------------------

Gates of Oblivion | 250 | Conjures an Oblivion gate. The gate automatically spawns random Daedra who act on their own. After a while, the stream of Daedra ends, and the gate needs to be closed by activating it. Only one gate can be open at any time, and casting this spell counts as crime. The gate spawns one entity every 4 seconds, a total of 10 times. The chance for a Strom Atronach is 15%, the chance for a Frost Atronach is 25%, and the chance for a Flame Atronach is 60%.

Conjure Skeletal Dragon | 228 | Skeleton Summoning. Sacrifice 3 dragon bones and 3 dragon scales to summon a skeletal dragon for 180 seconds. The skeletal dragon has multiple shouts and is generally very sturdy. If you don't have the required ingredients, the dragon disappears after five seconds.

Special (Quest etc)

============--------

Spell name | Cost | Decription

------------------------------------------

Summon Arvak | 136 | Summons a ghastly horse for 60 seconds.

Flaming Familiar | 57 | Conjures a flaming familiar for 6 seconds. When hit or when the summon duration expires, it explodes for 60 damage within a 320 unit radius.

Conjure Ash Spawn | 78 | Conjures an ash spawn for 60 seconds.

Conjure Seeker | 107 | Conjures a seeker for 60 seconds.

Conjure Ash Guardian | 120 | Creates a permanent ash guardian at the target location. If you have a heartstone in your inventory, it will be consumed; if not, the guardian will turn hostile.

Summon Arniel's Shade | 71 | Conjures Arniel's shade for 60 seconds.

Planned

============--------

Mark of New Beginnings: AoE caster-centered disease damage. If targets die, reanimate as non-follower zombies.

A spell to shatter NPC skeletons and take their bones?

Carcass bomb ?

Fugly vermin summoning from carcass?

Destroy carcass for aoe undead buff?

Destroy Daedra for aoe-daedra buff?

Spell that drains health per spell cast, but increases summoning limit?

Destruction Spells

Spells [Destruction]

============--------

Notes on Archetypes

--------------------

- Fire: Deals fire damage over a small duration, and leaves the target burning for additional damage.

- Frost: Deals frost damage to Health and Stamina, and reduces movement speed by 30% for 3 seconds.

- Shock: Deals shock damage to Health and Magicka.

- Multi-elemental: Combines properties of multiple elements, and is supported by all perks relating to each element that is included.

- Skin: Buff that has a effect that triggers exactly once, then it dispels itself. Has a base duration of 10 days.

Novice

============--------

Spell name | Cost | Decription

------------------------------------------

Sparks | 15/s | Shock. Deals 12 points of damage per second.

Flames | 15/s | Fire. Deals 12 points of damage per second.

Frostbite | 15/s | Frost. Deals 12 points of damage per second.

Static Skin | 45 | Skin. Next shock spell cast is 50% stronger.

Charred Skin | 45 | Skin. Next ranged attacker gets hit by flame fountain that emanates from the ground for 20 damage per second.

Crystal Skin | 45 | Skin. Next melee attacker gets enclosed in ice for 10 seconds, or until hit by an attack.

Apprentice

============--------

Spell name | Cost | Decription

------------------------------------------

Firebolt | 37 | Fire. Deals 30 points of damage.

Fire Rune | 40 | Fire. Rune. Deals 30 points to all targets.

Fiery Touch | 29 | Fire. Touch-range spell that deals 35 points of damage.

Ice Spike | 33 | Frost. Deals 30 points of damage.

Frost Rune | 42 | Frost. Rune. Deals 30 points to all targets.

Chilling Touch | 28 | Frost. Deals 35 points of damage.

Lightning Bolt | 33 | Shock. Deals 30 points of damage.

Lightning Rune | 43 | Shock. Rune. Deals 30 points to all targets.

Sizzling Touch | 29 | Shock. Deals 35 points of damage.

Prismatic Beam| 27/s | Fire/Frost/Shock. Deals 5 points of fire, frost and shock damage each.

Adept

============--------

Spell name | Cost | Decription

------------------------------------------

Fireball | 69 | Fire. Deals 40 points of damage within a 10 feet radius.

Flame Cloak | 79 | Fire. Cloak. For 60 seconds, targets within 10 feet range take 10 points of damage per second.

Implosion | 100 | Fire. The target is surrounded by 8 fireballs that close in on it. Each fireball deals 10 points of dmaage within a 10 feet radius.

Frost Cloak | 76 | Frost. Cloak. For 60 seconds, targets within 10 feet range take 10 points of damage per second.

Ice Storm | 63 | Frost. Deals 40 points of damage to any target in its path.

Frost Field | 60 | Frost. Causes ice spikes to emit form the ground at the target location. Emits 25 ice spikes total with a break of 0.14 seconds in between two ice spikes. Each spike deals 20 damage.

Chain Lightning | 57 | Shock. Deals 40 points of damage, then jumps to a new target within a 20 feet radius.

Lightning Cloak | 79 | Shock. Cloak. For 60 seconds, targets within 10 feet range take 10 points of damage per second.

Static Discharge | 40/s | Shock. Once per second, chooses a random target within a 100 feet radius that gets struck with lightning, causing 30 damage. Only works outdoors.

Whirlwind Cloak | 90 | For 60 seconds, opponents within 10 feet range have a 50% chance of being flung away every second.

Expert

============--------

Spell name | Cost | Decription

------------------------------------------

Incinerate | 110 | Fire. Deals 100 points of damage. Has a long casting time (1.5s).

Wall of Flames | 37/s | Fire. Deals 15 points of damage per second. When aimed at the ground, spawns flames that deal 20 points of damage per second. Spawned flames do not carry perk effects.

Icy Spear | 81 | Frost. Deals 50 points of damage instantly and additional 3 points of damage per second for 15 seconds.

Wall of Frost | 35/s | Frost. Deals 15 points of damage per second. When aimed at the ground, spawns frost stuff that deals 20 points of damage per second. Spawned frost stuff do not carry perk effects.

Thunderbolt | 81 | Shock. Deals 50 points of damage. Deals twice as much damage to Magicka.

Wall of Storms | 35/s | Shock. Deals 15 points of damage per second. When aimed at the ground, spawns sparks that deal 20 points of damage per second. Spawned sparks do not carry perk effects.

Arctic Blaze | 65 | Fire/Frost. A total of six streams of frost or fire are placed around the caster, each dealing 40 points of damage.

Tempest Cloak | 108 | Shock/Frost. For 60 second, opponents within 10 feet range take 10 points of frost damage per second. When hit by a ranged attack, the cloak retaliates with a lightning bolt that deals 40 points of damage.

Pyroelectric Orb | 22 | Fire/Shock. Deals 5 points of fire and shock damage each. While equipped, all fire and shock spells are 20% stronger.

Master

============--------

Spell name | Cost | Decription

------------------------------------------

Fire Storm | 126 | Fire. Targets within 100 feet range take 100 damage. Targets within 65 feet range take 75 more damage. Targets within 25 feet range take 50 more damage.

Lightning Storm | 51/s | Shock. Deals 50 points of damage per second.

Blizzard | 115 | Frost. Spawns a storm that deals 30 points of damage per second over five seconds within a huge radius. Does not carry secondary effects from perks.

Hellfire Cage | 136 | Fire/Shock. Encases the target in a circle of shock pillars, rendering it unable to move, and deals 4 \* 8 fire damage per second for 6 seconds. The 30 shock pillars do not damage the target, but everyone who comes too close. Each deals 8 shock damage to Health and Stamina per second. Does not work on giants, dragons and mammoths. Does work on targets that are immune to regular paralysis.

Heavy Fireball | 91 | Fire. Deals 40 points of damage within a 25 feet impact radius. Ragdolls everyone nearby, including the caster. Projectile is affected by gravity.

Frostburn | | Frost. Deals 10 points of damage. If dual cast, consumes 80% of the caster's Magicka, and deals twice the amount of Magicka drained as DoT to the target, distributed over 10 seconds.

Blue Flames | 49/s | Fire/Frost. Deals 15 points of fire and frost damage each per second. Slows the target down by 50% instead of the regular ice spell's 30%. Can not be spell absorbed.

Corroding Touch | 56 | Frost/Shock. Deals 10 points of frost and shock damage to health each. Deals 300 frost damage to stamina. Deals 300 shock damage to Magicka.

Prismatic Skin |80 | Skin. The next incoming hit causes your Destruction spells to grow 30% stronger for 15 seconds. Does not stack with itself.

Great Thundercall | 40/s | Shock. Concentrations-type spell that has no effect until the caster releases it. Releasing the spell causes a caster-centered shock explosion. The longer the spell was charged this way, the greater its area and damage becomes.

Time (s) | Area (f) | Damage

< 1 20 10

1-2 30 20

2-3 35 40

3-4 40 80

4-5 45 160

> 5 55 320

Focus

============--------

Spell name | Cost | Decription

------------------------------------------

Heavenlapse | 160 | Fire/Frost/Shock. A total of 50 projectiles rain down from the sky around the caster, each dealing 40 damage within a 10 feet radius. Follows the caster as he moves. Only works outdoors.

Special (Quest etc)

============--------

Spell name | Cost | Decription

------------------------------------------

-

Planned

============--------

Spell name | Cost | Decription

------------------------------------------

Shattering Prison (master?): Enclose in ice, then smash with large fireball

Ball Lightning (master?): "Summon" stationary thunderball that throws bolts and ice spikes

Great Thundercall (master): Charge spell as concentration-type, self-centered. Quit casting to discharge. Longer cast time

-> more damage

[name] (master): Summon small iceballs that follow caster, then charge into enemies and det

Illusion Spells

Spells [Illusion]

============--------

Notes on Archetypes

--------------------

- Influence: Spells that directly influence the target's behaviour. Only work on living, non-daedric targets, and usually only work once per target.

- Influence combo: Spells that work on targets that are affected by Influence spells

- Phantom: Needs to be aimed at a target, and summons a phantasmal creature next to said target that initiates combat. Not strong, but carry effects that debuff attackers or killers.

- Phantom combo: Spells that work on phantoms only.

- Buff: Spells that temporarily buff the target's stats. Work on living, non-deadric targets only.

- Disguise: Spells that disguise the caster's presence.

Novice

============--------

Spell name | Cost | Decription

------------------------------------------

Fear | 31 | Influence. The target flees for 15 seconds.

Insight | 20 | Displays a message indicating the level difference between the target and the caster. Silent and does not attract attention. Only works on living, non-daedric targets.

Claivoyance | 25/s | Displays a trace to the goal of the currently active quest.

Courage | 30 | Buff. For 60 seconds, the target doesn't flee and gains 200 armor. Only works on living, non-daedric targets.

Whisper | 15/s | While active, spells cast are silent.

Apprentice

============--------

Spell name | Cost | Decription

------------------------------------------

Silent Step | 25/s | While active, armor noise is reduced by 50%.

Calm | 37 | Influence. The target stops fighting for 15 seconds.

Phantom Mudcrab | 30 | Phantom. The phantom mudcrab's killer's maximum Health is reduced by 25 for 15 seconds.

Scapegoat | 60 | Influence combo. If the target is of lower level than the caster, it is attacked by everyone nearby. If not, it attacks the caster.

Feint Swap | 30 | Phantom combo. Switch positions with target phantom.

Feint Strength | 32 | Phantom combo. For 45 seconds, regenerate 2 Magicka per second for each summoned phantom within a 15 feet radius.

Adept

============--------

Spell name | Cost | Decription

------------------------------------------

Fury | 49 | Influence. The target attacks anyone nearby for 15 seconds.

Stumble | 19 | Influence combo. The targets stumbles and falls to the ground.

Mind Fabric | 55 | For 60 seconds, all phantom spells create one additional phantom.

Phantom Spider | 45 | Phantom. The phantom spider's killer's movement speed is reduced by 25% for 15 seconds.

Darkness | 61 | For 20 seconds, the target turns blind (like a Falmer).

Feint Impact | 80 | Phantom combo. Target phantom dies and detonates. Every hostile actor within a 50 feet radius has his Health, Magicka and Stamina reduced by 50 for 20 seconds.

Rally | 47 | Buff. Targets within 15 feet of the impact location don't flee from combat and have 25% more movement speed for 60 seconds.

Frenzy Rune | 99 | Influence. Rune. All living, non-daedric targets below level 20 attack anyone nearby for 30 seconds.

Expert

============--------

Spell name | Cost | Decription

------------------------------------------

Charm | 57 | Influence combo. The target fights for you for 20 seconds.

Phantom Bear | 65 | Phantom. The phantom bears' killer's armor is reduced by 100 for 15 seconds.

Invisibility | 71 | The caster is invisible for 30 seconds.

Feint Trap | 57 | If target phantom dies within 60 seconds, its killer is paralyzed for 3 seconds.

Concealing Cloak | 54 | For 60 seconds, all followers and summoned creatures within a 10 feet radius are invisible.

Amnesia | 50 | Can influence a previously influenced target again.

Silencing Orb | 70 | For 15 seconds, all targets within a 15 feet area cannot cast spells.

Master

============--------

Spell name | Cost | Decription

------------------------------------------

Greater Charm | 84 | Influence combo. The target fights for you for 20 seconds, and may be recruited as follower.

Mind Prison | 30/s | Influence combo. While active, the target can not move.

Cloak of Despair | 99 | Influence. For 60 seconds, enemies within 10 feet range fight worse.

Call to Arms | 86 | Buff. For 300 seconds, every non-hostile actor within a 100 feet range doesn't flee from combat and deals 25% more damage with all weapons.

Anarchy | 101 | Influence. The target attacks anyone nearby for 15 seconds. If it is killed while this spell is active, everyone within a 15 feet radius around the killer gets frenzied for 30 seconds.

Delirium | 80 | The target forgets one of its equipped spells, and takes damage equal to the spell's effective Magicka cost.

Confusion | 103 | For 30 seconds, whenever the target attacks, it takes half of its weapon's power as damage, and attacks 10% slower for 3 seconds.

Focus

============--------

Spell name | Cost | Decription

------------------------------------------

Lose Hope | 120 | The target commits suicide. Only works if it is of lower level than the caster and already affected by an "Influence" spell.

Phantom Army | 120 | Phantom. Summons x phantom images in a circle around the caster, where x is the maximum number of phantoms the caster's phantom summoning limit allows. The phantom image's killer gets ragdolled.

Special (Quest etc)

============--------

Spell name | Cost | Decription

------------------------------------------

Vision of the Tenth Eye | 0 | See what others cannot.

Planned

============--------

Panic (Expert) - Fear that spreads to nearby targets

Magicka Leak (Expert) - targets forgets the spells it has equipped, and takes damage equal to the forgotten spells' combined cost

Restoration Spells

Spells [Restoration]

============--------

Notes on archetypes

--------------------

- Aura: Toggleable area-of-effect buffs. While active, Health and Stamina are reduced by 10/20/30/40/50 for Novice/Apprentice/Adept/Expert/Master level auras. Only one aura may be active at any time.

- Curse: Potent long-range debuffs. When the target dies while affected by a curse, the curse will randomly select a new target within its spread radius (default: 200 units). If the target fulfills a few conditions (not the player, has base actor, not NONE), the curse jumps over and affects the new target. If this check fails, the curse will either try again or stop of the maximum number of attempts (default: 1) is reached. Curses last 60 seconds.

- Plague: Medium-range debuffs. Plagues spread from the initial target to adjacent targets, initially affecting one new target every 3 seconds. They do not spread from secondary targets. Plagues will not reinfect the initial target. Plagues last 12 seconds.

- Healing: Spells that restore health to living or undead targets.

- Ward: Spells that block incoming physical or magical hits.

- Anti-Undead: Spells that have potent effects on undead targets, but do not initially work on living targets.

Novice

============--------

Spell name | Cost | Decription

------------------------------------------

Chastise | 30 | Aura. - 200% Health, Stamina and Magicka regeneration for all undead actors within 30 feet range.

Spell Ward | 25/s | Absorbs up to 200 points of spell or shout damage and effects, but instantly breaks and staggers the user when hit with a shout.

Recovery | 12/s | Restores 10 points of Health per second.

Apprentice

============--------

Spell name | Cost | Decription

------------------------------------------

Armored Ascension | 40 | Aura. 10% More melee weapon damage and 50 armor for all friendly actors within 30 feet range.

Curse of Infestation | 40 | Curse. The target takes 1 poison damage per second for 60 seconds. If it dies while this spell is active, three small spiders spawn from its corpse. Each spider is at 40% of the caster's level.

Cure Poison | 60 | Terminates any poison effect the caster is affected by, and restores 10 points of Health.

Fast Healing | 64 | Restores 40 points of Health.

Healing Hands | 33/s | Restores 20 points of Health to the target per second.

Kingsbane | 45 | Plague. All affected targets have their Stamina regeneration reduced by 400% and lose 10% of their current Stamina every second.

Brainmelt Syndrome | 45 | Plague. All affected targets consume 50 additional Magicka when casting a spell.

Necromantic Healing | 15 | Restore 15 points of Health per second to target undead creature.

Cleansing | 40 | Staggers the target. If the target as less than 40% Health left, it dies. If not, it loses 20% of its current Health. Only works on targets affected by "Chastise".

Sun Fire | 30 | Target undead takes 10 points of sun damage per second for 5 seconds. Counts as "Chastise".

Adept

============--------

Spell name | Cost | Decription

------------------------------------------

Cryomancer's Sight | 50 | Aura. 4 Frost damage to Health and Stamina per second, -10% frost resistance and -10% movement speed to all hostile actors within 30 feet.

Grand Blaze | 50 | Aura. 4 Fire damage to Health per second and -10% fire resistance to all hostile actors within 30 feet.

Upcoming Tempest | 50 | Aura. 4 Shock damage to Health and Magicka per second and -10% shock resistance to all hostile actors within 30 feet.

Curse of Blood Magic | 60 | Curse. Whenever the target casts a spell, it loses 15% of its current Health.

Cure Disease | 80 | Curse any disease the caste is affected by, and restores 10 points of Health.

Stream of Life | 44/s | Restores 30 points of Health per second.

Heal Other | 90 | Restores 60 points of Health to the target.

Heal Undead | 90 | Restores 60 points of Health to target undead creature.

Poison Rune | 52 | Rune. Deals 3 points of poison damge per second for 30 seconds to all targets.

Vampire's Bane | 70 | Deals 10 points of sun damage per second for 6 seconds to all undead creatures within a 15 feet radius of the impact destination. Counts as "Chastise".

Sun Cloak | 59 | For 60 seconds, undead within a 10 feet radius take 6 points of sun damage per second. Counts as "Chastise".

Expert

============--------

Spell name | Cost | Decription

------------------------------------------

Soul Consumer | 60 | Aura. Whenever a hostile actor within 30 feet range dies, its killer recovers 20% of his maximum Health and Magicka.

Thorn's Embrace | 60 | Aura. All non-hostile actors within 30 feet range gain 50% damage reflection.

Curse of Greed | 80 | Curse. Once per second, a random actor within 500 units range of the target loses 10% of its current Health, and th target's Health increases by the damage dealt. If the total damage dealt this way exceeds 60% of the target's maximum Health, it instantly dies and detonates. The detonation ragdolls everyone within 30 feet range, but deals no damage.

Repulsive Ward | 60/s | Increases armor rating by 150 and absorbs up to 150 points of spell or shout damage and effects. When hit by a melee attack, the attacker is struck to the ground.

Purgatory | 60 | Staggers the target. If the target is below 40% health, it dies and detonates for 80 non-elemental damage in a 200 unit radius. If not, it loses 25% of its current Health. Only works on targets affected by "Cleansing".

Thornswreath | 80 | Plague. Every 1.6 seconds, every affected target has a 50% chance to get staggered.

Master

============--------

Spell name | Cost | Decription

------------------------------------------

Curse of Roots | 90 | Curse. Whenever the target takes a hit, there is a 20% chance it instantly dies and turns into a tree. The body and inventory are destroyed in the process.

Mirror Ward | 83/s | Negates up to 5000 points of spell or shout damage and effects. Reflects any spell it is hit with back at the caster.

Resurrection | 120 | Revives the target and destroys its inventory.

Legionfall | 129 | Plague. Every affected target takes x damage to Health, Stamina and Magicka per second, where x is the number of affected targets \* 5.

Focus

============--------

Spell name | Cost | Decription

------------------------------------------

Curse of Binding | 150 | Curse. While the target is alive, this spell's caster does not take damage from weapons or Destruction spells, and the caster's spell casting cost is increased by 50%. Only works on targets that are affected by a Plague-type spell.

Aspect of Brilliance | 0 | Aura. +15% Weapon and Destruction spell damage for all friendly actors within 30 feet range. -15% Weapon and Destruction spell damage for all non-friendly actors within 30 feet range.

Special (Quest etc)

============--------

Spell name | Cost | Decription

------------------------------------------

Lesser Ward | 34 | Increases armor rating by 40 and absorbs up to 40 points of spell damage.

Planned

============--------

Spell name | Cost | Decription

------------------------------------------

Great Curse of Infestation (expert?): Drains health while active, spawns single large spider when target dies, spider gets larger when much health was drained.

**Enchanting List**

All enchantment times that are shown are just them on a basic level of enchanting (level 5, unperked, petty soul gem) They will increase as your enchanting level changes.

<--Weapons→

- Absorb Armor: Absorbs points of armor rating from the target for seconds.

- Absorb Critical Chance: Absorbs % critical strike chance from the target for seconds.

- Absorb Speed: Absorbs % movement speed from the target for seconds.

- Beaconbound: Deals extra damage while near [a specific landmark].

- Bountiful Hunt: Animals are % likely to drop more body parts for seconds.

- Clumsy: % chance per second to make the target drop a random item for seconds.

- Command Daedra: Takes control of summoned Daedra of level and below for seconds.

- Counterspell: If the target is casting a spell, % chance to interrupt it and drain <10>% Magicka.

- Disease Damage: Causes points of disease damage for seconds.

- Dispel: % chance to dispel the target.

- Drain Armor: Reduces armor rating by points for seconds.

- Drain Skills: Reduces all skills by points for seconds.

- Enfeeble: Reduces a target's attack damage by % for seconds.

- Exemplar: Boosts the wielder's skill levels to match those of the target for seconds.

- Fire Blast: Causes a fiery explosion for damage.

- Fire Damage Lingering: Burns the target for points per second until combat ends.

- Fratricide: Deals extra damage, doubled if the target is the same race as the wielder.

- Frost Blast: Causes a freezing explosion for damage to Health and Stamina.

- Frost Damage Piercing: Target takes points of frost damage to Health and Stamina (+ if frost resistant).

- Heal: Heals the target points.

- Hidden Serpent: Victims take % of their max Health in damage upon leaving combat within seconds.

- Illusory Burden: Temporarily reduces a target's Health by % for seconds.

- Jagged: Deals extra damage, tripled if the target is not wearing armor.

- Killstreak: Deals extra damage, or ten times as much if the last hit with this effect killed its victim.

- Leprosy: Reduces the target's skill levels to match those of the wielder for seconds.

- Overbearing: Deals extra damage, doubled if the wielder is at full Health.

- Phantom Strike: % chance on striking to gain invisibility for <5> seconds.

- Piercing: Deals extra damage, tripled if the target is wearing armor.

- Poison Blast: Causes a poison explosion for damage for seconds.

- Poison Damage: Causes points of poison damage for seconds.

- Power Surge: % chance on striking to unleash the wielder's prepared power.

- Pushback: % chance to push the target backwards.

- Quicken Shouts: Reduces shout cooldown by seconds on striking.

- Resonance: Deals extra damage for each target struck by this effect within the last <10> seconds.

- Riposte: If the target is attacking, staggers points.

- Shock Blast: Causes a shock explosion for damage to Health and half of that to Magicka.

- Shock Damage Percentage: Target takes % shock damage to Health, and half as much to Magicka.

- Slay Living: Kills living target with % or less remaining Health.

- Sound: Creates a distracting noise that makes spellcasting % harder for seconds.

- Steal Weapons: % chance on striking to steal the target's equipped weapons.

- Storm Surge: % chance on striking to unleash the first word of the wielder's prepared shout.

- Stunted Vitals: Prevents regeneration for seconds.

- Sunlight: Scorches undead for points of damage.

- Throw: % chance to launch the target away.

- Wailing: % chance to reduce the target to the same Health percentage as the wielder if higher.

- Warrior Rend: Enemies with more Stamina take magic damage equal to % of the difference.

- Wizard Rend: Enemies with more Magicka take magic damage equal to % of the difference.

<--Armor-->

- Aedric Blessing: ???? :)

- Alchemy Mastery: Alchemy effects last twice as long.

- Battle Momentum: Attacking with a weapon restores Stamina equal to % of its base damage.

- Berserker: Power attacks cost half Stamina below half Health.

- Blink Step: Teleport up to feet by pressing the Activate key while moving.

- Block Disarm: % chance on block to disarm the attacker.

- Brawn over Brains: Weapons do % more damage but all Magicka is drained.

- Bulwark: While blocking, increases armor rating by points.

- Cheat Death: You take half damage from attacks at % or less Health.

- Circle of Protection: % chance when struck by an undead to cast a Circle of Protection for <25>% Magicka.

- Cull the Herd: Attacks deal % more damage to enemies that are not alone.

- Cure Disease: % chance per minute to cure diseases.

- Deep Breath: % chance to reduce the cooldown of your shouts to <2> seconds.

- Defy Magic: Reduces incoming fire, frost and shock damage by one third when resistance is zero.

- Double Healing: Healing spells and effects are twice as effective.

- Double Runes: Can place twice as many runes.

- Double Turning: Doubles the magnitude and duration of Turn Undead spells.

- Empower Destruction: Destruction spells are % stronger.

- Empower Illusion: Illusion spells are % stronger.

- Empower Restoration: Restoration spells are % stronger.

- Enchanter's Touch: Disenchanted items are not destroyed if their enchantment has a magnitude of or less.

- Enchantment Mastery: Halves the charge cost of weapon enchantments.

- Evermyst: Non-damaging weapon enchantments last four times as long.

- Explorer: Periodically reveals map markers within feet.

- Extend Alteration: Alteration spells last % longer.

- Extend Conjuration: Conjurations spells last % longer.

- Fence: Can sell stolen items to any merchant.

- First Blood: When entering combat, you deal % more damage for <15> seconds.

- Fool's Gold: Grants gold, but the gold must be paid back upon unequipping on penalty of death.

- Fortify Attributes: Increases your Health, Stamina and Magicka by points.

- Fortify Combat Speed: In combat, gradually increases movement speed by up to %.

- Fortify Long Range: Bows deal % more damage to targets beyond <100> feet.

- Fortify Mounted Combat: While mounted, weapons do % more damage and damage taken is halved.

- Fortify Power Attacks: Power attacks deal % more damage.

- Fortify Sneak Attacks: Sneak attacks deal % more damage.

- Fortify Swim Speed: Increases swim speed by %.

- Gladiator's Glory: Grants gold each time you perform a killmove.

- Hardening Armor: In combat, increases armor rating by points per <5> seconds, up to <10> times.

- Healing Cloak: Heals the target points per second, but not undead, atronachs or machines.

- Increased Experience: All skills increase % faster.

- Intuitive Magic: Novice spells are free to cast.

- King of the Lost: Calls an immortal ghost of ages past to your side to fight for you.

- Light: Creates a zone of light.

- Link Health and Magicka: Adds % of base Health to Magicka and % of base Magicka to Health.

- Link Health and Stamina: Adds % of base Health to Stamina and % of base Stamina to Health.

- Link Magicka and Stamina: Adds % of base Stamina to Magicka and % of base Magicka to Stamina.

- Lucky Health: <5>% chance per second to restore points of Health.

- Lucky Magicka: <5>% chance per second to restore points of Magicka.

- Lucky Stamina: <5>% chance per second to restore points of Stamina.

- Mage Ward: While dual casting a spell, protects against spells for up to points.

- Marathon: When out of combat, gradually increases movement speed by up to %.

- Negate Magic: Grants immunity to incoming fire, frost and shock damage when resistance is <150>% or higher.

- Nova: When you fall below <15>% Health, casts a force wave that tosses enemies (x/day).

- Optimize Attributes: Temporarily transfers points between two attributes of the wearer's choosing.

- Perception: See item names and values at a distance.

- Phantoms of the Wild: Automatically calls a spectral wolf to your side to fight for you (x/day).

- Philosopher's Stone: Generates gold each day.

- Power Addict: When casting a spell, drains Health equal to % of its cost and adds twice this amount to Magicka.

- Powerbond: Increases the Health of friendly summoned creatures within feet by <75> points.

- Protection from Basic Spells: Halves fire, frost and shock damage taken from Novice and Apprentice spells.

- Rebuke: % chance to stagger attackers when blocking.

- Resist Basic Weapons: Reduces damage taken from weapons made out of basic materials by %.

- Rising Magicka: When entering combat, Magicka is fully depleted, then regenerates % faster.

- Scroll Mastery: Scrolls are twice as effective.

- Sequester Magicka: Stores % of your spell costs and refunds this when you stop casting for <10> seconds.

- Shalidor's Shield: Casting a spell increases armor rating by % of its base cost for <4> seconds.

- Silvermyst: Weapon enchantments that deal non-elemental damage are twice as powerful.

- Smoke and Mirrors: When casting a spell, % chance to gain invisibility for <10> seconds.

- Sorcerous Health: Casting a spell restores Health equal to % of its cost.

- Sorcerous Stamina: Casting a spell restores Stamina equal to % of its cost.

- Soul Charge: Periodically fills your biggest empty soul gem (x/day).

- Spell Eater: Health: When struck by a hostile spell, restores Health equal to % of its base cost.

- Spell Eater: Magicka: When struck by a hostile spell, restores Magicka equal to % of its base cost.

- Spell Eater: Stamina: When struck by a hostile spell, restores Stamina equal to % of its base cost.

- Spurs: All mounts move <30>% faster.

- Steadfast Magic: Immune to stagger while dual casting a spell.

- Tremor: Jump in combat to stagger nearby enemies (x/day).

<--Changes to vanilla enchantments-->

General

- Armor enchantments are no longer erroneously buffed by Restoration elixirs (incl. Saarthal Amulet).

- Weapon enchantments are properly animated.

Absorb Magicka

- Fixed incorrect name ("Drain Magicka").

- Disenchanting Drainspell Bow no longer grants a duplicate Absorb Magicka enchantment.

Absorb Stamina

- Disenchanting Drainheart Sword no longer grants a duplicate Absorb Stamina enchantment.

Articulation

- No longer erroneously keyworded as a fortify sneak effect.

Fortify [Magic school]

- These enchantments are now capped at 75% cost reduction (can be turned off in the MCM).

Fortify Shouts

- Now locked at 20% (due to the way the enchantment works, the number does not change when the magnitude does. Since the magnitude is not supposed to scale unless something goes wrong, making it not scale is not a nerf but will ensure the number is correct).

Fortify Unarmed Damage

- No longer erroneously considered an Alteration effect.

- Has been given a different magiceffect, because the original was used by Werewolf claws and various NPC creatures. This keeps the enchantment safe from other mods.

Frost Damage

- The slow now kicks in (and wears off) when it should and not just when the target performs a different animation, making it much more effective. To compensate, the slow no longer scales with enchantment power and no longer stacks with itself. The same fix has been propagated to frost spell slows and slowing elixirs.

Resist Magic

- Disenchanting Shield of Solitude no longer grants a duplicate Resist Magic enchantment.

Stamina Damage

- No longer erroneously considered a fire attack.

<--Changes to special vanilla enchantments-->

Briarheart Geis

- Fixed a condition bug that made this enchantment not work against any targets.

- Magicka cost is no longer 0.

- The enchantment now counts as non-elemental damage.

- Changed damage type to untyped (see Huntsman's Prowess).

! The Briarheart Geis (the weapon) cannot be found in the vanilla game due to an oversight, but mods such as Cutting Room Floor restore it to the game.

Huntsman's Prowess

- The enchantment now counts as non-elemental damage.

- Changed damage type to untyped (it was affected by armor rating, which was an oversight because it treats it as a resistance, meaning the enchantment deals 0 damage against targets with 100 or more armor).

Keening's Sting

- Now has a realistic charge cost instead of 1.

- The weapon Keening was fixed so it has an actual charge level instead of 0, which caused the enchantment to stop working after one hit and then not allow recharging.

Notched Pickaxe

- The Smithing skill bonus now works.

- The Smithing skill bonus is no longer affected by Alteration elixirs.

Shadowthrive, Shadowsight, Shadowstrike, Shadowstrength

- Linwe's armor pieces can be disenchanted, but the enchantments could not be applied to any items. This has been fixed so they can now be applied to custom items of the same type as the original.

Silent Moons Enchant

- Fixed a bug that made this enchantment do no damage.

- Now deals +50% damage under a clear sky.

! Its odd damage type (keyword = fire damage, resistance = magic resist) is left untouched since it might be on purpose.

**Alchemy List**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Cure Disease Potion Recipe |  |  |  |  |
|  |  |  |
| Damage Health Poison Recipe |  |  |  |  |
|  |  |  |
|  |  |  |
| Fear Poison Recipe |  |  |  |  |
|  |  |  |
| Frenzy Poison RecipeDG |  |  |  |  |
| Fortify Carry Weight Potion Recipe |  |  |  |  |
|  |  |  |
| Invisibility Potion Recipe |  |  |  |  |
|  |  |  |
| Paralysis Poison Recipe |  |  |  |  |
|  |  |  |
| Resist Fire Potion Recipe |  |  |  |  |
|  |  |  |
| Resist Frost Potion Recipe |  |  |  |  |
|  |  |  |
| Resist Poison Potion Recipe |  |  |  |  |
| Resist Shock Potion Recipe |  |  |  |  |
|  |  |  |
| Restore Health Potion Recipe |  |  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
| Restore Magicka Potion Recipe |  |  |  |  |
|  |  |  |
|  |  |  |
| **Oil (fire, Frost, Void, Toxic)** |  |  |  |  |
| **Calm** |  |  |  |  |

**Weapon List**

**Armor List**

**Item List**

**Key List**