

Races

Shortcomings of the current system

- Many daily powers are “I win” buttons. Being able to use the power only once per day is not a serious restriction because the player can instantly “wait” for an in-game day to pass. Furthermore, daily powers harm the organic difficulty curve even for players who don’t cheat the daily restriction because the opponents that can be defeated by using a daily power but otherwise would have been out of the player’s league are often individual boss encounters.
- Some races are clearly better than others. In particular, Bretons are gameplaywise the correct choice for almost any build because of their unbeatable magic resistance.
- Movement speed scales with height, which introduces a significant hidden imbalance in movement speed between different races and genders. The most extreme instances are Altmer who are by default 13.7% faster than female Bretons.
- There is no in-game or external documentation of the racial stats and abilities.
- The sum of the starting attributes differs between races with no apparent pattern.
- The values of the secondary starting attributes (magicka/stamina regeneration, carry weight, unarmed damage) have no apparent rules.
- The skill rate bonuses have no apparent rules.
- Choosing the race is a major decision for the player that shapes their playthrough while it barely matters for NPCs aside from the frost/fire resistance of Nords/Dunmer.

Proposal

- Daily powers are reworked into lesser powers that consume half of your magicka or stamina and then apply an effect scaling with the consumed amount. NPCs will be able to occasionally use these powers in appropriate situations too.
- Every race has two or more passive abilities that establish a strong racial identity. These abilities focus on cultural heritage rather than physical or hereditary traits and aim to represent racial affinities described in the lore.
- The beast races additionally have passive abilities that model their unique physique.
- Magical resistances are capped at 60 points in total per race (magic resistance counts triple).

- The humanoid races with magical resistances (Breton, Dunmer, Nord) have the lowest starting attributes with 300 points. The other humanoid races are in the middle with 310 (Altmer, Bosmer, Redguard) and 315 points respectively (Imperial). The beast races (Argonian, Khajiit, Orc) have the highest starting attributes with 320 points.
- Magicka and stamina rate is derived from the corresponding starting attribute.
- Unarmed damage is derived from starting health.
- Carry weight is loosely derived from starting health and height.
- Skill rate bonuses equal the skill boosts.
- Power attack stamina modifiers are removed because the new abilities establish a strong enough identity as either a warrior, mage, or thief race.
- The Strong Stomach trait (eating raw meat without penalties) is removed. The food poisoning caused by raw meat is instead countered by disease resistance. The two races who are known for eating raw meat, Argonian and Bosmer, are already resistant to disease. To keep the spirit of the Strong Stomach trait alive, the four races that used to have this trait now each have a favorite meal that grants a small bonus.
- Bestial Stew in its current form is removed. Its effect contradicts the new meal system established in Requiem 6.0.0. Furthermore, the justification behind some races feeling most nourished when eating garbage is unclear. However, a similar meal called Wrothgar Tartare remains available to Orcs because their cuisine actually features some daring meals in the lore.
- Strange Meat is removed. While integrating the Green Pact was a neat idea, its implementation never made much sense.
 - The Green Pact has never been known to apply outside of Valenwood.
 - Other crucial aspects of the Green Pact such as not harvesting plants or not transforming into a werebeast are not observed.
 - The cannibalistic "Meat Mandate" of the Green Pact has fallen out of favor even in Valenwood since at least the Second Era.
 - The people of Skyrim don't mind cannibalism via the Green Pact but consider cannibalism via the Ring of Namira a crime.
 - The Green Pact is always active, even if the player character doesn't condone cannibalism.

The exact abilities and attributes of the races under this proposal are listed in the following pages. The data is extracted from `Requiem.esp` by a script and will also be available on GitHub to serve as an official and continuously up-to-date documentation.

Altmer

- **Attributes:**
 - 90 Health
 - 140 Magicka
 - 80 Stamina
 - 95 Carry Weight
 - 5 Unarmed Damage
 - 0.4 Magicka Rate
 - 0.78 Stamina Rate
- **Altmer Blood:**
 - You are 50% less likely to contract diseases.
 - Magic deals 20% more damage to you.
- **Altmer Heritage:**
 - Spells cost 20% less magicka.
 - Worn enchantments are 10% stronger.
 - Imbued potions are 15% stronger.
- **Active Power:** You consume half your stamina to restore 1 magicka. The amount of restored magicka equals the consumed stamina.
- **Unperked Skills:**
 - You can create potions and poisons without perks.
 - You can recharge enchantments without perks.
- **Skill Boosts:**
 - +10 Destruction
 - +10 Illusion
 - +5 Alteration
 - +5 Conjuration
 - +5 Enchanting
 - +5 Restoration

Argonian

- **Attributes:**
 - 100 Health
 - 120 Magicka
 - 100 Stamina
 - 105 Carry Weight
 - 6 Unarmed Damage
 - 0.38 Magicka Rate
 - 0.8 Stamina Rate
- **Argonian Blood:**
 - You are 50% less likely to contract diseases.
 - Poison deals 90% less damage to you.
- **Argonian Physique:**
 - Argonian scales increase armor rating by 80.
 - Argonian gills allow breathing underwater.
 - Argonian webs increase swimming speed by 25% while not wearing boots.
- **Argonian Heritage:**
 - Poison spells and mixtures are 25% stronger.
 - Spells cost 30% less magicka at full magicka.
 - Ingesting Sleeping Tree Sap increases duration of potions and spells by 35%.
- **Argonian Cuisine:** Fish ingredients are five times more nourishing.
- **Active Power:** You consume half your stamina to restore 1 health. The amount of restored health equals the consumed stamina.
- **Unperked Skills:**
 - You can sneak without perks.
 - You can create potions and poisons without perks.
- **Skill Boosts:**
 - +10 Light Armor
 - +10 Lockpicking
 - +5 Alteration
 - +5 Pickpocket
 - +5 Restoration
 - +5 Sneak

Bosmer

- **Attributes:**
 - 90 Health
 - 90 Magicka
 - 130 Stamina
 - 85 Carry Weight
 - 5 Unarmed Damage
 - 0.35 Magicka Rate
 - 0.83 Stamina Rate
- **Bosmer Blood:**
 - You are 50% less likely to contract diseases.
- **Bosmer Heritage:**
 - Movement speed is increased by 10%.
 - Ranged weapons fire 20% faster.
- **Bosmer Cuisine:** Raw Meat is twice as nourishing.
- **Active Power:** You consume half your magicka to turn nearby animals into allies for 60 seconds and increase their damage by 1. The amount of additional damage equals the consumed magicka.
- **Unperked Skills:**
 - You can sneak without perks.
 - You can create potions and poisons without perks.
- **Skill Boosts:**
 - +15 Archery
 - +5 Alchemy
 - +5 Light Armor
 - +5 Lockpicking
 - +5 Pickpocket
 - +5 Sneak

Breton

- **Attributes:**
 - 90 Health
 - 130 Magicka
 - 80 Stamina
 - 90 Carry Weight
 - 5 Unarmed Damage
 - 0.39 Magicka Rate
 - 0.78 Stamina Rate
- **Breton Blood:**
 - You have a 20% chance to absorb the magicka from hostile spells.
- **Breton Heritage:**
 - Spell cost penalty from worn armor is 35% lower.
 - Weapon enchantments consume 20% less charges.
- **Active Power:** You consume half your magicka to reduce damage taken from magic by 0% and increase armor rating by 1 for 60 seconds. The damage reduction equals a fifth of the consumed magicka and the armor rating increase equals the consumed magicka.
- **Unperked Skills:**
 - You can create potions and poisons without perks.
 - You can recharge enchantments without perks.
- **Skill Boosts:**
 - +15 Conjuration
 - +5 Alchemy
 - +5 Alteration
 - +5 Illusion
 - +5 Restoration
 - +5 Speech

Dunmer

- **Attributes:**
 - 100 Health
 - 100 Magicka
 - 100 Stamina
 - 100 Carry Weight
 - 6 Unarmed Damage
 - 0.36 Magicka Rate
 - 0.8 Stamina Rate
- **Dunmer Blood:**
 - Fire deals 60% less damage to you.
- **Dunmer Heritage:**
 - Movement speed is increased by 5%.
 - You can pray at a shrine of Azura, Boethiah or Mephala to receive their blessing. These blessings stack with all other blessings.
 - Spells are 10% stronger, but melee weapons deal 10% less damage.
 - Ranged weapons deal 10% more damage, but spells are 10% weaker.
 - Melee weapons deal 10% more damage, but ranged weapons deal 10% less damage.
- **Active Power:** You consume half your magicka to halve damage taken for 1 seconds. The duration equals a tenth of the consumed magicka.
- **Unperked Skills:**
 - You can sneak without perks.
 - You can create potions and poisons without perks.
 - You can recharge enchantments without perks.
- **Skill Boosts:**
 - +10 Destruction
 - +10 One-Handed
 - +5 Alteration
 - +5 Illusion
 - +5 Light Armor
 - +5 Sneak

Imperial

- **Attributes:**
 - 105 Health
 - 105 Magicka
 - 105 Stamina
 - 110 Carry Weight
 - 6.5 Unarmed Damage
 - 0.365 Magicka Rate
 - 0.805 Stamina Rate
- **Imperial Heritage:**
 - You restore 1 magicka and stamina each second.
 - You haggle 15% better prices.
- **Active Power:** You consume half your stamina to calm nearby people up to level 0, increasing their health and stamina by 0 for 60 seconds. The maximum level equals a quarter of the consumed stamina, and the health and stamina increase is ten times as large.
- **Skill Boosts:**
 - +10 Restoration
 - +10 Speech
 - +5 Block
 - +5 Destruction
 - +5 Heavy Armor
 - +5 One-Handed

Khajiit

- **Attributes:**
 - 110 Health
 - 70 Magicka
 - 140 Stamina
 - 105 Carry Weight
 - 15 Unarmed Damage
 - 0.33 Magicka Rate
 - 0.84 Stamina Rate
- **Khajiit Physique:**
 - Khajiit claws increase unarmed armor penetration by 25.
 - Khajiit legs reduce falling damage by 65%.
 - Khajiit paws reduce movement noise by 50% while not wearing boots.
- **Khajiit Heritage:**
 - Attacking, blocking, running, and jumping consumes 20% less stamina.
 - Attacks deal up to 20% more damage when your freedom of movement is unrestricted (0.5% per point of worn armor weight below 40).
 - Detrimental effects of skooma are greatly reduced.
- **Khajiit Cuisine:** Elswyr Fondue is twice as nourishing.
- **Active Power:** You consume half your stamina to become invisible for 1 seconds. The duration equals a quarter of the consumed stamina.
- **Unperked Skills:**
 - You can sneak without perks.
 - You can pick pockets without perks.
 - You can pick Novice locks without perks.
- **Skill Boosts:**
 - +15 Sneak
 - +5 Alchemy
 - +5 Archery
 - +5 Lockpicking
 - +5 One-Handed
 - +5 Pickpocket

Nord

- **Attributes:**
 - 120 Health
 - 80 Magicka
 - 100 Stamina
 - 115 Carry Weight
 - 8 Unarmed Damage
 - 0.34 Magicka Rate
 - 0.8 Stamina Rate
- **Nord Blood:**
 - Frost deals 40% less damage to you.
 - Shock deals 20% less damage to you.
- **Nord Heritage:**
 - Shouts are 20% stronger and last 20% longer.
 - Armors provide 10% more armor rating.
- **Active Power:** You consume half your stamina to fear nearby people up to level 0, reducing their armor rating by 0 for 60 seconds. The maximum level equals a quarter of the consumed stamina, and the armor rating reduction is ten times as large.
- **Skill Boosts:**
 - +10 Smithing
 - +10 Two-Handed
 - +5 Block
 - +5 Heavy Armor
 - +5 Light Armor
 - +5 One-Handed

Orc

- **Attributes:**
 - 140 Health
 - 70 Magicka
 - 110 Stamina
 - 125 Carry Weight
 - 10 Unarmed Damage
 - 0.33 Magicka Rate
 - 0.81 Stamina Rate
- **Orc Blood:**
 - Magic deals 10% less damage to you.
- **Orc Heritage:**
 - You cannot be knocked down.
 - Melee weapons deal up to 25% more damage the stronger the momentum of the attack (0.25% per point of worn armor weight).
- **Orc Cuisine:** Your stomach is strong enough to digest the infamous Wrothgar Tartare, which increases health by 25.
- **Active Power:** You consume half your stamina to increase damage by 0% for 60 seconds. The amount of additional damage equals a quarter of the consumed stamina.
- **Skill Boosts:**
 - +10 Heavy Armor
 - +10 Smithing
 - +5 Block
 - +5 Light Armor
 - +5 One-Handed
 - +5 Two-Handed

Redguard

- **Attributes:**
 - 130 Health
 - 60 Magicka
 - 120 Stamina
 - 120 Carry Weight
 - 19 Unarmed Damage
 - 0.32 Magicka Rate
 - 0.82 Stamina Rate
- **Redguard Blood:**
 - You are 50% less likely to contract diseases.
 - Poison deals 75% less damage to you.
- **Redguard Heritage:**
 - Armor penetration is increased by 10.
 - Attack speed is increased by 20%.
- **Active Power:** You consume half your magicka to restore 1 stamina. The amount of restored stamina equals the consumed magicka.
- **Skill Boosts:**
 - +15 One-Handed
 - +5 Archery
 - +5 Block
 - +5 Heavy Armor
 - +5 Light Armor
 - +5 Two-Handed