

The Unofficial Elder Scrolls RPG

3rd Edition



Core Rulebook



Credits

This book is **Version 3** of the **UESRPG 3e Core Rulebook**.

The latest version of the game can always be found online through our [file/link compendium](#).

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Other Games

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Introduction

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

The Elder Scrolls: Arena

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

Purpose

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

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

What's New in Third Edition?

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

Lore, Design, and Canon

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

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

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

Using this Book

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

On Roleplaying Games

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

But the UESRPG is not just one book! There are many scrolls and other documents that make up the whole of this system, such as the Player's Handbook, Scroll of Thu'um, Scroll of Undead and so many more! These books offer optional rules, additional character choices, and advice for both players and GMs.

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

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

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Chapter 1: Getting Started

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

Caius Cosades, The Elder Scrolls III: Morrowind



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

The Two Golden Rules

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

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

CORE MECHANICS

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

Making Tests

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

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

You make tests by making a percentile roll and comparing the result to a **TARGET NUMBER(TN)**, typically a value between 1 and 99. **If the roll is less than or equal to the target number, the character succeeds. If the roll is higher than the target number, they fail.**

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

Degrees of Success

Sometimes knowing whether or not your character succeeded a test isn't enough; in some cases you may also want to know how well they performed a particular action. Each successful test also produces a number that represents how well that character succeeded on the task they were attempting.

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

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

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

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

Difficulty & Modifiers

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

The **DIFFICULTY** of a test is a modifier applied based on how much more difficult or easy the test becomes due to circumstance.

One of the most important jobs of the GM is to determine the difficulty of tests. The test difficulty table below provides guidelines for recommended modifiers given particular levels of difficulty.

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

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

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

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

Critical Successes & Failures

Sometimes a character succeeds or fails a test in particularly spectacular ways. Such dramatic successes, or abysmal failures, are referred to as **Critical Successes** or **Critical Failures**.

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

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

If a character rolls one of their Lucky Numbers then the test is considered a critical success (regardless of the target number), and the character is awarded 1 extra Luck Point for that session (this can exceed the character's max Luck Point value).

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

If the character rolls one of their Unlucky Numbers then the test is a critical failure (regardless of the target number), and the character loses 1 Luck Point for that session (if the character has no remaining Luck Points, they burn 1 Luck).

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

Non Player Character Criticals

Creatures and NPCs do not have Luck like any player character does, but still has the capacity to critically succeed or fail. GMs should determine themselves the threat rating of a NPC or creature, or they may choose to follow the threat rating stated in their stat block. Here are some values to use for critical successes or failures:

Threat Rating	Critical Success	Critical Failure
Minor Solo	None	95-100
Minor Group	1	96-100
Major Solo	1-2	97-100
Major Group	1-3	98-100
Deadly Solo	1-4	99-100
Deadly Group	1-5	100
Legendary Solo	1-6	None
Legendary Group	1-10	None

Types of Tests

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

Standard Tests

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

Teamwork

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

Group Test

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

Simple Tests

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

Opposed Tests

Whenever a character's action is directly opposed by that of another character, the GM can call for an **OPPOSED TEST**. Both characters make a test against each other, with the result determining the winner. To make an opposed test, each character rolls a standard test as appropriate to the situation. If only one of the characters succeeds, that character wins. If both succeed, then the characters have tied. If both fail, then nobody wins. Note that both characters do not have to actually roll the same test: characters making different tests for different actions can still be acting in opposition to one another.

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

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

Extended Tests

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

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

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



Characteristic & Skill Tests

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

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

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

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

Once the governing characteristic has been determined, add the character's skill bonus (equal to ten times their skill rank) and any other applicable modifiers to the characteristic score. This value is the target number for the skill test.

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

Limited Skill Tests

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

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

DEFINING A CHARACTER

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

Character Concept

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

Character Profile

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

Each character profile is made up of the following elements:

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

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

Characteristics

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

A given characteristic's **SCORE** is a value, at minimum zero with no ceiling, that represents that characteristic. The scores tend to hover in the 35-45 range on average. Higher values are better. A given characteristic's **BONUS** is a value equal to the tens digit of the associated characteristic score, and is used for certain calculations where the full score is too large. Below is a list of all the characteristics that define a character, how they are abbreviated, and what they each represent.

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

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

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

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

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

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

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

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

Favored Characteristics

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

Attributes

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

Health Points (Endurance / 2)

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

Stamina Points (EB)

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

Magicka Points (Intelligence)

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

Linguistics (IB / 2)

A character's Linguistics is equal to half of their Intelligence bonus (round up) and reflects the languages that they know. Every character starts with Cyrodilic, which is the common tongue around Tamriel and doesn't count as one of the languages known from this attribute. One Exotic language counts as 2 languages known.

Race	Exotic		
Imperial	Cyrodilic	Dwemer	Dwemeris
Khajiit	Ta'Agra	Falmer	Falmer
Nord	Nordic	Daedra	Daedric
Altmer	Aldmeri	Ayleid	Ayleidoon
Argonian	Jel	Dragons	Dovah
Dunmer	Dunmeri		
Redguard	Yoku		
Bosmer	Bosmeri		

Initiative Rating (AB + IB + Pcb)

A character's Initiative Rating (IR) is used when making initiative rolls, and is equal to the sum of their Agility, Intelligence, and Perception bonuses. For information on initiative, see [Combat](#) in Chapter 5.

Size Category (Standard by default)

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

Speed (SB + [2 x ABD])

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

Carry Rating ([4 x SBI] + [2 x EBD])

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

Action Points

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

Luck Points (LkB)

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

Lucky/Unlucky Numbers

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

Experience Points

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

Skills

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

Skills

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

Skill Ranks

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

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

Specializations

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

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

Talents

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

Traits

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

Magic

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



STAMINA

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

Stamina Points

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

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

Regaining SP

A character regains all of their lost SP after a long rest, and regains only 1 SP after a short rest (or removes a level of fatigue). Stamina points may be lost as the result of certain effects, or spent by the character in exchange for other benefits.

Spending Stamina

A character can choose to spend SP in exchange for a number of effects, though doing so can cause a character to reach 0 SP and gain a level of fatigue. Characters may spend Stamina for the following effects, but cannot do more than 1 effect per round. (They can either modify an action on their turn or a reaction on an opponents turn) **A character cannot use both Luck and SP to modify the result of a single test:**

- **Physical Exertion (1 SP, spend before test):** Gain a +20 bonus on the next Strength or Endurance based skill or characteristic tests (except for Combat Style skill tests).
- **Sprint (1 SP, spend before moving):** Modify the character's dash action to allow them to move up to twice their speed.
- **Power Draw (1 SP):** The character reduces the reload time for the next shot with their current weapon by 1. Reload 0 means the reload is free, unless the weapon has a minimum.
- **Power Attack (1-3, Spend after damage is rolled):** Add an amount of damage to a melee attack equal to twice the stamina points spent, to a maximum of 3 for +6 damage.
- **Perfect Hit(1-3, Spend after damage is rolled):** Add an amount of damage to a ranged attack equal to twice the stamina points spent, to a maximum of 3 for +6 damage.
- **Power Block (1 SP, spend after damage roll):** The character doubles the BR of their shield for the purposes of resolving a block. This only modifies the BR of the shield against physical damage, and not magical damage types.
- **Heroic Action (1 SP):** The character regains a spent AP.
- **Bash(1 SP):** As a free action, the character makes either an Athletics or unarmed Combat Style test (or any Combat Style test if wielding a weapon with the Concussive quality or wielding a shield) which their opponent may oppose with their Athletics, unarmed Combat Style, or Evade skill. If the attacker wins, their opponent is knocked back 1 meter, loses an AP, and must make an Acrobatics test to avoid falling prone. Target character cannot be of larger size, and must be within 2 meters.

LUCK

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

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

Spending Luck Points

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

- Characters may spend a Luck point whenever they fail a test. If they do so, the character may immediately **reroll that failed test**. This may only be done once for a given test.
- Characters may spend a Luck point to **add a degree of success** to a successful test (including one passed using spent Luck points). This can be done multiple times for a given test. Once a character has used all of their LP for a given session, they can resort to burning luck (see below).
- Characters may spend a Luck point in order to **modify the narrative** in some way, such as retroactively "remembering" to purchase something that would be helpful for the party.

Luck Tests

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

Burning Luck

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

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

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

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





REST & TRAVEL

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

Rest

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

Long Rests

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

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

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

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

Short Rests

A short rest is an hour long period of downtime in which the character performs no strenuous physical activity. At the end of a short rest, a character regenerates one Stamina Point **or** removes one level of fatigue, and regains IB Magicka Points.

Travel

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

Travel pace

A character, or group of characters, can travel at either a slow, normal, or fast pace. This determines how far they can move in a given period of time, and how taxing the journey is.

Travel Pace

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

Characters traveling through particularly difficult terrain travel at half the normal pace for their given speed.

Travel and Exhaustion

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

ITEMS & ENCUMBRANCE

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

If a character is carrying an item in such a way that the space it takes up isn't an issue (such as inside a pack or container), its ENC is halved (round down).

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

Encumbrance Levels

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

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

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

Encumbrance Levels and Effects

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



CHARACTER ADVANCEMENT

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

Optional Rule - Training Time

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

Keep in mind that this table is different from the CrP table found at the end of Chapter 2. Once characters are past character creation, they are more restricted in what they can purchase (hence why CrP is slightly more flexible).

* Minimum base cost (before % mods) of 100 XP.

Characters cannot advance Luck.

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

Skill Level Maximum

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

Campaign Skill Experience

Skill Rank	Total Exp/Crp
Apprentice	1000
Journeyman	2000
Adept	3000
Expert	4000
Master	5000

Character Advancement XP Costs

Advance Type	Cost
Characteristic Advance (+5 score)	150 x (Current Bonus) XP*
Learning a Language	100 XP
Learning a Skill	Varies by Skill Rank**
Novice Rank	100 XP
Apprentice Rank	200 XP (300 total)
J Journeyman Rank	300 XP (600 total)
Adept Rank	400 XP (1000 total)
Expert Rank	500 XP (1500 total)
Master Rank	800 XP (2300 total)
Learning a Ritual	25 XP
Expanding a Combat Style (adds one piece of equipment)	25 XP
Learning a Talent	Varies by Talent Level
Level 1	100 XP
Level 2	200 XP
Level 3	300 XP
Level 4	400 XP
Level 5	500 XP
Level 6	800 XP
Learning Magic	Varies by Magic
Learning Conventional Spell	Learned during downtime from books or a teacher.
Creating Unconventional Spell	Created during downtime.



Chapter 2: Character Creation

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

Socucius Ergalla, The Elder Scrolls III: Morrowind



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

After character creation, character advancement is accomplished through the use of experience points (see [Character Advancement](#) in Chapter 5 for information). But during character creation, players use **CREATION POINTS** (CrP) to create and customize their characters.

CrP is very similar to XP in that it can be used to purchase advancements that would cost XP (and converts over at a 1:1 ratio), but it is different in that a number of things can be only be purchased with CrP. **When character creation has ended, any remaining CrP becomes XP instead.**

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

Step 1: Race

During this step you will choose your character's race. We have included the "core" races featured in the games in this book, though additional races can be found in the [PLAYERS HANDBOOK](#). You should ask your GM which era the game is taking place in, and which races are allowed for the campaign, before you pick one. Each race comes with their own characteristic baseline used to generate characteristics for members of that race, and many races have bonus powers, starting skills, or traits.

Step 2: Generate Characteristics

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

Step 3: Determine Birthsign

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

Step 4: Spend CrP & Purchase Items

Next, you spend your remaining CrP on any characteristic advancements that you desire. Any CrP remaining after this process is over is converted to XP. Characters also start with a budget of drakes which can be used in this step to purchase equipment and other items that the character will begin the game with.

Step 5: Finishing Touches

Finally, calculate your character's attributes and finalize any remaining aspects of the character sheet. You're good to go!

Step 6 (Optional): Elite Advances

In this step you may also choose elite advances: changes that dramatically alter a character beyond the scope of the other options explored so far, or "life paths" that a character must either be born into, or dedicate themselves to. These cannot be purchased without GM permission, as they represent very powerful and specialized character paths, and generally a character should not be allowed to have more than one.

This book does not contain any elite advances, but they may be found in one or more of the supplements! Elite Advances may be purchased with either CrP or XP, as specified.

PEOPLES OF TAMRIEL

The races provided in this book encompass the core races portrayed in the Elder Scrolls games. Additional races can be found in the [PLAYERS HANDBOOK](#). Each race comes with their own characteristic baseline used to generate characteristics for members of that race, and many races have bonus powers, starting skills, or traits. You should ask your GM which races are allowed in the campaign before you pick one.

Some races have unique racial traits that are defined in their sections. Racial powers can be found in the [Powers](#) section later in this Chapter.

Altmer

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

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

Altmer Characteristic Baseline

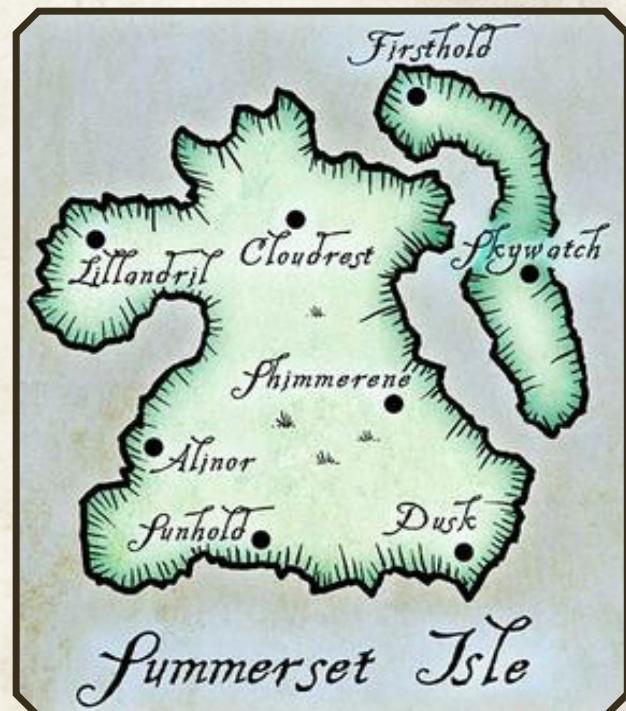
Str	End	Ag	Int	Wp	Prc	Prs
20	23	23	30	28	25	25

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

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

Other

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



Argonian

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

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

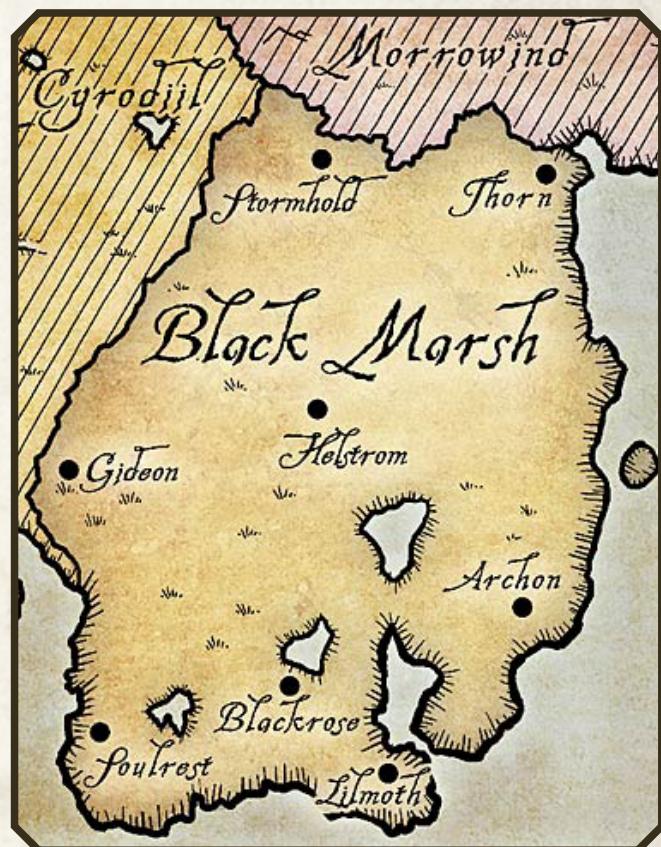


Argonian Characteristic Baseline

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

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

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



Bosmer

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

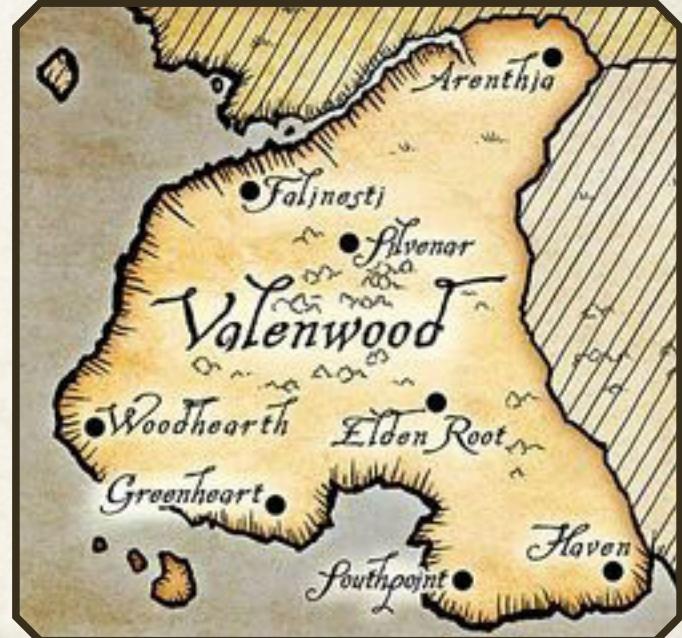
Despite the high status granted to Auri-El by most of the Merish pantheons, the Bosmer hold Y’ffre in the highest regard. As the first of the Aedra to help stabilize Nirn by becoming an earthbone, Y’ffre helped the Wood Elves maintain their shape during the Dawn Era. The grateful Bosmer accepted his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

Bosmer Characteristic Baseline

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

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

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



Breton

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

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

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

Breton Characteristic Baseline

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

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

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

Other

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



Dunmer

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

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

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

Dunmer Characteristic Baseline

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

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

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

Powers (see the Powers section later in the Chapter)

- Ancestor Guardian

Other

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



Imperial

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

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

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

Colovian Characteristic Baseline

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

Nibenese Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
24	23	23	27	23	25	30

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

- **(Racial) Star of the West:** Imperials increase their Stamina Point maximum by 1.
- **(Racial) Voice of the Emperor:** Imperials can replace their spellcasting capability with their natural personality. They can use Personality in place of Willpower for the purpose of tests and overloading spells. This does alter the skills' governed attributes for the purpose of favored attributes when spending experience on skills, but does not alter them when spending experience on talents.

Other

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



Khajiit

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

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

Each Khajiit breed counts as its own unique race, but only the Suthay-Raht are presented here. Additional subspecies can be found in the [PLAYERS HANDBOOK](#).

Suthay-Raht

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

Suthay-Raht Characteristic Baseline

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

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

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



Nord

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

The Nords consider themselves the sons and daughters of Kyne, formed when the great Northern Winds broke upon the ground at the Throat of the World. As such, they consider their breath their very essence, and are able to channel their strength and power into their voices in magical shouts known as the Thu'um. Though all Nords possess the potential to use the Thu'um, it has become increasingly rare since the fall of the first Empire of the Nords when it was deemed it should only be used in times of great need.

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

Nord Characteristic Baseline

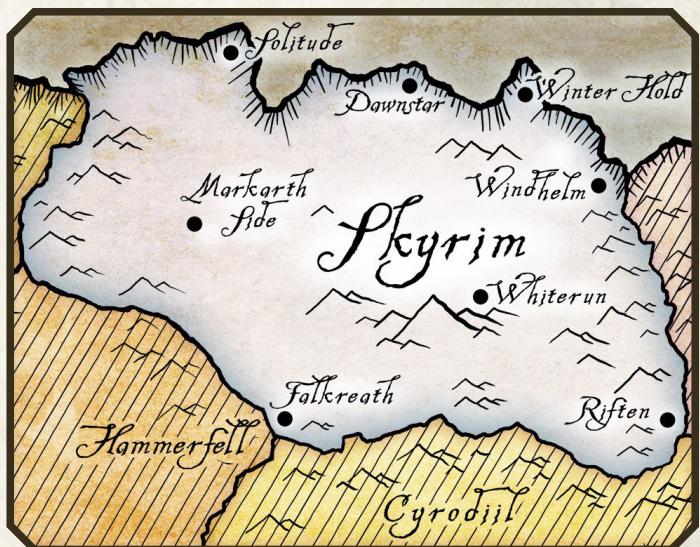
Str	End	Ag	Int	Wp	Prc	Prs
30	28	23	21	24	25	23

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

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

Powers (see the Powers section later in the Chapter)

- War Cry



Orsimer

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

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

Orsimer Characteristic Baseline

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

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

- **Resilient (3):** Increase the character's HP maximum by 3.
- **Tough:** This character gains a +10 bonus to Shock tests
- **Resistance (Magic, 1):** This character reduces all incoming magic damage by 1, and gains a +10 bonus to tests made to resist non-damaging magic effects. This trait can stack.

Other

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



Redguard

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

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

Redguard Characteristic Baseline

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

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

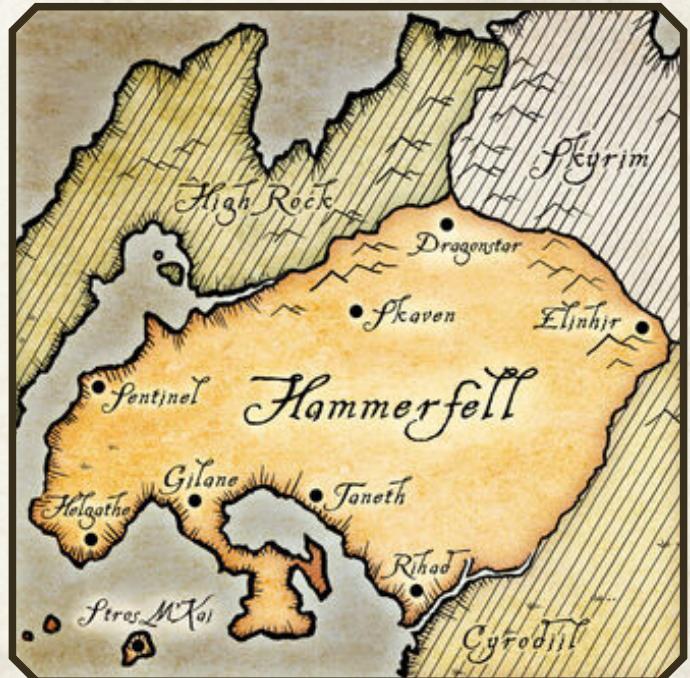
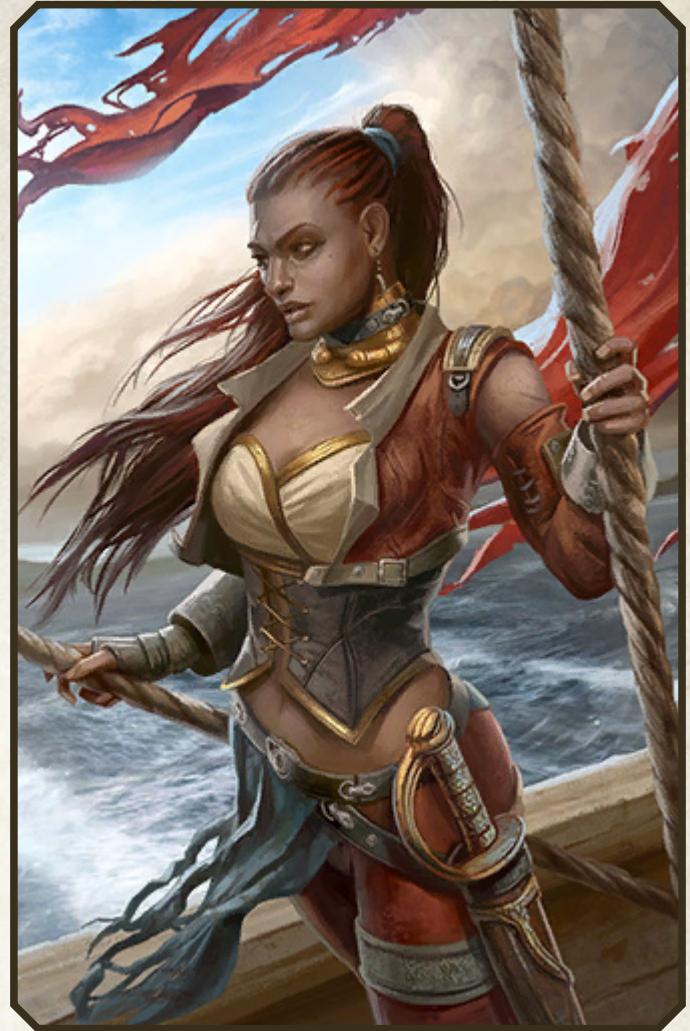
- **Disease Resistance (75%):** Characters with this trait have a chance to resist diseases. Whenever the character would be infected by a common disease, roll a d100. If the roll is less than or equal to 75, the character doesn't get the disease.
- **Resistance (Poison, 3):** This character reduces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

Powers (see the Powers section later in the Chapter)

- Adrenaline Rush

Other

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



GENERATE CHARACTERISTICS

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

Choose Favored Characteristics

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

Rolling Characteristic Scores

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

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

Optional Rule - Point Buy Characteristics

Instead of rolling for characteristics, with GM permission players can instead choose to distribute 90 points amongst their various characteristic scores (**including Luck**, which has a baseline of 30). No more than 20 points may go to one characteristic.

For convenience, all of the characteristics are reprinted here. For more information see Defining a Character in Chapter 1. Additionally, from this point onward throughout the process a player may choose to permanently reduce their character's starting Luck score for certain benefits. These will be explained when they come up.



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

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

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

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

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

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

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

LUCK (Lck / LkB) measures a character's good fortune: how often events tend to go their way. See Luck in Chapter 1.

DETERMINE BIRTHSIGN

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

Bonuses granted by birthsigns that modify attributes, like HP, always apply even if the base characteristics that govern that attribute change. Powers granted by Birthsigns can be found in the Powers section later in this Chapter.

Luck

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

Warrior Birthsign Table

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

Mage Birthsign Table

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

Thief Birthsign Table

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

The Warrior

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

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

The Lady

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

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

The Steed

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

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

The Lord

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

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

"The Stars of Tamriel are divided into thirteen constellations. Three of them are the major constellations, known as the Guardians. These are the Warrior, the Mage, and the Thief. Each of the Guardians protects its three Charges from the thirteenth constellation, the Serpent."

The Firmanent

The Mage

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

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

The Apprentice

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

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

The Atronach

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

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

The Ritual

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

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

The Thief

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

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

The Lover

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

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

The Shadow

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

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

The Tower

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

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

Optional Rule - Player Chosen Birthsigns

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

SPEND CrP & PURCHASE ITEMS

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

Campaign Power Level

Power Level	Starting CrP
Low	1000+
Medium	2500+
High	7500+
Legendary	12500+

Starting CrP

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

Character Advancement CrP Costs

Advance Type	Cost
Characteristic Advance (+5 score)	150 x (Current Bonus) CrP*
Learning a Skill	Varies by Skill Rank**
Novice Rank	100 CrP
Apprentice Rank	200 CrP (300 total)
Journeyman Rank	300 CrP (600 total)
Adept Rank	400 CrP (1000 total)
Expert Rank	500 CrP (1500 total)
Master Rank	800 CrP (2300 total)
Learning a Ritual	25 CrP
Expanding a Combat Style (adds one piece of equipment)	25 CrP
Learning a Talent	Varies by Talent Level
Level 1	100 CrP
Level 2	200 CrP
Level 3	300 CrP
Level 4	400 CrP
Level 5	500 CrP
Level 6	800 CrP
Learning Magic	Varies by Magic
Learning Conventional Spell (no tests or costs are required)	5 x (Spell Level) CrP
Creating Unconventional Spell (no tests or costs are required)	5 x (Spell Level) CrP

* Minimum base cost (before % mods) of 100 CrP.

Characters cannot advance Luck.

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

Character Advancement Costs

Remember that learning and ranking skills or talents governed by a favored characteristic, or advancing that characteristic (increasing its score by 5), costs 75% of the usual CrP/XP (round down to the nearest multiple of 5).

Elite Advances found in other books can be purchased with CrP. At the end of character creation, excess CrP becomes XP instead.

Skill Level Maximum

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

Campaign Skill Experience

Skill Rank	Total Exp/Crp
Apprentice	1000
J Journeyman	2000
Adept	3000
Expert	4000
Master	5000

Gear & Equipment

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

Campaign Starting Wealth

Power Level	Starting Drakes
Low	0-1000
Medium	1000-2500
High	2500+
Legendary	GM discretion

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

GENERATE LUCKY NUMBERS

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

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

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

FINISHING TOUCHES

You're almost done! All that's left is to calculate your attributes and make any last minute touches, then you'll be ready to go!

Calculate Attributes

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

- **Health Points (HP):** Endurance / 2 (round up)
- **Linguistics (La):** IB / 2 (round up)
- **Stamina Points (SP):** EB
- **Magicka Points (MP):** Intelligence
- **Size Category:** Standard by default.
- **Speed:** SB + [2 x AB]
- **Carry Rating (CR):** [4 x SB] + [2 x EB]
- **Initiative Rating (IR):** AB + IB + Pcb
- **Action Points (AP):** 3

Complete Character Sheet

Once you have calculated your attributes, you should complete your character sheet: noting any aspects that still need to be finished. Do not forget to fill out relevant aspects of the character state, including things like equipment, magic, encumbrance level (taking into account everything the character plans on carrying), and so forth.

Finally, make sure you are prepared to role-play the character themselves. Having a character name, a sense of their backstory, and a picture of their personality will help you have as much fun as possible with your campaign. Enjoy your adventures with the UESRPG!

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

Sellus Gravius, The Elder Scrolls III: Morrowind



POWERS

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

Adrenaline Rush

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

Akaviri Danger-Sense

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

Ancestor Guardian

The Dunmer can, once per Long Rest, cast Sanctuary (3) on themselves that lasts for 3 Rounds as a free action that costs no Magicka Points, and requires no test. Additionally, the Dunmer can perform a ritual that costs 10 drakes worth of incense and powders during a Long Rest to consult with their ancestor, asking up to d4+1 questions. The ancestor replies only with a disembodied voice only the Dunmer can hear, or sends imagery or signs to be interpreted. This is up to GM's arbitration. The ancestor can only share knowledge and wisdom it would reasonably have had while they were alive.

Blessed Touch

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

Blessed Word

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

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

Mara's Gift

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

Moonshadow

The character possesses a simple form of innate shadow magic. This power may be activated once a day with the use of the Cast Magic action. The character becomes Invisible for 18 seconds (3 rounds). This invisibility is broken if the character makes an attack while benefiting from the power.

But unlike normal invisibility, it reforms at the beginning of the next round, as long as the invisibility still has at least 1 round of duration left.

The character may spend a Luck point, or burn one Luck, to extend this duration by one round (this may be done as many times as the character desires). This power may only be used once until after the character's next long rest.

Treasure Seeker

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

War Cry

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

Chapter 3: Skills

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

Seryne Relas, "Breathing Water"



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

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

Specializations

Trained skills can also have accompanying **SPECIALIZATIONS**, which represent areas of concentration and focus in a character's training and experience with that skill. A character may be rewarded to a player by a GM for character actions, roleplay, or background events. When making a skill test in the listed area of specialization, the character gains an additional +10 bonus to the test. A character cannot benefit from more than one specialization at a time. It is recommended that GMs gift one Specialization for every 500 Xp or 1000 Crp. Specializations cannot be related to actions that occur during combat.

An example of how a specialization in Dwemer lore could be rewarded is if a player that finds a book about dwemer and dedicates time in character to reading all of it.

Skill Types

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

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

Learning and Advancing Skills

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

Favored Skills

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

Skill Ranks

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



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

SKILL DESCRIPTIONS

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

Acrobatics (Str, Ag)

Example Specializations: Contortion, Balance, Jumping

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

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

For rules regarding jumping, see [Movement & Encumbrance](#) in Chapter 5.

Alchemy (Int)

Example Specializations: Healing, Fortifying, Poisons

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

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

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

Alteration (Wp)

Example Specializations: Shields, Flight, Weight Manipulation, Spell Creation

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

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

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

Athletics (Str, End)

Example Specializations: Running, Swimming, Climbing

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

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

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

Combat Style [Field] (Str, Ag)

Characters may not acquire specializations for this skill.

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

Specifically, individual Combat Styles are represented by the Combat Style [Field] skill, where the field represents the name of the combat style. This skill is used to make melee or ranged weapon attack tests, and defense tests, in combat when using the equipment associated with the style.

For full information on Combat Styles, see [Combat Styles](#) at the end of this chapter..

Command (Str, Int, Prs)

Example Specializations: Battlefield Commander, Inspiration

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

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



Commerce (Prs)

Example Specializations: Haggling, Acquisition, Sales

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

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

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

Conjuration (Wp)

Example Specializations: Atronach Summoning, Spirit Summoning

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

- Cast a Conjuration spell
- Identify a summoned entity

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

Deceive (Prs)

Example Specializations: Blathering, Impersonation

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

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

Destruction (Wp)

Example Specializations: Spell Creation

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

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

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

Enchant (Int)

Example Specializations: Destruction Enchantments, Enchanting Weapons, Creating Scrolls

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

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

The specific uses of the Enchanting skill for creating enchanted items are handled under [Enchanting](#) in Chapter 6.

Evade (Ag)

Characters may not acquire specializations for this skill.

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

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

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

Illusion (Wp)

Example Specializations: Visual Illusions, Auditory Illusions, Mental Manipulation, Spell Creation

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

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

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

Investigate (Int, Prc)

Example Specializations: Canvassing, Research

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

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

Logic (Int, Prc)

Example Specializations: Puzzles, Gambling, Riddles

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

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

Lore (Int)

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

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

Specializations in this skill reflect a character's focus on one particular subject. Remember that "general knowledge and education" is a relative term: no matter how smart a character is, they shouldn't be able to roll to recall an obscure fact about unless they would have reasonably encountered the fact before.

Your GM may ask you to test Lore when you try to accomplish tasks like the following...

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

Mysticism (Wp)

Example Specializations: Telekinesis, Detection, Spell Creation

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

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

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

Navigate (Int, Prc)

Example Specializations: Cartography, Marine Navigation, Direction Sense

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

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

Observe (Prc)

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

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

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

Persuade (Str, Prs)

Example Specializations: Charm, Intimidation, Seduction

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

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

Profession [Field] (Varies)

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

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

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

Restoration (Wp)

Example Specializations: Healing, Wards, Fortification, Spell Creation

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

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

For rules regarding the use of this skill, see Chapter 6.

Ride (Ag)

Example Specializations: Horse Racing

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

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

Stealth (Ag, Prc)

Example Specializations: Camouflage, Shadowing, Infiltration

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

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

For rules regarding the use of Stealth in combat, see Combat in Chapter 5.

Subterfuge (Ag, Int, Prs)

Example Specializations: Lockpicking, Sleight of Hand, Traps

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

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

Survival (Int, Prc)

Example Specializations: Desert Survival, Foraging, Tracking

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

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

Combat Styles

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

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

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

Trained Equipment

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

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

Fighting in Unfamiliar Circumstances

Occasionally characters may be forced to fight with familiar weapons, but in strange circumstances. For example, a noble duelist who is used to fighting honorable one on one fencing duels might somehow find himself in a bar brawl with their sword handy. Or perhaps a battlefield soldier used to fighting on horseback finds himself face to face with an assassin at home.

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

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

"2920, The Last Year of the First Era"

Utilizing Untrained Weapons/Armor

Occasionally characters may be forced to use a weapon that they have not specifically trained to use. **Characters who use equipment that they are not trained to use suffer the usual -10 penalty for using an untrained skill on any associated tests that the GM deems appropriate.**

Combat Style Examples

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

Combat Style [Cloak and Dagger]

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

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

Combat Style [Imperial Legionnaire]

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

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

Combat Style [Knight]

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

- **Equipment:** Lance, Shield, Longsword, Mace, Heavy Armor.

Combat Style [Argonian Guerrilla Fighter]

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

- **Equipment:** Shortsword, Spear, Short Bow, Javelin, Unarmed Combat.

Chapter 4: Talents & Traits

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

"Fall of the Snow Prince"



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

TALENTS

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

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

Talent Levels

Each talent has an associated **TALENT LEVEL**. Talents of higher levels have more powerful effects, as they represent more powerful abilities that are more difficult to acquire. The level of the talent determines the XP cost of that talent. The level also determines a talent's characteristic requirements. A character must meet the characteristic score or skill level requirement of at least one of the talent's governing characteristics before they can purchase it. They must use their base characteristic score for this, meaning that magic, enchantments, etc. do not count towards this. Some talents have additional requirements, which will be listed with those talents.

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

Talent Costs and Requirements

Talent Level	XP Cost
1	100
2	200
3	300
4	400
5	500
6	800

Learning Talents

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

Awareness

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

Combat Senses

The character has keen combat instincts.

Level 4

The character can choose to use 3 times their Perception Bonus instead of the usual formula when determining Initiative Rating.

Honed Senses

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

Level 2

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

One with All

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

Level 5

Requires/Replaces Honed Senses

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

Observant

The character can spot threats coming at a distance.

Level 5: Evade(Journeymen)

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

Hyper Awareness

The character uses their extreme awareness to dominate combat.

Level 6: Observe(Adept)

Requires Observant

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

Invisible

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

Level 2

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

Keen Intuition

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

Level 5: Observe(Journeyman)

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

Light Sleeper

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

Level 2: Observe(Apprentice)

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

Danger Sense

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

Level 3

Requires Light Sleeper

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

Combat

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

Arms Master

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

Level 3: Combat Style (Apprentice)

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

Berserker

The character can psych themselves up into a frenzy.

Level 1: Willpower(30)

The character may take a primary action to gain the Frenzied condition.

Controlled Anger

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

Level 4: Willpower(35)

Requires Berserker

The character may remove the Frenzied condition as a free action.

Brawler

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

Level 1: Combat Style, Evade (Apprentice)

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

Gladiator

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

Level 5: Combat Style, Evade (Journeyman)

Requires Brawler

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

God of War

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

Level 6: Combat Style, Evade (Adept)

Requires Brawler and Gladiator

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

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

Crippling Strikes

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

Level 2: Combat Style, Evade (Apprentice)

The character causes enemies wounded by them with a melee weapon attack to have a -10 penalty to their shock test. This stacks with any other penalties to shock tests.

Killing Blow

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

Level 6: Combat Style (Adept)

Requires Crippling Strikes

When making a power attack, this character increases the damage to 3 times the amount spent to a maximum of 3 for +9 damage.

Dauntless Bulwark

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

Level 3

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

Defender

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

Level 3

As a 1 AP defensive reaction the character can switch positions with an ally within 1 meter if that ally is attacked, become the new target of the attack, and either block, parry, or counter it (does not require an additional AP to be spent). Counter attacking in this way can be done before the character has their first turn in combat.

Duelist

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

Level 1: Combat Style, Evade (Apprentice)

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

Exploit Advantage

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

Level 4: Combat Style, Evade (Journeyman)

Requires Duelist

As long as no other characters are within melee range of you or your opponent, whenever you succeed on a defensive reaction test against an attacker that failed its attack test, you immediately regain one AP. This can only be done once per round.

Champion

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

Level 6: Combat Style, Evade (Adept)

Requires Duelist and Exploit Advantage

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

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

Dual Fighter

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

Level 6

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



Eye of Vengeance

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

Level 2: Agility(35)

The character causes enemies wounded by them with a ranged weapon attack to have a -10 penalty to their shock test. This stacks with any other penalties to shock tests.

Fearsome

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

Level 5: Persuade(Journeyman)

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

Follow-up Strike

The character is able to make a quick strike after a failed one.

Level 3

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

This does not count as a new attack for the purpose of the attacks per round limit.

Lightning Reflexes

The character reacts rapidly to danger.

Level 5

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

Mighty Cleave

The character cleaves through multiple targets in one blow.

Level 4: Strength(50)

While wielding a weapon in two hands the character can, as part of an All Out Attack choose to forsake the +20 attack bonus and instead strike two viable targets within their melee range. Each target must be within 2 meters of another target. The character still only rolls once for the attack, but each defender has an opportunity to defend normally. Roll damage separately for each target hit. This attack cannot gain advantages, and only counts as a single attack for the round.

Precise

The character is precise in their every attack.

Level 4

The character suffers no penalty for Precision Strike attacks.

Quick Draw

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

Level 2

The character's first Ready Weapon action in a given round does not cost AP (Except reloads)

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

Skirmisher

The character is able to fire on the move.

Level 3: Agility(35)

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

Sneak Attack

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

Level 2: Stealth(Apprentice)

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

Assassinate

The character takes every advantage to make their victims hurt while unseen.

Level 4: Stealth(Journeyman)

Requires Sneak Attack

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

Shadow Strike

The character can strike and melt back into the shadows.

Level 5: Stealth(Adept)

Requires Sneak Attack

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

Thunder Charge

The character rushes their opponents with a wild charge.

Level 2

The character can make an All Out Attack without the usual +20 bonus whenever they take the dash action if their movement would carry them into melee range with someone they did not begin his turn within melee range of, and as long as they move at least half of their base Speed towards the target in that turn. This All Out Attack only costs 1 AP instead of the usual 2.

Tricky Fighter

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

Level 4: Deceive(Journeyman)

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

Rapid Reload

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

Level 3

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

Teamwork

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

Level 1

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

Back to Back

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

Level 4: Combat Style(Journeyman)

Requires Teamwork

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

Unarmed Prowess

The character is a master of attacking while unarmed.

Level 3: Strength(40)

The character adds their Strength bonus to their unarmed damage.

Unarmed Defender

The character is a master of defending themselves while unarmed.

Level 5: Strength(50)

Requires Unarmed Prowess

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

Unrelenting

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

Level 3

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

Unstoppable Might

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

Level 5: Strength(50)

The character can wield two handed weapons in one hand (but cannot dual wield them), and can dual wield hand and a half weapons using the two handed damage value, but when doing either of these things they may not use those weapons to parry or counter attack.

Wrestler

The character is particularly skilled at subduing his opponents.

Level 4: Combat Style(Journeyman)

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

Crafting

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

Alchemist (School)

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

Level 2: Alchemy(Apprentice)

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

Manifold Enchanter

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

Level 6: Enchanting(Adept)

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

Master Alchemist

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

Level 5: Alchemy(Journeyman)

The character increases the strength of alchemical ingredients by 10% (stacks to 20% with Alchemist [School]) and never suffers from alchemical backfires.

Nothing Ventured, Nothing Gained

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

Level 4: Alchemy(Journeyman)

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

Trial and Error

The character learns from every mistake they make.

Level 3: Alchemy(Apprentice)

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

Salvage Energy

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

Level 5: Enchant(Adept)

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

General

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

Expert (Specialization)

The character is an expert in their area of specialization.

Level 5: [Skill](Expert)

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

Grandmaster (Skill)

The character is the absolute best at what they do.

Level 6: [Skill](Master)

The character chooses one of their existing master ranked skills when they purchase this talent. The character may reroll failed skill tests for that skill (but only once for a given test). This talent can be purchased multiple times for different skills. Does not stack with other talents that would allow rerolls. If this talent is taken with a spellcasting skill, then it increases the +1 bonus to effective skill rank to a +2. Which allows for the casting of Grandmaster spells. without penalty.

Untouchable

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

Level 6: Luck(50)

The character can, before making a shock test, choose to expend a luck point to automatically succeed on the test.

Intellectual

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

Attention to Detail

The character is always scrutinizing those around them.

Level 1

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

Businessman

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

Level 4: Commerce(Journeyman)

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

Blending

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

Level 1

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

Interrogator

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

Level 2: Persuade(Apprentice)

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

Prediction

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

Level 4

The character can choose to use their 3 time their Intelligence bonus in place of their Initiative Rating.

Tactician

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

Level 4

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



Mobility

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

Assassin Strike

The character can strike rapidly and then fall back.

Level 3

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

Catfall

The character can fall a surprising distance without harm.

Level 1: Acrobatics(Apprentice)

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

Ghost

The character can move both quickly and silently.

Level 5: Stealth(Adept)

The character moves at their normal speed when hidden.



Hard Target

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

Level 3

If the character takes the Dash action, any ranged attacks made against them until the start of the character's next turn suffer a -20 penalty.

Leap Up

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

Level 3

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

Step Aside

The character can easily dance through a swirling melee unharmed.

Level 5: Evade(Adept)

Evade reactions made against attacks of opportunity are free until the character fails one, at which point they must pay 1 AP for it.

Swashbuckler

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

Level 2

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

Unnaturally Agile

The character is so fast they can even dodge arrows.

Level 5: Evade(Adept)

If the character successfully evades an area of effect attack then they may immediately move a number of meters equal to their Evade skill rank. If this move would allow them to escape the affected area, they take no damage from the attack. This movement still counts towards their total movement for the round.

Resilience

Resilience talents enhance a character's raw survivability.

Die-Hard

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

Level 4: Endurance(40)

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

Unstoppable

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

Level 5: Endurance(50)

Requires Die-Hard

The character halves the passive effects of wounds.

Enduring

The character is able to push on even when exhausted.

Level 4: Endurance(40)

The character halves the penalties imposed by levels of fatigue.

Iron Jaw

The character is hard to knock down or stop.

Level 2

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

Iron Will

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

Level 3

The character may reroll failed Willpower tests to resist any form of mental manipulation or coercion (but only once per test).

Meditation

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

Level 4

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

Rapid Recovery

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

Level 3: Endurance(35)

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

Stubborn

The character is used to the sight of mundane horrors.

Level 3: Willpower(35)

The character may reroll failed Panic tests, but only once per test.

Fearless

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

Level 4: Willpower(50)

Requires Stubborn

The character may reroll failed Horror tests, but only once per test.

Wall of Steel

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

Level 6: Combat Style(Adept)

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

Eldritch Knight

The character can fling spells left and right while wearing armour, just as if they were wearing normal mage's robes

Level 2

The character ignores penalties to Spellcasting skill tests imposed by wearing armor equal to their skill rank in the relevant school of magic multiplied by 10 (Apprentice ignoring -10, Journeyman ignoring -20, and Adept ignoring -30).

Social

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

Big Words

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

Level 2: Lore(Apprentice)

The character can use the Lore skill in place of the Deceive skill in appropriate situations (GM discretion).

Charlatan

The character is an experienced con-man who can make a pretty penny on the market with their skills.

Level 3: Deceive(Apprentice)

The character can use the Deceive skill in place of the Commerce skill.

Into the Fire

The character inspires those around them to fight on even in the face of fear.

Level 3

You and your allies roll twice on the appropriate table on a failed Fear test and use the lower result.

Inspire Heroism

The character can inspire their comrades to acts of heroism in battle.

Level 2: Command(Apprentice)

As a free action the character can make a Command test to inspire an ally within range to gain a +10 to their next combat test, but only once per round.

Questioning

The character is skilled at drawing information out of others.

Level 3: Persuade(Apprentice)

When the character passes a Persuade skill test made to try to elicit information from a character through conversation they can choose to take the number of degrees of success that they rolled, or take a number equal to their Persuade skill rank instead.

Spellcasting

Spellcasting talents improve a character's ability to channel and control magicka through spells.

Bend Reality

The character is able to use Alteration cantrips in order to perform otherwise difficult physical feats.

Level 3: Alteration(Journeyman)

The character can use the Alteration skill in place of the Athletics or Acrobatics skills, but each time they do so they must spend 2 magicka points.

Creative

The character takes joy in the experimental side of magic, and is more efficient when not bound by traditional rules.

Level 2

The character cannot take the Methodical talent

The character improves their Willpower bonus by 1 for spell restraint purposes when casting unconventional spells.

Cryomancer

The character prefers the cold of elemental frost, freezing their enemies in their tracks.

Level 3: Destruction(Apprentice)

Whenever the character casts a spell that deals frost damage, increase the amount dealt by 1.

Control

The character is able to control their expenditure of magicka in order to limit the possibility of backfires.

Level 4: Willpower(40)

The character can test Willpower to negate a magical backfire.

Spell Mastery

The character has a mastery over magicka and has gained the ability to conserve their power after failed attempts

Level 5: Intelligence(40)

The character cannot take the Magicka Cycling talent

If the character fails a spellcasting test, they can immediately make an Intelligence test. On a success, the character does not have to pay the magicka cost of the spell. This can only be done once per spell cast.

Depth of Understanding

The character primarily relies on the depth of their natural magicka reserves and their understanding of the magical arts to cast spells.

Level 6: Intelligence(50)

Requires Spell Mastery.

The character adds their Intelligence score to their maximum Magicka points (changes to their Int will also change the pool). This effectively doubles most characters' maximum Magicka.

Electromancer

The character is a natural with electricity, blasting their enemies with aetheric lightning.

Level 3: Destruction(Apprentice)

Whenever the character casts a spell that deals shock damage, increase the amount dealt by 1.

Force of Will

The character primarily relies on efficiency to be able to cast spells, harnessing and exploiting magicka by sheer will alone.

Level 6: Willpower(50)

The character improves their Willpower bonus by 1 for spell restraint purposes.

Magicka Cycling

The character is able to recapture some of the magicka used to cast a spell, but doing so can be risky...

Level 5: Willpower(40)

The character cannot take the Spell Mastery talent

The character can choose before casting a spell to double the amount of magicka that will be conserved via spell restraint, but if they do this then the spell automatically backfires if they fail. Roll a d4 on the appropriate magical backfire table and add the spell level to the result.

Master of Magicka

The character is able to recapture magicka expended when casting spells without blunting the effect of the spell itself.

Level 6: Willpower(50)

Requires Magicka Cycling

The character can overload a spell with the overload attribute even if they restrain that spell.

Flow of Magicka

The character understands the ebb and flow of the forces of magicka, and can manipulate it to disrupt other mages.

Level 5: Mysticism(Expert)

As a reaction to a spell cast, the character may make a -20 Mysticism skill test. If their degrees of success exceed the spell level of the spell being cast, then the effect of the spell is negated.

Healer

The character has learned to use restoration in order to treat the damage caused by more severe wounds.

Level 3: Restoration(Journeyman)

The character can make a Restoration test and spend 10 magicka to perform an hour long ritual in order to treat a wound that they or another character has so that it can begin to heal naturally.

Methodical

The character is most effective when given rules which they can master, and learn to work within.

Level 2

The character cannot take the Creative talent

The character improves their Willpower bonus by 1 for spell restraint purposes when casting conventional spells.

“Sheathe your swords. Lay your shields on the ground. You will need no weapon and no armor, for the Magicka within you will be your guard and your guide from this day forward.”

Raminus Polus to a group of Mages Guild initiates

Overcharge

The character can overcharge an elemental spell by expending extra magicka to produce a more powerful effect.

Level 5: Destruction, Mysticism (Adept)

The character can double the cost they pay for a spell (after spell restraint) in order to roll damage twice and use the highest when calculating that spell's damage.

Pyromancer

The character has a gift for using fire, and wields it to burn their enemies to a cinder.

Level 3: Destruction(Apprentice)

Whenever the character casts a spell that deals fire damage, increase the amount dealt by 1.

Spell Sword

The character is able to perform the minimum necessary motions to manipulate the forces of magicka.

Level 3: Willpower(40)

The character only needs one free hand to cast spells without penalty instead of two.

Thought Caster

The character can cast a spell purely by thought.

Level 6: Willpower(50)

Requires Spell Sword

The character does not need to speak or have hands free in order to cast spells. This halves the penalties of casting in armour.

Trickster

The character has learned that even the simplest of illusions can have practical, everyday applications.

Level 2: Illusion(Apprentice)

The character can use the Illusion skill in place of the Deceive skill, but each time they do so they must spend 1 magicka point.

Strong Willed

The character is able to force their will upon other creatures more efficiently than others, making Daedra and Spirits have a harder time resisting their summons.

Level 4: Conjunction(Journeyman)

The character gains a bonus DoS on all successful Conjunction tests.

Seasoned Conjurer

The conjurer is an experienced summoner, able to bind those to their will with relative ease.

Level 5: Conjunction(Expert)

Requires Strong Willed

When the character succeeds on a Conjunction test, they can choose to take a number of degrees of success that they rolled, or take a number equal to their Conjunction skill rank instead.

Taskmaster

The character is able to summon more Daedra at the same time, and keep them all in line.

Level 5: Conjunction(Adept)

The character may reduce the AP required by each Mindlock trait affecting them by 1 (to a minimum of 1).

Master of the Hordes

The conjurer is a master at summoning Daedra, and barely needs a thought to keep most under their control.

Level 6: Conjuration(Expert)

Requires Taskmaster

Character may reduce the AP required by each Mindlock trait affecting them by 1 (to a minimum of 0). The maximum amount of creatures summoned in this way is equal to the summoners WpB. A character may use this talent or Taskmaster, but not both.

Void Channeler

The conjurer can empower their summoned Daedra.

Level 5: Conjuration(Adept)

The character can spend a Stamina Point to increase all their summoned Daedra's Natural Toughness by the Conjurer's Willpower Bonus for one Round.

The Mending Tides of Oblivion

The conjurer can harness the rippling black tides of the void to replenish their minions.

Level 6: Conjuration(Expert)

Requires Void Channeler

All summoned daedra under the character's control gain the Regeneration (Conjurer's WpB) trait.

Bladecaller

The conjurer is proficient with the use of summoned weapons. They use the same ferocious will used to bind their Daedric armaments to channel their inner fury.

Level 4

The character can use their Willpower Bonus in place of their Strength Bonus when determining Slashing, Splitting, or Crushing damage when using a Bound Weapon summoned by the Conjure Weapon spell.

Weapon Echo

The character has mastered the art of weaving a conjured weapon in with their attacks

Level 5

Requires Bladecaller

When the character casts a Conjure Weapon spell, they may choose to reduce the duration of the spell to 1 round, and allow the weapon to freely float above the ground in an unoccupied space they can see. When summoned in this way, the conjurer may as a free action, make a single attack with the weapon on their turn (which still counts as one of the total number of attacks they can do each round) using Combat Style (Willpower) for its test. Immediately before or after making this attack, the character can move the weapon their WpB meters in any direction.

Living Armour

The conjurer has sharpened their mind like a keen blade, and tempered their focus like skyforged steel. Through constant mental incantation they maintain their conjured arms and armour indefinitely, at the expense of their own focus.

Level 6: Conjuration(Expert)

The character can, instead of paying the Magicka cost of Upkeeping all active Conjure Armour and Conjure Weapon effects that affect only the caster, choose to reduce their AP by 1 point instead. If the character ever loses concentration, such as by being Stunned, Dazed, knocked Unconscious, or simply choosing to drop concentration, the spells' effects immediately end as if they had not paid their Upkeep.

Weaponry

Weapon talents are distinct from general combat talents, which are mostly concerned with general styles of fighting, in that they reflect an advantage that a character has when wielding a specific weapon in a particular way. They are intended to enable specific play-styles based around the unique features of a given weapon.

Bearded Warrior

The character has learned to make the best of their beard. The one on the axe, of course!

Level 5: Combat Style(Apprentice)

When the character makes a melee attack with a battle axe or war axe that their opponent successfully blocks, then the character can spend a Stamina point to immediately make an opposed Strength test against the target. If the character wins, the target drops their shield to the ground. Additionally, when the character deals at least one damage after mitigation with either a battle or war axe then they may choose to move the target one meter closer to themselves.

Beast of Steel

The character has mastered the fickle flail, and wields it to deadly and terrifying effect on the field.

Level 5: Combat Style(Apprentice)

When wielding a flail or great flail the character can spend either an action or a Stamina point to wind up **MOMENTUM** as they begin to spin the flail. Maintaining momentum is a free action. On the first attack the character makes with momentum, they roll an additional d4 (flail) or d6 (great flail) for damage. Flails the character wields gain the Concussive quality, and the character gains a +10 to Persuade (Strength) checks when wielding a flail or great flail.

Blademaster

The character has mastered the many forms of the longsword.

Level 5: Combat Style(Apprentice)

The character has learned to change their method of attack with longswords. When making a Combat Style (Strength) test while wielding a longsword in two hands, the character can choose to grab the blade of the sword and attack with the pommel. Attacking in this way replaces the Slashing quality of the weapon with the Crushing quality equal to half the character's Strength Bonus, rounded up.

When making a Combat Style (Agility) test while wielding a longsword in two hands, the character can use one hand to grip half way up the blade to make their attacks more precise. Attacking in this way gives the longsword the Exploit Weakness quality, but reduces its reach by 1 meter.

Bruiser

The character fights with simple, repeated, crushing blows.

Level 5: Combat Style(Apprentice)

The character increases their damage with thrown axes by their Strength bonus, this replaces the Agility bonus added by Dart Thrower if applicable. Making throwing attacks with hand axes does not provoke attacks of opportunity, and thrown axes can be retrieved as a free action if the character is able to make their way to where they landed. Drawing hand axes does not provoke attacks of opportunity.

Additionally, maces the character wields gain the Concussive quality and their All Out Attacks cause the target to lose one stamina if they successfully hit.

Cleaver of Men

The greatsword can be used to sweep through numerous opponents.

Level 5: Combat Style(Apprentice)

When wielding a greatsword this character may choose to replace the weapon's Slashing quality with Crushing (2). When making All Out Attacks with a greatsword the character may strike one additional target within 2 meters of the original target. This only requires one attack test, and both targets defend normally. Roll damage separately for each target hit. This attack cannot win advantages. This talent can stack with Mighty Cleave.

Dart Thrower

The character can throw two knives or darts at once, and places their throws for maximum damage.

Level 5: Combat Style(Apprentice)

The character increases their damage with all thrown weapons by their Agility bonus. Additionally, whenever the character makes a ranged attack with a thrown dagger or throwing star, they may choose to make this attack at a -10 penalty and expend another thrown weapon of the same type in order to cause two hits on a successful hit instead of just one.

Executioner

The character's sweeping blows are fueled by a savage brutality.

Level 5: Combat Style(Apprentice)

The character increases the bonus from All Out Attacks to +30, and adds 1d4 to their Strength bonus for the purpose of the Splitting/Slashing quality when All Out Attacking with great axes and scimitars. Additionally, this character's foes suffer a -20 penalty to Shock tests made because of wounds inflicted by greataxes and scimitars.

Firing Line

The character is adept at firing from a fixed position.

Level 5: Combat Style(Apprentice)

When the character makes a ranged attack with a Crossbow after taking the aim action, they add Splitting(PrB) to the Crossbow's attack, if this attack has the full +30 to aim, the PrB is doubled.

Halberdier

The character can use their halberd to drag their opponent about, or use its weight to penetrate armor.

Level 5: Combat Style(Apprentice)

The character can choose to replace their halberd's Splitting quality with the Crushing quality instead. Additionally, when the character successfully hits a target with a halberd they can spend a Stamina point. If they do so they may move the target and themselves up to one meter in any single direction.

Hammerblow

The character can use their hammer to rattle the most armored foes.

Level 5: Combat Style(Apprentice)

When the character lands a hit with a warhammer or maul they can choose to either cause their target to lose one Stamina point, or to force the target to make an Endurance test opposed against the result of the original attack roll. If the target fails this test, they gain the Dazed condition. The target may attempt one Endurance test on their first turn each round to remove the condition.

Knife Fighter

The character's motions are so quick that their foes often don't register the knife until it's too late.

Level 5: Combat Style(Apprentice)

The character can draw daggers and shortswords for free at *any time* without provoking attacks of opportunity, and does not provoke them when throwing daggers. The character can also choose to use their Agility bonus in place of their Strength bonus for the purpose of the Slashing quality when wielding daggers or shortswords.

Monster Hunter

You have mastered the art of utilizing your superior reach and the size of your opponent against them to lethal effect.

Level 5: Combat Style(Apprentice)

Pikes wielded by this character loses the Unwieldy quality, and gains the Splitting quality.

Additionally, the Pikeman treats creatures of size Large or above as one size category larger for the purpose of Size To-Hit effects while wielding a pike.

Point Blank

The character is able to fight well at close range with a short bow.

Level 5: Combat Style(Apprentice)

When using a shortbow the character never provokes attacks of opportunity when using it to make attacks within melee range of an enemy, and can use the weapon to attempt to parry attacks. Shortbows the character wields gain Exploit Weakness. Additionally, the character can gain an advantage by normal means when using a shortbow against a target within 5m.

Power Draw

The character is able to aim their arrows with the mix of precision and strength required to potentially send their targets sprawling, and can even make the bow itself a weapon in dire situations.

Level 5: Combat Style(Apprentice)

Before making an attack with a longbow the character can choose to spend one Stamina point. If the attack hits the target and deals damage (after mitigation) the target must make a Strength test or be knocked prone. Additionally, the character may use the longbow as if it were an Unwieldy wooden quarterstaff in melee, longbows they wield gain Exploit Weakness, and the character no longer has a -20 to hit prone targets with longbows.

Red Legion Throw

The character is skilled in the use of the javelin, and knows the value of a well aimed throw.

Level 5: Combat Style(Apprentice)

When a character throws a Javelin and successfully causes damage to the target (after mitigation), the target location (either a limb or the body) is Speared. A Speared hit location is treated as crippled until the Javelin is removed. Which can be done as either a Free action once per turn inflicting the Bleeding (1d4 + javelin material modifier) condition, or as a Secondary action requiring a strength test, which if successful removes the spear without causing further harm.

If the Javelin is blocked instead the shield is Speared. A speared shield requires the wielder spend one Stamina point in order to even attempt to block with the added weight of the javelin. Removing the javelin from the shield requires the character to make a Strength test as a secondary action.

Riposte

The character's reflexes are as sharp as their blade.

Level 5: Combat Style(Apprentice)

The first counter attack made by this character using a weapon with the Dueling Quality does not count towards that character's maximum number of attacks that they can make per round.

Simple, Yet Effective

The faithful broadsword shaped the empire. As the weapon of choice of Talos and his Red Legions, this reliable weapon has a legacy that cannot be denied.

Level 5: Combat Style(Apprentice)

The character can re-roll failed Combat Style tests made with a broadsword once per test (or broadswords, if wielding two weapons).

Staff Mastery

Through long hours of training your defense with a staff is instinctive.

Level 5: Combat Style(Apprentice)

When the character takes the defensive stance action while wielding a quarterstaff they receive a free action point that can also be used for that purpose. They also make Precision Strikes with a quarterstaff at only a -10 penalty, and quarterstaffs they wield gain Crushing.

Viper's Eye

The character uses a spear as a tool of precision and speed instead of merely a brutish thrusting instrument.

Level 5: Combat Style(Apprentice)

The character makes Precision Strikes with a spear at only a -10 penalty, and spears they wield gain Splitting. When wielding a spear in two hands it loses Unwieldy and its range is simply 3m.



TRAITS

Traits are rules that reflect various racial or inherited facts about the character or certain abilities they possess. They include things such as the ability to fly, inherent physical weaknesses, personality traits, and so forth. They are typically the result of birth, upbringing, or racial circumstance but may be gained through other means later in life, though rarely by choice or without the use of magic.

Amphibious

The character can breathe water, and ignores the skill cap placed on his combat rolls by his Athletics skill when fighting in water.

Bestial

The character has no need to make Survival skill tests in their natural habitat, but must test Willpower to avoid fleeing combat if the GM feels that it's appropriate (for example, if the creature would feel intimidated by its foe).

Bleeding (X)

At the end of the character's next turn, they immediately take X damage that bypasses all armour and resistances.

The Bleeding (X) condition then expires.

If a character is affected by multiple Bleeding (X) effects in one round, only use the highest one.

Blind

Character has the blinded condition while they have this trait.

Bound

This creature is bound to this world, or simply bound together by magic.

It must obey the commands of their master unless it is to defend themselves. Items with this trait use their creators willpower score when forced to roll any relevant test(except Combat Style), and are practically weightless, counting as having an effective ENC rating of 0.

Crawler

A character with this trait crawls rather than walking. Halve its normal Speed (round up). It takes no penalties for moving through difficult terrain.

Dark Sight

A character with this trait can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.

Deaf

Character has the deafened condition while they have this trait.

Disease Resistance (X%)

Characters with this trait have a chance to resist diseases. Whenever the character would be infected by a common disease, roll a d100. If the roll is less than or equal to X, the character doesn't get the disease.

Diseased (+/- X)

Characters with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance +/- X or contract a common disease.

Flyer (X)

The character can fly. He has a Speed equal to X when flying.

From Beyond

The character is immune to the effects of disease, fear, poison, and any magic that would affect his mind (all illusion magic).

Immunity (*)

The character is immune to any of the effects of the thing specified in parenthesis. The character may have multiple instances of this trait for different effects *.

Incorporeal

Incorporeal characters are spirits, faintly visible and capable of moving through objects. They gain the Flyer (Speed) trait and may use it to freely move through solid objects. They can be targeted by attacks, but cannot suffer damage except for magic damage, or damage from attacks with the Magic quality.

Incorporeal characters do not normally affect the world, but they can use magic and make attacks that are capable of damaging non-incorporeal beings. Attacks from Incorporeal characters ignore all AR from any armor that does not have the Magic quality, and cannot be blocked by shields without that quality.

Natural Toughness (X)

The character with this trait is naturally tough, and reduces incoming damage by X. This functions like AR, and reduces all damage types, but it does not count as armor.

Natural Weapons (*)

The character with this trait has unique natural weapons of some kind. * specifies the complete profile for the character's natural weapons. Overrides the default natural weapons profile. Cannot be disarmed.

Power Well (X)

Characters with this trait have more magicka than usual. The size of their Magicka Pool is increased by X. If the character would receive this trait twice, combine the X values.



Regeneration (X)

Characters with this trait heal very quickly. They may make an Endurance test at the start of each round to heal X HP.

Resistance (*, X)

Characters with this trait are resistant to a certain damage type. They reduce damage of * type by X after any other mitigation, and gain a +10 bonus per X to tests made to resist non-damaging effects of this type. This trait can stack.

Resist Normal Weapons (X)

Characters with this trait are resistant to mundane weapons. If the character suffers damage from a weapon/attack without the Magic quality reduce that damage by X after any other mitigation.

Running Out of Luck

The character's luck is running out. Whenever they would burn any amount of Luck, burn twice that amount. If the character does not have this much Luck remaining, just burn all remaining Luck.

Skeletal

Characters with this trait have purely skeletal forms. Attempts to hit them with ranged weapons suffer a -20 penalty. Characters with this trait also automatically gain the Undead trait as well, and are immune to the Burning (X) condition.

Silver-Scarred (X)

Any damage inflicted on a character with this trait after mitigation by an attack from a silver weapon is increased by X (round up if X is a percentage) before calculating the effects of the damage.

Spell Absorption (X)

Characters with this trait absorb a portion of the magic directed at them to fuel their own magicka reserves. Whenever magic of any kind affects them, roll a d10. If the value is less than or equal to X the magic has no effect on them and instead they regain missing MP up to the cost of the magic.

Stunted Magicka

Characters with this trait do not regenerate magicka naturally, and cannot benefit from spell restraint.

Summoned

This creature or item has been conjured from another plane of existence. Upon its death or destruction, it returns to where it came from.

Sun-Scarred (X)

Any damage inflicted on a character with this trait after mitigation by an attack that counts as sunlight is increased by X (round up if X is a percentage) before calculating the effects of the damage.

If this character is exposed to normal sunlight they lose 1 SP each hour. Cloud cover or other such weather halves the rate of SP loss. The character must spend an hour in a dark place before they can remove levels of fatigue/regain SP lost in this manner.

Telepathy (X)

Characters with this trait can communicate with others telepathically. They are capable of “broadcasting” thoughts to other characters within a number of meters equal to one hundred times their Willpower bonus. They must have line of sight to the character to whom they are broadcasting, unless the target character has this trait as well.

Characters with this trait can make a Perception test as a free action to attempt to locate other characters with this trait within their broadcast range, though this test can be opposed by a Willpower test if a character wishes to remain hidden.

The strength X of this trait determines the complexity of the thoughts they can broadcast.

Telepathic Strength

X	Maximum Message Complexity
1	A single word
2	A short sentence.
3	A full sentence.
4	Up to five sentences.
5	As many words as the character desires.
6	Images.
7	Complex feelings and concepts.

Telekinesis (X)

Characters with this trait can move objects with their mind within a range of $10 * X$ meters. This can only be used to move fairly small objects (at most a large crate or barrel) at a speed of about 1 meter per second (6 per round).

The character may optionally throw an object at an opponent. This is a primary action ranged attack, and uses Mysticism(Willpower) for the test. Any object used in this manner counts as an improvised weapon, and can only be thrown a distance of $WpB * 2$ meters.

Terrifying (X)

The character is terrifying, and any character who encounters them must immediately make a Horror (X) test.

Undead

Characters with this trait are mere walking corpses. They do not breathe, or require organs or correct pressures to function. They are immune to things such as disease, poison, passive wound effects, aging, fatigue, and a number of conditions including but not limited to: dazed, deafened, and organ damage. Use common sense when deciding what can and cannot affect characters with this trait.

Undying

Characters are free from most concerns of the living. They are immune to disease and the effects of aging.

Unnatural Senses (*, X)

The character with this trait can perceive its surroundings using additional and/or different senses than the usual. Their Senses allow them to detect the things specified by * within range of X meters (even through solid objects). If * is “all,” then their Senses have been replaced entirely and they can simply see “normally” through solid objects up to X meters away.

Weakness (*, X)

Characters with this trait are weak to a certain damage type. They increase damage of * type by X after any other mitigation, and suffer a -10 penalty per X to tests made to resist non-damaging effects of this type. This trait can stack.



DISEASES AND INFECTIONS

Diseases are contracted from contact with diseased peoples or animals, or other creatures that are otherwise filthy, such as skeevers or mudcrabs. Sometimes diseases can be caught as the result of traps, poisons, or environmental effects, such as Corprus.

Diseases are contracted after a failed Endurance test after an encounter with a disease carrier. Diseases are contracted as stage one, but can progress to different stages. The farther along the stage of the Disease, the harder it is to cure and treat.

Common Diseases

Common Diseases are caught most often from traps, poisons, or from fighting Diseased animals or people. Common Diseases often start out relatively minor, but some progress severely. Common Diseases are often spread through contact or bodily fluids, preventing them from breaking out into full blown plagues.

Common Diseases bear mild social stigma, which can escalate to disgust and suspicion if it is allowed to develop into later stages. Given the ease of treating Common Diseases, only the truly destitute and unfaithful are afflicted with what is seen as their just due.

Effects of Common Diseases

All Common Diseases cause the following effects in their victims:

Stage One Symptoms	Stage Two Symptoms	Stage Three Symptoms
Diseased (+10)	Diseased (+0) Social Stigma(1)	Diseased (-10) Social Stigma(2)

All Common Diseases can be cured by using any spell level Cure Disease spell or potion. Any Common Disease can also be cured by sincere repentance and piousness at a shrine to one of the Eight and One. Infected animals typically ignore the effects of the Common Diseases they carry.

The Diseases include a d100 result in case you want to randomize Disease contraction without regard to which creatures are typically carriers.

Ataxia

D100 Roll: 1-10

Ataxia is a common and relatively mild disease found across the breadth of Tamriel. Its symptoms include general pain and soreness, muscle stiffness, and anemia. Victims of Ataxia are often pale, groggy, and irritable because of their symptoms. Some particularly devious bandits and trap-makers are known to spring vials or lace nails with the bodily fluids of dead animals that carry the disease.

Stage One Symptoms	Stage Two Symptoms
Drain Agility 5pts	Drain Agility 10pts
Drain Strength 5pts	Drain Strength 10pts
-10 to Agility based Subterfuge tests	-10 to Agility based Subterfuge tests
Subterfuge tests	-10 to Block tests

Carriers

Cave Rats; Bears; Alit; Giant Spiders; Slaughterfish; Zombies; Traps

Disease Progression

Stage One lasts one week. After one week, make a (-10) Endurance Test. If failed, the disease progresses to Stage Two. Repeat this test at the start of every day until it is cured or failed.

Brain Rot

D100 Roll: 11-15

Brain Rot is a progressively worsening, mind affecting disease. It dampens the intelligence, intuition, and mental acuity of its victims. Eventually, Brain Rot destroys any semblance of sanity and of the self in its victims, leaving them to shuffle in a broken stupor until they are cured or die.

Stage One Symptoms	Stage Two Symptoms	Stage Three Symptoms
Drain Magicka 15pts	Drain Magicka 25pts Drain Intelligence 15pts	Drain Magicka 50pts Drain Intelligence 25pts Drain Personality 25pts

Carriers

Cave Rats; Zombies; Hagravens; Traps

Disease Progression

Stage One lasts one week. After one week, make a (+10) Endurance Test every day until it is failed or cured. The Disease then progresses to Stage Two. Stage Two lasts one week. After that week, make a (+0) Endurance Test every day until it is failed or cured.

Bone Break Fever

D100 Roll: 16-20

Bone Break Fever is a particularly cruel disease. Carried primarily by rats and bears, the disease aggressively attacks the victim's bones until they are vulnerable and prone to breakage. Untreated Bone Break Fever often results in crippled, or outright severed limbs because of the fragility it causes in its victims.

Stage One Symptoms	Stage Two Symptoms
Drain Strength 5pts	Drain Strength 10pts
Drain Endurance 5pts	Drain Endurance 10pts Shock tests are made with a -10 penalty

Carriers

Cave Rats; Bears; Wolves

Disease Progression

The disease incubates for three days. After three days, the character is afflicted with Stage One. After one more week, the character must pass a (+0) Endurance test every day until cured, or the disease progresses to Stage Two.

Blood Lung

D100 Roll: 21-25

A relatively minor, non life-threatening illness, Blood Lung causes bleeding cysts in the victim's lungs. They are prone to rupture at inconvenient times or times of physical exertion. While Blood Lung is not severe, and will not typically worsen, it does open the door for other diseases to take root, and can also serve as a vector of infection for others via the coughed up blood.

Stage One Symptoms
Drain Endurance 5pts
Gain 1 level of Fatigue.
Every SP used after inflicts 1d4 damage that ignores armour.

Carriers

Cave Rats; Nix-Hounds;

Disease Progression

The disease will incubate for three days, then automatically progress to Stage One.

Black Heart Blight (Common)

D100 Roll: 26-28

Black Heart Blight, despite being a member of the Blight family of diseases created by Dagoth Ur, is a both a blight and a common disease and is less severe than its cousins. After the ending of the Blight in 3E 427, Black Heart Blight survived after making the jump to undead. It is carried by zombies exclusively after the destruction of Dagoth Ur, but prior to his death it was also carried by the various blighted beasts or Corprus monsters of Morrowind. It is an acute disease that saps the victim's vitality and endurance. This is the Common Disease version.

Stage One Symptoms	Stage Two Symptoms
	Drain Endurance 10pts +1 Encumbrance Level

Carriers

Zombies;

Disease Progression

Stage one lasts three days. After three days, it automatically progresses to Stage Two.

Chills

D100 Roll: 29-32

The Chills are a punishing infection caused by contact with the undead. It affects the victim's mind and motor skills equally, resulting in confused, inarticulate stupors. Its other symptoms include an overwhelming sensation of cold that is not affected by the warmth of any fire, nor the light of the sun. It has lead to the death of many an unfortunate adventurer, lost, alone, and cold in the crypts that dot Tamriel.

Stage One Symptoms
Drain Intelligence 20pts
Drain Willpower 20pts
Drain Agility 20pts
All tests suffer a -10 Penalty

Carriers

Zombies; Bonelord; Bonewalker;

Disease Progression

The disease incubates for one hour, then suddenly overcomes the victim, progressing to Stage One immediately.

Collywobbles

D100 Roll: 33-35

Collywobbles' main symptoms are uncontrollable shaking and chronic ache. The constant minor shaking and spasming can become debilitating, and the strain of the shakes causes muscle soreness.

Stage One Symptoms	Stage Two Symptoms
Drain Agility 10pts	Drain Agility 10pts
Drain Endurance 10pts	Drain Endurance 10pts Reduce Max AP by 1

Carriers

Zombies; Shalks

Disease Progression

Stage One lasts one week. After one week, the victim must pass a (+0) Endurance test every day or the disease advances to Stage Two.

Dampworm

D100 Roll: 36-40

Dampworm is a parasite that infests the victim's musculature, slithering in between the tissue. It can be felt occasionally moving underneath the skin, which is a revolting and disturbing experience to say the least. Its symptoms include minor twitches and lapses in gross motor skill, as well as uncontrollable sweating.

Stage One Symptoms
Reduce Speed by 2

Carriers

Nix-Hounds; Deer; Horses; Falmer;

Disease Progression

None

The Droops

D100 Roll: 40-50

The Droops are a notorious and serious Common Disease that result in weakened and exhausted muscles. They result in excessive fatigue after virtually any physical exertion.

Stage One Symptoms
Drain Strength 5pts +1 SP cost to all Stamina abilities.

Carriers

Zombies; Sheep; Kwama;

Disease Progression

None

Frostlimb

D100 Roll: 51-52

A relatively obscure Disease, Frostlimb causes intense sensations of coldness within the victim's arms and legs, especially their fingers. As a result, fine motor skills are punished greatly, and the effect of Frost damage is greatly magnified.

Stage One Symptoms
-10 to all tests requiring fine motor skill use, such as Subterfuge or Alchemy Gain Weakness (Frost, 3)

Carriers

Trolls; Mammoths; Falmer;

Disease Progression

None

Greenspore

D100 Roll: 53-55

Carried primarily by slaughterfish, Greenspore is a mind affecting fungus that causes irritability and mild dementia. The spores take root in the victim's mind, but are easily treated in the early stages. Mature Greenspore can cause permanent brain damage.

Stage One Symptoms	Stage Two Symptoms
Drain Personality 15pts	Drain Personality 15pts and +5pts Drained every day after

Carriers

Slaughterfish; Zombies;

Disease Progression

After a week, the victim must pass a (+0) Endurance test each day or progress to Stage Two. When at Stage Two, the victim has his Personality damaged by 5 each day.

Helljoint

D100 Roll: 56-60

Helljoint is a mild, inflammatory disease that causes swelling of the joints and mild irritating pain. It is extremely common in northern climes, and is easily contracted and cured.

Stage One Symptoms
Drain Agility 5pts Running and Sprinting cause double Fatigue

Carriers

Zombies; Cliff Racers; Wolves;

Disease Progression

None

The Rattles

D100 Roll: 61-65

The Rattles is a mild disease of subtle nervous ticks. The Rattles cause light finger ticks and forgetfulness. Victims of the Rattles are reported as appearing restless to the point of irritation, though the sufferers of the disease aren't aware of their ticks unless paying deliberate attention.

Stage One Symptoms

-10 to Agility tests for fine motor skills
Drain Willpower 10pts

Carriers

Cave Rats; Nix-Hounds; Chaurus; Zombies; Skeletons;

Disease Progression

None

Red Fever

D100 Roll: 66-70

A notorious and common illness, Red Fever often hits during late autumn, or through contact with wild wolves or dogs. The fever is short lived but intense, causing intense sweating, fever, vomiting, and often other unpleasant bodily functions. Red Fever is known to put even the mightiest warrior into fits of anguish for its brief, but hellish duration.

Stage One Symptoms

(-40) Endurance Test or become utterly disabled by the violent symptoms of the disease for 24 hours

Carriers

Wolves; Dogs; Cave Rats;

Disease Progression

Incubates for one day, then Stage One sets in automatically. After three days, the Disease cures itself.

Rockjoint

D100 Roll: 71-80

Rockjoint is a pervasive and ubiquitous disease across Tamriel. Every adventurer, noble lord, or peasant farmer has either had Rockjoint, or has personally known someone with Rockjoint. Rockjoint swells the knees and elbows with sensitive and painful fluids that bloat and then stiffen, and can lead to total immobility if left unchecked.

Stage One Symptoms	Stage Two Symptoms	Stage Three Symptoms
Drain Agility 15pts Reduce StrB by 1	Drain Agility 25pts Reduce StrB by 2	Drain Agility 40pts Reduce StrB by 3 Immobilized

Carriers

Guar; Alit; Wolves; Cave Rats; Bears; Horkers; Foxes; Traps; Zombies;

Disease Progression

One week at Stage One, then the victim must pass (+0) Endurance tests every day or move to Stage Two. After one week at Stage Two, the victim must pass (-10) Endurance tests every day or move to Stage Three.

Rust Chancre

D100 Roll: 81-82

Rust Chancre is a mild disease that affects the victim's skin. Blistering, itchy rashes break out in random patches across the victim's body, often including their face and neck. The crackled rashes are quite off-putting to others, and irritating to the sufferer, but ultimately it is not a threatening disease. Rust Chancre often leaves permanent scarring after it is cured.

Stage One Symptoms

Drain Willpower 5pts
Ugly

Carriers

Cave Rats; Zombies; Traps;

Disease Progression

After curing Rust Chancre, the victim adds the Trait: Ugly permanently

Shakes

D100 Roll: 83-85

The Shakes are a mild disease contracted from rats. It is comparable to a much less severe form of the Rattles, that affect the entire body rather than just the fingers and face.

Stage One Symptoms

Drain Agility 5pts

Carriers

Cave Rats;

Disease Progression

None

Swamp Fever

D100 Roll: 86-90

Swamp Fever is a mild Disease carried typically by mudcrabs and other aquatic and amphibious vermin. Swamp Fever causes a high body temperature and cold sweats, and is highly contagious, but largely non-threatening. The Bitter Coast of Morrowind is notorious for extremely high rates of Swamp Fever.

Stage One Symptoms

Drain Strength 10pts

Drain Endurance 10pts

Diseased (-30)

Carriers

Mudcrabs; Cave Rats; Slaughterfish; Crocodiles; Dreugh; Giant Snakes;

Disease Progression

After one week, the Swamp Fever subsides.

Tunnel Cough

D100 Roll: 91

Tunnel Cough is a largely benign Disease that affects mostly miners and other cave divers and dungeon dwellers. It is characterized by dry, hiccup-like coughs. The coughs are not painful or debilitating, but are certainly an inconvenience.

Stage One Symptoms

-20 to all Stealth tests

Carriers

Caused by exposure to ore dust;

Disease Progression

None

Witbane

D100 Roll: 92-98

Witbane is an acute Disease that affects the victim's memory and magicka. Its symptoms are largely varied in their exact execution, but minor memory loss and confusion are common across all cases. It is not degenerative.

Stage One Symptoms

Drain Intelligence 10pts

Drain Magicka 10pts

-10 Penalty to Lore tests

Carriers

Wolves; Dogs; Cave Rats; Sabre Cats; Zombies; Traps;

Disease Progression

None

Yellow Tick

D100 Roll: 99-100

Yellow Tick is a parasite that burrows deep into the victim's skin. It is a relatively mild Disease, but its symptoms include dark, bruised and painfully sensitive and itchy swellings where the ticks bury themselves. The Yellow Tick causes anemia and muscle atrophy as they feed on the victim's life forces. Yellow Tick is notably contagious during skin contact.

Stage One Symptoms

Drain Strength 5pts

Reduce Speed by 2

Diseased (-20) [skin contact only]

Carriers

Bears; Zombies; Kagouti; Wolves; Dogs;

Disease Progression

None

Chapter 5: Combat

“We don’t have shields in our culture. It seems strange to my boy, I imagine. In our country, if you don’t want to get hit, you move out of the way.”

Akaviri Potentate Versidue-Shaie, “2920, The Last Year of the First Era”



In most adventures there is conflict, and this conflict is often physical. After all, the world of the Elder Scrolls can be a dangerous place. Wars, strange monsters, criminals, mercenaries, faction infighting, and any number of other scenarios can all force a party to use violence to accomplish their goals, or simply force the party into dangerous situations. This chapter contains mechanics for resolving combat, as well as other game mechanics to handle the variety of situations the players might encounter during their adventures.

A Note on Time

The UESRPG divides time into two categories: narrative time and structured time. **NARRATIVE TIME** is meant to be used in any situations that do not demand the time-sensitive resolution of tasks. Functionally this means that almost any non-combat situation will use narrative time. In game terms, narrative time is a period in which the GM can freely advance time at any rate based on the needs of the story and the players. This could mean briefly describing the party's long journey across a vast desert, or playing out an important conversation minute by minute.

STRUCTURED TIME is used to handle time-sensitive events in which every second counts and the exact order of actions is crucial. Combat almost always takes place in structured time, which is the rules of this chapter are intended for, though the GM could decide to handle it in narrative time instead.

COMBAT

The largest unit of structured time is called an encounter. An **ENCOUNTER** represents an entire sequence of dramatic events that make up a unified "block" of structured time that may be contained within sections of narrative time, or followed up by another encounter. Encounters focused on a particular combat scene are known as Combat Encounters.

Encounters are broken down into **ROUNDS**: periods of time in which characters take actions, representing roughly six seconds of "real" time. During a round the GM counts down from highest to lowest initiative, giving each character a turn to act when their initiative step is reached, until every character has had a turn. During a Turn, the active character spends at least 1 AP to perform an action and resolves its effects.

Effect Durations

Effect durations are measured in rounds, and end immediately after the initiative step on which they took effect. For example, if an Orc is stunned for 2 rounds on their turn, they remain stunned until right after the end of their turn 2 rounds later (assuming their turn takes place at the same initiative "step" as it did originally).

Combat Overview

Combat encounters can be resolved by following these steps:

Step 1: Determine Surprise

If one or more characters aren't expecting an attack, or aware of their attacker's intentions, they have been surprised. The GM should determine which characters count as being surprised for the first round of combat. Surprised characters do not roll 1d6 for initiative, they simply use their Initiative Rating. They also may only take reactions after their first turn has passed.

Step 2: Set the Scene

Before the characters can begin taking their turns, the GM should outline the parts of the scenario that they are aware of, including the combatants they face, the positions of everyone involved, and the environment they're fighting in. If the group is using a battle map or grid, this would be the time to set it up!

Step 3: Determine Initiative

To determine the order in which characters take their turns during each round of the combat, all characters involved must make an **INITIATIVE ROLL** (1d6 plus the character's Initiative Rating, using the characters Initiative Rating and then Luck bonus (meaning PCs beat NPCs) to break ties, in that order). The GM rolls initiative for any NPCs involved, and should roll once for larger groups of similar NPCs. If new combatants enter the picture, simply have them roll and take their place in the order as appropriate.

Characters that aren't surprised and that haven't started their turn yet may still take up to three reactions excluding Attacks of Opportunity and Counter Attacking. For each reaction taken in this way, the character starts with one less AP when their turn starts for this round

Step 4: Round Start

Starting with the character with the highest initiative, each character takes one turn. **During each Turn, the active character gains 3 AP, and spends at least 1 AP to perform a combat action and resolves its effects. If they have no AP left to spend, they do not get a turn this round.** Even if the character does nothing, they still lose the AP. The character currently taking a turn is known as the active character. Once their turn is over, the character with the next highest initiative takes their turn, and so on until all characters have taken a turn. Sometimes the rules will refer to initiative "steps," which simply refer to individual initiative values in the order.

Step 5: Round End

Once all characters have had a turn, the round is over. Any effects or Conditions that specify a duration of "until the end of the round" end now.

Step 6: Encounter Ends

Repeat steps 4 and 5 until the combat is finished, or the event that triggered the switch into structured time is resolved.

Mapping Combat

This chapter assumes players are using some sort of grid or battle map to track the positions of characters. **For ease of use, each grid square in such a system should represent a square meter.** More details on using a combat grid, or advice for playing the game without one, can be found later in this chapter.

Action Types

ACTIONS represent all the things that a character can do during an encounter. The maximum number of times that a character can act during a round is determined by their max AP. Characters should take at least one action on their turn, but if they don't take an action they still use up an AP for that turn. **All non-free actions cost at least 1 AP unless otherwise stated.**

PRIMARY ACTIONS can only be taken during the character's own turn. They are dedicated combat actions where the character is the instigator, and a character may take any number. An **EXTENDED ACTION** is an action that requires the use of more than one AP, which can cause it to require more than one turn.

SECONDARY ACTIONS can only be taken during the character's own turn **or** as reactions. They are combat actions that require less dedication from the character and can be taken somewhat reactively to battlefield circumstances. A character may take any number of these.

REACTIONS are actions that are taken to counter or resist other characters' actions, or other events, that the character is aware of. Only one reaction attempt is permitted for each threat or event, but any number of reactions may be made per round (provided that the character has action points left for that round to spend).

SPECIAL ACTIONS are a unique class of actions that are often taken in opposition to another character. Special actions can be either primary/secondary actions or reactions, and follow all the normal rules for an action of their type.

FREE ACTIONS can be taken at any time during the combat round, and cost no action points to activate, though the GM should keep in mind what is reasonable for a character to achieve in six seconds.

Multiple Action Turns

Because characters can take multiple primary or secondary actions on their turn, it is possible that characters can use up all of their AP to create some interesting action combinations when their turn arises.

When declaring multiple actions on their turn, the character must declare them individually, resolving other character's reactions first before declaring and resolving any more.

Movement

During their turn a character can move a number of meters up to their speed, which functions as a movement "budget." This movement can take place at any point during a character's turn, either before or after any actions they take. Moving through difficult terrain doubles the "cost" of movement, unless the character passes an acrobatics test before moving (does not affect swim speed).

Primary Actions

The following primary actions are all actions that can only be taken during a character's own turn, and that cost 1 AP.

Attack

The character can make an attack with a melee or ranged weapon. **A character may make no more than two total attacks in a single round.** When attacking they can use one of three optional variations of this action. A player must declare if their character is choosing one of these variations before the attack test has been made.

- **All Out Attack (melee only):** When making an all-out attack, the character sacrifices some defensive potential in order to better land an attack or gain an advantage. The character makes a normal melee attack with a +20 bonus, but the attack costs an additional AP to perform (though it is not an extended action).
- **Coup de Grâce:** The character can make a killing blow against a helpless target. A helpless target is one who is either unconscious, both restrained *and* prone, or otherwise incapable of defending themselves. The GM may rule that certain characters cannot be killed in this way depending on the circumstances. This automatically kills the target. For Unarmed Coup de Grâce see **Grappling** rules
- **Precision Strike:** A character attempting a precision strike is aiming to hit a particular part of their opponent's body, and thus suffers a -20 penalty on the attack test. If successful, the character may choose the hit location of that attack in addition to resolving any other effects the attack would have.

Disengage

The character can use this action to retreat from combat with an enemy. If they move out of an enemy's engagement range during this turn then the attack of opportunity reaction, or other delayed actions/reactions, may not be taken against them.

Cast Magic

The character casts a spell that they know using the rules for spellcasting found in [Chapter 6](#). **This may be used to cast spells that count as attacks, but a character may make no more than two attacks in a single round.**

Delay

Characters can choose to delay action until the right moment.

- **Delay Turn:** The character declares a set of circumstances in which they will act. The character then skips their turn without spending AP, and may insert their delayed turn into the order as a free reaction if the conditions are met. If the delayed turn is not taken before the character's next turn would occur, then the action points are lost entirely.
- **Defensive Stance:** The character assumes a defensive stance, ready to react to incoming threats. The character then skips their turn, but does not lose an action point for taking this action. They may spend this saved AP on a reaction any time before the end of the round, when the AP is lost.

Secondary Actions

The following secondary actions are actions that can be taken during a character's own turn, or as reactions, for 1 AP.

Aim

A character can spend an action aiming in order to gain a +10 bonus to their next ranged attack. This bonus can stack if the character takes this action multiple consecutive times before their next ranged attack, but only up to three times (for a maximum bonus of +30). The “chain” can stretch across rounds and is broken (and the bonus lost) if the character makes an attack with anything else they aren't aiming with, or takes any actions or reactions other than to continue aiming or fire the aimed ranged attack. This action can be used by a spellcaster to modify ranged attack spells.

Cast Magic (non-attack only)

The character casts a spell that they know using the rules for spellcasting found in [Chapter 6](#). This may **not** be used to cast spells that count as attacks.

Dash

The character can use this action in order to move up to their speed. If this is done on their turn, this movement is added to their base movement for that turn. This action can be used to allow a character to move several times their speed during a round.

Hide

The character can use this action to attempt to hide from foes. If anyone might detect them while they do this, they must

make a Stealth skill test opposed by the Observe of anyone who might spot them. On success, they gain the Hidden condition.

Ready Weapon / Drink Potion

The character may draw, sheath, withdraw, or reload a weapon. This action may also be used to drink a potion, assuming it is accessible to the character, but this costs 2 AP instead. Some missile weapons may require several AP to reload, in which case this action must be extended.

Reactions

Reactions can be used at any time during the combat round in response to a threat or event that a character is aware of by spending an AP. Reactions can be triggered by other reactions: if this happens, resolve them however makes the most sense.

Attack of Opportunity

This reaction allows a character to take advantage of an opening to make a melee attack (This still follows the rules of a max of 2 attacks per round) against an opponent when they are vulnerable. Attacks of opportunity are resolved before the action they are being made in reaction to is resolved. Any character may use a reaction to an Attack of Opportunity without interrupting their current action, but they must be able to see to their target. This reaction may be triggered by the following:

- **Retreat:** When an opponent moves out of the character's melee range without taking the disengage action.
- **Approach:** When an opponent moves closer to the character *within* their melee range (such as from 3 meters away to 2 meters away against a 3m range weapon).
- **Spellcast:** When an opponent casts a spell within their melee range (unless the spell counts as a melee attack).
- **Standing Up:** When a prone character stands up within their melee range without using the Arise action.
- **Ranged Attack:** When an opponent makes a ranged attack or reloads a weapon within their engagement range.
- **Ready:** When an opponent readies a weapon, reloads a weapon, or drinks a potion within their melee range. If the opponent does so as a free action, it does not allow for an attack of opportunity.

Block, Parry, Evade

The character tries defend against a melee or ranged attack. See the [Attacking & Defending](#) section for details.

Counter Attack

The character attempts to make a melee counter attack (still subject to the two attack per round limit) in response to an attack from an opponent they are aware of through the use of their Combat skill. See [Attacking & Defending](#).

Free Actions

Free actions can be performed at any time during the combat round and cost no action points. They include things like talking, signaling, observing one's surroundings, dropping items, and so forth. Use common sense when deciding what is a free action.

Special Actions

Special actions reflect unique ways that characters can engage in combat, and can be taken as actions of their listed type.

Arise

Secondary Action

Allows the character to use a momentary opening to roll back up to their feet, removing the prone condition without granting opponents the ability to make an attack of opportunity.

Blind Opponent

Secondary Action

Character makes a Combat Style test against an opponent that they can see which their opponent may oppose with either the Evade or Combat Style (if wielding a shield) skill. If the target loses, they become blinded for 1 round. The character must be within Strength Bonus meters of the opponent and reasonably have access with some way to blind their opponent (thrown sand or rocks, for example). A character wearing a Full Helmet automatically succeeds on the opposed test.

Disarm/Take Weapon

Primary Action

Character makes an Athletics or unarmed Combat Style test which their opponent may oppose with their unarmed Combat Style or Athletics skill. If the target of the disarm attempt loses, the character takes their weapon. Target cannot be of larger size and must be within 1 meter. Cannot take natural weapons. The character must have a free hand with which to hold the taken weapon. If the character does not have a free hand or if the character chooses throw it, the weapon is flung away 1d4 meters in a random direction.

Force Movement

Primary Action

Character makes a Combat Style test which their opponent may oppose with their Combat Style skill. If the character wins, they may move themselves and their opponent up to three meters in any direction (they must both move in the same direction and the same amount) as the character shifts the location of the fight. Target character must be within melee range.

Resist

Secondary Action

Character makes an Athletics or unarmed Combat Style test which their opponent may oppose with their Athletics or unarmed Combat Style skill. If they win, they may escape being restrained, grappled, or blinded.

Trip

Secondary Action

Character makes an Athletics or unarmed Combat Style test which their opponent may oppose with their Athletics, unarmed Combat Style, or Evade skill. If they win, their opponent falls prone. Target character cannot be of larger size, and must be within 2 meters.

Feint

Secondary Action

Character makes a Deceive test against an opponent within 2m. On a success, they gain an advantage on the next melee attack made against that opponent before the end of their next turn.

"The best techniques are passed on by the survivors."

Gaiden Shinji



Attacking & Defending

Combat is resolved as an exchange of blows between two characters. This exchange is simulated by the **COMBAT ROLL**, in which a pair of attack and defense tests are compared.

Step 1: Attack

The attacker first chooses their target, weapon, and combat style for the attack before making the attack test and applying any relevant circumstantial modifiers. **Weapons not included in the character's combat style impose a -10 penalty to all attack and defense tests.**

- **Melee Weapon Attacks:** The attacker makes a Combat Style test using either *Strength or Agility* against a target within the range of their weapon.
- **Ranged Weapon Attacks:** The attacker makes a Combat Style test using *Agility* against a target within the range of their weapon.
- **Cast Magic Attacks:** The attacker caster makes a skill test with the skill corresponding to the school of the spell.

Step 2: Defend

The defender then picks their method of defense and combat style before making the defense test. A character must be aware of an attack to defend against it, and **must choose to defend before the attacker has rolled.**

- **Evade:** The defender rolls an Evade test (*Agility*).
- **Parry:** Melee weapons or shields may be used to parry melee attacks. The defender makes the Combat Style test using *Strength or Agility*.
- **Block:** Shields may be used to block ranged or melee attacks. The defender makes a Combat Style test using *Strength*.
- **Counter-Attack:** The characters both attempt to strike the other while parrying their opponent's blows. The defender also makes a melee attack, using the rules above. Both characters count as "attackers" in step 3.

Step 3: Roll Tests & Determine Result

If an attacker is able to gain a significant advantage over their melee opponent, they are said to have gained an **ADVANTAGE**. Note that if a defender does not try to defend, or cannot do so, they are treated as having automatically failed.

- **Both characters fail:** In the event that both characters fail their tests, nothing happens and any AP used is spent.
- **1 character fails:** The winner gains an advantage (if melee and attacking).
 - **Attacker wins:** The attack is successful, the attacker chooses how to utilize their advantage, and resolves it.
 - **Defender wins:** The defense is successful, and in most cases doesn't take any damage.

- **Both characters pass:** No characters gain an advantage.
 - **Attack vs. Block:** The defender blocks the attack regardless of attacker degrees of success. Resolve the block using the rules in Step 4 as if the defender won.
 - **Attack vs. Parry or Evade:** The defense is negated if the attacker has more degrees of success. Resolve the attack.
 - **Counter-Attack:** Whichever character achieves more degrees of success hits the other. If both characters achieve the same amount of degrees of success, then nothing happens.

Step 4: Resolve Attack & Advantages

Finally, resolve the attack based on the result.

Hit Locations

Result	Location Hit
1-5	Body
6	Right Leg
7	Left Leg
8	Right Arm
9	Left Arm
0	Head

Attacker Won

The attack hits the target and deals damage. If the target's armor values differ across hit locations, then check to see where it hit using the ones digit of the attack roll or a d10 (count 10 as 0). *(You can often skip this step entirely or delay it until it is necessary.)*

Next, resolve any advantage gained from the combat roll (see Advantages below). Then roll the damage of the attack and subtract the Armor Rating (AR) of the hit location struck. Reduce the target's HP by the remaining amount. Some types of AR only mitigate certain types of damage. If the damage dealt after reduction reduces the target to 0 Hit Points, the attack has also caused a wound. See Physical Health for details.

Defender won

Resolve defense based on result:

- **Evade:** If an attack is evaded it is negated entirely. The character may move up to 1 meter in any direction for free.
- **Parry:** If an attack is parried it is negated entirely.
- **Block:** If an attack is blocked, roll the damage of the attack. If the damage exceeds the shield's Block Rating against that damage type, then the character takes the full damage to their shield arm. Otherwise no damage is taken. **Magic damage treats BR as half (round up) unless there is a magic BR.**



Advantages

Advantages reflect ways that an attacking character has gained a upper hand in combat, and is able to apply an additional effect on top of their normal attack. A character can gain multiple advantages if for example a defender fails as well as they roll a critical success. These advantages can stack with themselves if their effects allow for it.

- **Precision Strike:** The character is able to choose the specific hit location of the attack.
- **Penetrate Armour:** The character can treat any armour they are hitting as one step lower, so for example full armour is reduced to partial, and partial is reduced to unarmoured. This does not lower AR of the hit location.
- **Forceful Impact:** The character can apply the Damaged(1) quality to any armour on the hit location. This may only be done if the weapon the character is using has the Crushing quality. This advantage can stack the Damaged quality if applied on the same hit location multiple times.
- **Wounding Cleave:** The character can cause the opponent to gain a Bleeding(1) condition.
- **Fortunate Hit:** The character can add half of their Luck Bonus to the damage of the attack. This damage has a minimum of 1, and is rounded down.

Critical Success/Failure

If one character critically succeeded, treat it as if they succeeded with more degrees than their opponent (if their opponent succeeded at all). They also gain an advantage. If one character rolls a critical failure, and their opponent passed, then their opponent counts as having critically succeeded. If both sides roll a critical success, then nothing happens.

An attack made with a critical success causes a wound to the hit location of the attack.

Melee Combat

Melee combat is any combat that happens within several meters, where participants fight either with wielded or natural weapons. The melee weapons a character can use are listed as part of their Combat Style skills.

Melee Combat Circumstance Modifiers

Like all tests, tests made in melee combat should always be subject to difficulty based on the environment or circumstances in which the combat is happening. Disadvantageous circumstances can be rated in a simple scale by the GM, and should not usually be worse than -30. The table below provides the scale and some examples.

Melee Combat Circumstance Modifiers

Modifier	Common Examples
Minor Disadvantage (-10)	Fighting in poor visibility.
Disadvantage (-20)	Fighting from lower ground or prone.
Major Disadvantage (-30)	Fighting blind.

Mounted Combat

Mounted combat functions like normal combat, but with a few key differences:

- Mounted characters can evade ranged attacks but only while moving. They cannot evade melee attacks (except those from other mounted characters), though their mount can.
- Mounted characters may parry or counter attack in response to attacks against their mount.
- Mounted characters use their mount's Speed.
- The GM may rule that ranged attacks that miss the character or their mount hit the other target instead.

Multiple Opponents

Facing multiple opponents can be dangerous. While a character suffers no direct penalties for doing so, they can soon become swamped and run out of action points with which to defend himself. Remember that once all their AP for a round have been expended the character is treated as having failed their defense roll against any subsequent attacks, meaning they quickly become vulnerable to the others.

Dual Wielding

Some characters fight with two one handed weapons at once as a part of their Combat Style and may choose to attack, parry, or counter attack with either one.

Cover

Cover is used by characters to obstruct attacks against them, either in ranged or close combat. This occurs by either physically blocking a blow, or by obscuring the exact location of the target.

If the character is incapable of seeing their target, they simply cannot attack them unless they have another way of knowing that they are there. Otherwise they suffer a circumstance penalty to attack targets who are trying to use cover that their attack cannot penetrate based on the GM's judgment of the level of the cover.

If the target is protected by cover that the attack can penetrate with relative ease, the attacker suffers no penalty to hit but rolls twice and chooses the lower value for damage.

Improvised Weaponry

In certain cases a character might find themselves forced to fight using improvised weaponry. Attacks with improvised weapons suffer the usual -10 untrained penalty unless the character's Combat Style includes improvised weapons. The table below provides a set of guidelines for the GM.

Improvised Weaponry Guidelines

Type	Damage	Range
Tiny	1d4	1m (gain Small quality)
Small	1d6	1m
Medium	1d8	2m
Large	1d10	3m
Huge	1d12	4m

The GM should feel free to give certain improvised weapons appropriate weapon qualities based on the type of object.

Unusual Combat Scenarios

There are several odd combat scenarios characters may find themselves in.

Climbing

A climbing character has all of this combat skill tests limited by their Athletics skill rank (if they have a higher Combat Style rank, they treat it as having their Athletics rank instead). Characters are limited to fighting with a single limb, unless they have extras .

Slippery Surfaces

A character fighting on slippery or wobbling surfaces has all of this combat tests limited by their Acrobatics skill (if they have a higher Combat Style rank, they treat it as their Acrobatics rank instead). If the character fails a combat roll in these circumstances, they must pass an Acrobatics test or fall prone.

Swimming

A swimming character has this combat tests limited by their Athletics skill (if they have a higher Combat Style rank, they treat it as their Athletics rank instead). Attacks deal half damage.

Swinging or Jumping

A character swinging or jumping into (or out of) combat has all of this combat tests limited by their Acrobatics skill (if they have a higher Combat Style rank, they treats it as their Acrobatics rank instead). If the character fails a combat roll they must pass an Acrobatics test or fall prone, and suffer appropriate fall damage.

Unarmed Combat

Unarmed combat is when a character fights using their natural weapons. Characters are always capable of attempting to fight in this manner, even if they do not have a Combat Style skill that includes unarmed combat, they do so by rolling a test against their Strength or Agility, with the standard -20 penalty for using an untrained skill.

A character's natural weapons use the profile specified below unless the character has the Natural Weapons (*) trait (which overrides the default profile). If a character has a Combat Style that includes unarmed combat, that skill can be used for attacks with the character's natural weapons. Natural weapons ignore rules regarding one, two, or hand and a half weapons, and cannot be disarmed.

Default Natural Weapon Profiles

Type	Damage	Range
Punches/Kicks	1d4	1m
Claws	1d4; Slashing	1m

Parrying/Counter Attacking while Unarmed

If an unarmed combatant is facing an opponent with a weapon with a **longer** range and they are within their own engagement range, then they can attempt to parry that weapon's attacks, or counter attack. Otherwise melee attacks cannot be parried or countered by unarmed characters.

Grappling

In place of making a normal attack a character can choose to attempt to grapple their opponent. This requires a Combat Style test (the style must include unarmed combat) opposed against either a Combat Style (with unarmed), Athletics, or Evade test. On success, the target gains the restrained condition. The target may attempt to escape by using the resist action. On success they break free.

Characters suffer a -30 penalty when attempting to grapple characters of larger size than them, and cannot grapple characters of two or more sizes larger. While they have an opponent restrained, the character may not move but may take the following actions (each is a primary action that costs 1 AP):

- **Takedown:** The character may render their victim, and themselves, prone. They suffers no prone penalties in relation to any tests made against they target.
- **Move:** The character may move themselves and their victim a number of meters up to their Strength bonus in any direction.
- **Attack:** The character may make a normal attack against their restrained victim, who cannot defend themselves. They must use a weapon with a 1m range or less. If the target is both prone and restrained, and the character is armed, this can be a coup de grâce. If the character is unarmed, then they can choose to instead cause the target to lose Strength Bonus Stamina points.

Melee Combat Example

This page contains an example of a short combat exchange using the rules discussed thus far:

The Scene

Deep in a frozen cave in the northern reaches of Skyrim, a lone hero squares off against a mighty troll. The hero is lightly armored, wielding only a simple broadsword and shield.

Round 1

Both characters roll initiative. The troll rolls an 8, and the hero rolls a 12. Both characters have 3 maximum Action Points.

The hero has the first turn, and moves forward a few meters so that he is within his two meter melee range (determined by his broadsword's range stat) of the troll. He decides to take the attack action (1 AP), against which the Troll reacts by counter attacking (1 AP). The hero rolls a Combat Style [Nord Champion] test with a +30 bonus (for a TN of 75) due to his rank in the skill. The troll also rolls his own attack test.

The hero passes with 4 degrees of success (roll of 43), and the troll passes with 2 degrees of success (roll of 26). No advantage is gained, but the hero is able to land a hit as the two exchange blows (due to rolling higher DoS). He resolves the effects of the hit against the troll's body (due to the 3 in his roll) and rolls damage. The troll takes a total of 8 damage from the strike.

At this point one character has attacked, and the other reacted, so both characters have spent 1 AP. It is still the Hero's turn.

The hero decides to press the attack, and makes another attack, this time he goes all out (2 AP for an All Out Attack, giving him a +20 bonus to his attack) and the troll attempts a counter attack (1 AP). The hero makes a mistake and opens himself up, failing his attack test while the troll still manages to roll 6 degrees of success (roll of 61) on his attack test. Because the hero failed while the troll succeeded, the troll not only lands a blow, and gains extra damage through Splitting, but gains an advantage. The troll utilizes this advantage to cause the hero to gain a bleed(1) condition. He then resolves the damage from his hit, and the hero takes 9 damage from the blow. Then the troll takes the trip special action and wins the opposed roll to render the hero prone (this costs 1 AP).

At this point the hero is prone, he is out of AP (and so his turn ends), and his opponent is also out of AP (so he cannot take a turn). The round ends, and a new round begins...

Round 2

The hero takes the first turn, having higher initiative. He uses half of his total speed in movement in order to stand up, and the troll takes advantage of this opening to make an attack of opportunity (1 AP). The hero is injured, and so opts to play defensively, raising his shield in an attempt to block the attack (1 AP). The troll passes his attack test with 4 degrees of success, and the hero passes his defense test with only 3, but this is still enough for him to interpose his shield between his body and the blow. The troll rolls damage, and the 8 damage is not enough to overcome the BR of the hero's shield, so the blow slides off harmlessly...

The hero, now standing, presses the attack...



Ranged Combat

Ranged combat is any form of combat that happens at a distance with weapons which must be shot, thrown, or slung at their target. The ranged weapons a character can use are listed as part of their Combat Style skills.

Ranged attacks are resolved similarly to melee attacks, except they cannot be parried or counter attacked. Ranged attackers cannot gain or utilize advantage. Ranged weapons have unique attributes that distinguish them from melee weapons:

RANGE for ranged weapons is defined in terms of three numbers instead of just one, representing the maximum close, effective, and long ranges of the weapon or its ammunition. Attacking targets in close range provides a +10 bonus to attack tests with the weapon, while attacking targets at long range imposes a -20 penalty.

RELOAD represents the number of AP required to reload a weapon which fires ammunition. This requires the use of the ready weapon action.

Ranged Combat Circumstance Modifiers

Like all tests, tests made in ranged combat should always be subject to difficulty based on the environment or circumstances in which the combat is happening. Disadvantageous circumstances can be rated in a simple scale by the GM, and should not usually be worse than -30. The table below provides the scale and some examples.

Ranged Combat Circumstance Modifiers

Modifier	Common Examples
Minor Disadvantage (-10)	Firing in light wind
Disadvantage (-20)	Firing in moderate wind, target prone
Major Disadvantage (-30)	Firing in heavy wind or low visibility

Firing while Mounted

A character can use ranged weapons even while mounted, however their Combat Style skill is limited by the Ride skill of the personal controlling the mount (if their Combat Style rank exceeds their Ride skill rank, use their Ride skill rank instead).

Area of Effect Attacks

Some ranged attacks, typically spells, affect an area. Area of effect attacks that cause damage can only be defended against by evading or blocking, and only if the character is aware of the incoming attack.

On a successful defense, either a block or an evade, the character halves the incoming damage (round up) before resolving the effects. Additionally, on a successful evade, the character may move a single meter in any direction. If this would carry them outside the range of the area of effect, they are not affected at all.

Area of effect attacks are resolved against the body.

Running Smooth Combats

This page provides some visual examples to help players understand how they might utilize battle grids and other tools to make combat run as smoothly as possible.

Using a Grid

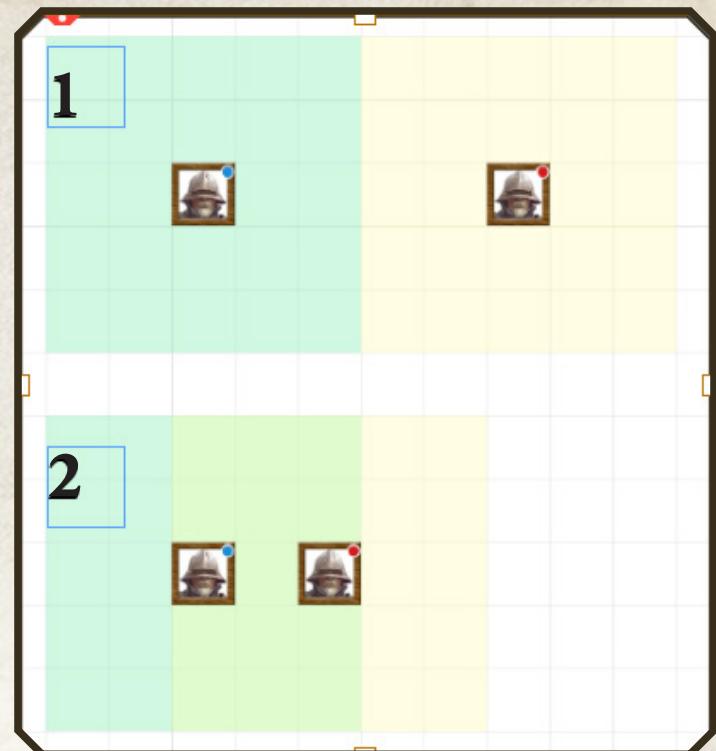
The creators of the UESRPG highly recommend the use of a battle map or grid when running combat encounters. A grid helps players to understand their own situation, assists the GM in keeping track of the big picture, and makes understanding the consequences of combat ranges much easier.

The easiest way to use the UESRPG with a grid is to assume that each grid square represents a square meter. Two characters cannot share the same grid square, though characters can be allowed to pass through another character's square if both parties are willing. The system also functions just fine on a hex grid.

If you are using an online grid or map system that supports auras (as displayed in the example pictures) then using auras can be a good way to help players visualize their weapon ranges.

Tracking Initiative & AP

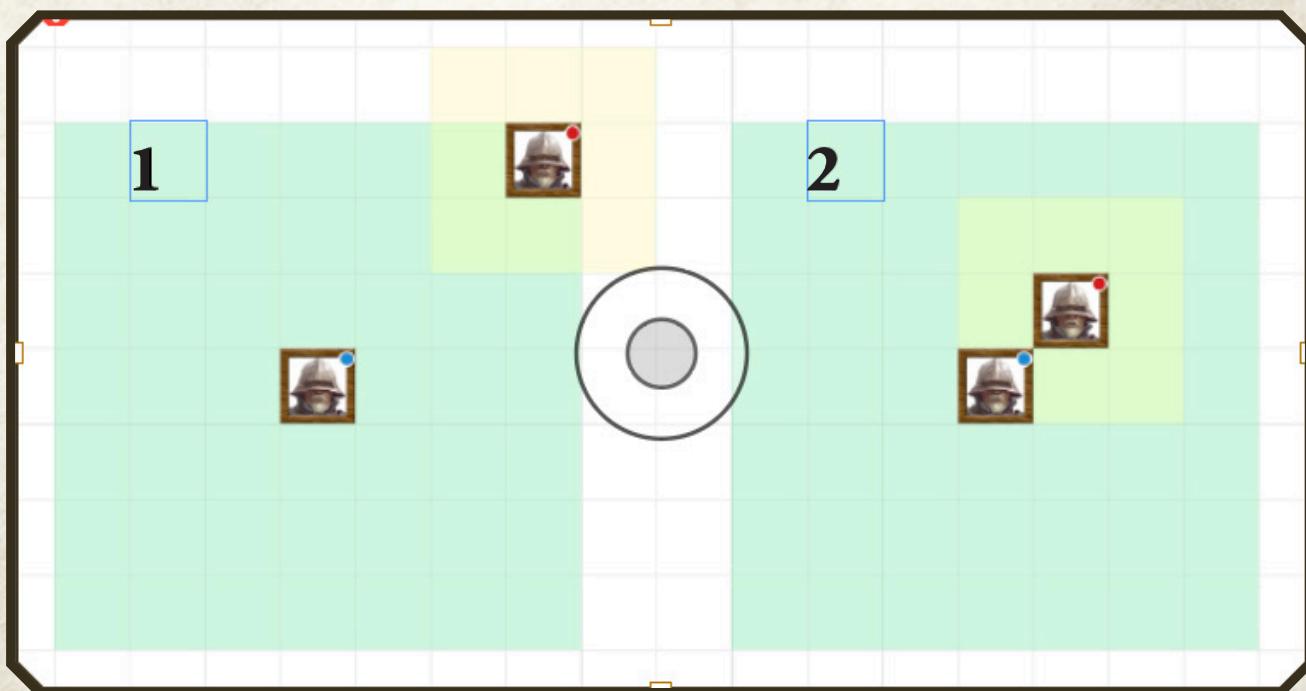
One of the trickiest parts of running combat can be tracking how much AP a given character has remaining for the round. We advise GMs track this by simply tallying next to each character (PCs and NPCs) name on an initiative ordered list/table each time that character takes an action or reaction. This allows the GM to easily see who can still react, and who has AP left with which to take a turn.



Visuals Examples

Above, the red mercenary yields a 2m range weapon (yellow aura) outside the 2m range (green aura) of the blue mercenary. He then moves into the edge of his/his opponent's range. Both mercenaries can attack the other at this range.

Below, the red mercenary yields a 1m range weapon at the edge of the 3m range of the blue mercenary. Stepping any closer triggers an opportunity attack from the blue mercenary, but doing so is necessary for him to enter melee range (right).



PHYSICAL HEALTH

During the course of the players' adventures, it is very likely that they will suffer injury of some kind. The following sections explain how to handle damage, fatigue, wounds, and death.

Damage & Hit Locations

Damage represents the ability of an attack to harm a character. Attacks against a character always strike a particular hit location (determined by the 1s digit of the attack roll, or a d10 counting 10 as 0), and the damage of that attack is reduced by the Armor Rating (AR) of that hit location. The characters Hit Points (HP) are then reduced by the remaining amount.

Hit Locations	
Result	Location Hit
1-5	Body
6	Right Leg
7	Left Leg
8	Right Arm
9	Left Arm
0	Head

Damage Types

The above rules hold true for all physical attacks and physical armor. However, some attacks and effects can deal other types of damage that can only be resisted with certain types of armor. Broadly, damage can be divided into two overall types

Physical Damage

Physical damage represents physical cuts, jabs, and blows that harm a character through force of impact or blood loss (or both). All normal weapons deal physical damage, and physical damage is reduced by normal AR.

Magic Damage

Magic damage represents damage dealt by magical or elemental forces, such as burns from a fire ball spell. Poison is included in this category, though it is not always magical. There are sub-types of magic damage, each reduced by a corresponding armor type (and also reduced by generic magic AR).

Magic Damage Types	
Sub-Type	Armor Type
(Any)	Magic AR
Fire	Fire AR
Frost	Frost AR
Shock	Shock AR
Poison	Poison AR

Death

If a character is reduced to 0 Hit Points remaining then they fall unconscious. A character who is unconscious at 0 HP must pass an Endurance test on their turn. If they fail a number of tests in excess of their Luck bonus while unconscious, then they die. Taking damage at least once causes the character to fail the next test. If an effect would **STABILIZE** them (this can be done with a Survival or Profession [Medicine] skill test and a healer's kit) or bring them above 0 HP, then they stop testing.

"You're not gonna kill me!"

Lokir of Rorikstead, moments before death

Wounds

WOUNDS represent devastating injuries caused by more damaging attacks, and not just simple cuts and bruises. If a character ever takes damage from a critical success on an attack or they're reduced to 0 Hit Points then they take a wound. **Record the amount of damage and hit location**, then follow these steps:

Shock Test

First, the character must make a special Endurance test known as a **SHOCK TEST**, which represents how well the character fares against the initial effects.

- If the wound is to the **body**, the character loses an action point. If they have none remaining, they begin their next turn with one less. If they fail the shock test then they also suffer the crippled body condition.
- If the wound is to a **limb** then the character suffers the crippled limb condition (blows to the head instead stun for 1 round). If they fail the shock test then they also suffer the lost limb condition (lost ear or lost eye for the head).

If the wound was caused by magic damage, the following applies:

- If the wound is from **fire** damage, the character also must pass an Agility test or gain the Burning (1) condition.
- If the wound is from **frost**, the character also much pass a Endurance test or gain the Dazed condition
- If the wound is from **poison** damage, the character loses a Stamina point.
- If the wound is from **shock** or **magic** damage, the character also loses Magicka points equal to the damage inflicted.

Passive Effects

After the shock test has been resolved, the character suffers a -20 to all tests until the wound is fully healed. The character has until the end of combat before they drop to 0 HP through blood loss. These effects can be removed by first aid (a Survival or Profession [Medicine] skill test must be performed, which takes 1 AP and requires a healer's kit or other supplies), or delayed with magical healing (see below).

Healing

There are two means by which characters can heal damage and wounds which have been dealt to them: natural healing, and magic healing.

Restoring HP

Both magical and natural healing can restore missing HP.

Magical Healing

Magical healing will always specify an amount of missing HP that it restores, and this happens instantly unless otherwise noted.

Natural Healing

Characters naturally regenerate a number of missing HP equal to their Endurance bonus each time they take a long rest as long as they have no untreated wounds. This amount is doubled if the character is not doing anything strenuous, and is focused entirely on healing themselves (or if another person is caring for them).

Healing Wounds

In order for a character to begin to heal wounds, those wounds must be treated first. If a wound is not treated within a number of days equal to the character's Endurance bonus, the character becomes **MAIMED**: any body parts crippled by the wound become crippled permanently and count as being lost.

Healing Untreated Wounds

Characters cannot regenerate HP naturally while they have untreated wounds. **In addition to restoring HP, magical healing done while the character is wounded temporarily removes the passive effects and forestalls unconsciousness for a number of rounds equal to the amount healed. If a character ever heals to full HP while they have an untreated wound, they become maimed as the wound has healed improperly.**

Treating Wounds

A wound can be treated by a successful Profession [Medicine] test, which takes approximately an hour. Once a character's wound(s) have been treated, they can begin to heal naturally again. Treating a wound related to the Crippled Condition can only be done once per long rest. If this test results in a dramatic failure, the limb immediately becomes Maimed.

Curing Wounds

Once a wound has been treated it can be properly healed. After treatment if a character regenerates HP (by magical or natural means) equal to or in excess of the damage that caused the wound, then the wound and all of its effects are removed. The one exception is that characters cannot heal lost limbs in this fashion.

Conditions

Conditions are things that externally affect the character and their capabilities instead of features of the character's nature.

Bleeding (X)

At the end of the character's next turn, they immediately take X damage that bypasses all armor and resistances.

All Bleeding (X) conditions then expire.

If a character is affected by multiple Bleeding (X) effects in one round, only use the highest one.

Blinded

The character loses all vision and suffer the following penalties:

- Cannot see anything.
- Suffers a -30 to tests benefitting from sight.
- Automatically fail any tests that rely solely on sight.

Burning (X)

The target is engulfed in flames, with the intensity of the fire determined by a number X.

- **Start of Turn:** At the start of the burning character's turn, they suffer a single hit of X fire damage to the appropriate hit location (body is the default). Then increase X by 1.
- **Stacking Burning:** If a second instance of burning is inflicted on a character, simply combine the two X values.
- **Taking Action:** A burning character must pass a Willpower test with a -20 penalty at the beginning of a turn in order to attempt any action other than putting out the fire.
- **Putting It Out:** A burning character can attempt to extinguish the flames on their turn by spending an action point and making an Agility test with a +20 bonus, and a -10 penalty for every point of the X value beyond 1. The burning character becomes prone and, if the test succeeds, loses the burning condition.

Chameleon (X)

A character with this condition blends into their environment. Sight based tests to detect this character are made with a -X penalty. Only apply the highest value version of this condition if a character would receive it more than once.

Crippled Body Part

A piece of the character's body has been rendered temporarily useless. Multiple instances of this condition can affect a character at once as long as each affects a different hit location and/or the body parts associated with that hit location. Any body part that has been crippled suffers all the same penalties as if it had been lost, using lost eye if the head location has been crippled, and the organ damage condition if the body location has been crippled.

Dazed

The character gains one less action point at the beginning of their turn, to a minimum of one.

Deafened

The character loses the ability to hear. Deafened characters cannot hear anything and automatically fail tests that rely on hearing.

Fatigued

When a character gains a level of fatigue, they acquire the Fatigued condition. If they gain additional levels of fatigue, the effects worsen. Fatigue is most typically gained when a character falls to 0 SP, or spends/loses SP when they are at 0.

Fatigue Effects

Levels	Effects
Fatigued (1)	-10 penalty to all tests.
Exhausted (2)	-20 penalty to all tests.
Drained (3)	-30 penalty to all tests
Unconscious (4)	Character falls unconscious
5+	Character dies

Frenzied

The character is flung into an uncontrollable rage. Frenzied characters gain the following rules:

- Must attempt to attack the nearest enemy in melee combat each turn if able. May only make All Out Attacks.
- If not in range of the nearest enemy, must move towards that enemy. May not attempt to flee the fight.
- Increase SB by 1.
- Suffer a -20 penalty to all skill tests based on anything except Strength, Agility, or Endurance.
- Gains an extra SP, which can exceed their SP maximum.
- Immune to the effects of the stunned condition, fear, and passive wound effects.

Once the encounter has ended, the character snaps out of their frenzied state and loses 2 SP (this cannot kill them). The character can also test Willpower at a -20 as an action during combat to attempt to snap out of frenzy, which ends the condition.

Hidden

The character is hidden from enemies and moving stealthily. Characters must spend 2 meters of their movement for the round for each 1 meter that they actually move while hidden, and cannot Dash. Enemies cannot attempt to defend themselves against the attacks of hidden characters, but attacking causes a character to lose this condition immediately afterwards.

If a hidden character would enter line of sight of at least one character from whom they have not previously hidden, they must make a Stealth test opposed by that character's Observe. On success, or if they achieve more degrees of success, they remain hidden. Otherwise that character becomes aware of them.

Immobilized

Immobilized characters cannot move. They may still attack and take other actions, and can defend themselves.

Invisible

Invisible characters cannot be seen. Characters fail all sight related tests related to spotting the character, and attack them at a -30 penalty, assuming they can guess where they might be in the first place.

Lost Body Part

The character loses a part of their body. A character can have multiple instances of this condition at once, each affecting a different body part. If an attack would hit a body part that has been entirely lost, the attack hits the body location instead. This condition applies additional penalties that vary based on the body part. In the case of the head, there is a choice between an ear or an eye (GM's decision).

Lost Ear

The character has had their ear removed or destroyed, and their hearing damaged. They suffer the following penalties:

- All tests that rely on hearing are made with a -20 penalty.
- If both ears are lost, the character gains the deafened condition permanently.

Lost Eye

The character has had their eye removed or destroyed and suffers the following penalties:

- All tests that rely on sight are made with a -20 penalty.
- If both eyes are lost, the character gains the blinded condition permanently.

Lost Foot/Leg

The character has had their leg severed somewhere between the ankle and the hip, and suffers the following penalties.

- Gain the slowed condition permanently.
- All tests that rely on the use of two legs are made with a -20 penalty.
- If both legs are lost, gain the Immobilized condition permanently and fail any tests that rely entirely on movement.

Lost Hand/Arm

The character has had their arm severed somewhere between the wrist and the shoulder, and suffers the following penalties:

- Can no longer use two-handed weapons, shields (if the whole arm is missing), or one handed weapons in that arm.
- All tests that rely on the use of two hands are made with a -20 penalty.
- If both hands are lost, the character cannot wield weapons and automatically fails all tests that rely on the use of hands.

Organ Damage (Lost Body Part: Body)

The character has had an internal organs damaged. Characters with this condition heal damage at half speed and increase the passive wound penalty to all tests to -30.

Muffled (X)

A character with this condition is harder to hear. Hearing based tests to detect this character are made with a -X penalty.

Only apply the highest value version of this condition if a character would receive it more than once.

Prone

The character is prone, and every 1 meter that they move while prone costs 2 meters of their movement for the round.

They also suffer a -20 penalty to all combat related tests, and count any full armor they are wearing as partial (to represent that it is easier for characters to take advantage of gaps in their defenses while they are down).

Dropping prone costs no movement, but standing up requires that a character spend movement equal to half of their base Speed. If the character does not have this much movement left over to use, then they cannot get up unless they take the Arise action.

Paralyzed

The character is frozen, unable to move any part of their body. They may only cast spells that do not require speech or motion.

Restrained

The character is restrained, and thus unable to move. They also cannot attack or defend themselves. They may only cast spells that do not require motion.

Silenced

Magically silenced characters believe they are making sound, but in reality their words never pass their lips. They suffer the usual -20 penalty for being unable to speak when casting spells. At the start of their turn they can roll a Perception test to see if they realize what is happening.

Slowed

The character's Speed is reduced by half (round up).

Stunned

The character immediately loses all remaining action points upon becoming stunned. Stunned characters do not regain action points at the start of their turn.

Unconscious

The character is knocked out and loses consciousness: they fall prone if the circumstances allow it, and may not take action. If a character gains a level of fatigue while unconscious, they die.

FEAR

When a character is confronted by such a frightening event or adversary they must take a **FEAR TEST**. There are two types of fear tests: panic and horror tests.

Fear tests are Willpower tests that use a special notation, either Panic (+/- X) or Horror (+/- X), where X is the bonus or penalty applied to the test. If the character fails the test, they succumb to the effects of fear.

Your GM may call on you to make a Panic Test when you are confronted by mundane shock or horror. This is represented by the Panic (+/- X) notation, which is simply a Willpower test with a +/- X modifier.

Your GM may call on you to make a Horror Test when you are confronted by supernatural terrors. This is represented by the Horror (+/- X) notation, which is simply a Willpower test with a +/- X modifier. In general, horror tests with any sort of penalty should be reserved for the most terrifying monsters and mind melting terrors.

Fear Effects

If in combat a character fails a fear test they must immediately roll a d100 on the appropriate table on the next page. The effects listed are applied immediately to the character.

If in a non-combat situation the character fails a fear test, the character becomes unnerved and suffers a -20 penalty to any tests that require concentration on their part. This penalty lasts while the character remains in the vicinity of the object of their fear.

Characters may be able to shake off some of the effects of fear after the initial shock has worn off. The table below will specify certain cases where a character can make a Willpower test when it is their next turn to “snap out” of this fear. “Snapping out” of the fear always happens at the end of their turn.

If this succeeds then they regain their senses, shrug off the effects and may act normally from then on. If they fail this test, the effect continues and they may try again when it is their next turn.

Combat Panic Test Results

Roll	Effect
01-30	Startled: The character is startled by the source of panic. They jump in their boots and pause for a brief moment as they struggle to reassess the situation. They may not make any reactions until the beginning of their next turn.
31-60	Spooked: The character gets the shakes from the source of their panic. Fretting, nervous, and full of doubt, they suffer a -10 penalty to all tests for the rest of the encounter unless they snap out of it.
61-90	Frightened: The character is taken aback and their teeth clatter in their skull as they inch back from the source of their panic. The character cannot willingly approach the object of their fear, and suffer a -10 penalty to all tests until the end of the encounter.
91-95	Lost Composure: The character loses their nerve and freezes in place. Their will to act is decimated by the stress on their mind from the source of their Panic. The character may take no actions until they snap out of it. After snapping out of it, the character will make all tests at a -10 penalty for the rest of the encounter.
96-100	Running and Screaming: The character breaks down with fear and flees. They must immediately flee directly away from the source of their fear as fast as they can, which includes ditching equipment slowing them down. They must do everything in their power to accomplish this, and is at a -20 penalty to all tests. Once away from the danger they must successfully snap out of it to regain control, or the encounter must end.

Combat Horror Test Results

Roll	Effect
1-40	Momentary Blackout: The character is so overcome with horror that their mind fails them for a few precious seconds in the face of this horror. The character drops to the ground unconscious for 1 round and has a -10 penalty to all actions afterwards for the rest of the encounter.
41-60	Uncontrollable Vomiting: The character's own body reacts with a gut wrenching sound as the character's innards empty themselves and they start vomiting uncontrollably. The character bends over and vomits for 1 round and is considered helpless during this time, afterwards the character is still nauseous and loses 1 Stamina point immediately.
61-80	Manic Terror: The Character's mind cracks like a fragile glass sculpture and they begin to laugh maniacally. Turning upon the closest nearby friend or foe they start attacking them with whatever weapon they have in their hands at the moment. The character can attempt to snap out of it at the start of their first turn each round or be knocked unconscious to stop their manic rampage. Afterwards the character loses 1d4 Stamina points immediately.
81-90	Hopeless and Despairing: The character falls to the ground and cries out in despair and terror while shutting out all other sounds, babbling and mumbling to themselves for comfort for 1d6 rounds and when they regain their senses they immediately lose 1d4 Stamina.
91-95	Blackout: The character's Mind snaps like a twig, unable to truly process the horror of the situation and collapsing instead. The character goes catatonic for 1d4 hours and cannot be roused by normal means during this time.
96-99	Mind Break: The character's will bends as their mind shatters, they drop to the ground while stuttering and mumbling incomprehensibly for 1d6 rounds, also the character's mind is irrepressibly damaged and they lose either 1d8 Willpower or Personality (player's choice) permanently from the harrowing experience. Afterwards for the rest of the encounter the character cannot attack or approach the source of horror.
100	Scared to Death: The character is so immeasurably overcome with terror and horror that their heart stops beating, they must make an Endurance test or die on the spot, should they succeed they instead fall catatonic for 1d4 hours as with Blackout.

Movement & Size

This section contains more detailed rules for movement, and creatures of larger sizes.

Movement

During their turn a character can move before or after taking their action (or both), though they may not move further than their Speed in meters during a single round unless they take the Dash action. Characters move at half speed through difficult terrain (water, climbing, dense forest, etc.).

Jumping

A character may also make an Acrobatics test to jump over or up to an obstacle, either horizontally or vertically. This can represent either completely clearing the obstacle, or just jumping high enough to grab it with both hands, depending on what the GM feels is appropriate. If the character does not spend several seconds running or otherwise preparing (approximately a round) before the jump then they suffer a -10 penalty to the test.

When jumping vertically, each meter they wish to jump beyond the first imposes a -20 penalty on the test. When jumping horizontally, each meter they wish to jump beyond the first imposes a -10 penalty on the test. Critical Failure results in the character tumbling to the ground.

Falling

Falling even a relatively short distance can be quite dangerous if a character is unlucky. Falling inflicts $1d8+[\text{meters fallen beyond } 2]$ damage to the body. This damage ignores armor.

As long as a character is in control of their body when falling (not tied up / paralyzed / unconscious / surprised etc.), they do not take damage from falling any distance that either naturally or due to spells/talents equal to less than 3 meters.

Holding your Breath

In certain situations it might be necessary for a character to hold their breath, such as when diving, or running through a cloud of volcanic gasses.

A character can hold their breath for 12 seconds (2 rounds in combat) per Endurance Bonus they has. This duration is doubled if the character does nothing but hold their breath (no action or movement allowed).

For every round beyond the character's Endurance Bonus holding their breath, the character gains a temporary level of fatigue until they die or regains access to fresh air, after which the temporary fatigue is removed at a rate of 1 per round.

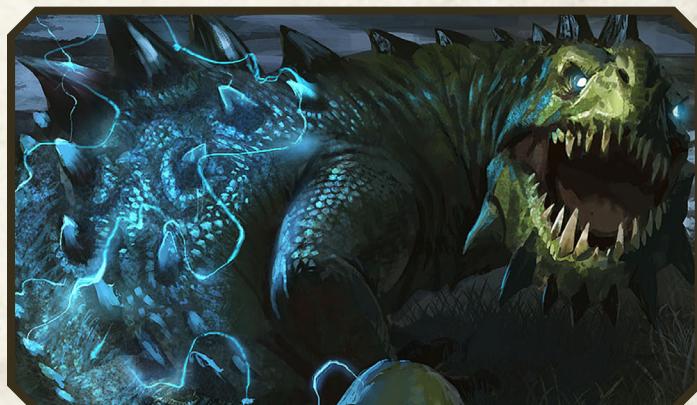
Size

Tamriel is home to creatures of many shapes and sizes. A character's size affects them in a number of critical ways. There are seven different size categories.

- Puny:** This category is reserved for the smallest of creatures like kwama foragers, rats, or mice.
- Tiny:** This category includes smaller characters like cats or large cave rats.
- Small:** This category includes everything ranging from quadrupeds like wolves to smaller bipeds like goblins.
- Standard:** Standard sized characters fall fairly close to the average size for man or mer. There are no effects associated with this category.
- Large:** This category includes characters that are substantially larger than average, including quadrupeds like horses and larger bipeds like trolls.
- Huge:** This category includes very large characters such as giants or larger dwemer constructs.
- Enormous:** This category is reserved for extremely large characters, like dragons.

Size To-Hit Effects

Size	Combat Effects
Puny	-30 to hit by characters of larger size / at range
Tiny	-20 to hit by characters of larger size / at range
Small	-10 to hit at range
Standard	-
Large	+10 to hit at range
Huge	+20 to hit by characters of smaller size / at range
Enormous	+30 to hit by characters of smaller size / at range



Chapter 6: Magic

"The Charm is intensified by the energy you bring to it, by your own skills, just as all spells are. Your imagination and your Willpower are the keys. There is no need for a spell to give you a resistance to air, or a resistance to flowers, and after you cast the Charm, you must forget there is even a need for a spell to give you resistance to fire. Do not confuse what I am saying: resistance is not about ignoring the fire's reality. You will feel the substance of flame, the texture of it, its hunger, and even the heat of it, but you will know that it will not hurt or injure you."

Sotha Sil, "2920, Last Year of the First Era"



Very few can master it, but all are touched by its presence: magic is the general term used for the focusing of the raw energy that flows from Aetherius into Mundus by way of the sun and stars, into various properties and for various purposes. This energy is often referred to as magicka. All magical energy comes from Aetherius and from its magicka Mundus was created. Magicka comprises every spirit, it is the energy of all living things and can be harnessed in a variety of ways. This chapter contains rules for magic in its most common forms, as well as other aspects of the arcane that may be relevant in the course of the players' adventure.

The various magic effects are divided into parent **SCHOOLS** of magic. Exactly which schools are recognized, and how they're organized, varies from era to era in Tamriel, but for the sake of simplicity this rulebook will utilize the following schools:

- The school of **ALTERATION** revolves around altering the physical and magical properties of the world. This can be used to augment the self and allies, or hinder enemies.
- The school of **CONJURATION** focuses on calling upon otherworldly entities. These entities can manifest in a number of different forms.
- The school of **DESTRUCTION** centers on harming targets in a variety of ways. Either through direct damage, or sapping their abilities and defenses.
- The school of **ILLUSION** focuses on affecting light and the minds of sentient targets. Illusion can be used to manipulate an enemy's perception of reality, or augment one's own.
- The school of **MYSTICISM** is a more obscure school, and its spells manipulate magicka itself. Mysticism can be used for many effects, including binding and trapping souls, or reflecting spells.
- The school of **RESTORATION** revolves around augmenting and restoring the abilities and body of a target. It also contains effects that can be used against the undead.

These are not the only schools of magic in the UESRPG either. Certain supplements contain more obscure or dangerous rules for characters wishing to harness unique varieties of magic.

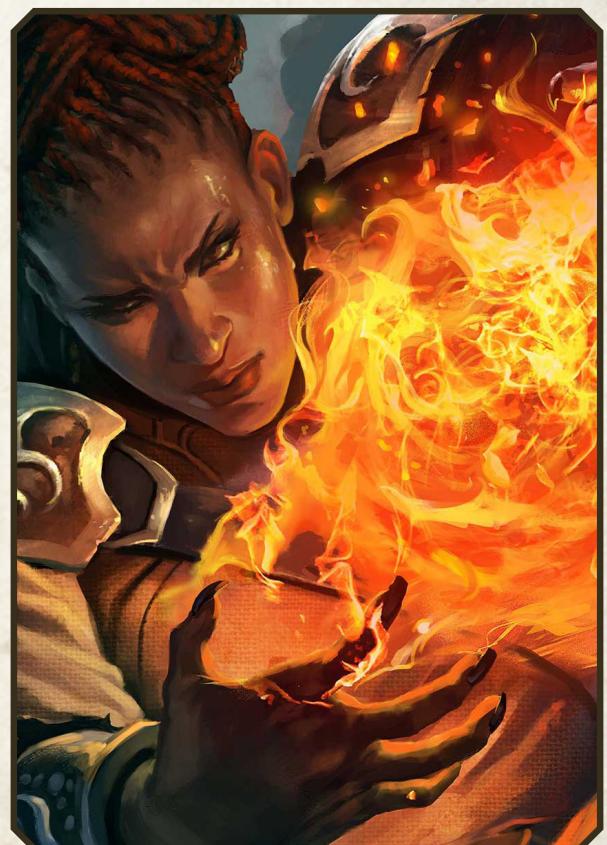
Note - Schools

The makeup of the schools of magic have varied drastically over the eras. The division portrayed here is the one utilized in The Elder Scrolls III: Morrowind. If playing a game in a different era, it is possible to simply "regroup" the spells and effects to reflect the historically correct school-division. Alternatively the group can simply leave things as they are for convenience.

There are a number of ways that any given magical effect can be manifested. The main four methods of using magic (listed below) are the focus of this chapter, as they are the most common means of manipulating magicka.

- **SPELLCASTING** allows characters to draw on their own magicka reserves in order to generate an effect in the physical world. Spell casters cast spells using the skill corresponding to the school of magic that the spell is associated with. Casters either learn spells, or create them from ones they already know, though this can be risky.
- **ENCHANTING** involves using the magicka from souls themselves to fuel magic "stored" within an object. Enchanters can use the Enchanting skill to create a number of different items with many possible effects.
- **ALCHEMY** uses the magicka trapped within different things as power to fuel potions with magical effects. Alchemists can use the Alchemy skill to create a variety of potions.
- **RITUAL MAGIC** is a form of spellcasting that, while it often requires extensive preparation, can produce potent effects. Thus Ritual Magic uses the six standard spellcasting Skills, though the amount of power involved means that rituals can prove quite dangerous if botched.

Racial and Birthsign powers can be found in Powers in Chapter 2. Other advanced forms of magic exist as well: their rules can be found in the **ARCANE ARTS** supplement.





SPELLCASTING

Spellcasting is the act of drawing on one's own magicka reserves in order to generate some sort of effect on the world. Spells can be used to create, change, destroy, or manipulate the world and the beings within it.

Spell Components

Casting spells requires a combination of physical components (typically precise hand motions), verbal components (incantations or words of power), and the mental component of channeling one's magicka into the desired effect. Characters can combine all three of these components in order to produce a magical effect, which is known as casting a spell.

Spell Levels

Each spell's **SPELL LEVEL** is used to determine how much magicka it costs for a character to cast (the specific cost will be listed with the spell). Higher level spells produce more powerful effects. **Each level of a spell is its own distinct spell, and must be learned separately. Some spells have fewer than 7 levels.**

Spell Levels/Names

Spell Level	Name
1	Novice
2	Apprentice
3	Journeyman
4	Adept
5	Expert
6	Master
7	Grandmaster

Learning a spell takes a number of days equal to the level of the spell, and typically requires a character to study from a spell tome or learn from a teacher.

Spell Schools

Each spell has one or more associated schools of magic. These reflect the type of effect the spell generate, and also determine which skill(s) the character must use in order to cast it.

Spell Types

In addition to whatever school it is associated with, spells fall into one of two types: Conventional or Unconventional spells.

CONVENTIONAL SPELLS are “tried and true” spells that fall clearly within a single school, and produce only a single effect. They are spells that have been refined over generations by the mages of Tamriel: simple incantations and patterns that produce reliable effects. **In game terms conventional spells are premade spells: they exist as a set of easy premade options to choose from.**

UNCONVENTIONAL SPELLS are spells that produce more than a single effect, can be classified as belonging to more than one school, or are simply a unique variation on a standard effect. These spells are considered the realm of over-eager apprentices and learned masters: experimental magic that can bring great risks and great rewards. **In game terms unconventional spells are custom spells: they are how players can tinker with magic.**

Spell Attributes

Many spells have attributes listed in their profiles that modify their rules or clarify how they function in game terms. The effects for these attributes are detailed in the [Conventional Spells](#) section later in this chapter.

Effect Durations

Effects that last for one or more rounds last until the start of the caster's next turn (after they were triggered, if applicable), and then an additional amount of rounds equal to their listed duration. For example, a fire storm spell deals its damage when first cast, then at the start of the caster's turn, they can choose to upkeep the spell or not. If they choose to upkeep it, it deals the damage again immediately.

Casting Spells

In structured time, characters use the Cast Magic action to cast spells. Follow these steps to resolve spellcasts:

Step 1: Caster Declares Spell and Targets

First the caster must choose a spell to cast from among those they know. If the spell has a target (or targets) other than the caster, they must choose them now provided they satisfy the spell conditions (range, etc).

Step 2: Casting Test

The caster makes a skill test with the skill corresponding to the school of the spell (the Destruction skill for Destruction spells, and so forth). For the purpose of a caster's effective spell level (see page 81), add +1 to the governing school's skill rank (see page 14). This test suffers a -10 penalty for each point by which the spell level exceeds the character's effective rank in that skill. If the character is untrained in that skill, they cannot cast the spell.

Spell Components

If the character cannot speak they suffer a -20 penalty to the casting test. They suffer an additional -20 penalty to the test if they do not have two free hands, either because they are holding items or because their movement is restricted in some way.

Step 3: Resolve the Spell

Pass or fail, the caster reduces their magicka by the listed cost of the spell. If this would reduce the character's magicka to below zero, then the spell is not successfully cast.

If the caster passed the test, resolve the effects of the spell as written. If the character is casting a multi-part spell then resolve each part of the spell simultaneously (meaning that none of the parts benefit from the effects of any of the other parts). Any spell that requires a test of the target(s) cannot be willingly failed.

Attack Spells

Spells with the attack attribute count as attacks. They are resolved as appropriate for an attack of that type (either ranged, melee or direct):

- The casting test for the spell is also the attack test, and the caster's degrees of success are compared to the defender's.
- Spell casting tests **can** suffer from circumstantial modifiers that the GM rules are appropriate.
- Spells **cannot** gain or benefit from advantages.
- Spells **cannot** be parried or countered, only blocked/evaded.
- Critical successes cause spells to deal maximum damage.
- Spells **cannot** benefit from Stamina points.
- Spells with the AoE attribute are resolved as AoE attacks.

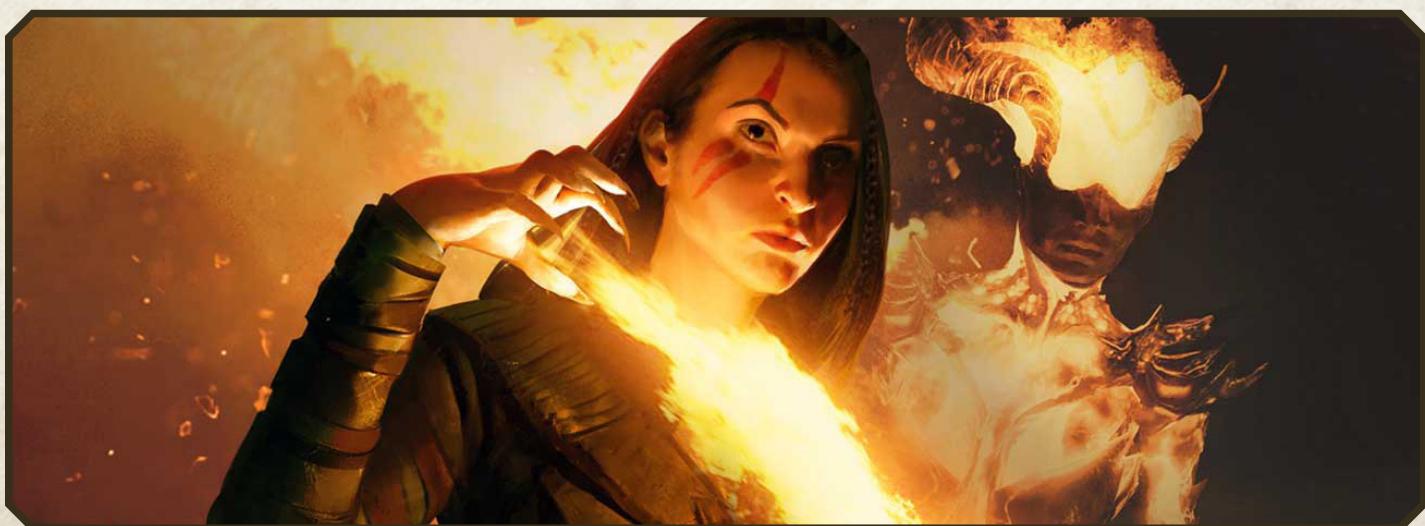
Spell Restraint

On a successful spellcast, a mage can use their will to limit excessive use of magicka. This is known as **SPELL RESTRAINT**, or restrained spellcasting. A character can choose to reduce the cost of a successfully cast spell by their Willpower bonus (minimum 1).

While typically this is desirable, sometimes not holding back with a spell can have extra benefits. Some spells have the **OVERLOAD** attribute, which will state certain extra effects the character can benefit from if they choose not to restrain the spell when casting it.

Magical Backfires

If a character critically fails when casting a spell, or fails normally when casting either an unconventional spell **or** any spell with a spell level above their skill rank in the cooresponding school, then they suffer a magical backfire (add the spell level to the result of the roll).



CONVENTIONAL SPELLS

Conventional spells are “tried and true” spells that fall clearly within a single school, and produce only a single effect. They are spells that have been refined over generations by the mages of Tamriel: simple, elegant incantations and patterns that produce reliable effects. This section contains rules for using conventional spells, and a full list of them.

Spell Profiles

Each conventional spell profile listed here includes the following: the name of the spell, its school, its spell level(s)/strength, corresponding magicka costs, spell attributes, and rules for resolving the spell. The spell strength (SS) of a spell is simply a variable that is used to quantify the strength of the spell in its rules entry, and that is based on the spell level.

Spell Levels/Names

Spell Level	Name
1	Novice
2	Apprentice
3	Journeyman
4	Adept
5	Expert
6	Master
7	Grandmaster

Unless otherwise specified, spell effects do not stack with themselves.



Spell Attributes

Many spells have attributes listed in their profiles that modify their rules or clarify how they function in game terms. The rules for spell attributes apply to all types of spells, but are included in this section for convenience:

- **Upkeep:** The caster can refresh the effect (including any required tests or rolls, using the original target(s)) and duration of this spell when it ends by paying the original cost that they paid for the spell.
- **Overload:** The caster benefits from an extra effect (as specified) if not restraining this spell.
- **Mage Guard:** The caster and any affected benefit from an extra effect (as specified) if not restraining this spell and not wearing armour on any hit locations
- **R/M/Direct Attack (range):** Spell counts as a ranged, melee, or Direct(Overrides Direct attribute) attack with the listed range.
- **Mindlock(X):** Reduces the caster's max AP by X, to a minimum of 0.
- **AoE (range, form):** This spell counts as a ranged, area of effect attack of the given form/radius.
- **Direct:** This spell has a target or targets, but is not an attack and cannot be defended against by normal means.
- **Reaction:** This spell may be cast as a reaction when specified.
- **[Variation]:** This spell has multiple variations, each corresponding to one of the listed items. Each variation is its own spell that must be learned separately.

Alteration

The school of Alteration revolves around altering the physical and magical properties of the world. This can be used to augment the self and allies, or hinder enemies.

Armor

“Normal physical armor is far too bulky for most mages. This spell magically reinforces one’s being to be on par with even the most well forged steel.”

Upkeep, Mage Guard(+WpB to AR)

Level:	1	2	3	4	5	6	7
Cost:	6	11	16	21	26	31	36
[Spell Str.]	1	2	3	4	5	6	7

Caster gains [Spell Strength] AR for 1 minute.

Burden

"All that armor that bandit is wearing looks pretty heavy. And now it's twice as heavy. Proof that Alteration is the best school of magic."

Upkeep, Direct

Level:	1	2	3	4	5	6	7
Cost:	7	10	13	16	19	22	25
[Spell Str.]	+20	+10	+0	-10	-20	-30	-40

Target character within 50m must make a Strength test with a [Spell Strength] modifier or raise their Encumbrance level by one for 1 round.

Feather

"All that loot gets pretty heavy. And now it's not. Even further proof that Alteration is the best school of magic."

Upkeep

Level:	3
Cost:	11

Caster lowers their Encumbrance level by one for 1 round and treats their armor as being one weight class lighter (character counts as being trained to wear this type of armor even if they normally would not be).

Jump

"Leap towards the heavens! Bound for the sky! Remember to pack your slowfall amulet!"

Level:	1	2	3	4	5	6	7
Cost:	2	3	4	5	6	7	8
[Spell Str.]	1	2	3	4	5	6	7

The next time the caster jumps within 1 minute they may jump [Spell Strength] meters higher or further.

Levitate

"Because sometimes just jumping does not cover it. Try not to abuse this and get it banned in every civilized province again."

Upkeep

Level:	1	2	3	4	5	6	7
Cost:	7	13	19	25	31	37	43
[Spell Str.]	3	6	9	12	15	18	21

The caster gains the Flyer ([Spell Strength]) trait for 1 minute.

Lock

"A useful but often overlooked spell, allowing one to magically seal a door or container with a simple incantation."

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str.]	2	4	6	8	10	12	14

The caster chooses a door or container within 1 meter, which immediately locks itself. Defeating this lock requires an extended Subterfuge test with a success threshold of [Spell Strength].

Magic Armor

"A generic protection spell against all forms of magical damage."

Upkeep, Mage Guard(+WpB to magic AR)

Level:	1	2	3	4	5	6	7
Cost:	7	13	19	25	31	37	43
[Spell Str.]	1	2	3	4	5	6	7

Caster gains [Spell Strength] **magic AR** for 1 minute.

Magic Shield

"I am sure you are starting to realize just how powerful magic can be. This spell is for when your enemy does too."

Upkeep, Mage Guard(+WpB to bonus HP, loses free Upkeep)

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str.]	1	2	3	4	5	6	7

Caster gains [Spell Strength] temporary bonus HP against **magic damage** for 1 round. Any damage the caster takes of that type reduces this HP first.

This bonus HP can exceed their HP max, and if any remains at the end of 1 round then the spell is free to upkeep (the bonus HP refreshes entirely), unless the Caster decides to use Mage Guard, in which case the spell still costs MP to upkeep. If all of the bonus HP is lost by the end of the round then the spell cannot be refreshed via upkeep and must be cast again.

Open

"Why bother fiddling around with flimsy lockpicks when you can pop just about any lock with this spell?"

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str.]	2	4	6	8	10	12	14

The caster chooses a locked door or container within 1 meter. If the extended test threshold to unlock it is [Spell Strength] or lower, then it instantly unlocks itself.

Repair

"How many backwater village blacksmiths would you trust to repair your masterwork ebony scimitar? I thought so. Use this instead."

Upkeep

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str.]	1	2	3	4	5	6	7

Removes [Spell Strength] levels of the Damaged (X) quality from a piece of armor, shield, or weapon within 1m of the caster.

Shield

"Eventually, you may slip up. This spell makes sure that your mistakes only cost you your dignity, instead of your life."

Upkeep, Mage Guard(+WpB to bonus HP)

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str.]	1	2	3	4	5	6	7

Caster gains [Spell Strength] temporary bonus HP against **physical** damage for 1 round. Any damage the caster takes reduces this HP first.

This bonus HP can exceed their HP max, and if any remains at the end of 1 round then the spell is free to upkeep (the bonus HP refreshes entirely), unless the Caster decides to use Mage Guard, in which case the spell still costs MP to upkeep. If all of the bonus HP is lost by the end of the round then the spell cannot be refreshed via upkeep and must be cast again.

Slowfall

"Maybe you did not watch your step. Maybe you got carried away with your levitation spells. Keep this handy so you have time to rectify your mistake before you splatter all over the ground."

Upkeep, Reaction

Level:	1	2	3	4	5	6	7
Cost:	2	3	4	5	6	7	8
[Spell Str.]	2	4	6	8	10	12	14

The next time the caster falls within 1 minute they may ignore up to the first [Spell Strength] meters when calculating their distance for fall damage. May be cast as a reaction if the character falls.

[Type] Armor

"If you know ahead of time what sort of energies your enemies will use against you, this spell proves to be invaluable protection."

Upkeep, Mage Guard(+WpB to [type] AR)

[Fire, Frost, Shock, Poison]

Level:	1	2	3	4	5	6	7
Cost:	5	9	13	17	21	25	29
[Spell Str.]	1	2	3	4	5	6	7

Caster gains [Spell Strength] [type] AR for 1 minute.

[Type] Shield

"Use this in conjunction with the appropriate armor spell and laugh in the face of that cocky Pyromancer as their spells don't so much as burn a hair off your head."

Upkeep, Mage Guard(+WpB to bonus HP)

[Fire, Frost, Shock, Poison]

Level:	1	2	3	4	5	6	7
Cost:	3	5	7	9	11	13	15
[Spell Str.]	1	2	3	4	5	6	7

Caster gains [Spell Strength] temporary bonus HP against [type] damage for 1 round. Any damage of that type that the caster takes reduces this HP first.

This bonus HP can exceed their HP max, and if any remains at the end of 1 round then the spell is free to upkeep (the bonus HP refreshes entirely), unless the Caster decides to use Mage Guard, in which case the spell still costs MP to upkeep. If all of the bonus HP is lost by the end of the round then the spell cannot be refreshed via upkeep and must be cast again.

Water Breathing

"Ah, the spell made infamous by 'Breathing Water'. Please test your mastery of this spell in a wash basin at your local mages guild before you go pearl diving in the ocean."

Level:	1	2	3	4	5	6	7
Cost:	2	3	4	5	6	7	8
[Spell Str.]	1	2	3	4	5	6	7

The character can breathe water as if it were air for [Spell Strength] minutes.

Water Walking

"It's so calming to walk along the surface of Lake Rumare early in the morning on my way back to the university."

Level:	1	2	3	4	5	6	7
Cost:	2	3	4	5	6	7	8
[Spell Str.]	1	2	3	4	5	6	7

The character can walk on water as if it were land for [Spell Strength] minutes.

Ward

"Another reliable method to reduce all the hard work an enemy puts into killing you to nothing."

**Reaction, Overload(+WpB to BR),
Ward is also a Restoration spell**

Level:	1	2	3	4	5	6	7
Cost:	3	5	7	9	11	13	15
[Spell Str.]	6	7	8	9	10	11	12

May be cast as a reaction to an attack in place of the character's normal defense. Caster generates a magical ward that acts as a shield for all damage, gaining [Spell Strength] Magical and Physical BR. Power Block is incompatible with this shield.

Conjuration

The school of Conjuration focuses on calling upon otherworldly entities. These entities can manifest in a number of different forms.

Summon Construct

Conjures a Construct from the realms of Oblivion, and binds it to the will of the caster for a time.

Upkeep, Direct, Mindlock (Spell Strength)

Level:	See Table
Cost:	See Table
[Spell Str.]	See Table

Summons a construct with the Summoned trait, which appears within five meters of the caster. Immediately after being summoned, the Construct must make a Willpower test against the DoS of the Conjuration test. If the Conjurer wins the test, the Construct gains the Bound trait and persists for 1 minute, If the Construct wins the Opposed test, it is not Bound and can act as it pleases, typically murdering its summoner. The unbound Construct can test Willpower at the end of each minute to maintain itself in Mundus. Keeping the Construct in line imposes [Spell Str] Mindlock on the caster. Roll initiative for the Construct when it's summoned, as it acts on its own turn.

For each time the spell is bought, pick one spell profile from the table below and mark it on your sheet.

Construct	Level	Cost	Spell Strength
Flesh Atronach	4	42	2
Hulking Flesh Atronach	6	57	3

Summon Daedra

Conjures a Daedra from the realms of Oblivion, and binds it to the will of the caster, for a time.

Upkeep, Mindlock (Spell Strength)

Level:	See Table
Cost:	See Table
[Spell Str.]	See Table

Summons a Daedra with the Summoned trait, which appears within five meters of the caster. Immediately after being summoned, the Daedra must make a Willpower test against the DoS of the Conjuration test. If the Conjurer wins the test, the Daedra gains the Bound trait and persists for 1 minute, If the Daedra wins the Opposed test, it is not Bound and can act as it pleases, typically murdering its summoner. The unbound Daedra can test Willpower at the end of each minute to maintain itself in Mundus. Keeping the Daedra in line imposes [Spell Str] Mindlock on the caster. Roll initiative for the Daedra when it's summoned, as it acts on its own turn.

For each time the spell is bought, pick one spell profile from the table below and mark it on your sheet.

Daedra	Level	Cost	Spell Strength
Daedrat	1	14	1
Scamp	1	15	1
Banekin	1	17	1
Hell Hound	2	23	1
Clannfear	2	25	1
Hunger	3	32	1
Dremora Churl	3	33	1
Flame Atronach	3	31	2
Spider Daedra	4	40	2
Dremora Caitiff	4	36	1
Ogrim	4	39	2
Frost Atronach	4	37	2
Auroran	5	47	2
Storm Atronach	5	44	3
Dremora Kynmarcher	5	46	2
Winged Twilight	6	53	3
Aureal (Golden Saint)	6	55	3
Mazken (Dark Seducer)	6	55	3
Dremora Lord	7	65	3
Xivilai	7	64	3
Daedroth	7	68	3

Sunder Binding

The caster focus their will and attempts to sunder the binding of a conjured creature within sight.

Upkeep, Direct

Level:	1	2	3	4	5	6	7
Cost:	11	14	17	20	23	26	29
[Spell Str.]	+30	+20	+10	+0	-10	-20	-30

The caster picks a target within 50m that has the Summoned trait that must make an opposed Willpower Test vs the caster with a [Spell Strength] modifier or be sent back to the place from whence it came.

Conjure [Armour]

Manifests a set of infernal armour on the caster's body.

Upkeep

Level:	1	2	3	4	5	6	7
Cost:	-	15	22	29	36	43	50
[Spell Str.]	-	1	2	3	4	5	6

Summons one of the following sets of Bound Daedric armour (Both Arms; Both Legs, Body; or Head;) that follows the profile determined by its [Spell Strength]. The armour slots this spell summons must be determined when the spell is learned.

1: Inferior Partial Daedric; 2: Inferior Full Daedric;

3: Partial Daedric; 4: Full Daedric;

5: Superior Partial Daedric; 6: Superior Full Daedric;

This piece of armor magically replaces whatever armor the caster is currently wearing on that location for one minute. The armor piece counts as one weight class lighter for the purpose of armor penalties, and does not need to be among the caster's trained armor classes in its combat style. The armour has the Bound and Summoned traits.



Conjure [Weapon]

Invokes a spectral weapon of Daedric origin in one's hands.

Upkeep

Level:	1	2	3	4	5	6	7
Cost:	-	11	16	21	26	31	-
[Spell Str.]	-	1	2	3	4	5	-

Summons a Bound Daedric weapon or shield of casters choice. The weapon is created with a [Spell Strength] damage modifier. The weapon type must be determined when the spell is learned.

This weapon appears in the caster's hand(s) for the duration of the spell, or until the weapon leaves the caster's hands. The caster gains a [Spell Strength] weapon (with ammo) with the Bound and Summoned traits of the chosen type for 1 minute. If the weapon is not in any of the caster's Combat Styles, they count it as being Trained (+0)



Destruction

The school of Destruction centers on harming targets in a variety of ways. Either through direct damage, or sapping their abilities and defenses.

Chain Lightning

"The satisfaction of popping your enemies' heads off with a well-placed chain lightning is a feeling that is quite difficult to capture."

R Attack (100m), Overload (+WpB to Dmg)

Level:	1	2	3	4	5	6	7
Cost:	11	13	15	17	19	21	23
[Spell Str.]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Fires a bolt of lightning at target character within 50m. Deals [Spell Strength] shock damage. The bolt then jumps to the next target chosen by the caster within 10m and deals damage (use the first roll). Repeat this for a third and final target. If a target evades this attack, the spell skips that target on moves on to the next.

Disintegrate Armor

"Nevermind the danger! The embarrassment alone of suddenly finding oneself denuded in the middle of battle can cause even the most stalwart opponent to reconsider and flee."

R Attack (100m)

Level:	1	2	3	4	5	6	7
Cost:	6	10	14	18	22	26	30
[Spell Str.]	1	2	3	4	5	6	7

Fires a bolt of energy at target character within 100m. Instead of dealing damage, this attack applies the Damaged ([Spell Strength]) quality to the piece of armor on the location it hits (or shield, if it is blocked by a shield).

Disintegrate Weapon

"That's a nice weapon you have there. It would be a shame if something happened to it."

R Attack (100m)

Level:	1	2	3	4	5	6	7
Cost:	6	10	14	18	22	26	30
[Spell Str.]	1	2	3	4	5	6	7

Fires a bolt of energy at target character within 100m. Instead of dealing damage, this attack applies the Damaged ([Spell Strength]) quality to weapons the character is wielding.

Drain [Type]

"It is not enough that I grow stronger, my enemies must grow weaker as well!"

Direct Attack, [Str, End, Ag, Int, Wp, Prc, Prs], Upkeep

Level:	1	2	3	4	5	6	7
Cost:	10	18	26	34	42	50	58
[Spell Str.]	5	10	15	20	25	30	35

Fires a bolt of draining magic at target character within 50m. Inflicts a [Spell Strength] penalty to all the targets tests using that characteristic, and a [Spell Strength] bonus to all the casters test with that characteristic for one round.

Drain Magicka

"A waste of good magicka. Drains the target of their precious energies, rendering them nothing more than a man in a dress."

Upkeep, Direct

Level:	1	2	3	4	5	6	7
Cost:	6	8	10	12	14	16	18
[Spell Str.]	4	8	12	16	20	24	28

Target character within 50m must make a Willpower test or lose [Spell Strength] MP.

Fatigue

"If for some reason you do not want to kill your target, you might opt to reduce their combat effectiveness in the hopes of getting them to surrender."

Upkeep, Direct

Level:	1	2	3	4	5	6	7
Cost:	6	8	10	12	14	16	18
[Spell Str.]	+20	+10	+0	-10	-20	-30	-40

Target character within 50m must make an Endurance test with a [Spell Strength] modifier or lose 1 SP.

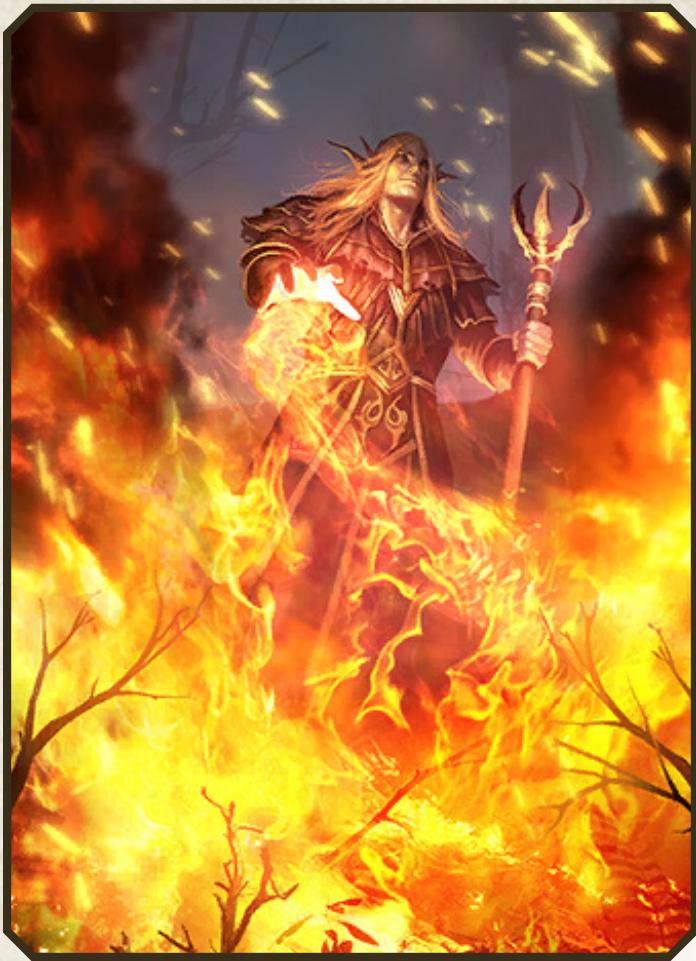
Poisonbloom

"A vile spell by most standards. Magicka derived poisons are an excruciating way to go."

R Attack, AoE (2m, sphere), Overload (+WpB to Dmg)

Level:	1	2	3	4	5	6	7
Cost:	8	10	12	14	16	18	20
[Spell Str.]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Target point within 100m explodes with poison gas. Deals [Spell Strength] poison damage to all targets caught within 2m.



Sunbeam

"When you are dealing with a den full of vampires, accept no substitutes."

R Attack, AoE (30m, beam), Overload (+WpB to Dmg)

Level:	1	2	3	4	5	6	7
Cost:	10	13	16	19	22	25	29
[Spell Str.]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Deals [Spell Strength] fire damage to all targets within a 1m wide line 30m in a chosen direction. Damage dealt counts as sunlight.

[Type] Ball

"Crowd clearing at its finest. Just try not to hit your friends."

R Attack, AoE (2m, sphere), [Fire, Frost, Shock], Overload (+WpB to Dmg)

Level:	1	2	3	4	5	6	7
Cost:	8	10	12	14	16	18	20
[Spell Str.]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Target point within 100m explodes with elemental energy. Deals [Spell Strength] [type] damage to all targets caught within 2m.

[Type] Bite

"A staple in the spellsword's arsenal. Simple and efficient."

M Attack (1m), [Fire, Frost, Shock], Overload (+WpB to Dmg)

Level:	1	2	3	4	5	6	7
Cost:	3	5	7	9	11	13	15
[Spell Str.]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Fires a burst of elemental energy at target character within 1m. Deals [Spell Strength] [type] damage.

[Type] Bolt

"Whether it is the wrath of a Firebolt, or the chill of a Frostbolt. When your average citizen thinks of the Destruction school, these are the spells they imagine."

R Attack (100m), [Fire, Frost, Shock], Overload (+WpB to Dmg)

Level:	1	2	3	4	5	6	7
Cost:	4	6	8	10	12	14	16
[Spell Str.]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Fires a bolt of elemental energy at target character within 100m. Deals [Spell Strength] [type] damage.

[Type] Cloak

"Like the spines of a Durzog, Cloak spells warn everyone that if they get too close they will regret it."

Upkeep, [Fire, Frost, Shock], Overload (+WpB to Dmg)

Level:	1	2	3	4	5	6	7
Cost:	7	9	11	13	15	17	19
[Spell Str.]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Swirling elemental energy surrounds the caster for 1 round, dealing [Spell Strength] [type] damage to all targets within 1 meter at the end of each round.

[Type] Cone

"Point in a direction you do not particularly care for. Cast spell. Cackle madly as all burns, freezes or disintegrates before you."

R Attack, AoE (5m, cone), [Fire, Frost, Shock], Overload (+WpB to Dmg)

Level:	1	2	3	4	5	6	7
Cost:	9	11	13	15	17	19	21
[Spell Str.]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

A stream of elemental energy hits all targets within a 5m cone originating from the caster, dealing [Spell Strength] [type] damage to all targets caught within it.

"Ha! I caught that snooty Breton girl's hair on fire today, and managed a little lightning bolt. Even hit the target! I can't believe it; those books were just what I needed. They seemed really hard, but it was all about clearing out my head and not letting nerves stop me. And Guzgikh? Turns out he started the same way—he didn't cast a spell for years, but before long could destroy a whole village! This is great!"

Oshgura's Destruction Journal

[Type] Rune

"If you are feeling tactical, a magical rune cunningly placed can be a far more effective use of your time and magicka if planned well."
[Fire, Frost, Shock], Overload (+WpB to Dmg)

Level:	1	2	3	4	5	6	7
Cost:	9	11	13	15	17	19	21
[Spell Str.]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Creates a magical rune on target surface within 1 meter. After a 1 round delay the rune becomes barely visible (-20 to any vision based tests to spot it). The caster chooses one or more conditions upon which the rune detonates. The rune persists indefinitely.

- Proximity:** The rune detonates whenever a character comes within a certain distance (chosen by the caster).
- Time:** The rune detonates after a set amount of time.
- Manual:** The caster can detonate the rune manually from any distance by using the Cast Magic action.

When the rune detonates it does so in a burst of elemental energy, dealing [Spell Strength] [type] damage to all targets within 3 meters. This counts as an area of effect attack and can be evaded, but only if a character is aware of the rune.

[Type] Storm

"For when collateral damage is a non-issue."

R Attack, AoE (7m, sphere), Upkeep, [Fire, Frost, Shock]

Level:	1	2	3	4	5	6	7
Cost:	9	11	13	15	17	19	21
[Spell Str.]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Target point within 100m explodes with elemental energy. Deals [Spell Strength] [type] damage to all targets caught within 7m. Leaves behind a persistent zone in this area for 1 round that deals the same damage to any characters who pass through it (or end their turn in it if they started there). Upkeeping the spell does not let you move the storm, it merely refreshes the effect and duration.

Weakness to [Type]

"Sure a Fireball hurts, but what if you want it to hurt even more?"

Upkeep, [Fire, Frost, Shock, Poison], Direct

Level:	1	2	3	4	5	6	7
Cost:	5	6	7	8	9	10	11
[Spell Str.]	1	2	3	4	5	6	7

Target character within 50m gains the Weakness ([type], [Spell Strength]) trait for 1 round.

Weakness to Magic

"For when you want to cause the utmost suffering."

Upkeep, Direct

Level:	1	2	3	4	5	6	7
Cost:	7	10	13	16	19	22	25
[Spell Str.]	1	2	3	4	5	6	7

Target character within 50m gains the Weakness (**magic**, [Spell Strength]) trait for 1 round.

Illusion

The school of Illusion focuses on affecting light and the minds of sentient targets. Illusion can be used to manipulate an enemy's perception of reality, or augment one's own.

Blind

"You can't hit what you can't see."

Upkeep, Direct Attack

Level:	1	2	3	4	5	6	7
Cost:	7	10	13	16	19	22	25
[Spell Str.]	+20	+10	+0	-10	-20	-30	-40

Target character within 50m must make a Willpower test with a [Spell Strength] modifier or be Blinded for 1 round.

Calm

"Suppresses most higher level emotional responses. Negotiations between certain hostile parties will sometimes require this spell be cast on every participant to ensure reasonable discourse."

Direct Attack

Level:	1	2	3	4	5	6	7
Cost:	7	10	13	16	19	22	25
[Spell Str.]	+20	+10	+0	-10	-20	-30	-40

Target character within 50m must make a Willpower test with a [Spell Strength] modifier or be calmed for 1 minute. A calmed character loses the will to fight. While calmed, they cannot willingly attack any character unless that character attacks them first, at which point they snap out of the effect.

Note: If a character while under this spell's effect is struck by a Frenzy effect, than this spell effect is immediately nullified

Chameleon

“Easier than full blown invisibility and not nearly as fragile of an enchantment. Allows full use of one’s abilities while still retaining an element of stealth.”

Upkeep

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str.]	-5	-10	-15	-20	-25	-30	-35

Caster gains the Chameleon ([Spell Strength]) condition for 1 minute.

Charm

“Despite its use in almost any social situation being considered a faux pas at best, and illegal at worst, it remains one of the most commonly used and taught spells of the Illusion school.”

Direct Attack

Level:	1	2	3	4	5	6	7
Cost:	6	8	10	12	14	16	18
[Spell Str.]	+5	+10	+15	+20	+25	+30	+35

Target character within 50m becomes receptive to others, and the next character to attempt a Persuade or Deceive test on them within 1 minute receives a [Spell Strength] bonus.

Courage

“Some naysayers claim this is actually nothing more than low level induced insanity on the caster’s part. And no, a shot of brandy does not double as a potion of courage in a pinch.”

Upkeep, AoE (7m, pulse)

Level:	1	2	3	4	5	6	7
Cost:	8	10	12	14	16	18	20
[Spell Str.]	+5	+10	+15	+20	+25	+30	+35

All willing characters within 7m of the caster receive a [Spell Strength] bonus to any Fear tests within 1 minute. Characters under the effects of fear can make a Willpower test with the same bonus to snap out of the effects.

Frenzy

“If for whatever reason the situation calls for all the tact of a drunken Nord, this spell will always deliver.”

Direct Attack

Level:	1	2	3	4	5	6	7
Cost:	8	12	16	20	24	28	32
[Spell Str.]	+20	+10	+0	-10	-20	-30	-40

Target character within 50m must make a Willpower test with a [Spell Strength] modifier or gain the Frenzied condition.

Note: If a character while under this spell’s effect is struck by a Frenzy effect, than this spell effect is immediately nullified

Horror

“An enemy that is too scared to fight is not an enemy you have to worry about.”

Direct Attack

Level:	1	2	3	4	5	6	7
Cost:	11	18	25	32	39	46	53
[Spell Str.]	+20	+10	+0	-10	-20	-30	-40

Target character within 50m must make a Horror ([Spell Strength]) test.

Invisibility

“The iconic spell of the Illusion school is remarkably fragile as almost any vigorous activity will break the spell and leave you exposed.”

Upkeep

Level:	4
Cost:	13

Caster gains the Invisible condition for 1 round. They lose this condition if they attack or cast another spell during this time.

Light

“One of the simplest cantrips an Illusion apprentice will master. A fuel free light source on command is an under-appreciated convenience.”

Upkeep

Level:	1	2	3	4	5	6	7
Cost:	2	3	4	5	6	7	8
[Spell Str.]	10	20	30	40	50	60	70

Creates a light orbiting the caster that illuminates an area within [Spell Strength] meters for 1 minute.

Muffle

“Commonly found as an enchantment on the gear of less than reputable individuals. Makes one harder to hear in almost all regards.”

Upkeep

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str.]	-5	-10	-15	-20	-25	-30	-35

Caster gains the Muffled ([Spell Strength]) condition for 1 minute.

Night Eye

"Why waste the magicka on casting an expensive and fragile invisibility spell when a mundane patch of darkness and the use of this spell allow for much of the same benefits?"

Upkeep

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str.]	10	20	30	40	50	60	70

Caster gains the ability to see in the dark up to [Spell Strength] meters away for 1 minute.

Panic

"A slightly less drastic version of the horror spell. Only induces mild to severe panic as opposed to outright life threatening fear."

Direct Attack

Level:	1	2	3	4	5	6	7
Cost:	6	8	10	12	14	16	18
[Spell Str.]	+20	+10	+0	-10	-20	-30	-40

Target character within 50m must make a Panic ([Spell Strength]) test.

Paralyze

"A real fight ender if you can get it to land. This spell is taxing to cast, but well worth it."

Upkeep, Direct Attack

Level:	1	2	3	4	5	6	7
Cost:	12	20	28	36	44	52	60
[Spell Str.]	+20	+10	+0	-10	-20	-30	-40

Target character within 50m must make a Willpower test with a [Spell Strength] modifier or be Paralyzed for 1 round.

Sanctuary

"Unlike the brutish methods of Alteration, this spell takes the path of least resistance and subtly alters the actions of those around you to simply decrease your chance of getting hit in the first place."

Upkeep

Level:	1	2	3	4	5	6	7
Cost:	8	15	22	29	36	43	50
[Spell Str.]	1	2	3	4	5	6	7

Caster gains [Spell Strength] additional degrees of success on successful defense tests for 1 round. They can also move 1 meter further than normal to avoid AoE attacks on a successful evade test.

Silence

"As amusing as this is to cast on long-winded individuals, Its ability to cause even an experienced mage to trip up casting at least one spell is not to be underestimated."

Upkeep, Direct Attack

Level:	1	2	3	4	5	6	7
Cost:	7	10	13	16	19	22	25
[Spell Str.]	+20	+10	+0	-10	-20	-30	-40

Target character within 50m must make a Willpower test with a [Spell Strength] modifier or be Silenced for 1 round.

Mysticism

The school of Mysticism is a more obscure school, and its spells manipulate magicka itself. Mysticism can be used for many effects, including binding and trapping souls, or reflecting spells.

Absorb Life

"A notoriously hard spell to pin to just one school. The schools of Restoration, Necromancy and Mysticism have all laid claim to it at one point or another. Save this for when you're feeling vampiric."

M Attack (1m), Overload (+WpB to Dmg)

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str.]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Saps the life of target character within 1m. Deals [Spell Strength] magic damage. The caster regenerates HP equal to half (round up) of the damage dealt (after any reduction).

Absorb Magicka

"Ultimately a net loss for all involved when cast normally. However, when enchanted into a weapon, this spell is essential for those born under the sign of the Atronach."

Direct Attack

Level:	4
Cost:	22

Target character within 50m must make a Willpower test or lose 2d10 magicka. The caster regenerates MP equal to the magicka lost.

Detect [Type]

"The intent and use behind an object actually changes its magical signature. This allows one to detect and distinguish between objects, such as a key from a dagger."

Upkeep, [Life, Undead, Magic, (other)]

Level:	1	2	3	4	5	6	7
Cost:	6	11	16	21	26	31	36
[Spell Str.]	10	20	30	40	50	60	70

Caster gains the ability to see objects/effects of the chosen [type] within [Spell Strength] meters as a faint, shimmering outline even in the dark and through objects, even if blind, for 1 minute

Dispel

"Undoes both harmful and beneficial magical effects from all schools of magic."

Level:	1	2	3	4	5	6	7
Cost:	5	9	13	17	21	25	29
[Spell Str.]	1	2	3	4	5	6	7

Removes all magical effects of [Spell Strength] level (either potion, spell, or enchantment) or lower from the caster. Constant enchantments reactivate after 1d4 rounds.

Ethereal Form

"Before you get any ideas, the ladies dorm here on campus has been warded against such spells. So unless you want to explain to the Archmage why you are stuck in a wall, please use this responsibly."

Upkeep

Level:	4
Cost:	11

Caster gains the Incorporeal trait for 1 round.

Mark

"You know the saying: 'Home is where your mark is!'"

Level:	2
Cost:	6

Places an invisible, magic mark at the caster's current location. The amount of marks a character can keep track of is equal to their Intelligence Bonus.

Recall

"Good for a quick escape, or to simply make life easier."

Level:	3
Cost:	16

Instantly transports the caster to the location of one of their magic marks placed with the Mark spell. Cannot be used to travel between planes.

Reflect

"A difficult spell to cast, but worth it to give your enemies a taste of their own magicka."

Upkeep

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str.]	1	2	3	4	5	6	7

Any time the caster would be hit by a spell (after any defense, but before resolving effects), roll a d10. If the result is a roll of [Spell Strength] or lower, instead resolve the spell against its original caster. Lasts for 1 round.

Soul Trap

"A rather morbid spell, even if used "ethically" on white souls. Traps a being's soul energy on death into a naturally-occurring soul gem."

Upkeep, Direct

Level:	2
Cost:	16

Target character within 50m has their soul magically tethered to an appropriate empty soul gem (only black soul gems can hold the souls of men, mer, and the beast races) of the caster's choice within 1m of their person. If the target dies within 1 minute, then their soul is trapped within the gem and it gains soul energy equal to the size of their soul.

Spell Absorption

"Why waste perfectly good magicka when your enemy is so intent on throwing it at you?"

Upkeep

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str.]	1	2	3	4	5	6	7

The caster gains the Spell Absorption ([Spell Strength]) trait for 1 round.

Telekinesis

"Many a supposed poltergeist hauntings are actually nothing more than a bored apprentice practicing their telekinesis spell on the unwitting locals."

Upkeep

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str.]	1	2	3	4	5	6	7

The caster gains the Telekinesis ([Spell Strength]) trait for 1 minute.

Telepathy

"It is theorized that the Dwemer possessed a low level telepathic connection, allowing them to communicate across great distances. The rest of us have to do it the hard way."

Upkeep

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str.]	1	2	3	4	5	6	7

The caster gains the Telepathy ([Spell Strength]) trait for 1 minute.

Restoration

The school of Restoration revolves around augmenting and restoring the abilities and body of a target. It also contains effects that can be used specifically against the Undead.

Cure Paralysis

"Paradoxically, early versions of this spell were self cast only. Which raises the question of how one casts it when it's most needed."

Direct

Level:	2
Cost:	9

Removes the Paralyzed condition from target character within 1 meter.

Curing Disease

"A servant works better when it is healthy."

Direct

Level:	2	4
Cost:	7	13
[Spell Str.]	1	2

Removes the Diseased [Spell Strength] Condition from target character within 1 meter.

[Spell Strength] 1 = Common, [Spell Strength] 2 = Magical.

Fortify

"Magical enhancement is almost as old as the study of magic itself. We have since condensed its use to the major attributes."

Upkeep, [Strength, Endurance, Agility, Intelligence, Willpower, Perception, Personality]

Level:	1	2	3	4	5	6	7
Cost:	9	17	25	33	41	49	57
[Spell Str.]	5	10	15	20	25	30	35

Caster increases their [characteristic] score by [Spell Strength] for 1 round. This affects all attributes derived from that score.

Heal Ally

"For when you want to help someone, but they're all the way over there!"

Direct

Level:	1	2	3	4	5	6	7
Cost:	6	8	10	12	14	16	18
[Spell Str.]	2	4	6	8	10	12	14

Target character within 50 meters regains [Spell Strength] HP.



Healing Touch

"As a rule, reduced range makes for a more efficient spell. Restoration is no different."

Direct

Level:	1	2	3	4	5	6	7
Cost:	3	5	7	9	11	13	15
[Spell Str.]	2	4	6	8	10	12	14

Target character within 1 meter regains [Spell Strength] HP.

Heal

"The iconic spell of the Restoration school."

Level:	1	2	3	4	5	6	7
Cost:	3	5	7	9	11	13	15
[Spell Str.]	2	4	6	8	10	12	14

Caster regains [Spell Strength] HP.

Rejuvenate

"Cures the weary aches and pains of a fatigued body."

Direct

Level:	3
Cost:	26

Target character within 1 meter removes 1 level of fatigue or gain 1 Stamina point if they don't have any.

Replenish

"No, it's not efficient, but sometimes they need it more than you."

Level:	1	2	3	4	5	6	7
Cost:	4	7	10	13	16	19	22
[Spell Str.]	2	4	6	8	10	12	14

Target character within 1 meter regains [Spell Strength] MP.

Resistance to [Type]

"You would not believe the number of young summoners coming in here asking for fire protection."

Upkeep, [Fire, Frost, Shock, Poison]

Level:	1	2	3	4	5	6	7
Cost:	3	5	7	9	11	13	15
[Spell Str.]	1	2	3	4	5	6	7

Caster gains the Resistance ([type], [Spell Strength]) trait for 1 round.

Resistance to Magic

"Generic as opposed to specialized resistance will cost you more magicka, but sometimes it's better to be prepared for anything."

Upkeep

Level:	1	2	3	4	5	6	7
Cost:	5	9	13	17	21	25	29
[Spell Str.]	1	2	3	4	5	6	7

Caster gains the Resistance (**Magic**, [Spell Strength]) trait for 1 round.

Stabilize

"A spell I hope you never have to use, but will be thankful for."

Direct

Level:	1
Cost:	2

Stabilizes target dying character within 1m.

Turn Undead

"Despite what many disappointed would-be liches initially think, this spell is for repelling the undead."

Upkeep

Level:	1	2	3	4	5	6	7
Cost:	7	10	13	16	19	22	25
[Spell Str.]	+20	+10	+0	-10	-20	-30	-40

Target character with the Undead trait within 50m must make a Willpower test with a [Spell Strength] modifier to not immediately flee the caster for 1 round.

Ward

"Another reliable method to reduce all the hard work an enemy puts into killing you to nothing."

Reaction, Overload(+WpB to BR),

Ward is also a Restoration spell

Level:	1	2	3	4	5	6	7
Cost:	3	5	7	9	11	13	15
[Spell Str.]	6	7	8	9	10	11	12

May be cast as a reaction to an attack in place of the character's normal defense. Caster generates a magical ward that acts as a shield for all damage, gaining [Spell Strength] Magical and Physical BR. Power Block is incompatible with this shield.

UNCONVENTIONAL SPELLS

Unlike the “tried and true” conventional spells, unconventional spells are the realm of unique, experimental, and potentially dangerous magic.

UNCONVENTIONAL SPELLS are spells that produce more than a single effect, can be classified as belonging to more than one school, or are simply a unique variation on a standard effect. These spells are considered the realm of over-eager apprentices and learned masters: experimental magic that can bring both great risks and great rewards.

In game terms unconventional spells are custom spells. There is no list of them, it is the catch all term for the unique spells that can be created from the various magical effects and forms that exist within the system. This section contains rules for creating and using your own unconventional spells.

Creating a Spell

Creating an unconventional spell is a matter of putting pieces together to make a functioning spell that can be used like any of the premade conventional spells.

The Basics

The two pieces that players can combine to create spells are called effects and forms.

An **EFFECT** is the actual content of a spell: the fire effect causes fire damage while the heal effect heals it. A **FORM** is the “shape” of the spell. Some spells are cast across wide areas (like a fireball, which uses the “ball” form) while others are cast only on the caster themselves (the “self” form).

Creating a spell is a matter of combining effects and forms that are allowed to fit together, setting the parameters of each, and then writing down the combined result so that you can reference it during gameplay.

Multi Part Spells

Unconventional spells can also be multi-part spells, which simply means that they contain multiple spells in a single spell. For example a character might create a spell that when cast allows him to both jump further and walk on water, which are two separate effects. These distinct parts are referred to as **SPELL PARTS**, while the spell containing them is referred to as the **PARENT SPELL**.

Learning Effects & Forms

A character can use any form when creating an unconventional spell, but may only utilize effects from schools of magic in which they are trained (meaning the skill is novice rank or higher).

Spell Attributes

Spell attributes are “tags” that modify the rules of a spell, or clarify how they function in game terms. Effects and forms each have spell attributes associated with them that are combined when the complete spell profile is created.

Reference Materials

A complete list of effects, forms, and spell attributes can be found in the [Spell Making Reference](#) in the Appendix.

To create an unconventional spell, follow these steps:

Step 1: Create Spell Parts

First pick the combination(s) of effects and forms that will make up the various part(s) of the spell.

Step 2: Determine Spell Parameters

Next, decide on the parameters of each effect/form. Each effect and form have associated parameters (spell level and magnitude) that determine the strength of the effect, and the size of the form, respectively.

Step 3: Determine Spell Cost

Once the spell parameters are decided, simply “plug in” your chosen values into the effect cost and form cost formulas provided for your chosen effect(s) and form(s). The total cost of all these values added together for each spell part is the total magicka cost of the spell.

Step 4: Determine Spell Level & School

The spell level of an unconventional spell is equal to the highest spell level used in one of that spell’s parts. If the parent spell has multiple parts, increase this level by one for each part beyond the first. The school of a spell is the school of its highest level spell part.

Step 5: Create Spell

To create a spell a character must pass an extended skill test using that spell’s school. **The success threshold for the creation test is three times the spell’s level, and each test the character makes represents a day of experimentation and study. For each test the character makes they must also consume experimental materials worth approximately 25 drakes.** This represents the unpredictable nature of magical experimentation, and the fact that creating a spell requires both time and resources.

Step 6: Finalize Spell

Write down the details of the new spell somewhere you can reference it, including its cost, level, attributes, and various parts. Add this spell to your character’s list of known spells, and be sure to give it an appropriate name!

RITUALS

Ritual magic is a hybrid of the other forms of magic: combining elements of spellcasting, enchanting, and alchemy into extended rituals that require preparation and can achieve extremely powerful effects.

Rituals require a source of magicka, which is used to pay the ritual's cost, and require the character to prepare for a certain amount of time. The purpose of the ritual is to amplify the power of the source of magicka chosen. Because characters are harnessing so much energy, there is always a potential for danger if the character errs in the ritual.

Rituals require specific steps and have unique magical effects. They represent more obscure forms of magic, often known only to a few. Each one must be learned independently and has its own steps that must be taken, costs that must be paid, and penalties for failure.

Because rituals represent obscure, specialized forms of magic, the GM should not allow just any character to learn them. **Learning a ritual costs twenty five XP, and the character must have some means of learning the ritual (such as a book or a teacher).** Not every character should be allowed to learn every ritual (GM's discretion). Below are a few of the many such rituals that exist. Others can be found in other books, and as usual players and GMs are encouraged to create their own.

Ritual Spellcasting

Ritual spellcasting is a means of utilizing rituals to power a spell. A character can perform a ritual in order to utilize alternative magicka sources to power a particularly costly spell.

Magicka Source and Ritual Focus

The character must choose a source of magicka to fuel the spell. Characters may use their own magicka reserves, a unit of alchemical ingredients, a filled soul gem, or any combination of any number of the above. If multiple characters are cooperating to perform a ritual, they can combine their magicka pools for the purposes of paying the magicka cost of the spell.

Additionally, each ritual requires a ritual focus. This is an item, which can differ from ritual to ritual, that focuses and amplifies the magic forces involved in the ritual. The nature of this item is left to the GM (though they should feel free to pass this decision off to the player performing the ritual), but it should be in some way thematically related to the ritual being performed.

This can be anything from a human heart to an ornate tattoo created on the body of the character performing the ritual. The only limit is the imagination of the GM and the players.

Resolve Ritual

The magicka cost must be paid from the chosen magicka source. If the character is using their own magicka reserves, simply deduct the cost as you would for a spell. If the character is using a soul gem, deduct the cost from its soul energy and destroy the gem. If the character is using alchemical ingredients, deduct the cost from the ingredient pool and destroy the ingredients.

If the cost would reduce the magicka in the magicka source to below zero, then the casting fails automatically. If the character passed their casting test, the spell is resolved as it normally would.

If the character failed their casting test, the spell is not cast and the ritual has backfired. Roll on the backfire table corresponding to the school of the spell and add one to the resulting roll for each degree of failure. Rules for backfires can be found in [Magical Mishaps](#).

Rite of Focus

Allows a character to turn a weapon into a magical "focus" through which Magicka can be channeled. Requires an hour of ritual preparation followed by a five minute ritual and an Enchant test made at a +0 bonus. The character must also pay 200 magicka from any source using the rules for ritual spellcasting. On success, weapon gains the Focus quality.

Rite of Textual Inscription

Allows a character to imbue a text with magic runes that trigger when the text is read. First employed frequently by the Direnni Hegemony to protect their writings, this technique is used by a number of mages to keep their secrets safe from prying eyes.

This ritual requires several hours of inscription, in which runes are written on a number of pages in a precise order to achieve the desired effect. The character creates a single magic component as if they were creating a non-standard spell, except they must use the Touch form when doing so. Once the cost, effects, and difficulty of the spell have been calculated the character must make a test with the appropriate skill for the chosen school of magic at the difficulty of the spell plus an additional -10 penalty. On success, the spell is bound to the text. The next person unfortunate enough to read the book without being informed of how to avoid the trap will trigger it, and the magic will automatically cast from the book onto them: it may not be evaded or otherwise defended against.

Rite of Motion

Allows a character to teleport themselves, or several people, over vast distances. The ritual requires a magic circle be created, which requires a Mysticism skill test. The GM should make this test for the character in secret, and note the results. Knowledge of this ritual is uncommon to most mages.

The ritual itself is an hour long incantation, requiring a Mysticism skill test with a -20 penalty. The character must also pay 500 magicka, which can be paid with any magicka source as per the normal rules for ritual spellcasting. Any characters who will be teleported must be within the circle throughout. When the character makes the test, they must choose a target location. This can be anywhere that they have ever been, or scried, as long as they can clearly picture the location in their mind. If they pass the test, any characters within the circle (which can include the character) are instantly transported to that location. If the character rolls an unlucky number on the test the characters are sent to a random location instead (chosen by the GM).

Alternatively, the active character can utilize the memories of some other character (assuming they are within the circle) to determine the target location. This requires a Willpower test on the part of the character providing the memories, and adds a -10 penalty to the active character's Mysticism test.

Rite of Sight

Allows a character to cast their vision great distances, even across time. Requires the use of either a Scrying Stone (exceedingly rare artifacts), or a live animal/person to sacrifice. Knowledge of this ritual is uncommon outside advanced students of Mysticism. This ritual can only be performed at night, and requires the stone be exposed to moonlight. The character must perform a set of incantations beginning ten minutes prior to midnight, which requires a Mysticism skill test with a -10 penalty. During this time the character must mentally focus on the person, place, event, or thing they wish to scry. Characters can only scry things within the Mundus.

Alternatively, the character can do away with a Scrying Stone, instead killing a live animal or person and reading their entrails just before midnight under the light of the moon. This still requires the Mysticism test, but it is at an additional -20 penalty if the victim has a White soul (animals, beasts, and so forth). Either way, on success when the clock strikes midnight the character begins to receive visions of the desired target. These visions appear either in the stone, or mentally as the character reads the entrails of their victim. The nature of the visions is left to the GM. They can be visions of the past, present, or future of the target. The more degrees of success achieved on the test, the more information the character receives.

Rite of Morpholithic Inscription

Allows a character to create a Sigil Stone. This requires a rare Daedric morpholith: a variety of soul gem found only in Oblivion. This ritual is guarded knowledge, known only to the most experienced masters of Conjunction and Mysticism. The character must first prepare a chamber, sealed against all daylight and disturbances, roofed and walled with white stone and floored with black tiles. All surfaces within the chamber must be ritually purified with a solution of void salts (an expensive alchemical ingredient [mysticism]).

A foursquare table must be placed in the center of a room, with a dish to receive the morpholith. Four censers shall be prepared with incense compounded from gorvix (an expensive alchemical ingredient [mysticism]) and harrada (an expensive alchemical ingredient [conjunction]).

On the equinox, the character must place the morpholith in the dish and intone the rites specified in the Book of Law, beginning at dawn and continuing without end until sunset of the same day. They must also choose a Daedric Prince who they are attempting to contact, and make a Mysticism skill test with a -20 penalty to see if they successfully performed the rites.

The character may then present the purified morpholith to the Daedric Prince for their inscription, assuming the Prince deems him worthy. Once inscribed, the morpholith is transformed into a Sigil Stone. Such an inscription represents a compact between the character and the Prince in question, which may be invoked through further use of the Sigil Stone.

If the character fails the Mysticism test, the ritual backfires. Roll 2d4 + 3 on the mysticism backfire effect table.

Using the Stone

In the future, if character communicates directly with the Daedric Prince who inscribed the Sigil Stone, they may invoke the compact (known as the conjurational charter) between the two of them. The character then activates the charged Sigil Stone (with a Mysticism skill test). This transports the stone through the liminal barrier, opening a portal between Mundus and the Prince's realm of Oblivion. The portal may only remain open for a short period of time (a minute at most), and it is the Daedric Prince who gets to decide where the portal leads within their realm.

If the character fails the Mysticism test, the ritual backfires. Roll 2d4 + 3 on the mysticism backfire effect table.

MAGICAL MISHAPS

Magic has the potential to be dangerous not only to its target, but to its user as well. When a magical process BACKFIRES on the one directing the process, refer to the next section to determine what happens. Alchemical backfires work differently and are handled later. The GM is free to invent their own backfire effects.

Spell Backfire Tables

Backfire effects are divided by the school of magic of the effect that backfired. **By default you should roll a d4 on the appropriate table to determine the effect.** You will typically be called to add the spell level of the backfiring spell to this result. The exact amount will be specified in the relevant section.

Alteration Backfire Effects

Result	Effect
1-2	Breeze A light wind whips up within a few dozen meters of the caster.
3	Magicka Leak The caster loses 2d8 magicka. Who knows where it went?
4	Swap The caster and another random character within 30 meters switch places instantly.
5	Crushing Weight All characters within 30 meters (including the caster) feel weighed down. They suffer a -10 penalty to all tests for 1d4 rounds.
6	Lurch The world seems to stretch for a few seconds before hurling people and objects to new locations. Each character within 10 meters (including the caster) is thrown 2d10 meters in a random horizontal direction.
7	Slip and Slide The area within 20 meters of the caster becomes an extreme low friction zone for 1d4 rounds. Characters in the zone must make an Agility test each round to not fall prone.
8	Chronological Disturbance For the next 1d4 minutes, all spells cast by the caster take effect 1d4 rounds after they are cast. A Perception test is required to notice the sudden appearance of a spell or else characters cannot react to them.
9	Uncontrollable Levitation The caster suddenly hovers towards the sky. They levitate 1d12 meters above the ground and floats there for 1d4 rounds before falling. They are at a -20 penalty to all actions as they spin uncontrollably.
10	Gravity Unbound All characters, the caster included, within 10 meters of the caster fall upwards 3d8 meters before falling down again.
11+	Force The caster must test Willpower or be killed instantly as incredible forces tear him apart.

Conjuration Backfire Effects

Result	Effect
1-2	Otherworldly Voice All characters within a few dozen meters of the caster hear strange voices whispering.
3	Magicka Leak The caster loses 2d8 magicka. Who knows where it went?
4	What's That? An item of alien origin falls through a hole in reality nearby. The item can be any item of the GM's choosing, but it appears to be made of strange, otherworldly material. Whatever it is, it doesn't agree with Mundus, and only survives 1d4 rounds before vanishing.
5-7	Unbound If the spell would have summoned or bound an entity of some kind, it works but they enter the world without the Summoned or Bound trait or quality (as appropriate), meaning they are free to do as they wish.
	If this does not apply, use the result below.
-	Backlash The entity the caster is attempting to contact mentally lashes out against them. They lose 3d10 magicka.
8	Mental Visitor A strange entity slips into the mind of the caster unbidden. It remains there for 1d6 rounds, impeding their actions. They are at a -10 to all tests while it is present.
9	Suddenly Scamps! There is a flash of light and 2d6 Scamps appear from a rift in reality. They instantly scatter, intent on causing as much mischief as possible.
10	Rift A strange rift opens in reality at a random point within 10 meters of the caster. Gravity shifts, slowly pulling all characters within 2d8 meters towards the rift as if they were falling. Hanging onto a nearby object or the ground requires a successful Strength test. The rift persists for 1d4 rounds. Those who pass through are sent... somewhere else...
11+	Schloop! The character must make a Willpower test or be sucked into another realm with a sudden squelching sound, never to be seen again.

Destruction Backfire Effects

Result	Effect
1-2	Mysterious Pain All characters within a few dozen meters feel a strange prickling pain.
3	Magicka Leak The caster loses 2d8 magicka. Who knows where it went?
4	Drained The caster loses 1 Stamina point.
5	Energy Burst A wave of energy issues from the caster, knocking everyone (not including the caster) within 20 meters prone unless they pass a Strength test.
6	Hoarfrost In a sudden surge of cold, all non-living matter within 30 meters is covered in ice. Characters moving within the frozen area must make an Agility test or fall prone.
7	Weary The caster loses 1d4 Stamina points.
8	Lightning Rod Lightning strikes from above, hitting a random target within 10 meters of the caster (they are a viable target too) and dealing 2d8 shock damage to the body location.
9	Redirected If the magic that backfired is a spell with a target, it is redirected and resolved against the caster. Otherwise, use the result above.
10	Power Overwhelming Caster must make a Willpower test or die instantly as they burn up from force of the power they have summoned.
11+	Boom! The caster must test Willpower or explode, killing them instantly and dealing 4d10 fire damage to all characters within 2d8 meters.



Illusion Backfire Effects

Result	Effect
1-2	Ewww! The magic does nothing except leave behind a terrible smell in the area.
3	That Totally Worked The caster believes that they were successful in casting the spell, but in reality they were not.
4	Thick Tongue The caster cannot speak for 1d4 rounds as their tongue feels thick and heavy in their mouth.
5	Darkness All lights within 100 meters go out for the next 1d4 rounds.
6	Bang! There is a flash of light, and the caster and all characters within 20 meters suffer from the Blinded and Deafened conditions for 1d4 rounds.
7	Scheriousshly I'am Soobear The caster loses 2 SP. They feel extremely intoxicated for the next 1d12 minutes.
8	My Own Worst Enemy Any character who makes eye contact with the caster will appear to them as an enemy.
9	Seeing Double A double of the caster appears in front of them, and seeks to destroy them for 1d6 rounds before vanishing.
10	Mental Prison The character is trapped within their own mind for 1d4 days. During this time they are unconscious and helpless.
11+	Just Gone Caster must make a Willpower test or their mind becomes a "blank slate." This character must be retired from play.

"That was only part of it. Magic as we know it today comes from Vanus Galerion. He restructured the schools to be understandable by the masses. He invented the tools of alchemy and enchanting so everyone could concoct whatever they wanted, whatever their skills and purse would allow them to, without fears of magical backfire. Well, eventually he created that."

Feyfolken

Mysticism Backfire Effects

Result	Effect
1-2	Sight All characters within a few dozen meters see glimpses of random events.
3	Magicka Siphon The caster loses 1d8 magicka and a random character within 30 meters gains the amount lost.
4	Forgetful The next time the caster attempts to cast a spell within 1 minute, they find they have forgotten how to use it and cannot remember it until the duration is up.
5	Twister The character perceives time in a non-linear fashion for 1d4 rounds, and must make a Perception test to successfully take any actions.
6	Endless Sight The caster can see multiple planes of reality, and cannot process the information at once. They gain the blinded condition for 1d4 rounds.
7	Warp The caster vanishes and reappears at a random location within 300 meters.
8	Involuntary Chat The caster is telepathically linked with a random character within 100 meters. They can each hear the other's thoughts for the next 1d4 minutes. Each must make a Willpower test each round to act during this time, as it is difficult to focus.
9	Spell Reversal For the next 1d6 rounds, spells that the caster casts have the opposite of their usual effect. Exactly what this entails is left to the GM's imagination.
10	Anti-Magic Zone Creates a zone of anti-magicka within 25 meters of the caster. All characters within lose all their current magicka, all constant enchantments stop working until they leave the zone, all other enchantments lose all charge, and all potions lose their effects permanently. The zone lasts for 1d4 minutes.
11+	Soul Fire The caster must make a Willpower test or their soul is destroyed, rent apart by magical forces. This kills him instantly.

Restoration Backfire Effects

Result	Effect
1-2	Flinch All characters within a few dozen meters twitch slightly.
3	Magicka Leak The caster loses 2d8 magicka. Who knows where it went?
4	Blight Plants around the caster wither and die within 50 meters.
5	Out of Breath The caster gains loses 1d4 SP.
6	Localized Aging One of the caster's limbs, chosen at random, becomes crippled for 1d8 rounds.
7	Newfound Strength For the next minute the character gains 50 Strength, but if they take any actions except to stand still they must make an Agility test at a -40 penalty or fall prone instead, as they are unable to control their body.
8	Not Right... The caster's characteristics are switched around as their body morphs and warps. Roll 1d10 for each characteristic, on a six or higher the characteristic score switches place with the next one on which the result of six or higher is rolled until none are left to roll. This happens every hour for 1d4 hours, after which the character returns to normal.
9	Contortions The caster's muscles begin to spasm uncontrollably, they are rendered entirely helpless for 1d4 rounds.
10	Overgrowth One of the caster's limbs, chosen at random, begins to grow uncontrollably. The first round it becomes crippled for 1d4 minutes, and the character must make an Endurance test with a -20 penalty. If they fail, the limb is lost the next round as it explodes in a burst of gore and they take 3d8 damage that ignores all armor and mitigation. After the duration it returns to normal.
11+	Adrenaline The caster's vital systems kick into overdrive, and they must make an Endurance test or die within seconds.

Alchemical Backfires

Backfire effects for potions are divided into two types: creation backfires and potion backfires. **By default you should roll a d4 on the appropriate table to determine the effect.** You will typically be called to add the level of the backfiring effect to this result. The exact amount will be specified in the relevant section.

Creation Backfire Effects

Result	Effect
1-2	Nothing! The potion seems to be fizzling with no sign of stopping, but is otherwise fine and can be used normally.
3	Nothing! The potion is created, and apart from being thick, brown, and smell, it appears fine. The potion counts as backfired.
4	Poof! The potion suddenly erupts into a semi-solid pillar of foam, making a huge mess. The potion is lost.
5	Whoops! The potion has congealed into a solid, rubbery mass and has potentially ruined the tools used to make it. The potion is lost, and the character must make a Luck test or the toolset used to make it is completely destroyed.
6	Yuck! The potion smells awful, and seems to be slightly chunky. The potion counts as backfired.
7	* Fizz* The potion begins boiling uncontrollably, filling the air with terrible smelling fumes. The potion is lost and everyone in the area must pass a Willpower test or begin vomiting.
8	Poison! The potion begins giving off toxic fumes, and is now obviously poison. Everyone who breathes the fumes takes 1d8 poison damage to the body (ignores armor). Anyone who drinks the potion takes 3d8 poison damage to the body (ignores armor).
9	It Burns! The potion has turned to a boiling acid, and burned through its container onto whatever lies below. The character must pass an Agility test or take 1d6 damage to a random hit location. The potion and the tools used to create it are lost.
10	Wh-What? The potion has turned black, is bubbling uncontrollably, and is giving off steam in a way that sounds like inhuman screaming. The potion counts as backfired.
11+	Boom! The potion explodes, dealing 2d8 fire damage to anyone within 5 meters. The potion, tools, and a fair amount of hair are all lost.

Potion Backfire Effects

Some results on the above table indicate that the potion itself has backfired: this means that the potion has gained some additional (typically negative) effect beyond what the alchemist intended. Mark the potion as “backfired” on the character’s sheet and roll 1d10 on the potion backfire table below when it is consumed:

Potion Backfire Effects

Result	Effect
1-3	Could be Worse! Roll 2d8 on the minor effects table below and apply the result along with the normal ones.
4	Nothing! Nothing happens.
5	Yuck! The potion applies its effects as usual, but it tastes terrible! The character must pass a Willpower test with a -20 penalty or vomit uncontrollably, rendering them helpless for 1 round.
6	Poison! When a character consumes the potion they take 2d10 poison damage to the body (ignores armor) in addition to the usual effects.
7	I can't See! When a character consumes the potion, they gain the blinded condition for 1d5 hours in addition to the usual effects as their vision goes dark.
8	It Burns! When a character consumes the potion they burst into flames, gaining the burning (1) condition on the body in addition to the usual effects.
9	Paralysis! When a character consumes the potion, they are also instantly paralyzed for 1d5 rounds.
10+	Lethal Poison! When a character consumes the potion, they take 3d8 poison damage to the body (ignoring armor) in addition to the usual effects.

Minor Effects

Result	Effect
2	Character's eyes turn blue for 1d5 hours.
3	Character's breath is minty fresh for 1d5 hours.
4	Character gains a strange scar at random.
5	Character is invisible to himself.
6	Character's hair turns green for 1d5 hours.
7	Character's skin turns transparent for 1d5 minutes.
8	Character's breath stinks for 1d5 hours.
9	Character smells smoke for the next 1d5 hours.
10	Character sweats profusely for 1d5 minutes.
11	Character becomes extremely thirsty.
12	Character begins to itch all over for 1d5 minutes.
13	Character experiences a strange aftertaste.
14	Character's voice grows deeper for 1d5 hours.
15	Character smells great for the next 1d5 minutes.
16	Character's hair grows rapidly for the next week.

ALCHEMY

Alchemy is the mixing of ingredients, natural and unnatural, in a way that produces a potion magically infused with a particular effect. Alchemists take advantage of magicka stored within the ingredients in order to create potions that can replicate many of the same effects that can be achieved via spellcasting, or deadly poisons to quickly bring their enemies to their knees.

POTIONS are one-use vials of alchemically prepared mixtures, created from alchemical ingredients, that can grant particular magical effects to characters. A list of common potions is provided in [Chapter 7](#). Potions have an ENC of 0.

Alchemical Ingredients

The potential power of any potion is limited by the strength of the ingredients used to create it. **ALCHEMICAL INGREDIENTS** have three primary attributes: their school, strength, and depth.

The **SCHOOL** of an ingredient determines which types of effects it can be used to produce. For each effect a character wishes to include within a potion they must use an ingredient corresponding to the school of that effect.

The **STRENGTH** of an ingredient determines the amount of stored magicka within it. The cost of the effect an alchemist wishes to create with those ingredients is limited by the strength of those ingredients. Higher quality ingredients have higher strength values, allowing for more powerful effects to be stored.

The **DEPTH** of an ingredient determines the complexity and power of effects it can be used to produce. Effects created with this ingredient may not have a spell level above this value.

Ingredient Quality

Higher quality ingredients have higher strength, allowing for more powerful effects. The following table lists the various quality levels and costs of alchemical ingredients of any given type, and their corresponding strength and depth values:

Alchemical Ingredients (any school)

Type	Strength	Depth	Price
Ubiquitous	2	1	1
Plentiful	5	2	5
Common	10	3	10
Uncommon	15	4	25
Rare	25	5	100
Very Rare	50	6	250
Extremely Rare	100	7	500
Legendary	200	8	1000

Gathering Ingredients

Anyone with a cursory knowledge of Alchemy can identify the most common ingredients, but more skilled alchemists know where to look for higher quality ingredients. To search for ingredients of any type, a character must make an Alchemy skill test for every four hours they spend searching (a maximum of 2 tests per day of downtime spent gathering). Compare their degrees of success to the table below to determine what they find. Characters may choose any school they wish for any ingredients that they gather.

Ingredient Gathering (Quality)

DoS	Maximum Result (any school)
1-5	8 Ubiquitous Ingredients OR 4 Plentiful Ingredients OR 2 Common Ingredients
6-7	1 Uncommon Ingredient
8	1 Rare Ingredient
9	1 Very Rare Ingredient
10	1 Legendary Ingredient

A character may also choose to “downgrade” a result to a lower roll. **If a character rolls a critical success when gathering ingredients, they count as having rolled the highest possible degrees of success for their target number** (for example, 7 DoS for a TN 74).

Creating Poisons

Alchemists can also create poisons which can be applied to weapons in order to give one’s weapon an extra bite. This requires a single unit of destruction ingredients, 1 hour, and an Alchemy test to create (this test suffers a -10 penalty for each level by which the poison exceeds the character’s Alchemy skill rank). Poisons can be applied to weapons using the Ready Weapon action, and last for 1 minute (10 rounds). Characters who take damage from a poisoned weapon must make an Endurance test or suffer poison damage that ignores armor.

Poisons

Level	Ingredients Used	Damage
1	Ubiquitous	1d4
2	Plentiful	1d6
3	Common	1d8
4	Uncommon	1d10
5	Rare	1d12
6	Very Rare	2d8
7	Extremely Rare	2d10
8	Legendary	2d12

Non Damaging Poisons

Creating a poison with a non-damaging effects does not follow the rules for normal poisons, but are rather brewn like a normal potion, except only the spell-effects with the Toxin attribute can be used when brewing the poison in question.

However, these more complicated compounds lose their bite much quicker than their simpler counterparts when applied to weapons, lasting for 1 minute (10 rounds) or 3 successful hits with the weapon/ammo, whichever comes first.

Characters that take damage from a poisoned weapon with a non-damaging effect must make a test as specified by the effect in question to resist, but replaces any listed characteristic with Endurance.

Creating Potions

This section contains the rules for creating potions.

The Basics

Unlike spells, potions do not have forms. Creating a potion is simply a matter of choosing the desired effects, setting the parameters of that effect to determine a final cost, and then writing down the effects of the potion for reference.

Multi Effect Potions

Characters can create potions that impart multiple effects when consumed. Creating these sorts of potions can prove more difficult for the character, but is not much more complicated than creating a normal potion.

Learning Effects

A character can use any effect from any school when creating potions, but attempting to use effects of a higher level than the character's rank in the Alchemy skill can be difficult.

Reference Materials

A complete list of effects can be found in the Appendix.

Step 1: Choose Ingredients

First, decide on which ingredients you will use for the potion. Each ingredient included allows for a single effect to be added to the potion, and no more than three ingredients (and thus three effects, **which must be unique**) can be used in a single potion.

Step 2: Pick Effects & Determine Parameters

Next, pick the effect(s) (maximum 3) that the potion will produce, and decide on their parameters. **Only effects with the potion attribute may be used.**

The school(s) from which effects are chosen are limited to the school and number of ingredients used in the potion (for example, one destruction and one alteration ingredient would allow for one destruction and one alteration effect). Each effect has an

associated value, called spell level, that determines its strength. The chosen spell level may not be higher than the depth of the chosen ingredient.

Step 3: Determine Spell Cost

Next, simply "plug in" your chosen spell level values to the effect cost formula provided for your chosen effect(s). If the cost of an effect is higher than the strength of the corresponding ingredient, then you must reduce the spell level of that effect.

Step 4: Create Potion

To create a potion a character must pass an Alchemy skill test. **This test suffers a -10 penalty for each level by which the potion's highest spell level effect exceeds the Alchemy skill rank of the character, and an additional -10 for potions with more than one effect.** Creating a potion takes a number of hours equal to the total of the spell levels of its effects, and requires a set of alchemical tools. Ingredients are lost on failure.

If a character critically fails this test, or fails normally when creating a potion that either includes multiple effects **or** an effect with a level above their Alchemy skill rank, the potion backfires. Roll a d4 on the creation backfire table and add the highest spell level included in the potion to the result.

Step 5: Finalize Potion

Write down the details of the new potion's effects somewhere you can reference it, and then add it to your character's gear list!

Duration: If you choose an effect with the upkeep attribute, then the base duration of that effect is multiplied by an amount equal to the strength of the effect's ingredient divided by the cost of the effect (rounded down to the nearest whole number).

Example: If the duration of an effect is normally 1 round, and the effect costs 3 magicka at the chosen spell level, then that effect would last for 3 rounds if created using an ingredient with a strength of 10.

ENCHANTING

Enchanting is the act of endowing objects with magical properties through the use of the trapped energy of a soul, and a number of arcane rituals.

Souls & Soul Gems

Every being in the Elder Scrolls has a soul. The soul of a being is their essence: it animates their physical being. There are two types of souls: black and white souls. **BLACK SOULS** are the more powerful souls of higher beings, such as men or mer. **WHITE SOULS** are the souls of lesser beings, such as animals, or Daedra.

Powering an enchantment with a soul first requires that the soul be trapped within a **SOUL GEM**, a naturally occurring magical crystal. This is accomplished through the use of the Soul Trap spell, which binds the target to a soul gem. If the target dies while under this effect, their soul is captured within the soul gem and converted to soul energy.

SOUL ENERGY reflects the amount of magicka stored within the soul that can be used for enchanting. Once a soul gem has been filled with any amount of soul energy, it cannot have any more added to it. **Black souls always have a soul energy of 1500.**

There are a number of different soul gems, each of which has its own maximum soul energy and can only hold certain types of souls. A soul may not be trapped within a soul gem whose maximum soul energy is less than the soul energy of that soul.



Enchantment Strength

Each soul gem has a specified **ENCHANTMENT STRENGTH** (ES). This is a number that represents the strength of the soul gem when it's used to enchant an object. Enchantment strength is used in differing ways based on what type of enchantment is being done. This is described in each of the enchantment type. However much soul energy contained in a soul gem does not have any effect on the enchantment strength of the soul gem.

Types of Soul Gems

Type	Soul Types	Max. Soul Energy	ES	Price
Petty	White	100	1	25
Lesser	White	250	2	100
Common	White	500	3	250
Greater	White	1000	4	1000
Grand	White	1500	5	2500
Black	Any	1500	5	5000

Item & Material Enchantment Level

The soul energy stored within a soul gem is not the only limiting factor on the strength of an enchantment: different items can all support enchantments of different strengths. Enchantable items have an assigned **ENCHANTMENT LEVEL** (EL). This represents a certain potency with which an item can accept an enchantment. The EL's function differs based on what type of enchantment may be placed upon it. This is further detailed in each enchantment type's description.

Treat all items without a listed enchantment level as having an EL of 1. See [Chapter 7](#) for details.

Carried Enchanted Gear

Any single character can only wear 1 enchanted item per hit location (left/right arm, left/right leg, body, head) or 1 set of clothes/robes, 1 necklace and 2 rings, and one wielded item (weapon/shield) in each of their hands.

Enchanted Weapons and Armour

Any weapon or armour that is enchanted gains the Magic Quality in addition to the listed effect of any enchantment added to it.

*"Dangerous knowledge is still knowledge and therefore useful.
Usually turns out to be the most useful, in my experience."*

Mage Lord Neloth, Master of Sadrith Mora

Cast Enchantments

This section contains rules for using/creating cast enchantments.

The Basics

Cast enchantments are spells “stored” within an item. **A character wielding such an item can invoke this magic through the use of the Cast Magic Primary action, which allows them to cast the stored spell exactly as if they had cast it themselves (but with no casting test).** The spell stored in the item can be either conventional or unconventional. Instead of being paid from the user’s magicka pool the cost of the spell is drawn from the item’s soul energy pool. Upkeep spells can be maintained by paying 2^* the spell’s level from the soul energy pool.

The user counts as having passed the casting test with a number of degrees of success equal to the binding strength of the enchantment. A cast enchantment’s **BINDING STRENGTH** represents how well the enchantment was woven: stronger enchantments are more responsive to their users, and enable them to more easily shape the spell to their will.

Soul Energy Pool & Recharging

Cast enchantments do not last forever! Each cast with the item reduces the item’s **SOUL ENERGY POOL** by 1. If this would reduce the size of the pool to below zero, then the enchantment can no longer be cast and must be recharged.

Recharging an item requires that the character be trained in the Enchant skill (though no test is required), and that they have a soul gem with energy stored within it. A simple minute long ritual is required: on completion the $ES * 2$ of the soul gem is added to the pool. Any energy that would exceed the pool’s maximum size is lost and the gem is destroyed.

Multi Spell Enchantments

Characters can create cast enchantments that have more than one spell stored (to a maximum of 3) but these enchantments are more difficult to create, and characters require a talent to attempt it. When used these function like normal cast enchantments, but the user simply chooses which spell to cast and reduces the amount of spells stored in the item from the it’s soul energy pool.

Learning Effects & Forms

A character does not need to know a particular spell in order to imbue an item with it. Enchancers can also use any combination of effects and forms available during the spell making process, and they do not need to be trained in a particular school to use effects from that school. Note that using a spell with a level above the character’s Enchant skill rank may be more difficult!

Reference Materials

A list of effects and forms can be found in the Appendix.

Follow these steps to imbue items with cast enchantments:

Step 1: Choose Item

First the enchanter must pick an item to enchant. Cast enchantments can be applied to any item, but only some items will have an enchantment level high enough to reasonably support more powerful enchantments. Items without a listed Enchantment Level have an EL of 0.

Step 2: Choose Soul Gem

Next the enchanter must pick the soul gem they will use for the enchantment. This gem must have a ES less than or equal to the EL of the item. Once a soul gem has been used to create an enchantment it is destroyed and any excess energy is lost.

Step 3: Choose Enchantment Spell(s)

Cast enchantments can be used to store either conventional or unconventional spells. In the case of conventional spells, simply pick from the list in this chapter. Unconventional spells will need to be built using the effects and forms provided in the appendix as normal (though the enchanter does not actually need to spend the time or money to create the spell, and no test is needed).

Once the enchanter has chosen the spell they will use for the cast enchantment, note its spell level for the next step. **The Spell level used for the enchantment must be less than or equal to the ES of the soul gem used.** If the enchanter is imbuing multiple spells into the cast enchantment, note the details for each one.

Step 4: Create the Enchantment

Now the enchanter can attempt to create the enchantment. This requires a ritual that lasts approximately eight hours, and consumes materials worth approximately 100 drakes.

The enchanter then makes an enchant skill test with a -10 penalty for each level by which the chosen spell level exceeds their enchant skill rank (if applicable). Test again for any additional spells being added, if necessary. Failing a test means that spell is not successfully enchanted.

Step 5: Finalize Enchantment

Regardless of the outcome of the tests, the soul gem is destroyed and its energy is lost. If the enchanter passes a test then they successfully create the enchanted item. Write down the following details somewhere you can reference them:

- **Spells:** Add the details of any spells included in the cast enchantment, including their spell level and effects.
- **Binding Strength:** The binding strength (min 1) of the enchantment is equal to the DoS achieved on the enchant skill test.
- **Soul Energy Pool Max:** The item’s soul energy pool max is equal to the Enchanter’s enchant skill rank $* 2$.

Strike Enchantments

This section contains rules for creating/using strike enchantments.

The Basics

Strike enchantments are augmentations applied to weapons that grant some sort of offensive effect when the weapon is used in combat. **The effects of strike enchantments are applied on any successful hit with the weapon.** Strike enchantments do not need to be recharged like cast enchantments and have no soul energy pool. Ammo enchanted this way only works once.

Learning Effects

Strike enchantments use a unique set of effects drawn from the table below.

Step 1: Choose Item

First the enchanter must pick an item to enchant. Strike enchantments can be applied to any ranged or melee weapon, but only some weapons will have an enchantment level high enough to reasonably support more powerful enchantments. Ammunition can be enchanted in “batches” of 25 shots (use the EL of one shot). Items without a listed enchantment level have an EL of 0.

Step 2: Choose Soul Gem

Next the enchanter must pick the soul gem they will use for the enchantment. This gem must have an ES equal to or greater than the EL of the item. Once a soul gem has been used to create an enchantment it is destroyed and any excess energy is lost.

Step 3: Choose Enchantment Effect

Strike enchantments use a unique set of effects drawn from the table below: choose the desired effect (at most one, though some talents allow for more) and ES. Every effect has an EL min, this is the minimum EL an item must have in order to use that effect. The ES chosen for the effect must be less than or equal to the ES of the soul gem used. Add the ES of any enchantments used when calculating multiple enchantments.

Step 4: Create the Enchantment

Now the enchanter can attempt to create the enchantment. This requires a ritual that lasts approximately eight hours, and consumes materials worth approximately 100 drakes.

The enchanter then makes an enchant skill test with a -10 penalty for each level by which the total ES of all chosen effects exceed their enchant skill rank (if applicable). Failing the test means that effect is not successfully enchanted.

Step 5: Finalize Enchantment

Regardless of the outcome of the tests, the soul gem is destroyed and its energy is lost. If the enchanter passes a test then they successfully create the enchanted item. Write down the details somewhere you can reference them later.

Optional Rule - Strike Enchantment Charges

If you want strike enchantments to function like cast enchantments, use the Soul Energy Pool & Recharging rules on the last page.

Strike Enchantments

Name	Effect (ES = Enchantment Strength)	EL min
[Fire, Frost, Shock, Poison]	Weapon deals ES additional [type] damage.	2
Fatigue	Weapon causes the target to test Endurance with a $(30-[10 \times ES])$ modifier or lose 1 SP.	1
Sunlight	Weapon deals ES additional fire damage. Counts as sunlight.	3
Drain Magicka	Weapon causes the target to lose $4 \times ES$ MP.	1
Elemental Weakness [fire, frost, shock, poison]	Weapon causes the target to gain Weakness ([type], ES) trait for 1 rounds.	1
Weakness to Magic	Weapon causes the target to gain Weakness (magic, ES) trait for 1 round.	2
Paralyze	Target tests Willpower at a $(30-[10 \times ES])$ modifier or is Paralyzed for Y rounds.	2
Soul Trap (counts as SL 2)	If a target struck by this weapon dies within 1 minute, its soul is trapped within an appropriate soul gem of the wielder's choice (soul energy cannot exceed the max size of the gem).	3
Absorb Life	The wielder regenerates ES HP, capped at the damage dealt for that hit (after mitigation).	2
Absorb Magicka	Weapon causes the target to lose $4 \times ES$ MP, wielder regains MP equal to the amount lost.	3
Dispel	Dispels magical effects of ES level or lower. Constant enchantments return after 1d4 rounds.	4
Disintegrate	Weapon applies Damaged (ES) to armor struck, or weapons used to parry or counter it.	3
Turn Undead	Target with Undead trait tests Willpower with a $(30-[10 \times ES])$ modifier or flees for 1 round.	1
Silence	Target tests Willpower at a $(30-[10 \times ES])$ modifier or is Silenced for 1 round.	2



Constant Enchantments

This section contains rules for creating and using constant enchantments.

The Basics

Constant enchantments are passive enchantments that can be applied to any sort of item, and that constantly affect the wearer or wielder of that item. **In game terms, constant enchantments apply their effects to the character wearing/wielding them at the start of each round (regardless of their normal duration).** If the effect is dispelled, it returns to full functionality after 1d4 rounds. Constant enchantments do not need to be recharged like cast enchantments and have no soul energy pool. The wearer or wielder of a constant enchantment can willingly disable or re-enable its effects at any time using the Cast Magic secondary action.

Learning Effects & Forms

A character may attempt to create a constant enchantment using any effect from any school as long as that effect has the Upkeep Attribute, and a listed duration. It is not dependent on their knowledge of any spells.

Multi Effect Enchantments

Characters can create constant enchantments that have more than one effect (to a maximum of 3) but these enchantments are more difficult to create, and characters require a talent to attempt it.

Reference Materials

The complete list of effects can be found on the page below.

Step 1: Choose Item

First the enchanter must pick an item to enchant. Constant enchantments can be applied to any item, but only some items will have an enchantment level high enough to reasonably support more powerful enchantments. Items without a listed enchantment level have an EL of 0.

Step 2: Choose Soul Gem

Next the enchanter must pick the soul gem they will use for the enchantment. This gem must have an ES equal to or greater than the EL of the item. Once a soul gem has been used to create an enchantment it is destroyed and any excess energy is lost.

Step 3: Choose Constant Effect(s)

Constant enchantments are not created using the normal spell making rules. Instead, the enchanter simply picks the effect(s) they want and compares the combined enchantment strength(s) of their chosen effects to the table on the page below.

Every effect has an EL min, this is the minimum enchantment level an item must have in order to use that effect. The enchantment strength chosen for the effect must be less than or equal to the enchantment strength of the soul gem used. Add the enchantment strength of any enchantments used when calculating multiple enchantments.

If the soul gem has enough enchantment strength to power the enchantment, then they can attempt to create it, otherwise it is impossible as the enchantment cannot sustain itself on so little energy.

Step 4: Create the Enchantment

Now the enchanter can attempt to create the enchantment. This requires a ritual that lasts approximately eight hours, and consumes materials worth approximately 100 drakes.

The enchanter then makes an enchant skill test with a -10 penalty for each level by which the **total** enchantment strength of the chosen effect(s) exceeds their enchant skill rank (if applicable).

Step 5: Finalize Enchantment

Regardless of the outcome of the tests, the soul gem is destroyed and its energy is lost. If the enchanter passes a test then they successfully create the enchanted item. Be sure to write down the effect(s) of the enchantment for reference.

Constant Enchantments

Name	Effect (EL = Enchantment Strength)	EL min
Elemental Armour [Fire, Frost, Shock, Poison]	Affected target gains ES AR of the chosen [type]	1
Magic Armour	Affected target gains (ES-3) magic AR	4
Armour	Affected target gains (ES-1) AR	2
Feather	Affected target lowers its Encumbrance level by one, and treats its armor as being one weight class lighter (target counts as being trained to wear this type of armor even if they normally would not be).	3
Physical Shield*	Affected target gains (ES-1) temporary bonus HP against physical damage. Any damage the caster takes reduces this HP first.	2
Magic Shield*	Affected target gains (ES-3) temporary bonus HP against magic damage. Any damage the caster takes reduces this HP first.	4
Elemental Shield* [Fire, Frost, Shock, Poison]	Affected target gains ES temporary bonus HP against [type] damage. Any damage the caster takes reduces this HP first.	1
Levitate	Affected target gains the Flyer(6) trait	5
Slowfall	The affected target may ignore up to the first $(2 * (\text{ES} - 1))$ meters when calculating fall damage.	2
Water Breathing	Character can breathe water as if it were air.	1
Water Walking	Character can walk on water as if it were land.	1
Chameleon	Affected target gains the Chameleon (-5 x ES) condition.	2
Courage*	Willing affected target receives a +5 x ES bonus to any Fear tests.	2
Invisibility	Affected target gains the Invisible condition. They lose this condition if they attack or cast another spell during this time.	4
Muffle	Affected target gains the Muffled (-5 x ES) condition.	2
Night Eye	Affected target gains the ability to see in the dark up to 10 x ES meters.	1
Detect[type]*	Affected target gains the ability to see objects/effects of the chosen [type] within 10 x ES meters.	3
Sanctuary	Affected target gains (ES-2) additional degrees of success on successful defense tests. They can also move 1 meter further than normal to avoid AoE attacks on successful evade tests.	3
Reflect	Any time affected target would be hit by a spell (after any defense, but before resolving effects), roll a d10. If the result is a roll of (ES- 2) or lower, instead resolve the spell against its original caster.	3
Spell Absorption	Affected target gains the Spell Absorption (ES-2) trait.	3
Telekinesis	Affected target gains the Telekinesis (ES-1) trait.	2
Telepathy	Affected target gains the Telepathy (ES-1) trait.	2
Fortify [Strength, Endurance, Agility, Intelligence, Willpower, Perception, Personality]	Affected target increases their [characteristic] score by $(5 * (\text{ES}-3))$.	4
Resistance to Magic	Affected target gains the Resistance (magic, (ES-2)) trait.	3

*Go to appendix for full effect description



Spell Scrolls

Spell scrolls are another form of magic item that can be created with enchanting. Spell scrolls are a hybrid of the spellcasting and enchanting arts, allowing mages to store their spells in an easily accessible form: a scroll enchanted with magic runes that reproduce the effect of the spell when read.

The Basics

Spell scrolls are single use items that a character can activate by using the Cast Magic action. This allows them to cast the stored spell at no magicka cost automatically: they count as having passed the casting test with a number of degrees of success equal to the **BINDING STRENGTH** of the scroll. This represents how effectively the magic of the spell was imprinted on the scroll. The scroll reproduces the effects of the spell exactly as decided by the creator, including whether or not the spell is overloaded or extended via upkeep (if applicable).

Learning Spells

A character can only create a spell scroll for a conventional or unconventional spell that they themselves know. Using a spell with a level higher than the character's enchant skill rank can be difficult.

Follow these steps to create a spell scroll:

Step 1: Gather Materials

Creating a spell scroll consumes materials worth approximately 25 drakes, and an hour long ritual.

Step 2: Create Spell Scroll

The character picks one of the spells they know and makes an enchant skill test penalized by -10 for each level by which the spell level exceeds their enchant skill rank. They must pay the cost of the spell as if they had cast it, either from their own magicka pool or by subtracting the cost from the soul energy of a soul gem in their possession (this does not destroy the gem). The character must choose if they wish to overload the spell (use their Willpower bonus for the scroll's effect) or extend the duration via upkeep, if applicable, and must pay the appropriate associated costs.

Step 3: Finalize Scroll

On success, the character creates the spell scroll. The binding strength (min 1) of the scroll is equal to the character's enchant skill rank.

Write down the effects of the spell somewhere you can reference it, and add the scroll to the character's gear list.

Chapter 7: Economics & Equipment

"So many people simply buy the items they need at the price they are given. It's a very sad state of affairs, when the game is really open to all, you don't need an invitation. And it is a game, the game of bargaining, to be played seriously and, I hasten to add, politely."

"The Buying Game"



In a normal day a plethora of goods flow through Tamriel's markets. Tamriel's many thriving economies have resulted in a continent linked through trade and commerce. There are a vast number of goods and services produced by these systems that characters might need to survive, or might encounter, during their adventures. This chapter is concerned with the economics of the Elder Scrolls setting, as well as detailing the various items players use or buy.

Currency

The main currency of Tamriel in the time during and after the Septim Empire is the Septim, a golden coin around the size of a quarter. Named after the dynasty that ruled the Septim Empire, it features a bust of Tiber Septim and a depiction of Akatosh. The inscription on the front reads: "The Empire is Law. The Law is Sacred." And the reverse reads: "Praise be, Akatosh and all the Divines." Although many provinces issue their own provincial currencies these can all be converted to Septims. If you are running a campaign in an era before the Septim Empire, simply use an alternative name (such as "Remans"). And while we have no information on the way that the Empire handles its monetary policy, the authors are making the assumption that there are different types or denominations of currency in existence within the empire. In game terms, this means a few things:

- This Chapter will use the more Era-neutral word "Drakes" for currency. "Gold" is an acceptable substitute, though the authors would prefer not to assume that every coin actually contains gold.
- Coins have no in-game weight unless the GM decides a character is simply carrying too much money to ignore. This is done for simplicity.
- Rather than making players keep track of the different kinds of coins they have, it should be assumed that characters can carry as much money as they want, simply making use of more and more valuable denominations.
- Likewise, it should be assumed that there are enough coins of the various denominations floating around that individuals can always complete transactions accurately and receive change.

In short, don't worry about how many of which types of coins you're carrying. Just keep track of how many Drakes you have. This is to save time and accounting for both the players and the GM.

For groups that enjoy this sort of thing, it is easy to convert the system into one based around different types of coins. Simply use the value of a single Drake as the base for the lowest value coin and scale things up by multiples of ten for more valuable coins as you see fit.

PRICING & ACQUISITION

Not all prices for one item are going to be the same: regional price variations are to be expected. Some things are simply harder to get a hold of in some places, and easier in others. Additionally, item price will vary drastically with the quality of the item itself. **We have intentionally left item rarity up to the Game Master for the majority of items in this section.** These guidelines should help the GM produce prices that are acceptable for game-play purposes.

A Note on Rounding

If an item ever ends up with a fractional price for any reason, simply round up to the nearest whole number.

Availability & Cost Modifiers

In order to locate an item for sale, a character must make a Commerce or Investigate test. The difficulty of the test should be determined by the specific item the character is looking for. The GM should use their judgment and lore knowledge in equal measure when making their decision. The following table can provide some guidelines:

Availability Modifiers

Item Availability	Modifier
Extremely Rare	-40
Rare	-30
Scarce	-20
Uncommon	-10
Average	-
Ordinary	+10
Common	+20
Plentiful	+30
Ubiquitous	+40

Item Quality Level

Items can also vary drastically in quality based on how well they were made, or some feature inherent to the item. This will modify their price and their availability. There are three quality levels for most items: inferior, common, and superior. Exactly what measurable impact this has on the item (if any) will be explained in the appropriate section.

Item Quality

Quality	Availability	Price
Inferior	2 steps more common	-50%
Common	No change	-
Superior	2 steps rarer	+100%

Location Modifiers

While Tamriel has a flourishing international market, due to the many merchant guilds dotting the continent, certain objects must be imported or accessed through more illegitimate means. The following table can provides some guidelines for any such availability and pricing modifiers:

Circumstance	Availability mod.	Price mod.
Illegal ware	Increased 1 step	+25%
Stolen goods	Increased 2 steps	-20%
Local wares(Chitin in Morrowind)	Decreased 1step	N/A
Imported from nearby region (Adamantium outside High Rock)	Increased 1 step	+25%
Rare/limited import (Dwemer artifacts, Dragon remains.)	Increased 2 steps	+50%

Haggling for a Bargain

Bargaining is a part of everyday life, and almost expected amongst professional merchants.

Should a character wish to bargain with a merchant for the price of their wares, roll an opposed Commerce Test against the merchant.

For every Degree of Success the character scores above the merchant, a 5% discount is gained.

If the merchant wins the Commerce test, increase the price by 5% per Degree of success instead.

A character can always choose to not accept a bad bargain, but a local market is a living, breathing thing and word travels fast about bad customers.

Should a character deny a ‘bargain’ and go elsewhere, the GM can choose to apply a penalty equal to the % of the bargain that was denied.

Unscrupulous Traders

Certain merchants can be particularly unscrupulous in their bargaining, either due to holding a monopoly on a certain ware, or being a position that allows them to press their hapless victim for an extra fee like a fence giving less for stolen goods, well knowing that the prospective seller has nowhere else to go. When bargaining with such unscrupulous types, the GM can choose to apply a penalty ranging from -10 to -40 to the characters Commerce Test when bargaining for a better price on their goods.

Appraising an Item

Not knowing the current market value of certain goods has been the bane of many a haggler.

If a character wishes to assert the price of an object of interest before going for the bargain, roll a Commerce Test with a modifier equal to the items rarity (see Availability Modifiers on page 108) to see if they can learn the current rates.

On a success, the character gains a +10 bonus to their attempt at haggling.

On a failure however, add a -5 penalty per Degree of Failure to their attempt at haggling, as they have misinterpreted the current trend of the market.



“Bargaining is expected all over Tamriel, but the game can be broken if one’s offer is so preposterously low that it insults the shop-keeper. If you are offered something for ten gold pieces, try offering six and see where that takes you..”

The Buying Game

WEAPONS

Conflict and danger are constants in Tamriel, and it is wise for adventurers to arm themselves. Weapons in the UESRPG are divided in a number of different ways: First, there are two classes of weapons: melee and ranged. All weapons are defined by a **WEAPON PROFILE**, which contains all the information necessary to use the weapon.

Weapon Qualities

Many weapons possess special rules, known as **WEAPON QUALITIES**, that represent factors that set them apart from other weapons in some fashion.

“The Big Three”

Below are the three most important weapon qualities. Most weapons posses one of these qualities, which are critical to their identity. Their effects can stack.

Crushing (X)

Weapons with this quality can crush metal and bone alike. They deal bonus damage equal to the wielder's Strength bonus (or X, if another value is given), capped at the AR value of the armour on the hit location or BR of a shield used to block it.

Splitting (X)

Weapons with this quality can deal savage wounds when properly brought to bear. They deal bonus damage equal to the wielder's Strength bonus (or X, if another value is given), but only if the DoS of the attack are higher than the AR value of the hit location.

Slashing (X)

Weapons with this quality tear flesh with ease, dealing extra damage equal to the wielder's Strength bonus (or X, if another value is given) against unarmored hit locations.

Other Weapon Qualities

Listed below are many of the other qualities weapons may have. It is important to be familiar with the qualities your weapons possess, and how they interact with one another!

Complex

A character cannot move on a turn they are reloading this weapon.

Concussive

The weapon causes heavy impacts, and can send opponents sprawling: when a character uses the bash action with this weapon, they gain a +20 bonus to the opposed test.

Damaged (X)

Weapons with this quality are damaged. They deal X less damage. If this would ever render a character incapable of dealing damage with the weapon, even with the maximum possible roll, then the weapon is destroyed. Instances of this quality do **not** stack, simply apply the worst one.

Dueling Weapon

Weapons with this quality add an additional degree of success to successful tests made to parry or counter attack with them.

Entangling

Attacks with this weapon cannot be parried or blocked. Instead of dealing damage, a successful attack with this weapon forces the opponent to make a Strength or Agility test. If they fail, they suffer a -20 penalty to all combat tests as they become entangled. They can use an action to repeat the test and free themselves on success.

If this effect was applied by a melee attack, then if the target character leaves the melee ranged of the Entangling weapon then the character wielding the weapon must choose to either let go of their weapon (maintaining the effect on the target), or keep their weapon (removing the effect from the target).

Focus

Character treats the hand holding the weapon as a free hand for the purposes of casting spells. The weapon does not increase the range of any spell, due to its reach.

Exploit Weakness

These weapons are small and able to slip into gaps in a target's defenses. Attacks with this weapon treat full armor as partial armor, and partial armor as unarmored (but do not actually reduce the location's AR). This can be used to trigger effects, such as Slashing, that interact with the level of armor the target is wearing.

Flail

Weapons of this type are able to strike unpredictably. These weapons cannot be parried or countered, but cannot be used to parry or counter attack either. If an attacker with this weapon and a defender blocking with a shield both pass their respective tests, and the attacker's degrees of success exceed those of the defender, then the defender does **not** block the attack as they normally would and the attack is resolved as if the attacker had won. If a character critically fails an attack with a flail they hit themselves.

Impaling

If this weapon is used to make an attack of opportunity against a character who is approaching the wielder, and that attack causes the target to lose HP, the target does not advance and instead halts their movement for the turn.

Magic

Weapons with this quality are able to harm targets that would otherwise resist or be impervious to damage from normal weapons, such as ghosts.

Arcane

Weapons with this quality are treated as having the **Focus** quality, as well as doubling the amount of charges of any cast enchantment placed upon it.

Mounted

Weapons with this quality can only be used while mounted due to their weight and balance, and only if the character moves.

Primitive

Roll twice and use the lower value for this weapon's damage.

Proven

Roll twice and use the higher value for this weapon's damage.

Shield Splitter

Attacks from this weapon halve the BR of shields used to block them (round up).

Small

This weapon is relatively small. It cannot be used to parry or counter attacks from 2 handed weapons, but readying it does not cost an AP. The wielder may make a Subterfuge skill test to conceal the weapon. Enemies with normal weapons can opportunity attack characters with this weapon who enter their range.

Thrown (X/Y/Z)

This weapon can be thrown as a ranged attack against a target within X/Y/Z meters. Resolve this like a normal ranged attack (though Strength can be a base for the test), dealing the weapon's normal damage and ignoring Slashing/Crushing/Splitting.

Unwieldy

Attempts to parry or counter attack using this weapon suffer a -20 penalty.

Ranged & Melee Weapons

There are a vast number of weapons that characters might encounter during their adventures.

Weapon Attributes

All weapons have most of these attributes associated with them:

- **Damage (Dam):** The damage dealt by the weapon. Typically expressed as a die roll to which a value may be added.
- **Handedness:** How many hands the weapon requires.
 - **One Handed:** Weapon can be wielded in one hand.
 - **Hand and a Half:** Weapon may be used with one or two hands (cannot be dual wielded). When using it in two hands, use the larger damage value (in parenthesis).
 - **Two Handed:** Weapon requires the use of two hands.
- **Reach:** A melee weapons' range in meters. Represents effective threat range, and not merely the length of the weapon. Weapons with a minimum range (such as 2-3m) cannot attack targets below their minimum range.
- **Range:** A ranged weapon's short, medium, and long ranges. **Attacking targets in close range provides a +10 bonus to attack tests with the weapon, while attacking targets at long range imposes a -20 penalty.**
- **ENC:** The weapon's ENC value.
- **Qualities:** Any weapon qualities the weapon has.
- **Price:** The base price of the weapon in Drakes.

Weapon Materials

Every weapon is made of something, and the material of a weapon can dramatically improve its effectiveness. **When picking a weapon from either the ranged or melee weapon tables, you must pick a material for that weapon as well from the appropriate table below.**

A weapon's material determines...

- **Enchant Level:** The maximum soul energy of any enchantment that can be placed on the weapon.
- **Price Modifier:** Modifies the base price of the weapon to determine the final cost (quality modifies this value).
- Any **modifiers to damage or range** the weapon receives.
- Any **additional qualities** the weapon has.

Weapon Quality

The overall quality with which a weapon is crafted can have a dramatic impact on how effective it is in combat. The following table details what each quality level does to the weapon profile.

Weapon Quality

Item Quality	Profile Changes	Price
Inferior	Weapon gains Primitive quality	-50%
Common	No change	-
Superior	Weapon gains Proven quality	+200%

Melee Weapons

Type	Dam	H	Reach	Qualities	ENC	Price
Great Sword	1d12	2H	3m	Slashing , Unwieldy, Concussive	4	300
Longsword	1d8 (1d10)	1.5H	2m	Slashing	2	175
Broadsword	1d8	1H	2m	Slashing	1	100
Sabre	1d8	1H	2m	Slashing , Dueling Weapon	1	125
Shortsword	1d6	1H	1m	Slashing , Exploit Weakness	1	75
Dagger	1d4	1H	1m	Slashing , Exploit Weakness, Thrown (5/10/15), Small	1	45
Great Axe	1d12	2H	3m	Splitting , Unwieldy, Shield Splitter, Concussive	4	250
Battle Axe	1d8 (1d10)	1.5H	2m	Splitting , Unwieldy	2	125
War Axe	1d8	1H	2m	Splitting , Unwieldy	1	100
Hand Axe	1d6	1H	1m	Splitting , Thrown (5/10/15), Small	1	40
Great Flail	1d12	2H	3m	Crushing , Flail, Shield Splitter, Concussive	3	300
Maul	1d12	2H	2m	Crushing , Unwieldy, Shield Splitter, Concussive	4	250
Warhammer	1d8 (1d10)	1.5H	2m	Crushing , Unwieldy	2	175
Mace	1d8	1H	2m	Crushing , Unwieldy	1	120
Flail	1d8	1H	2m	Crushing , Flail	1	180
Halberd	1d12	2H	2-3m	Splitting , Impaling, Unwieldy	3	175
Pike	1d12	2H	2-4m	Impaling, Unwieldy	4	80
Lance	1d12	1H	2-3m	Splitting , Crushing (3) , Mounted, Unwieldy	3	140
Spear	1d8 (1d10)	1.5H	2-3m	Impaling, Unwieldy	2	40
Quarterstaff	1d6 (1d8)	1.5H	2m	Concussive, Arcane	2	35
Javelin	1d8	1H	2m	Thrown (5/15/25), Unwieldy	2	40
Net	-	1H	2m	Entangling, Thrown (3/4/5)	1	10
Parrying Dagger	1d4	1H	1m	Slashing(2) , Exploit Weakness, Dueling Weapon, Small	1	50

Melee Weapon Materials

Name	Dam Mod	Qualities	ENC	Enchant Lvl	Price Mod
Chitin	-	-	-	1	0.8 x Price
Iron	-	-	-	1	0.8 x Price
Silver	+1	Silvered	-	2	1.3 x Price
Steel	+1	-	-	2	1.0 x Price
Dwemer	+2	Magic	+1	3	4.0 x Price
Moonstone	+2	Magic	-	3	5.0 x Price
Orichalcum	+2	-	-	2	3.0 x Price
Adamantium	+3	-	-	4	8.0 x Price
Malachite	+3	Magic	-	2	7.0 x Price
Stahlrim	+3	Magic	-	4	12.0 x Price
Daedric	+4	Magic	+1	5	15.0 x Price
Ebony	+4	Magic	+1	4	10.0 x Price
Dragonbone	+5	Magic	+1	5	30.0 x Price

Special Melee Weapon Materials

- Wood (0.5 x price, 100 EL):** No modifier for Quarterstaffs and Maces. Halves damage of all other weapons.
- Bone (0.5 x price, 0 EL):** Weapon deals half damage.

Special Melee Weapon Qualities

Certain extra qualities that can be used to enhance an existing weapon. Often only provided by skilled craftsmen. Price modifiers are based on the final price of the weapon after material modifiers.

- Runed (+20% Price):** Gains Magic. Only found among Dawnguard or specialized Skyrim Blacksmiths.
- Silvered (+30% Price):** Gains Magic, counts as silver for damage purposes.
- Spell Focus (+50% Price):** Gains Focus.

Ranged Weapons

Type	Dam	H	Range	Qualities	ENC	Price
Arbalest	1d12	2H	20/150/300	Complex, Reload (4, min 1), Crushing (6)	2	700
Crossbow	1d10	2H	20/100/250	Complex, Reload (2, min 1), Crushing (4)	1	500
Longbow	1d8	2H	10/250/350	Reload (2), Unwieldy	2	200
Shortbow	1d6	2H	20/100/200	Reload (1)	1	100

Ranged Weapon Materials

Name	Range Mod	EL	ENC	Price Mod
Wood	-	1	-	1.0 x P
Bonemold	+5m all ranges	2	-	1.5 x P
Chitin	+5m all ranges	1	-	1.25 x P
Dwemer	+5m all ranges	3	+1	4.0 x P
Orichalcum	+5m all ranges	2	-	3.0 x P
Moonstone	+10m all ranges	3	-	5.0 x P
Daedric	+15m all ranges	5	+1	15.0 x P
Ebony	+15m all ranges	4	+1	10.0 x P
Malachite	+15m all ranges	2	-	7.0 x P
Dragonbone	+20m all ranges	5	+1	30.0 x P

Ammunition Materials

Name	Dam Mod	Qualities	EL	Price per 10 shots
Chitin	-	-	1	16
Iron	-	-	1	16
Silver	+1	Silvered	2	20
Steel	+1	-	2	20
Dwemer	+2	Magic	3	90
Moonstone	+2	Magic	3	100
Orichalcum	+2	-	2	80
Adamantium	+3	-	4	160
Malachite	+3	Magic	2	140
Stahlrim	+3	Magic	4	240
Daedric	+4	Magic	5	300
Ebony	+4	Magic	4	200
Dragonbone	+5	Magic	5	600

Special Ranged Weapon Qualities

Certain extra qualities that can be used to enhance an existing weapon. Often only provided by skilled craftsmen.

- **Spell Focus (100 drakes):** Gains Focus.

Ammunition

Most ranged weapons use ammunition to reload: either arrows (bows) or bolts (crossbows). The material of the ammunition modifies the damage of the weapon on the shot it's used for. The material of the ammunition can also impart certain qualities to the attack, and determines the enchantment level of the ammunition. Ammunition is priced per 10 shots, and each shot is ENC 0 (so 10 shots is ENC 1).

Bolts have no unique rules associated with them, and their rules are built into the profile of the crossbows above. Arrows, on the other hand, come in one of two different types, each corresponding with the way that type inflicts damage. There are no cost differences between these types:

Arrow Types

- **Broad-head:** The shot gains the Splitting quality (uses the firing character's Strength bonus as normal).
- **Bodkin:** The shot gains the Slashing quality (uses the firing character's Strength bonus as normal).

Thrown Weapons

Type	Dam	H	Range	Qualities	ENC	Price
Dagger	1d4	1H	1m	Slashing , Exploit Weakness, Thrown (5/10/15), Small	1	45
Hand Axe	1d6	1H	1m	Splitting , Thrown (5/10/15), Small	1	40
Javelin	1d8	1H	2m	Thrown (5/15/25), Unwieldy	2	40
Throwing Star	1d4	1H	5/10/15	Thrown, Small	0	10
Throwing Dart	1d4	1H	5/10/15	Thrown, Small	0	10

Thrown Weapon Materials

Name	Dam Mod	Qualities	ENC	Enchant Lvl	Price Mod
Chitin	-	-	-	1	0.8 x Price
Iron	-	-	-	1	0.8 x Price
Silver	+1	Silvered	-	2	1.3 x Price
Steel	+1	-	-	2	1.0 x Price
Dwemer	+2	Magic	+1	3	4.0 x Price
Moonstone	+2	Magic	-	3	5.0 x Price
Orichalcum	+2	-	-	2	3.0 x Price
Adamantium	+3	-	-	4	8.0 x Price
Malachite	+3	Magic	-	2	7.0 x Price
Stahrlim	+3	Magic	-	4	12.0 x Price
Daedric	+4	Magic	+1	5	15.0 x Price
Ebony	+4	Magic	+1	4	10.0 x Price
Dragonbone	+5	Magic	+1	5	30.0 x Price

Special Throw Weapon Qualities

Certain extra qualities that can be used to enhance an existing weapon. Often only provided by skilled craftsmen. Price modifiers are based on the final price of the weapon after material modifiers.

- **Runed (+20% Price):** Gains Magic. Only found among Dawnguard or specialized Skyrim Blacksmiths.
- **Silvered (+30% Price):** Gains Magic, counts as silver for damage purposes.
- **Spell Focus (+50% Price):** Gains Focus.



ARMOR

There are many styles and types of armor that the people of Tamriel use to defend themselves. This section provides rules for the use of both worn armor and shields.

Armor Qualities

Many armor pieces and shields possess special rules, known as **ARMOR QUALITIES**, that represent specific effects, or certain differences between armor types.

Magic

Armor with this quality is magical and provides protection against certain attacks, such as those of incorporeal beings. Shields with this quality can be used to block such attacks.

Damaged (X)

A piece of Armor or a shield with this quality has been damaged. Reduce its AR or BR by X. If this would reduce that value to 0, then the item is destroyed.

Weight Classes

Most armors and shields have a weight class, reflected by one of the qualities below, that represents how heavy and restrictive that armor is. When wearing multiple different types of armor and/or carrying a shield, the character always uses the effects of their heaviest armor piece.

(No listed class)

The armor is light enough it imposes no penalties on its user.

Light

Light armor imposes a minor penalty on a character's mobility: The character suffers a -10 penalty to Acrobatics and Spellcasting skill tests.

Medium

Medium armor imposes a moderate penalty on a character's mobility: the character suffers a -10 penalty to Spellcasting and Agility based tests (except Combat Style skill tests) as well as reduces their Speed by 1.

Heavy

Heavy armor imposes a substantial penalty on a character's mobility: the character suffers a -20 penalty to Spellcasting and Agility based tests (except Combat Style skill tests), as well as reduces their Speed by 2.

Super-Heavy

Super-Heavy armor imposes a staggering penalty on a character's mobility: the character suffers a -30 penalty to Spellcasting and Agility based tests (except Combat Style skill tests), as well as reduces their Speed by 3.

(Crippling)

Character cannot move, and suffers a -40 to all tests.

Worn Armor

Worn armor encompasses anything that a character wears to protect their body from harm.

Armor Rating & Hit Locations

A given piece of armor protects a single hit location on a character's body. The standard uniform of the Imperial Legionnaire, for example, is a steel breastplate (body), helmet (head), pauldrons/bracers (arms), and greaves/boots (legs).

A piece of armor's **ARMOR RATING** (AR) is a measure of how much protection it offers to that hit location: **any physical attacks that strike that hit location have their damage reduced by its AR**. Some armors also have additional AR values that protect against other damage types (such as magic AR).

Armor Classes

Instead of trying to keep track of the myriad styles of armor that exist, all armor in the UESRPG is divided into one of two classes: partial and full armor.

PARTIAL ARMOR is any piece of armor that does not entirely cover the hit location it is protecting. As a result it typically offers lower protection than full armor, but weighs much less.

FULL ARMOR is any piece of armor that almost entirely covers the hit location it is protecting. As a result it typically offers improved protection at the cost of increased weight.

REINFORCED CLOTHING/ROBES is any kind of normal clothing or a robe that has been reinforced with a particular material. It offers little protection, but is very good for enchanting or any type of magic resistance.

The combination of an armor's class and material are what make up its complete profile. It is these combinations that characters choose from when picking armor. Unlike the weapon tables on the previous pages, **the armor tables on the next page have already factored in the effects of an armor's material**. Simply pick the one you want, and you're ready to go!

Armor Attributes

All armor pieces have these attributes associated with them:

- **Armor Rating (AR):** Any ARs the armor piece grants to the hit location that it covers.
- **Qualities:** Any armor qualities the armor has.
- **ENC:** The ENC value for a given piece of armor. ENC is halved when armor is worn (but not for carried shields).
- **Enchant Level (EL):** The maximum soul energy of any enchantment that can be placed on the piece of armor.
- **Price:** The price of the armor piece in Drakes both for an individual piece (for one hit location) and the full suit.

Armor & Shield Quality

The overall quality with which a piece of armor is crafted can have a dramatic impact on how effective it is in combat. The following table details what each quality level does to the profile.

Armor/Shield Quality

Item Quality	Profile Changes	Price
Inferior	Increases weight class by one step.	-25%
Common	No change	-
Superior	Decreases weight class by one step.	+100%

Special Armor Qualities

Certain extra qualities that can be used to enhance an existing armor. Often only provided by skilled craftsmen.

- **Runed (+25% price):** Gains Magic and 1 magic AR. Only found among Dawnguard or specialized Skyrim Blacksmiths.
- **Arcane focus(+50% Price):** This removes the casting penalty while wearing armour if all pieces of armour worn have Arcane focus.

Tower Shields

Any of the shields below can be purchased as a tower shield instead. Tower shields are 1 weight class heavier (to a maximum of super-heavy) than a normal shield of their type, have 1 higher ENC, and cost 25% more. Tower shields have the **Tower quality:** Shields with this quality grant the wielder a +10 bonus to tests made to block attacks, but carrying one reduces a character's Speed by 1.

Shields

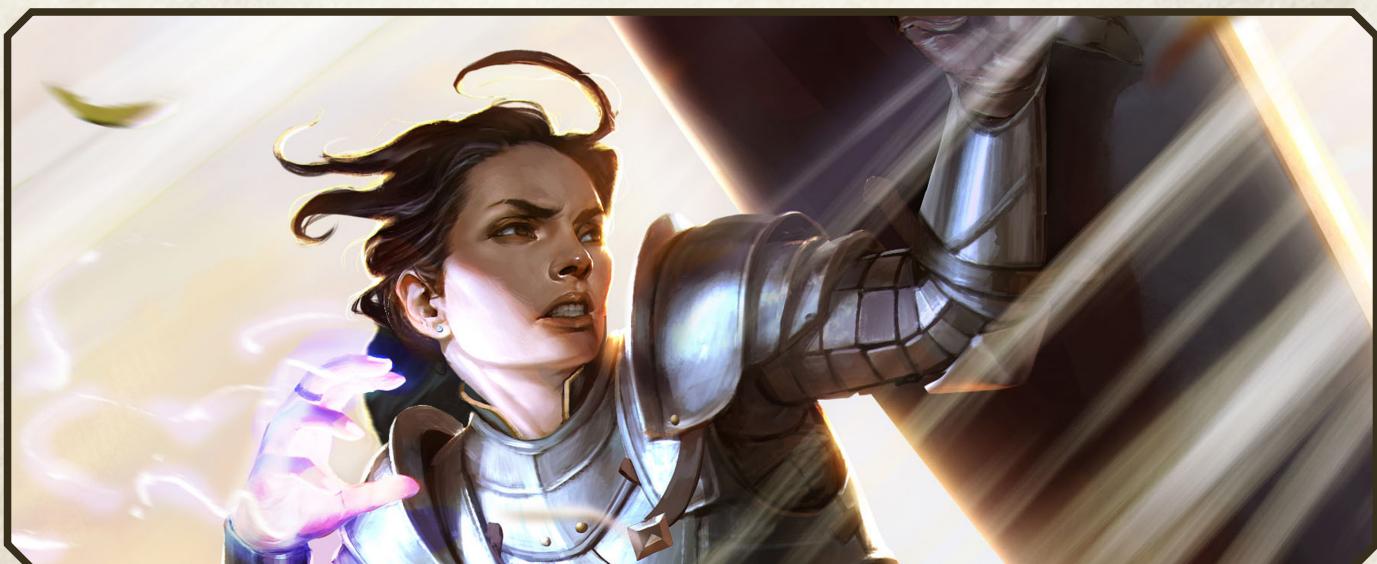
Shields are defensive weapons used to protect their wielders from enemy attack. They are considered a type of armor in this system, but do not follow the normal rules for armor.

Block Rating

Instead of an AR, shields have a **Block Rating (BR)**, which reflects a combination of the shield's coverage and toughness.

If a character blocks an attack with a shield then the attacker rolls damage with the attacking weapon. If the damage result is less than or equal to the shield's BR, nothing happens. If the damage result exceeds the shield's BR, then the character takes that damage on their shield arm unless they choose to spend a Stamina point to push himself in order to fully block the attack. **Shields count their BR as being half as much (round up) against attacks that deal magic damage unless they have a unique BR listed for magical attacks.**

This reflects the way that, while a shield can protect its user from harm, using a shield to block repeated heavy hits can quickly drain a defender's energy even if they are still able to avoid direct harm. Eventually they will find themselves tiring, and unable to maintain their defense.



Partial Armor Types

Type	AR	Magic AR	Qualities	ENC/Piece (Suit)	EL	Price/Location (Suit)
Partial Chitin	1	1 fire	Light	1 (6)	1	30 limb / 60 body (210)
Partial Leather	1	1 fire	Light	2 (12)	1	25 limb / 50 body (175)
Partial Fur	1	1 frost	Light	2 (12)	1	20 limb / 40 body (140)
Partial Netch Leather	1	1 shock	Light	2 (12)	1	30 limb / 60 body (210)
Partial Bone	2	-	Medium	3 (18)	1	25 limb / 50 body (175)
Partial Bonemold	2	-	Light	2 (12)	2	50 limb / 100 body (350)
Partial Iron	3	-	Medium	3 (18)	1	50 limb / 100 body (350)
Partial Moonstone	3	1 magic	Light, Magic	2 (12)	3	90 limb / 180 body (630)
Partial Dreugh Hide	4	1 magic	Medium, Magic	3 (18)	2	100 limb / 200 body (700)
Partial Steel	4	-	Medium	3 (18)	2	75 limb / 150 body (525)
Partial Mithril	4	1 magic	Magic	1 (6)	4	300 limb / 600 body (2100)
Partial Dwemer	5	1 magic	Medium, Magic	4 (24)	3	150 limb / 300 body (1050)
Partial Orichalcum	5	-	Medium	4 (24)	2	100 limb / 200 body (700)
Partial Adamantium	5	2 magic	Medium, Magic	4 (24)	4	500 limb / 1000 body (3500)
Partial Malachite	5	2 magic	Magic	1 (6)	2	750 limb / 1500 body (5250)
Partial Ebony	6	3 magic	Heavy, Magic	5 (30)	4	1500 limb / 3000 body (10500)
Partial Stalhrim	6	6 frost	Medium, Magic	4 (24)	4	2000 limb / 4000 body (14000)
Partial Daedric	6	6 magic	Heavy, Magic	5 (30)	5	3000 limb / 6000 body (21000)
Partial Dragonbone	7	7 magic	Heavy, Magic	5 (30)	5	5000 limb / 10000 body (35000)

Full Armor Types

Type	AR	Magic AR	Qualities	ENC/Piece (Suit)	EL	Price/Location (Suit)
Full Padded	2	-	Medium	3 (18)	1	20 limb / 40 body (140)
Full Hide	2	2 frost	Medium	3 (18)	1	30 limb / 60 body (210)
Full Chitin	3	1 fire	Medium	2 (12)	1	60 limb / 120 body (420)
Full Leather	3	1 fire	Medium	3 (18)	1	50 limb / 100 body (350)
Full Netch Leather	3	1 shock	Medium	3 (18)	1	60 limb / 120 body (420)
Full Fur	3	1 frost	Medium	3 (18)	1	40 limb / 80 body (280)
Full Bone	4	-	Heavy	4 (24)	1	50 limb / 100 body (350)
Full Bonemold	4	-	Medium	3 (18)	2	100 limb / 200 body (700)
Full Iron	5	-	Heavy	4 (24)	1	100 limb / 200 body (700)
Full Moonstone	5	2 magic	Medium, Magic	3 (18)	3	180 limb / 360 body (1260)
Full Dreugh Hide	6	2 magic	Heavy, Magic	4 (24)	2	200 limb / 400 body (1400)
Full Steel	6	-	Heavy	4 (24)	2	150 limb / 300 body (1050)
Full Mithril	6	2 magic	Light, Magic	2 (12)	4	600 limb / 1200 body (4200)
Full Dwemer	7	2 magic	Heavy, Magic	5 (30)	3	300 limb / 600 body (2100)
Full Orichalcum	7	-	Heavy	5 (30)	2	200 limb / 400 body (1400)
Full Adamantium	7	3 magic	Heavy, Magic	5 (30)	4	1000 limb / 2000 body (7000)
Full Malachite	7	3 magic	Light, Magic	2 (12)	2	1500 limb / 3000 body (10500)
Full Ebony	8	4 magic	Super-Heavy, Magic	6 (36)	4	3000 limb / 6000 body (21000)
Full Stalhrim	8	8 frost	Heavy, Magic	5 (30)	4	4000 limb / 8000 body (28000)
Full Daedric	8	8 magic	Super-Heavy, Magic	6 (36)	5	6000 limb / 12000 body (42000)
Full Dragonbone	9	9 magic	Super-Heavy, Magic	6 (36)	5	10000 limb / 20000 body (70000)

Reinforced Clothing/Robes Types

Type	AR	Magic AR	Qualities	ENC/Piece (Suit)	EL	Price/Location (Suit)
Partial Chitin	0	1 fire		1 (6)	2	60 limb / 120 body (420)
Partial Leather	0	1 fire		1(6)	2	50 limb / 100 body (350)
Partial Fur	0	1 frost		1 (6)	1	40 limb / 80 body (280)
Partial Netch Leather	0	1 shock		1 (6)	2	60 limb / 120 body (420)
Partial Moonstone	1	1 magic	Magic	1 (6)	3	150 limb / 300 body (1050)
Partial Mithril	2	1 magic	Magic	1 (6)	4	600 limb / 1200 body (4200)
Partial Dwemer	2	1 magic	Magic	2 (12)	3	300 limb / 600 body (2100)
Partial Orichalcum	3	-		2 (12)	3	250 limb / 400 body (1750)
Partial Adamantium	3	2 magic	Magic	2 (12)	4	1000 limb / 2000 body (7000)
Partial Malachite	3	2 magic	Magic	1 (6)	3	1500 limb / 3000 body (10500)
Partial Ebony	3	3 magic	Magic	2 (12)	5	3000 limb / 6000 body (21000)
Partial Stalhrim	3	6 frost	Magic	2 (12)	5	4000 limb / 8000 body (28000)
Partial Daedric	3	6 magic	Magic	3 (18)	5	6000 limb / 12000 body (42000)

Shield Types

Type	BR	Magic BR (1/2 value base)	Qualities	ENC	Enchant Lvl	Price
Hide Shield	6	(3) 4 vs frost	Light	2	1	40
Chitin Shield	7	(4) 5 vs fire	-	1	1	70
Leather Shield	7	(4) 5 vs fire	Light	2	1	60
Fur Shield	7	(4) 5 vs frost	Light	2	1	50
Netch Leather Shield	7	(4) 5 vs shock	Light	2	1	70
Bonemold Shield	8	(4)	Light	2	2	120
Iron Shield	9	(5)	Medium	3	1	120
Moonstone Shield	9	6	Light, Magic	2	3	200
Dreugh Shield	10	6	Medium, Magic	3	2	220
Steel Shield	10	(5)	Medium	3	2	170
Dwemer Shield	10	6	Medium, Magic	3	3	330
Mithril Shield	10	6	Magic	1	4	650
Orichalcum Shield	11	(6)	Medium	3	2	240
Adamantium Shield	11	8	Medium, Magic	3	4	1100
Malachite Shield	11	8	Magic	1	2	1700
Ebony Shield	12	9	Heavy, Magic	4	4	3500
Daedric Shield	12	12	Heavy, Magic	4	5	6500
Stalhrim Shield	12	(6) 12 vs frost	Medium, Magic	3	4	4500
Dragonbone Shield	13	13	Heavy, Magic	4	5	12000

GOODS & SERVICES

This section contains prices for all the common, everyday things that characters need to survive, the luxuries that separate the rich from the poor, and all the various properties and services that adventurers might need on their journey.

Lifestyle Expenses

Lifestyle expenses are a simple, average number players can use to track their spending during downtime, and reflect the average amount a character spends on a daily basis to maintain a lifestyle of a certain comfort level. More comfortable lifestyles are typically more expensive, but bring potential advantages in one's status and perception.

These expenses include housing, food, entertainment, and all the other costs a character might accrue during normal daily life.

Lifestyle Expenses

Type	Total
Squalid	2
Poor	5
Modest	10
Comfortable	25
Wealthy	50
Aristocratic	100

Food & Drink

The various cultures of Tamriel eat many different foods. For convenience, simply assume that food purchased reflects the food of the local culture unless the character goes out of their way to find something else. Superior quality food tastes better, but otherwise there are no game effects.

When consuming alcohol, every drink a character consumes in excess of their Endurance bonus causes them to lose 1 SP.

Food & Drink

Type	Price
Ale (mug)	1
Ale (gallon)	3
Meat (serving)	4
Wine (common, pitcher)	2
Wine (fine, bottle)	100
Bread (loaf)	1
Cheese (hunk)	2
Trail Rations (1 day's worth)	20

Lodging

Often on the road an adventurer won't have the option of choosing where to spend the night. But when they do, they'll quickly discover that luxury is expensive. This section contains prices for a single night of lodging in an inn or other temporary accommodations, with more comfortable lodgings costing more while offering their own advantages.

Lodging Prices

Type	Price Per Day
Squalid	Free
Poor	3
Modest	6
Comfortable	10
Wealthy	25
Aristocratic	50

Common Services

This section contains rules for basic services a character may need, including transportation and message delivery.

Common Services

Type	Price
Errand Runner (per task)	1
Courier (per 5 kilometers)	2
Post (letter/province crossed)	1
Post (box/province crossed)	5
Uncomfortable Transport (land or sea, w/food)	10/day
Comfortable Transport (land or sea, w/food)	40/day

Hirelings

This section contains prices for hiring NPCs to perform particular tasks. This can range from legions of hired mercenaries and servants, to the services of a single skilled enchanter or smith.

Hirelings

Type	Price per Day
Slave (food/upkeep)	3
Laborers	5
Servants	7
Thugs (enforcers, thieves)	8
Guard (sentries, town militia)	10
Ranger (scout, guide)	20
Craftsmen (smith, tailor, jeweler)	25
Apprentice (spellcaster, alchemist, enchanter)	30
Mercenary (professional soldier)	50
Scribe/Clerk (lawyer, bureaucrat)	75
Mage (spellcaster, alchemist, enchanter)	100

Adventuring Gear

Between tools and supplies there are plenty of things that an adventurer might find themselves needing on the road. A superior quality item provides a +10 bonus to any tests associated with it, while an inferior quality one imposes a -10 penalty.

Containers like the sack, backpack, or chest hold the listed amount of ENC, but halve the effective value of the ENC contained within them as long as the objects could reasonably fit.

Clothing & Gear

Type	ENC	Price
Abacus	1	10
Backpack (small) (holds 10 ENC)	1	20
Backpack (large) (holds 20 ENC)	2	30
Bedroll	1	20
Blanket	1	10
Bottle (glass)	0	20
Caltrops (bag of 20)	0	10
Candle	0	1
Case (map scroll)	1	10
Chain (3 meters)	1	50
Chalk (piece)	0	1
Chest (holds 20 ENC)	6	75
Climber's Kit	2	150
Crowbar	1	35
Flask	1	5
Grappling Hook	0	25
Hammer/Saw/Mallet/Chisel	1	15
Healer's Kit	1	75
Holy Symbol	0	40
Hourglass	0	250
Hunting Trap (small cage)	4	40
Hunting Trap (large jaws)	6	80
Ink (bottle)	0	50
Ink Pen	0	1
Iron Spike	0	1
Jug	1	1
Ladder (rope, 3 meters)	3	20
Lantern (bullseye)	1	120
Lantern (hooded)	1	60
Lock (per success threshold)	0	25
Magnifying Glass	0	800
Manacles	1	30
Mirror (small)	0	45

Type	ENC	Price
Oil (flask)	1	1
Paper (10 sheets)	0	3
Parchment (10 sheets)	0	2
Pick (miner)	1	20
Pole (3 meter)	1	1
Pot	2	30
Pouch (holds 5 ENC)	0	10
Quiver (holds 30 arrows/bolts)	1	15
Rations (2 days)	1	40
Rope (hempen, 20 meters)	2	10
Rope (silk, 20 meters)	2	100
Sack (holds 30 ENC, must be carried in at least one hand)	1	1
Scale (merchant's)	1	65
Shovel	1	20
Spyglass	1	1000
Survival Kit (tinderbox, knife, etc)	1	50
Tent (per person)	1	35
Torch (includes oil)	1	2
Vial (1 potion)	0	2
Water-skin (2 liters)	1	3
Whistle	0	1

Tools

Some characters need specialized tools for their profession. Some of these can be easily carried, while others cannot. A superior quality tool set provides a +10 bonus to any tests associated with it, while an inferior quality one imposes a -10 penalty.

Tools

Type	ENC	Price
Alchemist (Field) (max depth 4 ingredients)	1	500
Alchemist (Lab)	*	500
Smithy	*	200
Delicate Craft (jeweler, cartographer, etc)	1	300
Simple Craft (potter, carpenter, etc)	5	100
Thief (lockpicks, probes, etc)	0	25
Cooking (travel)	3	30

*This tool set is too large for one person to carry, and instead requires a small space of its own.

Entertainment & Recreation

The prices here are for books, games, and other assorted recreational or entertainment items. Most of these have no game effect, though the GM might rule that characters can learn certain things by reading books, or give them bonuses on tests for referencing them. Superior quality might reflect nicer looking materials, or, in the case of books, that the book itself is a rare edition.

Entertainment & Recreation

Type	ENC	Price
Dice	0	1
Game Set	1	10
Deck of Cards	0	5
Tickets to local Event	0	15
Book	1	100
Lute/Harp	1	80
Drum	2	30
Flute	1	50
Horn	2	100

Clothing & Jewelry

As with food, clothing varies drastically across Tamriel. As such the items in this section are meant to be generic, and apply regardless of culture. Superior quality clothing or jewelry looks better, or is more durable, depending on the item. Clothing items have an ENC of 1 (0 when worn), and jewelry an ENC of 0.

Clothing & Jewelry

Type	EL	Price
Common Clothes	1	20
Fine Clothes	2	100
Traveler's Clothes	1	80
Robes	2	40
Ring (simple)	2	100
Ring (fine)	3	300
Ring (jeweled)	4	1000
Ring (extravagant)	5	5000
Necklace/Amulet (simple)	2	200
Necklace/Amulet (fine)	3	600
Necklace/Amulet (jeweled)	4	1500
Necklace/Amulet (extravagant)	5	7500

Livestock & Pets

Livestock is critical to the survival of many communities. The cost to maintain livestock (grazing is usually free, but it is important to have food stockpiled) for a week is roughly a twentieth of the animal's price.

Livestock

Type	Price
Cow	500
Horse (draft)	600
Horse (riding)	500
Horse (war)	1000
Guar	450
Guar (war)	900
Chicken	10
Pig	300
Sheep	150
Slave	400

Property & Transportation

Some adventurers are not wanderers, and own property of their own. For some this takes the form of a small home, while others own and operate entire ships! Maintaining a property or means of transportation costs 1% of its total price every month.

Property & Transport

Type	Price
Hovel/Shack	100
Cabin/Cottage	1000
Apartment	1000
Small House	2500
Large House	5000
Villa/Mansion	10000
Estate	50000
Cart (small)	60
Cart (large)	120
Wagon	250
Rowboat	100
Sailboat	500
Silt Strider	10000
Ship (small)	30000
Ship (large)	60000
Warship (small)	50000
Warship (large)	100000

ARCANE ITEMS

Tamriel is a land of innumerable magical wonders, many of which find their way into the markets and guild halls of average Tamrielic cities. This section contains prices for those items.

Soul Gems

Soul gems are gems that can be used to capture the souls of men and beasts. There are a number of different soul gems, each of which has its own maximum soul energy and can only hold certain types of souls. Black souls are the souls of men, mer, and the beast races. All other creatures have white souls.

Types of Soul Gems

Type	Soul Types	Max. Soul Energy	ES	Price
Petty	White	100	1	25
Lesser	White	250	2	100
Common	White	500	3	250
Greater	White	1000	4	1000
Grand	White	1500	5	2500
Black	Any	1500	5	5000

Characters can also purchase soul gems that are completely, or only partially, full. The price of filled soul gems can be determined with the following formula:

Filled Soul Gem Price:
Gem Price * 2

Enchanted Items

Finding an enchanted item for sale can be difficult, and when they are for sale they are often extraordinarily expensive due to how rare skilled enchanters are. Only mages regularly traffic in these items, and they know their true value. The price of the item should incorporate the price of the base item, and the strength of the enchantment. The GM should feel free to select from the prices below based on what they feel is appropriate, **but note that these prices are just estimates and are not as accurate as pricing the items using the rules in the next section.**

Enchanted Items

Spell Level	Rough Cost
1	100-250
2	250-1000
3	1000-2500
4	2500-5000
5	5000-10000

Enchantment Services

Enchanted items can be extremely powerful, and extremely expensive. Characters can hire enchanters to create items with enchantments of all types. Their cost is determined by the following formula:

Enchanted Item Price: Soul Gem + Item + Fee

The formula above assumes the character is paying for the soul gem, the base item, and the enchanting service. If the character is providing either the soul gem, the base item, or both, then ignore that portion of the cost. The fee the enchanter charges should be based on the total spell level of the enchantment. The table below provides a guideline for the GM's use:

Enchanter Fee	
Spell Level	Cost
1	100
2	250
3	500
4	1000
5	2500

All of these prices assume a Binding Strength of 3 for the purposes of cast enchantments. Higher/lower binding strengths require more/less skilled enchanters, which increase/decrease the total price by 20% for each step (max 5).

Spell Scrolls

Spell scrolls are single use items that have had a particular spell bound to them through the use of enchanting. By reading the magical inscription on the scroll the character can invoke the stored magic without the difficulty of casting it themselves.

Spell Scroll	
Spell Level	Cost
1	30
2	45
3	90
4	150
5	300
6	600
7+	1500

All of these prices assume a Binding Strength of 3. Higher/lower binding strengths require more/less skilled enchanters, which increase/decrease the total price by 20% for each step (max 5).

Spell Tomes & Training

Spell tomes are one of the ways that characters can learn conventional spells. Spell tomes are books (despite their name, they can be fairly small) that contain the knowledge necessary to use a given spell. They not only contain practical instructions for using the spell, but a history of the evolution of the spell, alternative forms of casting, mnemonic devices, and other information that can help a character attain a full understanding of the magic they are learning to use.

Learning a spell takes a number of days equal to the spell level. This time must be spent in practice and study.

Spell Tomes

Spell Level	Cost
1	25
2	50
3	100
4	250
5	500
6	1000
7+	5000

Alternatively, a character can be taught a spell. This takes just as long as it would take to learn the spell normally, but also requires a teacher. Use the costs above as the training cost.

Alchemical Ingredients

Potions are created using alchemical ingredients. Higher quality ingredients have higher strength, allowing for more powerful effects. The following table lists the various quality levels and costs of alchemical ingredients of any given type, and their corresponding strength and depth values:

Alchemical Ingredients (any school)

Type	Strength	Depth	Price
Ubiquitous	2	1	1
Plentiful	5	2	5
Common	10	3	10
Uncommon	15	4	25
Rare	25	5	100
Very Rare	50	6	250
Extremely Rare	100	7	500
Legendary	200	8	1000



Alchemist Services

Potions can be quite useful when employed correctly. Characters can hire alchemists to create potions or poisons with effects of all types. Their cost is determined by the following formula:

Potion/Poison Price: Ingredient + Fee

Determine the effects of the created potion using the normal potion or poison creation rules found in the [Alchemy](#) section. The formula above assumes the character is paying for the ingredient and the alchemy service. If the character is providing the ingredients, then ignore that portion of the cost. The fee the alchemist charges should be based on the total spell level of the potion. The table below provides a guideline for the GM's use:

Alchemist Fee

Spell Level/Duration Mod	Cost
1	5
2	10
3	25
4	50
5	100
6	250
7+	500

Common Potions

This section includes a list of commonly used potions, their effects, and approximate prices for your convenience. The potions on this page all have a single effect: simply pick the desired spell level and use the listed price below in combination with the listed effect strength (which is only listed up to spell level 7) or duration (if the spell does not have a scaling level). Potions have an ENC of 0.

Potion of Healing

Character regains [Spell Strength] HP.

Level:	1	2	3	4	5	6	7
Price:	6	15	35	75	150	350	1000
[Spell Str.]	2	4	6	8	10	12	14

Potion of Replenishment

Character regains [Spell Strength] MP.

Level:	1	2	3	4	5	6	7
Price:	10	20	35	75	150	350	1000
[Spell Str.]	2	4	6	8	10	12	14

Potion of Magic Armor

Character gains [Spell Strength] **magic** AR for 1 minute.

Level:	1	2	3	4	5	6	7
Cost:	15	35	75	150	200	350	1000
[Spell Str.]	1	2	3	4	5	6	7

Potion of Levitation

The character gains the Flyer ([Spell Strength]) trait for 1 minute.

Level:	1	2	3	4	5	6	7
Cost:	15	20	50	100	200	350	1000
[Spell Str.]	3	6	9	12	15	18	21

Potion of Rejuvenate

Spell Level 3, Cost 75 drakes

The character regains 1 SP **or** removes 1 level of fatigue if they have any.



CRAFTING

The variety of items found in this Chapter do not simply make themselves: someone has to gather the materials and create the item. This section contains rules for characters wishing to create items of all types.

Step 1: Determine Item

First, the character must choose the item they wish to create. Some items cannot be created, such as those that only occur naturally, so the GM should use discretion when determining if a character can craft an item. The character must also choose the quality of the item, if applicable, which when combined with the item's base price will allow them to determine the approximate market value of the item.

Step 2: Gather Raw Materials

Next the character must gather the raw materials necessary to create the item. Exactly what this entails will vary from item to item, but **as a general rule of thumb if the character wishes to purchase all the raw materials it will cost roughly one third of the item's price as calculated in the last step.**

Step 3: Determine Test Difficulty

Third the character determines the difficulty of the crafting test. The difficulty of the crafting test for most items is based solely on the quality of the item, and modified further as the GM sees fit. When creating weapons or armor the material also provides a modifier. See the tables below for test difficulties.

Crafting Difficulty

Quality	Difficulty
Inferior	+30
Common	+0
Superior	-30

Material Difficulty (Smithing)

Material	Difficulty	Material	Difficulty
Adamantium	-20	Leather	+10
Bonemold	-5	Malachite	-20
Bone	+0	Mithril	-10
Chitin	+0	Moonstone	-10
Dragonbone	-40	Orichalcum	-10
Dreugh Hide	-10	Padded	+30
Dwemer	-10	Silver	-5
Ebony	-30	Stahlrim	-10
Fur	+10	Steel	+0
Iron	+20	Wood	+20

Daedric Weapons and Armor

The Daedra are undisputed masters of craftsmanship, and it is possible for mortals to utilize many of their secret ritual techniques to create Daedric armor and weaponry, which draw power from a Daedric soul consumed during the creation of the item itself. However, detailed knowledge of the specifics of this process can be hard to come across. While this book contains prices and AR values for Daedric weapons and armor, expanded rules for creating and using these powerful items can be found in the **PLANES OF OBLIVION** supplement.

Step 4: Make Crafting Test

Next the character makes the actual crafting test using the difficulty determined in the previous step. The skill that the character tests is based on the item they wish to craft. Creating weapons or armor uses the Profession [Smithing] skill, while other items will usually use some other variation of the Profession [Field] skill as appropriate. Failure produces no item, while critical success halves the time required.

Creating any item requires the appropriate craft tools. In the case of smithing, the character will also need access to a forge (along with the related facilities and tools) in order to complete the product. The actual act of crafting can take anywhere from a few hours to a few days (and sometimes even longer). During this time the character must be focused on creating the item. The duration required is left to the GM, and should be based on the complexity of the item in question.

Runed Weapons/Armor

Characters with knowledge of Enchanting can imbue weapons and armor with magic runes that make them effective against certain types of enemies. The character must pass an Enchant test when creating the item (there is no penalty for failure). On success add the Magic weapon/armor quality.

Repairing Weapons & Armor

Much like people, gear does not always survive combat. In the event that a weapon or piece of armor is damaged, a character can attempt to repair it with a Profession [Smithing] skill test. This takes about an hour and requires raw materials worth five percent of the price of the item. Given a successful skill test, the character can reduce the X value of the Damaged (X) weapon/armor quality on the damaged item by their degrees of success.

Appendix



SPELL MAKING REFERENCE

The reference materials in this section are for players to use to create their own spells. See Unconventional Spells in Chapter 6 for details.

Spell Attributes

Many spells have attributes listed in their profiles that modify their rules or clarify how they function in game terms. The rules for spell attributes apply to all types of spells, but are included in this section for convenience:

- **Potion:** A potion can be created with this spell effect.
- **Toxin:** A toxin can be created with this spell effect.
- **Upkeep:** The caster can refresh the effect (including any required tests or rolls, using the original target(s)) and duration of this spell when it ends by paying the original cost that they paid for the spell.
- **Overload:** The caster benefits from an extra effect (as specified) if not restraining this spell.
- **Mindlock(X):** Reduces the caster's max AP by X, to a minimum of 0.
- **Mage Guard:** The caster and any affected benefit from an extra effect (as specified) if not restraining this spell and not wearing armour on any hit locations
- **Ranged/Melee Attack (range):** Spell counts as a ranged, melee, with the listed range. Direct attacks cannot do damage.
- **Direct Attack:** Spell counts as a Attack for the purposes of the attack per round limit, as well as requires a primary action to cast. **These kinds of spells cannot do damage.**
- **AoE (range, form):** This spell counts as a ranged, area of effect attack of the given form/radius.
- **Direct:** This spell has a target or targets, but is not an attack and cannot be defended against by normal means.
- **Reaction:** This spell may be cast as a reaction when specified.
- **[Variation]:** This spell has multiple variations, each corresponding to one of the listed items. Each variation is its own spell that must be learned separately.

Spell Forms

This page contains a list of spell forms. A **FORM** is the “shape” of the spell. Some spells are cast across wide areas (like a fireball, which uses the “ball” form) while others are cast only on the caster themselves (the “self” form). Most spell form have a base cost associated with them, and a single parameter (which is represented by the variable Z) to determine their “size.” **Many also have attributes associated with them: these are imparted to the final spell.**

Self

Potion

Cost: 1

Affects the caster.

Touch

M Attack (1m)

Cost: 1

Affects a single target character within 1m of the caster.

Bolt

R Attack (100m)

Cost: 2

Affects a single target character within 100m of the caster.

Target

Direct/Direct Attack

Cost: 4

Affects a single target character within 50m of the caster. If this spell would alter the the Targets mind, or harm them in any way, this form becomes a **Direct Attack**.

Cloak

Upkeep

Cost: 4

Affects all targets within 1m at the end of the caster’s turn.

Bind

Cost: 4 + Z

Character casts a spell on a weapon within 1m, magically imbuing it with the spell’s effect. When this weapon hits a character with an attack, the character suffers the effects of the spell. These effects are only applied for the first Z amount of attacks.

Note: This spell form does not benefit from Overload, and any spell damage added onto the weapon is capped at 1d6.

Pulse

R Attack, AoE (1 + Zm, sphere)

Cost: 4 + Z

Affects the caster and all targets within 1 + Z meters of the caster.

Ball

R Attack, AoE (1 + Zm, sphere)

Cost: 5 + Z

Affects all targets within 1 + Z meters of target point within 100m of the caster.

Beam

R Attack, AoE (10 + 10*Zm, beam)

Cost: 5 + Z

Affects all targets within a 1m wide line 10 + (10 x Z) meters in chosen direction from the caster.

Cone

R Attack, AoE (3 + Zm, cone)

Cost: 5 + Z

Affects all targets within a 3 + Z meter cone (a cone with a length of 3 + Z meters, and the same width).

Rune

Cost: 5 + Z

Creates a magical rune on target surface within 1 meter. After a 1 round delay the rune becomes barely visible (-20 to any vision based tests to spot it). The caster chooses one or more conditions upon which the rune detonates. The rune persists indefinitely.

- **Proximity:** The rune detonates whenever a character comes within a certain distance (chosen by the caster).
- **Time:** The rune detonates after a set amount of time.
- **Manual:** The caster can detonate the rune manually from any distance by using the Cast Magic action.

When the rune detonates it affects all targets within 1 + Z meters. This counts as an area of effect attack and can be evaded, but only if a character is aware of the rune.

Storm

Enchant, Upkeep, R Attack, AoE (1 + (3 x Z), sphere), (loses the Overload attribute)

Cost: 5 + Z

Affects all targets within 1 + (3 x Z) meters of target point within 100m. Leaves behind a persistent zone in this area for 1 round that causes the same effect to any characters who pass through it (or end their turn in it if they started there). Upkeeping the spell does not let the caster move the storm, it merely refreshes the effect and duration.

Chain

R Attack (50m)

Cost: 5 + (Z * 2)

Affects a single target within 50m of the caster. Then affects up to Z additional targets chosen by the caster, each within 10m of the previous target (use first roll). If a target evades this attack, the spell skips that target and moves on to the next target.

Wall

Enchant, Upkeep, R Attack, AoE (Z, wall)

Cost: 5 + Z

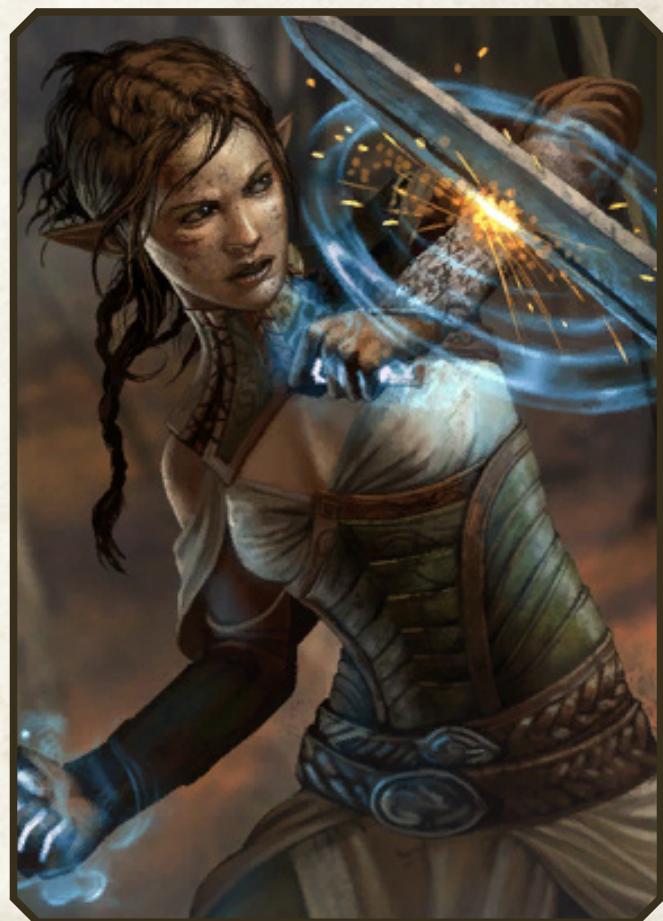
Creates a wall 1m wide and 1 + (2 x Z) meters long within 100m, with an orientation chosen by the caster. Affects all targets within the area of the wall. Leaves behind a persistent zone in this area for 1 round that causes the same effect to any characters who pass through it (or end their turn in it if they started there). Upkeeping the spell does not let the caster move the wall, it merely refreshes the effect and duration.

Spell Effects

The next page contains a list of spell effects. An **EFFECT** is the actual content of a spell: the fire effect causes fire damage while the heal effect heals it.

Most spell effects have a cost determined by a static multiplier times the chosen spell level (SL). **Many also have attributes associated with them: these are imparted to the final spell.**

Unless otherwise specified, spell effects do not stack with themselves (multiple fortify spells do not stack on top of one another, for example).



Alteration Spell Effects

Effect	Rules	Attributes	Cost
Elemental Armor	Affected target gains SL AR of the chosen [type] for 1 minute.	[Fire, Frost, Shock, Poison], Upkeep, Potion, Mage Guard(+WpB to AR)	4 x SL
Magic Armor	Affected target gains SL magic AR for 1 minute.	Upkeep, Potion, Mage Guard(+WpB to AR)	6 x SL
Armor	Affected target gains SL AR for 1 minute.	Upkeep, Potion, Mage Guard(+WpB to AR)	5 x SL
Burden	Affected target must make a Strength test with a $30 - (10 \times SL)$ modifier or raise its Encumbrance level by one for 1 round.	Upkeep, Toxin	3 x SL
Feather	Affected target lowers its Encumbrance level by one for 1 round, and treats its armor as being one weight class lighter (target counts as being trained to wear this type of armor even if he normally would not be).	Upkeep, Potion	10
<i>Note: This effect always counts as being Spell Level 4.</i>			
Physical Shield	Affected target gains SL temporary bonus HP against physical damage for 1 round. Any damage the caster takes reduces this HP first. This bonus HP can exceed his HP max, and if any remains at the end of 1 round then the spell is free to upkeep (the bonus HP refreshes entirely), unless the Caster decides to use Mage Guard, in which case the spell still costs MP to upkeep. If all of the bonus HP is lost by the end of the round then the spell cannot be refreshed via upkeep and must be cast again.	Upkeep, Potion, Mage Guard(+WpB to bonus HP, loses free Upkeep)	3 x SL
Magic Shield	Affected target gains [Spell Strength] temporary bonus HP against magic damage for 1 round. Any damage the caster takes of that type reduces this HP first. This bonus HP can exceed his HP max, and if any remains at the end of 1 round then the spell is free to upkeep (the bonus HP refreshes entirely), unless the Caster decides to use Mage Guard, in which case the spell still costs MP to upkeep. If all of the bonus HP is lost by the end of the round then the spell cannot be refreshed via upkeep and must be cast again.	Upkeep, Potion, Mage Guard(+WpB to bonus HP, loses free Upkeep)	3 x SL
Elemental Shield	Affected target gains SL temporary bonus HP against [type] damage for 1 round. Any damage of that type that the caster takes reduces this HP first. This bonus HP can exceed his HP max, and if any remains at the end of 1 round then the spell is free to upkeep (the bonus HP refreshes entirely), unless the Caster decides to use Mage Guard, in which case the spell still costs MP to upkeep. If all of the bonus HP is lost by the end of the round then the spell cannot be refreshed via upkeep and must be cast again.	[Fire, Frost, Shock, Poison], Upkeep, Potion, Mage Guard(+WpB to bonus HP, loses free Upkeep)	2 x SL
Jump	The next time the affected target jumps within 1 minute it may jump SL meters higher or further.	Potion	SL
Levitate	Affected target gains the Flyer (3 x SL) trait for 1 minute.	Upkeep, Potion	6 x SL
Lock	Affected door or container locks itself. Defeating this lock requires an extended Subterfuge test with a success threshold equal to 2 x SL.	-	3 x SL

Effect	Rules	Attributes	Cost
Open	Affected door or container within 1 meter unlocks itself if the extended test threshold to unlock it is $2 \times SL$ or lower.	-	$3 \times SL$
Repair	Removes SL levels of the Damaged (X) quality from affected piece of armor, shield, or weapon.	Upkeep	$3 \times SL$
Slowfall	The next time affected target falls within 1 minute it may ignore up to the first $2 * SL$ meters when calculating fall damage. May be cast as a reaction if a character falls.	Upkeep, Reaction, Potion	$1 \times SL$
Water Breathing	Character can breathe water as if it were air for SL minutes.	Potion	$1 \times SL$
Water Walking	Character can walk on water as if it were land for SL minutes.	Potion	$1 \times SL$
Ward	May be cast as a reaction. Reduces damage dealt by an attack against the affected target by $5 + SL$.	Reaction	$2 \times SL$

Conjuration Spell Effects

When summoning anything in unconventional spellcasting, regardless of spell form only 1 creature/object is summoned per every instance of the effect. For example a Summon Scamp Ball will only summon 1 scamp unless the Summon Scamp Ball has 2 or more Summon Scamp effects.

A summoned creature will appear at a target point determined by the form of this spell.

- Any AoE form: creature is summoned anywhere within that area.
- Cloak/Self forms: creature is summoned 5 meters near the caster.
- Target/Bolt/Touch: creature is summoned 5 meters near the target or target area the spell is hit

A summoned object will appear on a target character determined by the form of this spell.

- Any AoE form: object is summoned on a target of the caster's choosing within the area of the AoE.
- Cloak/Self forms: object is summoned on the caster.
- Target/Bolt/Touch: object is summoned on the target of the form.

Effect	Rules	Attributes	Cost
	Summons one of the following sets of Bound Daedric armour (Both Arms; Both Legs, Body; or Head;) that follows the profile determined by its SL. The armour slots this spell summons must be determined when the spell is learned.		
	This piece of armor magically replaces whatever armor the caster is currently wearing on that location for one minute. The armor piece counts as one weight class lighter for the purpose of armor penalties, and does not need to be among the caster's trained armor classes in its combat style. The armour has the Bound and Summoned traits.		
Conjure[Armour]	SL 2: Inferior Partial Daedric SL 3: Inferior Full Daedric; SL 4: Partial Daedric SL 5: Full Daedric SL 6: Superior Partial Daedric SL 7: Superior Full Daedric	Upkeep	$7 \times SL$

Note: This effect cannot be used at Spell level 1

Note: Adding more than 1 instance of this effect causes the cost of all instances of this effect after the first to be $2 \times SL$, but only if used in the self form.

	Summons a Bound Daedric weapon or shield of casters choice. The weapon is created with a SL-1 damage modifier. The weapon type must be determined when the spell is learned.		
Conjure[Weapon]	This weapon appears in the caster's hand(s) for the duration of the spell, or until the weapon leaves the caster's hands. The caster gains a weapon (with ammo) with the Bound and Summoned traits of the chosen type for 1 minute. If the weapon is not in any of the caster's Combat Styles, they count it as being Trained (+0)	Upkeep	5 x SL
<i>Note: This effect can only be used at Spell levels 2,3,4,5, and 6.</i>			
	<i>Note: Adding more than 1 instance of this effect causes the cost of all instances of this effect after the first to be 2 x SL, but only if used in the self form.</i>		
Sunder Binding	The caster picks a target with the Summoned trait that must make an opposed Willpower test vs the caster with a $30 - (10 \times SL)$ modifier or be sent back to the place from whence it came.	-	5 x SL
Summon Construct	Summons a construct with the Summoned trait, which appears within five meters of the caster. Immediately after being summoned, the Construct must make a Willpower test against the DoS of the Conjunction test. If the Conjurer wins the test, the Construct gains the Bound trait and persists for 1 minute, If the Construct wins the Opposed test, it is not Bound and can act as it pleases, typically murdering its summoner. The unbound Construct can test Willpower at the end of each minute to maintain itself in Mundus. Keeping the Construct in line imposes [Spell Str] Mindlock on the caster. Roll initiative for the Construct when it's summoned, as it acts on its own turn. For each time the spell is bought, pick one spell profile from the table below and mark it on your sheet.	Upkeep, Mindlock(Spell Strength)	See Profile Table
<i>Note: Spell Strength depends on the construct summoned, which can be found in its profile on the page below.</i>			
Summon Daedra	Summons a Daedra with the Summoned trait, which appears within five meters of the caster. Immediately after being summoned, the Daedra must make a Willpower test against the DoS of the Conjunction test. If the Conjurer wins the test, the Daedra gains the Bound trait and persists for 1 minute, If the Daedra wins the Opposed test, it is not Bound and can act as it pleases, typically murdering its summoner. The unbound Daedra can test Willpower at the end of each minute to maintain itself in Mundus. Keeping the Daedra in line imposes [Spell Str] Mindlock on the caster. Roll initiative for the Daedra when it's summoned, as it acts on its own turn. For each time the spell is bought, pick one spell profile from the table below and mark it on your sheet.	Upkeep, Mindlock(Spell Strength)	See Profile Table
<i>Note: Spell Strength depends on the construct summoned, which can be found in its profile on the page below.</i>			

Summoned Creature Profile Tables

To find the stats for the Daedra or Construct you want to summon, go to The Scroll of Oblivion.

Summoned Daedra

Daedra	Level	Cost	Spell Str.
Daedrat	1	13	1
Scamp	1	14	1
Banekin	1	16	1
Hell Hound	2	22	1
Clannfear	2	24	1
Hunger	3	31	2
Dremora Churl	3	32	1
Flame Atronach	3	30	2
Spider Daedra	4	39	2
Dremora Caitiff	4	35	1
Ogrim	4	38	2
Frost Atronach	4	36	2
Auroran	5	46	2
Storm Atronach	5	43	3
Dremora Kynnmarcher	5	45	2
Winged Twilight	6	52	3
Areal (Golden Saint)	6	54	3
Mazken (Dark Seducer)	6	54	3
Dremora Lord	7	64	3
Xivilai	7	63	3
Daedroth	7	68	3

Summoned Constructs

Daedra	Level	Cost	Spell Str.
Flesh Atronach	4	41	2
Hulking Flesh Atronach	6	56	3

Destruction Spell Effects

Effect	Rules	Attributes	Cost
Disintegrate Armor	Armor piece on affected hit location gains Damaged (SL)	-	4 x SL
Disintegrate Weapon	Weapons held by affected character(s) gain Damaged (SL)	-	4 x SL
Drain(*)	Affected target must make a Willpower test or take a 5 x SL penalty to all tests that rely on the affected Characteristic for one round, and grants the caster a bonus to the same Characteristic for the duration of the spell.	Upkeep	8 x SL
*Characteristic picked at purchase			
Drain Magicka	Affected target must make a Willpower test or lose 4 x SL MP	Upkeep, Toxin	2 x SL
Fatigue	Affected target must make an Endurance test with a 30 - (10 x SL) modifier or lose 1 SP. Affected target takes (die) fire damage.	Upkeep, Toxin	2 x SL
Fire	<i>Note: The SL determines the size of the die used, starting with a 1d4 and stepping up one size for each SL beyond the first (1d6, 1d8, 1d10, 2d6, 2d8, 2d10).</i> Affected target takes (die) frost damage.	Overload (+WpB to Dmg)	2 x SL
Frost	<i>Note: The SL determines the size of the die used, starting with a 1d4 and stepping up one size for each SL beyond the first (1d6, 1d8, 1d10, 2d6, 2d8, 2d10).</i> Affected target takes (die) shock damage.	Overload (+WpB to Dmg)	2 x SL
Shock	<i>Note: The SL determines the size of the die used, starting with a 1d4 and stepping up one size for each SL beyond the first (1d6, 1d8, 1d10, 2d6, 2d8, 2d10).</i> Affected target takes (die) poison damage.	Overload (+WpB to Dmg)	2 x SL
Poison	<i>Note: The SL determines the size of the die used, starting with a 1d4 and stepping up one size for each SL beyond the first (1d6, 1d8, 1d10, 2d6, 2d8, 2d10).</i> Affected target takes (die) fire damage. Damage dealt counts as sunlight.	Overload (+WpB to Dmg)	2 x SL
Sunlight	<i>Note: The SL determines the size of the die used, starting with a 1d4 and stepping up one size for each SL beyond the first (1d6, 1d8, 1d10, 2d6, 2d8, 2d10).</i>	Overload (+WpB to Dmg)	3 x SL
Elemental Weakness	Affected target gains Weakness ([type], SL) trait for 1 round.	[Fire, Frost, Shock, Poison], Upkeep	1 x SL
Weakness to Magic	Affected target gains Weakness (magic, SL) trait for 1 round.	Upkeep	3 x SL

Illusion Spell Effects

Effect	Rules	Attributes	Cost
Blind	Affected target must make a Willpower test with a $30 - (10 \times SL)$ modifier or be Blinded for 1 round.	Upkeep, Toxin	$3 \times SL$
Calm	Affected target must make a Willpower test with a $30 - (10 \times SL)$ modifier or be calmed for 1 minute. <i>Note: If a character while under this spell's effect is struck by a Frenzy effect, than this spell effect is immediately nullified</i>	Upkeep, Toxin	$3 \times SL$
Chameleon	Affected target gains the Chameleon ($-5 \times SL$) condition for 1 minute.	Upkeep, Potion	$3 \times SL$
Charm	Affected target becomes receptive to others, and the next character to attempt a Persuade or Deceive test on them within 1 minute receives a $+5 \times SL$ bonus.	-	$2 \times SL$
Courage	Willing affected target receives a $+5 \times SL$ bonus to any Fear tests within 1 minute. Targets under the effects of fear can make a Willpower test with the same bonus to snap out of the effects.	Upkeep	$2 \times SL$
Panic	Affected target must make a Panic ($30 - (10 \times SL)$) test.	-	$2 \times SL$
Horror	Affected target must make a Horror ($30 - (10 \times SL)$) test.	-	$7 \times SL$
Frenzy	Affected target must make a Willpower test with a $30 - (10 \times SL)$ modifier or gain the Frenzied condition. <i>Note: If a character while under this spell's effect is struck by a Calm effect, than this spell effect is immediately nullified</i>	Toxin	$4 \times SL$
Invisibility	Affected target gains the Invisible condition for 1 round. They lose this condition if they attack or cast another spell during this time. <i>Note: This effect always counts as being Spell Level 5.</i>	Upkeep, Potion	12
Light	Creates a light orbiting affected target that illuminates an area within $10 \times SL$ meters for 1 minute.	Upkeep, Potion	$1 \times SL$
Muffle	Affected target gains the Muffled ($-5 \times SL$) condition for 1 minute.	Upkeep, Potion	$3 \times SL$
Night Eye	Affected target gains the ability to see in the dark up to $10 \times SL$ meters for 1 minute.	Upkeep, Potion	$3 \times SL$
Paralyze	Affected target must make a Willpower test with a $30 - (10 \times SL)$ modifier or be Paralyzed for 1 round.	Upkeep, Toxin	$8 \times SL$
Sanctuary	Affected target gains SL additional degrees of success on successful defense tests for 1 round. They can also move 1 meter further than normal to avoid AoE attacks on successful evade tests.	Upkeep, Potion	$7 \times SL$
Silence	Affected target must make a Willpower test with a $30 - (10 \times SL)$ modifier or be Silenced for 1 round.	Upkeep, Toxin	$3 \times SL$

Mysticism Spell Effects

Effect	Rules	Attributes	Cost
Absorb Life	Affected target takes (die) magic damage. Caster regenerates HP equal to half (round up) of the damage dealt (after reduction). <i>Note: The SL determines the size of the die used, starting with a 1d4 and stepping up one size for each SL beyond the first (1d6, 1d8, 1d10, 2d6, 2d8, 2d10).</i>	Overload (+WpB to Dmg)	3 x SL
Absorb Magicka	Affected target must make a Willpower test or lose (2d10) magicka. Caster regenerates MP equal to the magicka lost. <i>Note: This effect always counts as being Spell Level 4.</i>	-	18
Detect [type]	Affected target gains the ability to see objects/effects of the chosen [type] within 10 x SL meters as a faint, shimmering outline even in the dark and through objects, even if blind, for 1 minute.	[Life, Magic, Undead, (other)], Upkeep, Potion	5 x SL
Dispel	Removes all magical effects of SL level (either potion, spell, or enchant level) or lower from the affected target. Constant enchantments reactivate after 1d4 rounds.	Potion	4 x SL
Ethereal Form	Affected target gains the Incorporeal trait for 1 round. <i>Note: This effect always counts as being Spell Level 5.</i>	Upkeep, Potion	10
Mark	Places an invisible, magic mark at the affected target's current location. Use common sense when deciding how many marks a character can keep track of. <i>Note: This effect always counts as being Spell Level 2, and can only be used with the Self form.</i>	Potion	5
Recall	Instantly transports willing affected target to the location of one of the caster's magic marks placed with the Mark spell. Cannot be used to travel between planes. <i>Note: This effect always counts as being Spell Level 3.</i>	Potion	15
Reflect	Any time affected target would be hit by a spell (after any defense, but before resolving effects), roll a d10. If the result is a roll of SL or lower, instead resolve the spell against its original caster. Lasts for 1 round.	Upkeep, Potion	3 x SL
Soul Trap	Affected target within 50m has their soul magically tethered to an appropriate empty soul gem (only black soul gems can hold the souls of men, mer, and the beast races) of the caster's choice within 1m of the caster. If the target dies within 1 minute, then their soul is trapped within the gem and it gains soul energy equal to the size of their soul. <i>Note: This effect always counts as being Spell Level 2.</i>	Upkeep	12
Spell Absorption	Affected target gains the Spell Absorption (SL) trait for 1 round.	Upkeep, Potion	3 x SL
Telekinesis	Affected target gains the Telekinesis (SL) trait for 1 minute.	Upkeep, Potion	3 x SL
Telepathy	Affected target gains the Telepathy (SL) trait for 1 minute.	Upkeep, Potion	3 x SL

Restoration Spell Effects

Effect	Rules	Attributes	Cost
Cure Disease	Affected target removes the Diseased SL Condition Spell Level 2 = Common Spell Level 4 = Magical		3 x SL
	<i>Note: This effect always counts as being either Spell Level 2 or Spell Level 4.</i>		
Cure Paralysis	Affected target loses the Paralyzed condition. <i>Note: This effect always counts as being Spell Level 2.</i>	-	8
Fortify	Affected target increases their [characteristic] score by 5*SL for 1 round.	Upkeep, Potion, [Strength, Endurance, Agility, Intelligence, Willpower, Perception, Personality]	8 x SL
Heal	Affected target regains 2 x SL HP.	Potion	2 x SL
Rejuvenate	Affected target removes 1 level of fatigue if they have any. <i>Note: This effect always counts as being Spell Level 3.</i>	Potion	25
Replenish	Affected target regains 2 x SL MP. <i>Note: This effect cannot affect the caster in any form used.</i>	Potion	3 x SL
Elemental Resistance	Affected target gains the Resistance ([type], SL) trait for 1 round.	[Fire, Frost, Shock, Poison], Upkeep, Potion	2 x SL
Resistance to Magic	Affected target gains the Resistance (magic, SL) trait for 1 round.	Upkeep, Potion	4 x SL
Stabilize	Affected target is stabilized if they were dying. <i>Note: This effect always counts as being Spell Level 1.</i>	-	1
Turn Undead	Affected target with the Undead trait must make a Willpower test with a 30 - (10 x SL) penalty to not immediately flee the caster for 1 round.	Upkeep	3 x SL
Ward	May be cast as a reaction. Reduces damage dealt by an attack against the affected target by 5 + SL.	Reaction	2 x SL

