

The Unofficial Elder Scrolls RPG

3rd Edition



Inhabitants of Tamriel

Scroll of People

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The Elder Scrolls®

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Other Games

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Adaptation

This book is an adaptation of the rules created by Seht and the UESRPG 2E team. The goal of this book is to update the rules of creatures to the design structure of UESRPG 3E, while also expanding and improving on what has been made as best we can. Without Seht and the 2E team, and by extension, the 1E team, this book wouldn't be possible.

Using This Book

This book contains rules for many of the people that adventurers may encounter throughout Tamriel and the realms beyond. Each section within contains similarly grouped profiles that provide rules and advice for using these characters in your campaign.

Remember that while the profiles provided here represent a wide variety of characters, and can easily be used straight from the book, our interpretation of many of the creatures that inhabit the Elder Scrolls setting will invariably differ from yours in places.

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Imagine living beneath the waves with a strong-sighted blessing of most excellent fabric. Holding the fabric over your gills, you would begin to breathe—drink its warp and weft. Though the plant-matter fibers imbue your soul, the wretched plankton would pollute the cloth until it stank to heavens of prophecy. This is one manner in which the Scrolls first came to pass, but are we the sea, or the breather, or the fabric? Or are we the breath itself?

— Septimus Signus, *Ruminations on the Elder Scrolls*

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NPC Rules

There are several key rule differences between Player Characters (PCs) and Non-Player Characters (NPCs) that one should be familiar with before using the profiles from this book. Each profile gives you some information right off the bat, including the name of the profile and an interesting description of it, followed by some other information that requires a bit more explanation.

The rules are here as a base for you to build on as you see fit. So go crazy!

Race

This keyword will normally tell you the race of whatever is depicted in a given profile. In some cases, though, it will just tell you what sort of character it is, such as mage, warrior, or thief.

Creature Type

A creature type is a keyword that tells you what sort of character that the profile is depicting from a broader perspective. For instance, if the profile depicts one of the core races, such as an Imperial or a Khajiit, its creature type will be Humanoid. If the profile is depicting a skeleton, zombie, or lich, its creature type will be Undead. Other creature types include Beast and Daedra.

Threat Rating

Creatures in this compendium have a Threat Rating. A creature's threat scale is either Solo or Group. A Solo threat is able to go toe to toe with a single PC, but may be trivialized by group play. A Group threat is a challenge even for a group of 3-5 PCs.

The challenge of a threat is Minor, Major, or Deadly. Minor creatures are only threatening to weak characters or in large groups. A Major creature is threatening even to mid-tier characters. Deadly creatures are a danger to even the most prepared or experienced heroes.

Most of these NPCs in this book may have a Minor Solo Threat Rating, but when working in a group with other NPCs or underlings, they quickly become far more challenging to defeat. Make sure to take caution and gauge each class's effectiveness.

Soul Value and Type

Every creature has a soul value and a soul type. The soul value of a creature tells you how much soul energy you would get from trapping its soul in a soul gem. The more powerful a creature is, the higher its soul value will be. The soul type tells you whether it's a black soul or a white soul. A black soul is the soul of any humanoid creature and can only be contained in a black soul gem. Any other creature will have a white soul, which can be stored in any kind of soul gem.

Characteristics and Attributes

These columns of a profile will tell you the creature's characteristics and attributes, which function exactly the same as they do on a PC. All of a profile's attributes are pre-calculated. NPCs lack the Luck characteristic by default, but some NPCs have a certain connection to fate in much the same way that the player characters do. These characters are of a higher caliber than others, and are intended to serve as powerful allies or deadly foes for the party.

Trait: Fated (X)

The character has X Luck points that function just like normal Luck points, with the exception that they may only be burned and not spent. When these characters are called to make a Luck test, multiply X by 10 to get the base target number.

Variant Rule: Critical Successes & Failures

NPCs don't normally score critical successes or failures, but under this variant rule, NPCs critically succeed on a roll of a 01 or below and critically fail or a roll of a 100 or above.

Skills

In the interest of simplifying NPCs for combat purposes, they do not use the Combat Style skill that most normal characters use. Characters in this book that have the Combat Style skill obey all the usual rules for that skill, but certain profiles will instead use the Combat skill. The skills column of a profile is the main difference between an NPC and a PC. NPCs have much more basic set of skills, though they function the same as a PC's skills. If a skill lacks a description here, it is identical to the skill of the same name in the Core Rulebook.

Combat

The Combat skill stands in for the Combat Style skill for the purposes of beasts, monsters, and other characters for whom the Combat Style skill would be unnecessarily complex. It represents their ability to engage in combat with whatever weapons, natural or otherwise, they have at their disposal regardless of the circumstances. This skill takes the place of Combat Style for all rules purposes. Characters with this skill can ignore the usual rules for trained equipment, untrained weapon penalties, and fighting in unfamiliar circumstances that are normally covered by the Combat Style skill. This skill is governed by the Strength and Agility characteristics.

Knowledge

The Knowledge skill is governed by the Intelligence characteristic, and is used in place of skills like Logic or Lore. It can also be used interchangeably with the Magic skill for tests to determine what a character might know about a spell or a school of magic.

Magic

This skill is a substitute for any skill that involves casting spells or magic-like effects, such as Alteration, Conjuration, or Restoration, though it can also be used in place of skills that may not be a traditional school of magic, like the Thu'um skill. This skill is governed by the Willpower characteristic.

Observe

The Observe skill works just like the Observe skill in the Core Rulebook, but it also acts as a substitute for other Perception governed skills, like Investigate or Survival. Its governing characteristic is Perception.

Physical

This skill is governed by the Strength and Endurance characteristics and is a substitute for the Athletics skill. However, it can also be used in place of certain Agility-governed skills, like Acrobatics and Ride, that don't fall under the Stealth skill and involve some amount of physical application. In this case, treat this skill as though it were governed by the Agility characteristic.

Social

The Social skill stands in for skills that involve social interaction between characters, like the Deception skill or the Persuasion skill. Its governing characteristic is Personality.

Stealth

This skill acts not only as the Stealth skill from the Core Rulebook, but also stands in for the Subterfuge skill. This skill is governed by the Agility characteristic.

Unconventional Skills

These skills are those that may be different from the normal skills in the stat block, and will be detailed further below it. These are normally for NPCs that may have a distinct strength in a certain skill that can't be generalized by the normal skills that are displayed on the stat block. For example, an NPC may have a high Subterfuge skill, but not as high of a Stealth skill, therefore the Subterfuge may be listed as higher than the normal Stealth skill underneath the stat block.

Weapons and Armor

Any weapons or armor that the character has ready for use are listed here. In some cases, there will be a list of choices or options, as well. These options are just suggestions on what the character that the profile represents might commonly carry or wear.

NPC Ranks

For the previous edition of UESRPG, NPCs were divided into Rabble, Underlings, and Elites. These restricted the ways NPCs could act and behave, and also had mechanical impacts that have been made obsolete by 3e. Instead, there are only two tiers of NPC: Elites and Henchmen.

Elites

Elites act similarly to players: they utilize their full profile to the best of their ability, devise custom spells, make full use of their environment, and are otherwise competent foes. There are no extra rules for using an NPC as an elite: just use it exactly as written.

Henchmen

Henchmen are used when the GM wants to throw more, less competent opponents at the party, and wants to manage them with as little work as possible. Henchmen that fail wound Shock tests die instantly. Additionally, *Henchmen do not have access to any Stamina abilities with the exception of Sprint*. Henchmen spellcasters will use their Spell List or the Spellcaster trait instead of customizing their spells. GMs should feel free to treat Henchmen as if they had the Minion trait, if it feels appropriate.

Optional Combat Rule: Ganging Up

Henchmen, and indeed many monsters, may be more inclined to gang up on their foes rather than fight them one on one. If this is the case, any number of Henchmen, on their turn, can form up into a Group. A Group of enemies acts and moves as one, and counts as having the average AP value of its members.

The Group makes unified melee, ranged, and spell attacks, and can attack any targets within reach or range, as long as the total number of targets doesn't exceed the total number of members of the Group. **This kind of attack is resolved exactly the same as any other multi-target attack.** The Group has a pool of bonus damage it can assign to successful attacks; this pool is equal to the number of members of the Group minus the number of targets.

The Group attacks, defends, and casts spells using the lowest skill in the Group. It's recommended to keep similar or identical NPCs and creatures Grouped Up and not mix creature types for the sake of ease of use.

When attacking a Group, characters that deal a Wound automatically kill a member of the Group, and HP damage is recorded against the Group as a whole: when enough HP damage is taken to kill one member, a member dies, and the damage track is restarted.

Special Rules and Abilities

NPCs follow slightly different rules than the usual monsters presented in these Scrolls. NPCs traditionally do not have Special Abilities like monsters do, instead they can spend Stamina very similarly to players. All NPCs can use the following Stamina functions:

- **Power Attack (1 SP):** The NPC can add his SB to the damage of a melee weapon attack.
- **Power Block (1 SP):** The NPC can double his shield's BR against physical damage.
- **Power Draw (1 SP):** The NPC can reduce the Reload quality on his ranged weapon by 1.
- **Refresh Spells (1 SP):** The NPC can immediately refresh all of its spent spells. This may only be used by NPC's with the Spellcaster trait
- **Sprint (1 SP):** The NPC doubles its move speed when Dashing.

Additionally, some NPCs are marked by the path of the Warrior, Mage, or Thief. These NPCs are not born under those birthsigns, but their lives match up with the tennets of those Guardian Signs in some significant way. Any NPC of Elite Rank can be granted any one of the following Stamina abilities at the GMs discretion:

- **Warrior: Heroic Defence (2 SP):** The NPC can spend two Stamina Points to immediately Block, Dodge, or Parry instead of spending AP.
- **Mage: Heroic Spell (2 SP):** The NPC can spend two Stamina Points to cast a Spell as a Reaction.
- **Thief: Heroic Skill (2 SP):** The NPC can spend two Stamina Points to gain a +20 to any non-combat and non-magic Skill test.

General NPCs

Acrobat

Acrobat is a polite euphemism for agile burglars and second-story men. These thieves avoid detection by stealth, and rely on mobility and cunning to avoid capture.

Any Race, Minor Solo, Black Soul (1500)

Characteristic		Attributes		Skills	
Strength	35	Hit Points	20	Combat	65
Endurance	40	Wound Thr.	10	Magic	55
Agility	45	Magicka	30	Evade	75
Intelligence	30	Stamina	4	Observe	65
Willpower	35	Initiative	+11	Stealth	85
Perception	45	Action Pts.	3	Knowledge	50
Personality	40	Speed	11m	Social	60
Luck	#	Size	Med.	Physical	70

Unconventional Skills:

- Acrobatics TN 75

Equipment:

May have one of:

- Steel-studded Cestus: 1d4+1; Crushing, Hand to Hand, Small
- Steel Dagger: 1d4+1, Slashing, Exploit Weakness, Thrown (5/10/15), Small

Additionally has:

- Wood Shortbow: 1d6+1; (20 / 100 / 200)m Range; Reload (2);
 - Includes 12 Steel Arrows (Splitting or Slashing)
- All Partial Leather AR 1, Frost AR 1

Special Abilities:

- **Incredible Acrobatics (2 SP, 1 AP):** If caught in melee, the Acrobat can make an opposed Acrobatics roll vs the targets Combat Style or Athletics in order to move up to 6 meters away, and then perform a Free Action attack with any one of its ranged weapons.

Talents:

- **Cats Grace:** Reduce all falls by 5 meters, and is immune to becoming prone unless physically restrained
- **Cats Reflexes:** Can perform a ranged attack as a free action after taking the Dash Action but at a -10 penalty, but likewise inflicts a -10 penalty to all incoming ranged attacks on the same round.
- **Spellcaster:** Does not track Magicka, but instead can cast each spell one time.

Spell List:

Jump SL 2

Open SL 2

Agent

Agents are operatives skilled in deception and avoidance, but trained in self-defense and deadly force.

Self-reliant and independent, agents devote themselves to personal goals, or to patrons and causes.

Any Race, Minor Solo, Black Soul (1500)

Characteristic		Attributes		Skills	
Strength	35	Hit Points	18	Combat	60
Endurance	35	Wound Thr.	10	Magic	55
Agility	40	Magicka	45	Evade	60
Intelligence	45	Stamina	3	Observe	85
Willpower	40	Initiative	+12	Stealth	70
Perception	45	Action Pts.	3	Knowledge	75
Personality	45	Speed	11m	Social	80
Luck	#	Size	Med.	Physical	45

Unconventional skills:

- Deceive TN 85 (Int, Prs)
- Investigate TN 85 (Int, Prc)
- Subterfuge TN 85 (Ag, Int)

Equipment:

- Steel-studded Cestus: 1d4+1; Crushing, Hand to Hand, Small, Reach 1m.
- Steel Dagger: 1d4+1 Slashing, Exploit Weakness, Thrown (5/10/15), Small, Reach 1m.

Talents:

- **Spycraft:** Can oppose Deceive with Investigate, and always scores a minimum of 4 DoS on any successful Social skill test
- **(Optional) Spellcaster:** Does not track Magicka, but instead can cast each spell one time.

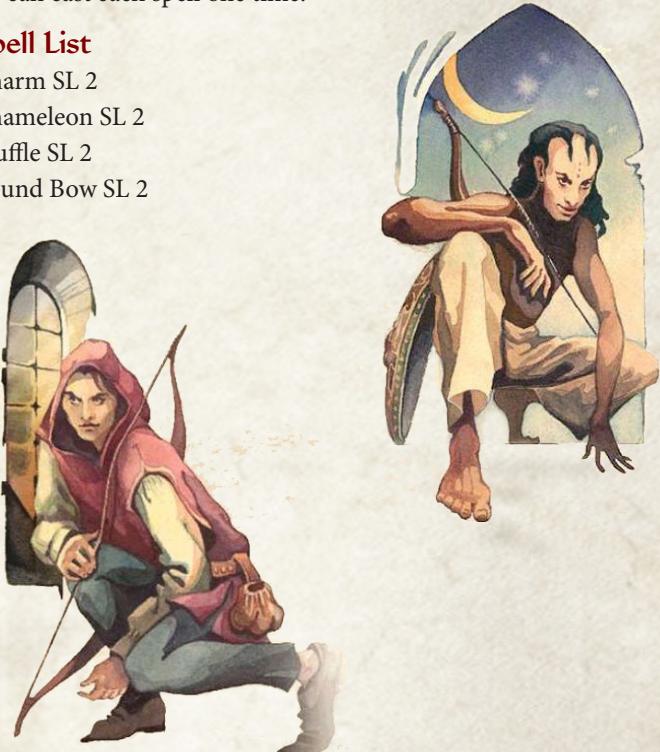
Spell List

Charm SL 2

Chameleon SL 2

Muffle SL 2

Bound Bow SL 2



Archer

An expert marksman, making a living with bow and arrow in various professions.

Any Race, Minor Solo, Black Soul (500)

Characteristic		Attributes		Skills
Strength	40	Hit Points	15	Combat 75
Endurance	30	Wound Thr.	10	Magic -
Agility	45	Magicka	30	Evade 55
Intelligence	30	Stamina	3	Observe 75
Willpower	30	Initiative	+11	Stealth 65
Perception	45	Action Pts.	3	Knowledge 40
Personality	30	Speed	12m	Social 40
Luck	#	Size	Med.	Physical 65

Equipment:

May have one of:

- Steel Longsword: 1d8(1d10)+1, Slashing,
- Steel Dagger: 1d4+1, Slashing, Exploit Weakness, Thrown (5/10/15), Small

Additionally one of the following:

- Wood Shortbow: 1d6; (20 / 100 / 200)m Range; Reload (1);
 - Includes 12 Steel Arrows (+1 Damage, Splitting or Slashing)
- Wood Longbow: 1d8; (10 / 150 / 250)m Range; Reload (2);
 - Includes 12 Steel Arrows (+1 Damage, Splitting or Slashing)

And:

- All Partial Leather AR 1, Frost AR 1

Special Abilities (Optional):

- **Aimed Shot (2 SP):** The Archer may activate this ability to add their Perception bonus to the damage of their next aimed ranged attack. If the attack has stacked the maximum amount of aim bonuses (+30). Then they double their extra Perception bonus damage.

Talents:

- **Rapid Reload:** Reduce Reload trait by 1
- **Eye of Vengeance:** Treats WT as being 1 lower for ranged attacks
- **Precise:** Character Suffers no Penalty for Precision Strikes

Variant: Hunter

Hunters track their prey using a guile and precision honed by their previous quarries. Many make their living by selling the parts of their marks that have no use for them: eyes, glands and other miscellaneous bits.

- Survival TN 70 (Prc)
- Profession [Animal Trainer] TN 60 (Int)
- **Expert Tracking(1 SP):** When tracking a target, the hunter may activate this ability to reroll a failed Stealth test
- **Hunter does not have Rapid Reload talent**
- **Invisible:** Survival tests made to track the character suffer a -20 penalty.
- All Partial Fur AR 1, Frost AR 1

Variant: Bounty Hunter

Replace Partial Fur with Partial Iron AR 3, Medium

- **Bola:** Thrown(5 / 10 / 15) Snare;
- **Net:** Entangling, Thrown(3 / 4 / 5)
- **Shackling Shot (1 SP):** After activating this ability, the next arrow shot by the Bounty Hunter gains the Snare quality



Assassin

Assassins are killers who rely on stealth and mobility to approach victims undetected. Execution is with ranged weapons or with short blades for close quarter combat. A skilled Assassin will never face his target head-on.

Any Race, Minor Solo, Black Soul (1500)

Characteristic		Attributes		Skills
Strength	40	Hit Points	20	Combat 65
Endurance	40	Wound Thr.	11	Magic -
Agility	45	Magicka	35	Evade 75
Intelligence	35	Stamina	4	Observe 75
Willpower	35	Initiative	+11	Stealth 85
Perception	45	Action Pts.	3	Knowledge 55
Personality	40	Speed	12M	Social 60
Luck	#	Size	Med.	Physical 60

Unconventional skills:

- Acrobatics TN 75 (Ag)

Equipment:

- Steel Shortsword: 1d6+1 Slashing; Exploit Weakness; Reach 1m.
- Wood Shortbow: 1d6; (20 / 100 / 200)m Range; Reload (1);
 - Includes 12 Steel Arrows (+1 Damage, Splitting or Slashing)
- Partial Leather: 1 AR / 1 Fire AR, Light.

Special Abilities (Optional):

- **Envenom (1 SP):** The assassin counts all his weapons as being coated in Ubiquitous Poison (1d4 damage on failed Endurance test) for the next 3 hits.

Talents: and Traits:

- **Assassin's Grace:** Immune to Attack of Opportunity.
- **Killer's Instinct:** Enemy Wound Threshold counts as 1 lower.
- **Sneak Attack:** Add 4 damage to successful attacks made while hidden.



Bandit

Bandits are criminal hiding from the Empire due to various crimes.

Any Race, Minor Solo, Black Soul (1500)

Characteristic	Attributes		Skills	
Strength	35	Hit Points	18	Combat 65
Endurance	35	Wound Thr.	9	Magic 30
Agility	35	Magicka	30	Evasion 35
Intelligence	30	Stamina	3	Observe 55
Willpower	30	Initiative	+9	Stealth 55
Perception	35	Action Pts.	3	Knowledge 30
Personality	30	Speed	9m	Social 35
Luck	#	Size	Med.	Physical 55

Weapons and Armour

One of the following:

- Iron Broadsword: d8 Slashing; Reach 2m.
- Iron War Axe: d8 Splitting; Unwieldy, Reach 2m.
- Iron Mace: d8 Crushing; Unwieldy, Reach 2m

One of the following:

- Partial Fur: 1 AR / 1 Frost AR, Light.
- Partial Leather: 1 AR / 1 Fire AR, Light.
- Partial Chitin: 1 AR / 1 Fire AR, Light.
- Partial Iron: 3 AR, Medium.
- Partial Bonemold: 2 AR, Light.

May have:

- Fur Shield: BR 7 / Frost BR 5, Light.
- Chitin Shield: BR 7 / Fire BR 5, Light.
- Iron Shield: BR 9, Medium.

Variant: Bandit Marauder

- HP is 22, WT is 12, and SB is 4

Can take one of the following:

- Iron Greatsword: 1d12 Slashing; 2H, Unwieldy, Concussive, Reach 3m.
- Iron Great Axe: 1d12 Splitting; 2H, Unwieldy, Shield Splitter, Concussive, Reach 3m.
- Iron Maul: 1d12 Crushing, 2H, Unwieldy, Shield Splitter, Concussive, Reach 3m.

Variant: Bandit Poacher:

- Iron Shortbow: 1d6; 2H, Reload (1), Range 20/100/250; 12 Iron Broadheads (adds Splitting).

Variant: Bandit Hedge Mage

- Magic Proficiency is 60.**
- Spellcaster:** The Bandit Hedge Mage knows 3 of the following spells. The Bandit Hedge Mage does not track Magicka, but instead can cast each spell one time.

Fire Bolt SL 3 Fire Ball SL 2

Frost Bolt SL 3 Frost Ball SL 3

Shock Bolt SL 3 Shock Ball SL 2

Ward SL 1

Variant: Bandit Ringleader

- HP is 24, WT is 14, and SB is 4.

A Bandit Ringleader has one of the following:

- Partial Steel: 4 AR, Medium
- Full Bonemold: 4 AR, Medium.

A Bandit Ringleader can have a Steel weapon of any kind listed under the Bandit or Marauder profiles, which grants +1 Damage, and can pick an enchantment from below:

- Firebite: Deals 2 bonus Fire damage on Strike
- Pillager: Absorb 1 HP on Strike.
- Stormbringer: Can cast Shock 2 (d6) Chain 3 (10 MP) on use, with charge 100.
- Ringleader: (1 SP and 1 AP):** On its turn, as part of an Action, the Bandit Ringleader can spend a Stamina Point to call his ruffians to arms. All Bandits within 10m can immediately make a free Attack action.



Bandit Variant



Barbarian

Barbarians are the proud, savage warrior elite of the plains nomads, mountain tribes and sea reavers. They tend to be brutal and direct, lacking civilized graces, but they revel in heroic feats, and excel in fierce and frenzied combat.

Any Race, Minor Solo, Black Soul (1500)

Characteristic		Attributes		Skills
Strength	50	Hit Points	23	Combat 80
Endurance	45	Wound Thr.	12	Magic -
Agility	40	Magicka	30	Evade 50
Intelligence	30	Stamina	4	Observe 60
Willpower	35	Initiative	+11	Stealth 20
Perception	40	Action Pts.	3	Knowledge 30
Personality	30	Speed	13m	Social 30
Luck	#	Size	Med.	Physical 80

Unconventional skills:

- Persuade TN 80 (Str)

Equipment:

- Iron Greatsword: 1d12 Slashing; 2H, Unwieldy, Concussive, Reach 3m.
- Iron Great Axe: 1d12 Splitting; 2H, Unwieldy, Shield Splitter, Concussive, Reach 3m.
- Iron Maul: 1d12 Crushing, 2H, Unwieldy, Shield Splitter, Concussive, Reach 2m.

Special Abilities (Optional):

- Barbaric Rage (1 SP):** As an Action, the Barbarian can work themselves into a frenzy, during which they are immune to Fear, roll damage twice and pick the highest, and add +3 to all melee damage. This rage lasts until the Barbarian chooses to calm down, or is Stunned or Dazed.

Talents:

- Barbaric Domination:** +1 DoS to Combat tests when engaged in melee.
- Skyclad:** Has the Natural Toughness (4) Trait while not wearing armor.
- Resistance (Poison, 2):** Reduces poison damage by 2 and get +20 to resist non-damaging poison effects.

Variant: Savage

While all barbarians are savages, few are as ruthlessly manic as these ferocious warriors. They are very resilient and have mastered the art of cleaving through their enemies.

- Wound Threshold is 13.**
- HP is 25.**
- Cleave (1SP):** As part of a melee attack, the Barbarian Savage can strike two targets in Reach as a single action. If wielding a weapon in two hands, the Barbarian Savage instead strikes three targets. Roll once for the attack.

Bard

Bards are loremasters and storytellers. Intelligent and personable, they prefer to accomplish tasks with their words first, and sword second.

Any Race, Minor Solo, Black Soul (1500)

Characteristic		Attributes		Skills
Strength	35	Hit Points	18	Combat 40
Endurance	35	Wound Thr.	10	Magic 60
Agility	40	Magicka	45	Evade 40
Intelligence	45	Stamina	3	Observe 70
Willpower	40	Initiative	+12	Stealth 20
Perception	40	Action Pts.	3	Knowledge 75
Personality	50	Speed	11m	Social 75
Luck	#	Size	Med.	Physical 35

Unconventional skills:

- Persuade TN 90 (Prs)
- Lore TN 80 (Int)
- Profession [Musicianship] TN 80 (Ag)

Equipment:

- (Steel or Silver) Rapier: 1d6 Slashing; Dueling Weapon, Exploit Weakness, (Magic), Reach 2m.

Special Abilities (Optional):

- Wordsmith (1 SP):** On a social test you can add 3 DoS.

Talents:

- Big Words:** Can use Lore in place of Social skill tests in appropriate situations.
- Talecrafting:** Cannot get less than 3 DoS on Social or Knowledge skill tests meant to inspire, entice or distract their target(s).
- Spellcaster:** The Bard knows the following spells. The Bard does not track Magicka, but instead can cast each spell one time.

Spell List

Charm SL 2
Chameleon SL 2
Night Eye SL 2
Sanctuary SL 2
Silence SL 2



Battlemage

Battlemages are wizard-warriors, trained in both lethal spellcasting and heavily armored combat. They sacrifice mobility and versatility for the ability to supplement melee and ranged attacks with summoned creatures.

Any Race, Humanoid, Major Solo, Black Soul (1500)

Characteristic	Attributes		Skills	
Strength	45	Hit Points	20	Combat 75
Endurance	40	Wound Thr.	12	Magic 65
Agility	40	Magicka	50	Evade 50
Intelligence	40	Stamina	4	Observe 55
Willpower	45	Initiative	+13	Stealth 20
Perception	35	Action Pts.	3	Knowledge 70
Personality	35	Speed	12m	Social 65
Luck	#	Size	Med.	Physical 75

Unconventional skills:

- Command TN 70 (Int)

Equipment:

- Steel Battleaxe: 1d8 (1d10) +1 Splitting; Unwieldy, Reach 2m
- Steel Longsword: 1d8 (1d10) +1 Slashing; Reach 2m
- Steel Warhammer: 1d8 (1d10) +1 Crushing; Unwieldy, Reach 2m
- Full Steel: 6 AR, Heavy

Special Abilities (Optional):

- **Aetheric Adjustment (1SP):** When casting a spell, the Battlemage may choose to either add 1 round to the duration, or add 1m to the AoE range of a spell, but risks backfire upon failure.

Talents:

- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Power Well (10):** +10 Magicka
- **Spell Sword:** Cast spells one handed at no penalty.
- **Spellcaster:** Does not track Magicka, but instead can cast each spell one time.

Spell List

- Shock, Fire, and Frost Bites, Bolts, Balls SL 3
- Shock, Fire, and Frost Cones and Walls SL 2
- Armor, Magic Armor, Shield, and Magic Shield SL 3
- Ward SL 4

Variant: Conjuror

- **Conjuration TN 95 (Wp)**
- **Seasoned Conjuror:** Gains +2 DoS on successful conjuration tests
- **Taskmaster:** Reduce AP cost from the Mindlock trait by 1 (to a minimum of 1)

Spell List

- Summon Daedra (Any with Mindlock 2 or below)

Variant: Destroyer

- **Destruction TN 95 (Wp)**
- **Destruction Incarnate:** Increase the damage by any harmful destruction spell by 1.

Spell List

- Knows any Standard Destruction spell up to SL 5

Variant: Mystic

- **Mysticism TN 95 (Wp)**

Spell List

- Knows both Absorb spells up to SL 5
- Dispel SL 3,
- Reflect SL 3,
- Soul Trap
- Spell Absorption SL 3

Variant: Warden

- **Restoration TN 95 (Wp)**
- **Healer:** Can pay 10 magicka and spend 1 hour to test restoration and treat 1 wound.

Spell List

- Knows any replenishing or healing magic up SL 5,
- Ward SL 5
- Turn Undead SL 3
- Resistance to magic SL 3



Bureaucrat

Bureaucrats are the managers, scribes, and other officials that keep governments across Tamriel running.

Any Race, Minor Solo, Black Soul (1500)

Characteristic		Attributes		Skills	
Strength	30	Hit Points	15	Combat	10
Endurance	30	Wound Thr.	9	Magic	-
Agility	30	Magicka	40	Evasion	30
Intelligence	40	Stamina	3	Observe	65
Willpower	30	Initiative	+10	Stealth	15
Perception	35	Action Pts.	3	Knowledge	70
Personality	40	Speed	9m	Social	50
Luck	#	Size	Med.	Physical	30

Unconventional skills:

- Investigate TN 80 (Int, Prc)
- Lore [Specialization: Law] TN 80 (Int)
- Profession [Bureaucracy] TN 80 (Int)

Talents:

- Heartless Bureaucrat:** Can oppose Deceive with Investigate, and use Knowledge or Lore in place of Social skill tests when acting on behalf of their respective institution.

Variant: Sorcerocrat

Efficient bureaucrats using magic to assist their daily duties, primarily found in High Rock. While their Breton counterparts are far more common, Sorcerocrats are also found in Nibenay in great numbers.

- Magic Proficiency is 60**
- Spellcaster:** The Sorcerocrat knows 4 of the following spells. A Sorcerocrat does not track Magicka, but instead can cast each spell one time.

Spell List

- Lock SL 1
- Open SL 1
- Charm SL 2
- Light SL 1
- Silence SL 2
- Telekinesis SL 1
- Telepathy SL 1
- Fortify[Intelligence] SL 2



Commoner

Commoners are the average people of Tamriel.

Any Race, Minor Solo, Black Soul (1500)

Characteristic	Attributes	Skills
Strength	30	Hit Points
Endurance	30	Wound Thr.
Agility	30	Magicka
Intelligence	30	Stamina
Willpower	30	Initiative
Perception	30	Action Pts.
Personality	30	Speed
Luck	#	Size
		Med.
		Physical

Unconventional skills:

- Profession [Varies] TN 60 (Varies)

Equipment:

- (Optional) Frying Pan: 1d4 reach: 1m (because what else will they use?)

Special Abilities (Optional):

- Fool's Luck (3 SP):** The commoner can spend 3 Stamina to reroll any one failed test with a +20 bonus as fortune seems to smile on the unfortunate fool (Use sparingly)
- Gang Up (1 SP):** Can gang up by spending a Stamina Point when an enemy in Reach is attacked by another allied Commoner. Ganging up imposes a -10 on the target's Defence roll. Additionally, each ganging up Commoner adds +1 damage to the attacking Commoner's damage roll.

Trait:

- Teamwork:** Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.



Crusader

Any heavily armored warrior with spellcasting powers and a good cause may call himself a Crusader. Crusaders do well by doing good. They hunt monsters and villains, making themselves rich by plunder as they rid the world of evil.

Any Race, Minor Solo, Black Soul (1500)

Characteristic		Attributes		Skills	
Strength	45	Hit Points	23	Combat	65
Endurance	45	Wound Thr.	12	Magic	70
Agility	40	Magicka	40	Evasion	50
Intelligence	40	Stamina	4	Observe	55
Willpower	40	Initiative	+11	Stealth	20
Perception	35	Action Pts.	3	Knowledge	70
Personality	35	Speed	16m	Social	35
Luck	#	Size	Med.	Physical	75

Unconventional skills:

- Persuade [Intimidation] TN 65 (Str)
- Profession [Medicine] TN 60 (Int)

Equipment:

- Steel War Axe: 1d8+1 Splitting; Unwieldy, Reach 2m
- Steel Broadsword: 1d8+1 Slashing; Reach 2m
- Steel Mace: 1d8+1 Crushing; Unwieldy, Reach 2m
- Full Steel: 6 AR, Heavy
- Steel Shield: BR 10 (5), Medium
- Each weapon wielded may have the Spell Focus trait

Special Abilities (Optional):

- Searing Radiance (1SP):** A Crusader can channel pure magicka through their blades when fighting iniquity, dealing an extra 1d4 Fire Damage that counts as Sunlight after making a successful melee attack.

Talents:

- Spell Sword:** Cast spells one handed at no penalty.
- Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- Spellcaster:** Does not track Magicka, but instead can cast each spell one time.

Spell List

Heal SL 2
 Heal Ally SL 2
 Healing Touch SL 2
 Replenish SL 2
 Sanctuary SL 2
 Resistance to Magic SL 2
 Ward SL 2



Cultist

A cultist can be part of countless cults - whether he is a proponent of the Imperial Cult or a follower of a Daedric Prince, cultists are devoted to their religion with zealous belief.

Any Race, Minor Solo, Black Soul (1500)

Characteristic		Attributes		Skills	
Strength	35	Hit Points	15	Combat	45
Endurance	30	Wound Thr.	9	Magic	-
Agility	35	Magicka	30	Evasion	35
Intelligence	30	Stamina	3	Observe	40
Willpower	35	Initiative	+9	Stealth	35
Perception	30	Action Pts.	3	Knowledge	50
Personality	30	Speed	9m	Social	50
Luck	#	Size	Med.	Physical	45

Unconventional skills:

- Deceive TN 70

Equipment:

- Iron Wakizashi: 1d4 (1d6) Slashing; Expose Weakness, Reach 1m
- Iron Quarterstaff: 1d6 (1d8); Concussive, Reach 2m
- Partial Leather: 1 AR / 1 Fire AR, Light.

Special Abilities (Optional):

- Gang Up (1 SP):** Can gang up by spending a Stamina Point when an enemy in Reach is attacked by another allied Cultist. Ganging up imposes a -10 on the target's Defence roll. Additionally, each ganging up Cultist adds +1 damage to the attacking Cultist damage roll.



Cultist Mage

A cultist can be part of countless cults - whether he is a proponent of the Imperial Cult or a follower of a Daedric Prince, cultists are devoted to their religion with zealous belief. Cultist Mages are normally ceremony leaders or those that keep the masses in line.

Any Race, Minor Solo, Black Soul (1500)

Characteristic		Attributes		Skills	
Strength	35	Hit Points	15	Combat	35
Endurance	32	Wound Thr.	9	Magic	55
Agility	35	Magicka	60	Evade	35
Intelligence	30	Stamina	3	Observe	50
Willpower	35	Initiative	+9	Stealth	15
Perception	30	Action Pts.	3	Knowledge	50
Personality	30	Speed	9m	Social	50
Luck	#	Size	Med.	Physical	45

Unconventional skills:

- Deceive TN 70

Equipment:

- Iron Wakizashi: 1d4 (1d6) Slashing; Expose Weakness, Reach 1m

Special Abilities (Optional):

- **Magical Exertion (1SP):** When activated the mage may cast any spell of 1 SL higher than normal, but suffers the -10 to cast and risk of backfire upon failure as well as the usual costs of casting a spell higher than their skill rank.
- **Inferno (2SP):** After successfully casting a Fire spell, the Cultist Mage can maximize damage.

Talents:

- **Pyromancer:** Add 1 Fire damage to any Fire spell cast.
- **Spellcaster:** Does not track Magicka, but instead can cast each spell one time.

Spell List

- Fire Ball SL 2
- Fire Bolt SL 2
- Fire Bite SL 2
- Heal SL 2
- Healing Touch SL 1
- Weakness to Magic SL 2
- Summon Daedra (Flame Atronach, Clannfear)
- Conjure Weapon Wakizashi
- Conjure Armor SL 2 Body

Cultist Fanatic

A cultist can be part of countless cults - whether he is a proponent of the Imperial Cult or a follower of a Daedric Prince, cultists are devoted to their religion with zealous belief. These cultists are the most devout of their group

Any Race, Minor Solo, Black Soul (1500)

Characteristic		Attributes		Skills	
Strength	40	Hit Points	18	Combat	60
Endurance	35	Wound Thr.	9	Magic	-
Agility	35	Magicka	30	Evade	45
Intelligence	30	Stamina	3	Observe	40
Willpower	35	Initiative	+9	Stealth	15
Perception	30	Action Pts.	3	Knowledge	50
Personality	30	Speed	9m	Social	50
Luck	#	Size	Med.	Physical	45

Unconventional skills:

- Deceive TN 70

Equipment:

- Iron Warhammer: 1d8 (1d10); Crushing, Unwieldy
- Iron Flail: 1d6 (1d8); Flail, Reach 2-3m
- Full Leather: 3 AR, Fire 1 to all locations; Light
- (Optional) Partial Iron: 3 AR; Medium

Special Abilities (Optional):

- **Fanatical Frenzy (1 SP):** After attacking or being attacked, a Fanatic may become enraged, gaining the Savage trait, which allows him to roll damage twice and pick the highest number.

Talents:

- **Zealotry:** The Fanatic's zealous dedication protects him from mundane fear. He receives a +40 bonus to Fear tests.



Guard

Guards are either volunteered militia or trained professionals whose sole job is to protect the citizens of Tamriel.

Any Race, Minor Solo, Black Soul (1500)

Characteristic		Attributes		Skills	
Strength	40	Hit Points	20	Combat	70
Endurance	40	Wound Thr.	11	Magic	-
Agility	35	Magicka	30	Evasion	35
Intelligence	30	Stamina	3	Observe	75
Willpower	30	Initiative	+9	Stealth	15
Perception	45	Action Pts.	3	Knowledge	30
Personality	35	Speed	10m	Social	55
Luck	#	Size	Med.	Physical	60

Unconventional skills:

- Persuade (Strength) TN 70
- Athletics TN 70

Equipment:

- Steel War Axe: 1d8+1 Splitting; Unwieldy, Reach 2m
- Steel Broadsword: 1d8+1 Slashing; Reach 2m
- Steel Mace: 1d8+1 Crushing; Unwieldy, Reach 2m
- Partial Steel: 4 AR, Medium
- Steel Shield: BR 10 (5), Medium
- Wood Longbow: 1d8, (10 / 250 / 350)m Range, Reload (2);
 - Includes 20 iron arrows; Slashing or Splitting
- Wood Crossbow 1d6; (20 / 100 / 200)m Range; Reload (1);
 - Includes 20 bolts; Slashing or Splitting

Special Abilities (Optional):

- Warning Shout (1 SP):** When a guard shouts, he summons any additional guards within hearing range to his aid.

Talents:

- Dead or Alive:** Guards gain +1 DoS to offensive and defensive Combat rolls when they have at least 2 other guards supporting them, and gain a +20 bonus to grapple or otherwise restrain their target without killing them.
- Who did it?!**: When investigating a crime, a guard cannot score less than 3 DoS on a successful Social skill test when interrogating witnesses.

Variant: Cyrodiilic Guard

City guards in Cyrodiil are just like any other. Cyrodiil does feature, however, a unique kind: the Legion Zero watchman, bearing the iconic Imperial Plate. Their equipment is made from Silver and they are generally much better trained than the typical guard.

- HP is 23.
- Combat TN is 80
- Silver Longsword: 1d8 (1d10)+1 Slashing; Magic, Reach 2m
- Wood Longbow: 1d8, (10 / 250 / 350)m Range, Reload (2);
 - Includes 20 Silver (+1, Magic) arrows; Slashing or Splitting
- Full Steel: 6 AR, Heavy

"HALT" - Unknown City Guard

Gladiator

Throughout all the Arenas and battles for sport across Tamriel, there lies a great many people across all races willing to join. These fighters have a flair for the dramatic, and battle as if it is an art form, always ready to please a crowd.

Any Race, Minor Solo, Black Soul (1500)

Characteristic		Attributes		Skills	
Strength	45	Hit Points	18	Combat	75
Endurance	35	Wound Thr.	9	Magic	-
Agility	30	Magicka	25	Evasion	30
Intelligence	25	Stamina	3	Observe	40
Willpower	25	Initiative	+8	Stealth	15
Perception	30	Action Pts.	3	Knowledge	35
Personality	40	Speed	10m	Social	60
Luck	#	Size	Med.	Physical	70

Equipment:

- Iron Trident: 1d6(1d8); Impaling, Unwieldy; 2m
- Iron Hooksword: Slashing(2), Dueling Weapon, Hooked 1m
- Net: -; Entangling, Thrown(3/4/5); 2m
- Partial Iron: 3 AR, Medium.

These are but examples, a Gladiator may have any weapon made from iron.

Talents:

- Duelist:** 1 extra DoS to melee attacks when only 1 opponent is in range .
- Appeal:** While being watched by a crowd of people, for an AP the Gladiator can test Social, if they succeed they gain a +20 to all Combat Style tests until they fail a test.

Variant: Champion

- Combat skill is 95**
- Endurance is 45**
 - HP is 23
 - SP is 4
- Weapons and armor are Malachite instead of iron.
- The Champion may have any Weapon talent appropriate to the weapons that they mainly use.
- Seasoned Victor:** Gains +1 DoS in melee combat rolls



Healer

Healers are equal parts herbalist and mage, using their knowledge of local flora and restoration magic to help the sick and wounded.

Any Race, Minor Solo, Black Soul (1500)

Characteristic		Attributes		Skills	
Strength	30	Hit Points	15	Combat	30
Endurance	30	Wound Thr.	9	Magic	75
Agility	30	Magicka	40	Evasion	30
Intelligence	40	Stamina	3	Observe	55
Willpower	35	Initiative	+10	Stealth	15
Perception	35	Action Pts.	3	Knowledge	60
Personality	40	Speed	9m	Social	60
Luck	#	Size	Med.	Physical	30

Unconventional skills:

- Profession[Medicine] TN 70

Special Abilities (Optional):

- **Triage(1 SP):** Quickly examine critical patients, and treat them in order to stop bleeding, burning, or poisoning.
- **Administer Aid(1 SP) -** The Healer can very quickly and efficiently patch up himself or a wounded comrade. The target is healed for 2d4 hit points and the passive effects of any Wounds it might be suffering from are going to be negated until the end of the combat encounter.
- **Alchemist(1 SP):** The healer quickly throws together ingredients to create a makeshift potion. Any spells cast by the Healer may also be a potion that they can give to an ally.

Talents:

- **Healer:** Can pay 10 magicka and spend 1 hour to test restoration and treat 1 wound.
- **Spellcaster:** Does not track Magicka, but instead can cast each spell one time.

Spell List

- Cure Paralysis
- Heal Ally SL 3
- Healing Touch SL 3
- Heal SL 3
- Rejuvenate
- Replenish SL 3
- Stabilize
- Cure Disease SL 2
- Curing Touch SL 2



Knight

Of noble birth, or distinguished in battle or tourney, knights are civilized warriors, schooled in letters and courtesy, governed by the codes of chivalry. In addition to the art of war, knights study the lore of healing and enchantment.

Any Race, Minor Solo, Black Soul (1500)

Characteristic		Attributes		Skills	
Strength	45	Hit Points	23	Combat	75
Endurance	45	Wound Thr.	11	Magic	65
Agility	40	Magicka	45	Evasion	60
Intelligence	45	Stamina	4	Observe	55
Willpower	35	Initiative	+11	Stealth	20
Perception	35	Action Pts.	3	Knowledge	75
Personality	40	Speed	12m	Social	70
Luck	#	Size	Med.	Physical	75

Unconventional skills:

- Command TN 85 (Str)

Equipment:

- Steel War Axe: 1d8+1 Splitting; Unwieldy, Reach 2m
- Steel Longsword: 1d8+1 Slashing; Reach 2m
- Steel Mace: 1d8+1 Crushing; Unwieldy, Reach 2m
- Full Steel: 6 AR, Heavy
- Steel Shield: BR 10 (5), Medium

Optionally may have:

- Enchanted: Each of the weapons wielded adds one of the following strike enchantments
 - Fire SL 1
 - Frost SL 1
 - Shock SL 1
- Steel Lance(If mounted): 1d12+1 Splitting, Crushing(3); Mounted, Unwieldy Reach 2-3m

Special Abilities (Optional):

- **Charge (1 AP, 1 SP):** When activated this ability lets the knight to be able to move twice their movement rating, and then attack with +2 damage on to the attack
- **Rally (1 SP):** When activated, the Knight rallies nearby allies and they all receive the benefits of the Teamwork talent until the Knight's next turn

Talents:

- **Duelist:** +1 DoS to Combat tests when engaged in melee with 1 opponent

Spell List

- Healing Touch SL 3
- Heal SL 3



Mage

Most mages claim to study magic for its intellectual rewards, but they also often profit from its practical applications. Varying widely in temperament and motivation, mages share but one thing in common - an avid love of spellcasting.

Any Race, Minor Solo, Black Soul (1500)

Characteristic	Attributes		Skills	
Strength	30	Hit Points	15	Combat 30
Endurance	30	Wound Thr.	11	Magic 70
Agility	30	Magicka	50	Evide 30
Intelligence	50	Stamina	3	Observe 45
Willpower	50	Initiative	+11	Stealth 15
Perception	35	Action Pts.	3	Knowledge 90
Personality	30	Speed	9m	Social 40
Luck	#	Size	Med.	Physical 30

Equipment:

- Quarterstaff: 1d6(1d8) ; 1.5H, 2m, Concussive
 - May also have a Cast Magic enchantment of [Type] Bolt SL 3. With 5 charges.

Special Abilities (Optional):

- Overcharge (1 SP):** When activated this allows the mage to roll damage twice and use the highest when calculating the next spell's damage.
- Learned Scholar (1 SP):** When activated the mage may use his Knowledge skill in place of Social to persuade others once per activation.
- Magical Exertion (1SP):** When activated the mage may cast any spell they have 1 SL higher than normal, but suffers the -10 to cast and risk of backfire upon failure as well as the usual costs of casting a spell higher than their skill rank.
- (Optional) Magic over Might:** Can spend one of their spells to replace their Physical or Social score with their Magic score for a single Skill test.

Talents:

Spellcaster: Does not track Magicka, but instead can cast each spell one time.

Spell List

- Any Spell up to SL 4

Variant: Archmage

- Pick one school of magic, and the Archmage knows all spells within that school up to SL 5
- Magical Exertion (1SP):** When activated the mage may cast any spell they have 2 SL higher than normal, but suffers the -20 to cast and the spell has a risk of backfiring as well as the usual costs of casting a spell higher than their skill rank.
- Intelligence is 60**
 - Magicka is 60
 - Initiative Rating is +12
- Magic Skill is 100**

Variant: Hedge mage

- Intelligence is 45**
 - MP is 45
- Magic is 65**
- Knowledge is 75**
- Physical is 40**
- Control:** Test Willpower to negate spell backfire
- All spells cast by the Hedge mage count as Unconventional
- Magical Exertion (1SP):** When activated the mage may cast any spell they have 2 SL higher than normal, but suffers the -20 to cast and the spell automatically backfires as well as the usual costs of casting a spell higher than their skill rank.

Spell List

- 3 Spells of SL 3 and any SL 2 spell

Merchant

Merchants and traders can be found peddling their wares in marketplaces across tamriel.

Any Race, Minor Solo, Black Soul (1500)

Characteristic	Attributes		Skills	
Strength	30	Hit Points	15	Combat 30
Endurance	30	Wound Thr.	9	Magic -
Agility	30	Magicka	35	Evide 30
Intelligence	35	Stamina	3	Observe 65
Willpower	30	Initiative	+10	Stealth 15
Perception	35	Action Pts.	3	Knowledge 65
Personality	45	Speed	9m	Social 85
Luck	#	Size	Med.	Physical 30

Talents:

- Businessman:** When the character passes a Commerce skill test he always gets a minimum of 4 DoS

Variant: Master Salesman

- Upsell:** This Merchant knows their trade and how to talk others down, they negate the ability to use the Businessman talent against them.
- Social Skill is 95**



Monk

Monks are students of the ancient martial arts of hand-to-hand combat and unarmored self defense. Monks avoid detection by stealth, mobility, and Agility, and are skilled with a variety of ranged and close-combat weapons.

Any Race, Minor Solo, Black Soul (500)

Characteristic		Attributes		Skills	
Strength	40	Hit Points	25	Combat	80
Endurance	50	Wound Thr.	13	Magic	-
Agility	40	Magicka	35	Evade	80
Intelligence	35	Stamina	4	Observe	70
Willpower	45	Initiative	+11	Stealth	80
Perception	40	Action Pts.	3	Knowledge	65
Personality	35	Speed	12m	Social	35
Luck	#	Size	Med.	Physical	65

Equipment:

- Cestus: 1d4+1; Crushing(1)
- Punch Dagger: 1d4+1; Slashing(1)
- Wood Quarterstaff: 1d6 (1d8); Concussive, Reach 2-3m
- Wood Longbow: 1d8, (10 / 250 / 350)m Range, Reload (2);
 - Includes 20 iron arrows; Slashing or Splitting
- Heavy Robes Partial AR 1; Light

Special Abilities (Optional):

- **Martial Revenge (1 SP):** The Monk can use this ability to immediately make a counter attack using a hand-to-hand weapon or unarmed strike, and this does not count towards that character's maximum number of attacks that they can make per round.

Talents:

- **Martial Traditions:** Monks base unarmed damage is 1d6+4, increases the slashing or crushing of any hand-to-hand weapon by 1, and has no penalties to actions normally penalized while wielding hand-to-hand weapons.
- **Martial Domination:** Can parry any melee or non magic ranged attack while unarmed, and gains a minimum of 4 DoS when grappling, restraining or engangling an opponent.
- **Spellcaster:** Does not track Magicka, but instead can cast each spell one time.

Spell List

Heal Self SL 2



Variant: Two-Moons Dance Monk

The Two-Moons Dance Monks are a mostly Khajiit order of monks, dedicated to Riddle-Thar and the art of unarmed battle. Those known to have mastered this style of combat are renowned across Tamriel as unmatched in weaponless combat. Even those that face them with magical enhancement are seen as inferior combatants in their eyes.

- Perception is 50
- Agility is 60
 - IR is 13
 - Speed is 16
- **Eye of Night:** Two-Moons Dance monks deal 1d8+4 base damage while unarmed, and can make a free Precision Strike with their first attack made while Hidden at night time or in total darkness.
- **Sky-high:** Reduce falls by 6 meters and ignore all penalties on Combat rolls due to unusual terrain except underwater.
- **Nimble:** The Two-Moons Dance Monk has 4 AP every round
- **Sugar-Rush:** Can evade all attacks of opportunity for free until hit, which costs AP, and can evade Area of Effect attacks completely if the AoE is less than 6 meters.



Nightblade

Nightblades are spellcasters who use their magics to enhance their mobility, concealment and stealthy close combat.

Any Race, Minor Solo, Black Soul (1500)

Characteristic	Attributes		Skills	
Strength	30	Hit Points	18	Combat 70
Endurance	35	Wound Thr.	10	Magic 70
Agility	50	Magicka	40	Evide 60
Intelligence	40	Stamina	3	Observe 70
Willpower	40	Initiative	+12	Stealth 80
Perception	40	Action Pts.	3	Knowledge 60
Personality	35	Speed	13m	Social 55
Luck	#	Size	Med.	Physical 55

Unconventional skills:

- Illusion TN 80

Equipment:

- Steel Dagger: 1d4+1; Slashing, Exploit Weakness, Thrown(5/10/15), Small
- Steel Shortsword: 1d6+1; Slashing Exploit weakness
- Wood Shortbow: 1d6; (20 / 100 / 200)m Range; Reload (1); — Includes 12 Steel Arrows (+1 Damage, Splitting or Slashing)
- Padded Leather: 2 AR to all locations, Medium

Special Abilities (Optional):

- **Obfuscation (1SP)** - Allows the Nightblade to roll for Stealth so that he can hide in plain sight. Onlookers see him vanish in a smokey blur, as he throws a smoke bomb on the ground at his location.
- **Leap away (1SP)** - Allows the Nightblade to make a dodge roll in any direction for 2m as part of his normal movement. This movement doesn't provoke attacks of opportunity.

Talents: and Traits

- **Spellsword:** May cast spells with only one hand
- **Shadow Strike:** +3 damage inflicted against unaware or surprised targets
- **Assassin Strike:** 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.
- **Master of Illusions:** Can test Illusion instead of Deceive or Evide
- **Spellcaster:** Does not track Magicka, but instead can cast each spell one time.

Spell List

- Chameleon SL 2
- Invisibility
- Night Eye SL 2
- Poison Bolt/Bite SL 2
- Sanctuary SL 3
- Feather
- Burden SL 2



Pilgrim

Pilgrims are travellers, seekers of truth and enlightenment. They fortify themselves for the road and wilderness with arms, armor and magic, and through wide experience of the world, they become shrewd in commerce and persuasion.

Any Race, Minor Solo, Black Soul (1500)

Characteristic	Attributes		Skills	
Strength	40	Hit Points	20	Combat 60
Endurance	40	Wound Thr.	9	Magic 50
Agility	30	Magicka	30	Evide 30
Intelligence	30	Stamina	3	Observe 40
Willpower	30	Initiative	+9	Stealth 15
Perception	30	Action Pts.	3	Knowledge 60
Personality	30	Speed	9m	Social 50
Luck	#	Size	Med.	Physical 50

Equipment:

- Steel Shortsword: 1d6+1; Slashing, Exploit weakness
- Steel Mace: 1d8+1; Crushing, Unwieldy
- Steel Shield: BR 10 (5); Medium
- Partial Steel: 4 AR; Medium

The Pilgrim will have an amulet that is specific to their god that they worship

Special Abilities (Optional):

- **Blessing of the Nine (1SP)** - Gains a +10 to the next roll that the Pilgrim makes

Talents:

- **Spellcaster:** Does not track Magicka, but instead can cast each spell one time.

Spell List

- Heal SL 2
- Healing Touch SL 2
- Heal Ally SL 2
- Turn Undead SL 2
- Ward SL 1



Priest

Priests tend to the spiritual needs of their communities, and are trained in the healing arts.

Any Race, Minor Solo, Black Soul (1500)

Characteristic		Attributes		Skills
Strength	30	Hit Points	15	Combat 30
Endurance	30	Wound Thr.	9	Magic 55
Agility	30	Magicka	35	Evide 30
Intelligence	35	Stamina	3	Observe 40
Willpower	35	Initiative	+9	Stealth 15
Perception	30	Action Pts.	3	Knowledge 75
Personality	40	Speed	9m	Social 70
Luck	#	Size	Med.	Physical 30

Special Abilities (Optional):

- **Sermon (1 SP):** The priest can make a Social roll. If he succeeds, one of his allies can reroll his next failed roll.

Talents:

- **Spellcaster:** Does not track Magicka, but instead can cast each spell one time.

Spell List

- Heal SL 2
- Heal Ally SL 2
- Healing Touch SL 2
- Turn Undead SL 2
- Curing Touch



Rogue

Rogues are adventurers and opportunists with a gift for getting in and out of trouble. Relying variously on charm and dash, blades and business sense, they thrive on conflict and misfortune, trusting to their luck and cunning to survive.

Any Race, Minor Solo, Black Soul (1500)

Characteristic		Attributes		Skills
Strength	35	Hit Points	15	Combat 65
Endurance	30	Wound Thr.	9	Magic -
Agility	45	Magicka	35	Evide 75
Intelligence	35	Stamina	3	Observe 70
Willpower	30	Initiative	+11	Stealth 75
Perception	40	Action Pts.	3	Knowledge 55
Personality	45	Speed	11m	Social 65
Luck	#	Size	Med.	Physical 45

Unconventional skills:

- Persuade TN 75
- Deceive TN 75

Equipment:

- Steel Shortsword: 1d6 +1; Slashing, Exploit Weakness
- Steel Rapier: 1d8 +1; Slashing, Exploit Weakness, Dueling Weapon
- Superior Full Leather: AR 3, Fire 1 on all locations; Light

Special Abilities (Optional):

- **Dodging Dash (1 SP):** The Rogue may use this to impose a -20 to all opportunity attacks made on him this turn. As well as double his speed for that turn

Talents:

- **Assassin Strike:** 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.
- **Fleet Footwork:** Moves at normal speed when hidden, and has free action Evide until they fail, at which point it costs the normal 1 AP
- **Charlatan:** May use Deceive in place of Commerce



Scholar

Scholars are the learned elite. Their studies sometimes take them outside the safety of their universities and into the wilds of Tamriel.

Any Race, Minor Solo, Black Soul (1500)

Characteristic		Attributes		Skills	
Strength	30	Hit Points	15	Combat	30
Endurance	30	Wound Thr.	9	Magic	-
Agility	30	Magicka	50	Evasion	30
Intelligence	50	Stamina	3	Observe	45
Willpower	30	Initiative	+11	Stealth	15
Perception	35	Action Pts.	3	Knowledge	90
Personality	35	Speed	9m	Social	35
Luck	#	Size	Med.	Physical	30

Unconventional skills:

- Investigate TN 80

Talents:

- **Big Words:** The character can use the Lore skill in place of the Deceive skill in appropriate situations (GM discretion).
- **Attention to Detail:** The character can use the Investigate skill to oppose attempts to deceive him.



Scout

Scouts rely on stealth to survey routes and opponents, using ranged weapons and skirmish tactics when forced to fight.

Any Race, Minor Solo, Black Soul (1500)

Characteristic		Attributes		Skills	
Strength	40	Hit Points	20	Combat	60
Endurance	40	Wound Thr.	11	Magic	-
Agility	40	Magicka	30	Evasion	50
Intelligence	30	Stamina	4	Observe	70
Willpower	30	Initiative	+11	Stealth	70
Perception	40	Action Pts.	3	Knowledge	30
Personality	30	Speed	12m	Social	30
Luck	#	Size	Med.	Physical	70

Unconventional skills:

- Athletics TN 80
- Acrobatics TN 80

Equipment:

- Wood Shortbow 1d6; (20 / 100 / 200)m Range; Reload (1);
 - Includes 20 arrows; Slashing or Splitting
- Steel Dagger; 1d4; Slashing, Exploit Weakness, Small, Thrown (5/10/15)
- Partial Leather 1 AR to all locations; Light

Special Abilities (Optional):

- **Quick Shot(1 SP):** The character may use this ability to get rid of the -20 ranged shot penalty of Guerilla Tactics

Talents:

- **Guerrilla Tactics:** The Scout moves at his normal speed when hidden, and also reduces Reload by 1. In addition, they can make a free ranged attack at a -20 penalty, when they Dash.



Sorcerer

Though spellcasters by vocation, sorcerers rely most on summoning and enchantments. They are greedy for magic scrolls, rings, armor and weapons, and commanding undead and Daedric servants gratifies their egos.

Any Race, Minor Solo, Black Soul (1500)

Characteristic	Attributes		Skills	
Strength	30	Hit Points	15	Combat 70
Endurance	30	Wound Thr.	11	Magic 80
Agility	30	Magicka	50	Evade 30
Intelligence	50	Stamina	3	Observe 45
Willpower	50	Initiative	+11	Stealth 15
Perception	35	Action Pts.	3	Knowledge 70
Personality	30	Speed	9m	Social 40
Luck	#	Size	Med.	Physical 30

Equipment:

- Partial Steel: 4 AR; Medium

Special Abilities (Optional):

- Oblivion Carapace(1-3 SP):** The Sorcerer may use this ability to immediately cast a Conjure Armor spell, but instead of 1 piece it is a full suit of Daedric armor. This suit costs 1 SP to upkeep each turn, up to a maximum of 3 turns.

Talents:

- Bladecaller:** Slashing, Splitting, and Crushing extra damage values are all 5 on all Bound Weapons.
- Spellcaster:** Does not track Magicka, but instead can cast each spell one time.

Spell List

- Conjure [any weapon] SL 4
- Sunder Binding SL 3
- Conjure Armor SL 3



Spellsword

Spellswords are spellcasting specialists trained to support imperial troops in skirmish and in battle. Veteran spellswords are prized as mercenaries, and well-suited for careers as adventurers and soldiers-of-fortune.

Any Race, Minor Solo, Black Soul (1500)

Characteristic	Attributes		Skills	
Strength	40	Hit Points	20	Combat 60
Endurance	40	Wound Thr.	12	Magic 60
Agility	40	Magicka	40	Evade 50
Intelligence	40	Stamina	4	Observe 55
Willpower	40	Initiative	+11	Stealth 20
Perception	35	Action Pts.	3	Knowledge 60
Personality	35	Speed	12m	Social 55
Luck	#	Size	Med.	Physical 70

Equipment:

- Steel Longsword: 1d8(1d10) +1; 2m; Slashing
- Partial Steel: AR 4; Medium

Special Abilities (Optional):

- Shielding Ward(1 SP):** The Spellsword may activate this ability after casting the Ward spell. This causes the Ward spell to affect up to 2 other creatures within 3m of the Spellswords choosing. This kind of Ward lasts until the Spellswords next turn ends.

Talents:

- Spellsword:** Cast magic with 1 hand
- Brawler:** +1 DoS when engaging in melee combat with 2+ opponents
- Spellcaster:** Does not track Magicka, but instead can cast each spell one time.

Spell List

- Ward SL 3
- Shield SL 3
- Armor SL 3
- [Any Type] Bite SL 3
- [Any Type] Cloak SL 3
- Heal SL 2
- Healing Touch SL 2



Thief

Profiting from the losses of others is their love. Able to be swift in shadow, and crafty in bartering. Locks are enemies, and lock-picks are their swords.

Any Race, Minor Solo, Black Soul (1500)

Characteristic		Attributes		Skills
Strength	35	Hit Points	20	Combat 45
Endurance	40	Wound Thr.	10	Magic -
Agility	45	Magicka	35	Evade 65
Intelligence	35	Stamina	4	Observe 70
Willpower	35	Initiative	+11	Stealth 75
Perception	40	Action Pts.	3	Knowledge 45
Personality	40	Speed	11m	Social 50
Luck	#	Size	Med.	Physical 65

Unconventional skills:

- Acrobatics TN 75

Equipment:

- Wood Shortbow 1d6; (20 / 100 / 200)m Range; Reload (1);
 - Includes 20 arrows; Slashing or Splitting
- Steel Shortsword; 1d6; Slashing, Exploit Weakness
- 10 Steel Darts 1d4 +1; Thrown(5/10/15), Small
- Partial Leather 1 AR to all locations; Light

Special Abilities (Optional):

- **Stash and Slash (1 SP):** After a character deals damage to an enemy, activate this ability to roll Subterfuge against the enemy's Observe in order to grab something that is on said enemy's person, such as a potion hanging off his belt or a coin pouch. The desired item has to be within reach and not stashed anywhere that would require extensive effort to acquire, such as inside a backpack.
- **Dodging Dash (1 SP):** The Thief may use this to impose a -20 to all opportunity attacks made on him this turn. As well as double his speed for that turn

Talents:

- **Ghost:** This character moves at normal speed when hidden.
- **Sneak Attack:** The character deals +3 damage to successful attacks if they were hidden from the target when they made the attack.



Warrior

Warriors are the professional men-at-arms, soldiers, mercenaries, and adventurers of Tamriel, trained with various weapons and armor styles, conditioned by long marches, and hardened by ambush, skirmish and battle.

Any Race, Minor Solo, Black Soul (1500)

Characteristic		Attributes		Skills
Strength	45	Hit Points	23	Combat 75
Endurance	45	Wound Thr.	11	Magic -
Agility	40	Magicka	30	Evade 50
Intelligence	30	Stamina	4	Observe 55
Willpower	35	Initiative	+10	Stealth 20
Perception	35	Action Pts.	3	Knowledge 30
Personality	30	Speed	12m	Social 40
Luck	#	Size	Med.	Physical 75

Equipment:

- Steel War Axe: 1d8+1 Splitting; Unwieldy, Reach 2m
- Steel Longsword: 1d8+1 Slashing; Reach 2m
- Steel Mace: 1d8+1 Crushing; Unwieldy, Reach 2m
- Steel Spear: 1d8(1d10) Impaling, Unwieldy Reach 2m
- Full Steel: 6 AR, Heavy
- Steel Shield: BR 10 (5), Medium

Special Abilities (Optional):

- **Full Circle Swing(2 SP):** The Warrior may activate this ability to swing their weapon in a 360 degree arc around themselves. As part of a melee attack, They can strike any targets in Reach as a single action. Roll once for the attack. This attack otherwise functions the same as a normal attack in terms of damage.

Talents:

- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Arms Master:** The character never suffers the usual -20 untrained penalty for using weapons not included in one of their Combat Styles.
- **(Optional) Weapons Prowess:** The Warrior may have any kind of weapon talent appropriate to their specific weapon they are using.



Witchhunter

Witch Hunters are dedicated to rooting out and destroying the perverted practices of dark cults and profane sorcery. They train for martial, magical, and stealthy war against vampires, witches, warlocks and necromancers.

Any Race, Minor Solo, Black Soul (1500)

Characteristic	Attributes		Skills	
Strength	40	Hit Points	18	Combat 65
Endurance	35	Wound Thr.	11	Magic 65
Agility	40	Magicka	40	Evade 60
Intelligence	40	Stamina	3	Observe 70
Willpower	45	Initiative	+12	Stealth 60
Perception	40	Action Pts.	3	Knowledge 60
Personality	25	Speed	12m	Social 35
Luck	#	Size	Med.	Physical 60

Unconventional skills:

- Alchemy TN 70

Equipment:

- Wood Crossbow 1d6; (20 / 100 / 200)m Range; Reload (1);
 - Includes 20 arrows; Slashing or Splitting
- Steel Shortsword; 1d6; Slashing, Exploit Weakness Reach 1m
- Steel Mace: 1d8+1 Crushing; Unwieldy, Reach 2m
- Full Leather: 3 AR, Fire 1 to all locations; Light

Special Abilities (Optional):

- Mage Slayer:** As a reaction, the Witch Hunter can make an attack against any opponent within his range that casts a spell.

Talents:

- Occultist's Bane:** The Witch Hunter reduces the Reload trait by 1, and gains +1 DoS when in melee with 1 opponent. Lastly, during a dash action, they may make a free ranged attack with a -20 penalty to the roll.
- Favored Enemy(Dark Arts):** Gains a +10 to any tests made to bring harm to their preferred enemy. These enemies are things such as vampires, lycanthropes, witches, warlocks, and necromancers.
- Spellcaster:** Does not track Magicka, but instead can cast each spell one time.

Spell List

- Conjure [Any Weapon] SL 2
- Summon any SL 1 daedra
- Dispel SL 2
- Reflect SL 2



Slave

Slaves are found throughout Tamriel, though the Empire has outlawed slavery in most provinces.

Any Race, Humanoid, Minor Solo, Black Soul (1500)

Characteristic	Attributes		Skills	
Strength	30	Hit Points	18	Combat 30
Endurance	35	Wound Thr.	9	Magic -
Agility	30	Magicka	25	Evade 30
Intelligence	25	Stamina	3	Observe 40
Willpower	25	Initiative	+8	Stealth 15
Perception	30	Action Pts.	3	Knowledge 35
Personality	25	Speed	10m	Social 25
Luck	#	Size	Med.	Physical 60

Unconventional skills:

- Profession [Any] TN 70

Equipment:

- Pickaxe - Crushing 1d4
- Woodsman's axe - Splitting 1d4
- Shackled- while wearing these, Encumbrance level is always 1 level higher and Combat Style is TN is lowered by 10
- (Optional) Enchanted Shackles- while wearing these, Encumbrance level is always 1 level higher and Combat Style TN is lowered by 10, Constant drain Magicka 10pts/round.

Variant: Household Slave

- Personality is 30
 - Social skill is 60
- Physical skill is 30



